Usenet Newsgroup Archive: comp.sys.atari.8bit

2007 - 2013

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 2007-01-01 through 2013-06-10

Source text: comp.sys.atari.8bit.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 5,361

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: Recording Atari game sequences

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-01 00:54:43 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns98AACAE78914Bemuslor@216.196.97.136>
Source record: 5384

Despite all prevention efforts, "David Bowden" <nospam@spamsux.org>
wrote in news:bZqdnbRxQMGsMArYnZ2dnUVZ_r2onZ2d@comcast.com:

>
> You could always try fraps. http://www.fraps.com/>
> I almost never use any Atari emulator, but I occasionally use Atari800
> under Linux, so I don't know if there's a win based Atari emulator
> that uses DirectX or OpenGL. If there is an emu that uses either,
> fraps should be all you need.
>

The Win32 port of atari800 is DirectX-based.

http://sourceforge.net/project/showfiles.php?group_id=40606

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

2. Re: source files

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-01 02:31:40 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <pan.2007.01.01.02.31.40.30228@timestorm.ross.com>
Source record: 5385

On Sun, 31 Dec 2006 17:40:23 +0000, AC wrote:

> Hi,
>
> I remember years ago typing pages and pages of basic code into my 800xl,
> the code mostly came from ANTIC magazine. I've found ANTIC magazine
> online with all of the programs. But they did not include any of the
> source code. Can anybody tell me where I can find the source code from
> the magazines? Unfortunately I no longer have the magazines. :-(
>
> Thanks.

Interesting. I've been browsing the site, and I see source code in
multiple languages. Some of them are downloadable tokenized .BAS files,
some are links to ASCII source code, etc.

Granted I haven't gone through every (or even most) issue(s) but still,
there is source code available.

qnr

--
Terry "qnr" Ross | http://www.aliboom.com
1024D/E5796C4D | Key BE84 EC1D FC94 D97B 9063 AD15 0F38 193A E579 6C4D
Source Mage GNU/Linux http://www.sourcemage.org

3. Re: Atari 1200XL Setup Problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-01 02:44:17 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <cvdmh.14221$Gw4.29@newssvr23.news.prodigy.net>
Source record: 5392

"Carsten Strotmann" <cas_news@strotmann.de> wrote in message news:
> On Sun, 31 Dec 2006 09:30:50 -0800, Starlord wrote:
>
>> The 1200XL I had didn't have a built in drive, I had 3 1050's hooked up
>> all
>> ending with a xm301 modem.
>>
>>
>
> Boys, take a look at AtariAge and have fun. Beetle did a nice prank with
> his "found" 1250 XLD. Take a look at the awesome pictures. A nice piece of
> art.
>
> Cas
What prank? I went to Atariage A8 forum and
couldn't find the '1200XL setup problem' thread.
Those pictures looked real.

4. Re: Dead 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-01 03:16:30 UTC
From: Tristan Mumford <xtristan.xmumford@xgmail.xcom>
Message-ID: <45987d1a$0$38168$c30e37c6@lon-reader.news.telstra.net>
Source record: 5386

Rick Cortese wrote:

> Tristan Mumford wrote:
>> Tristan Mumford wrote:
> <snip>
>> I just went through, cleaned up whatever traces I could etc. The board is
>> in poor shape underneath All the larger tracks are badly bubbled.
>> I now get a nice clear stable red screen with no artefacts. Nothing else
>> though. Oh well.
>
> Probably RAM. If you get as far as a stable screen of some kind that
> usually means GTIA, 6502, et cetera, are all working through the initial
> start up.

RAM was my first thought too. The heat of those two chips bothered me
though.
There was something which I didn't really connect until now. I found a few
tiny balls of solder nearby. I think something is causing the chips to go
into heater mode to the extent they melted some of the solder. Some of
their solder looked a little depleted, but the workmanship on this unit
wasn't so hot anyway.
The question is where the short (or fighting logic I guess) is.
I wish I had written down the actual type of chip that was heating up before
I resealed the unit.
I can tell you that they are the two chips between the row of 8 resistors
and the cartridge slot.

>
> But leave it on over night and reboot in the morning. This sometimes
> helps.

I'm scared to leave it on for five minutes! But you are right. In a lot of
cases that does seem to help electronics that haven't been used in a long
time.

--
-----> http://members.dodo.com.au/~izabellion1/tristan/index.html <-----
===== It's not pretty, it's not great, but it is mine. =====

5. Re: Dead 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-01 05:18:23 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <zQ0mh.6097$w91.5436@newsread1.news.pas.earthlink.net>
Source record: 5387

```
Tristan Mumford wrote:
> Rick Cortese wrote:
>
>
>>Tristan Mumford wrote:
<snip>
> I wish I had written down the actual type of chip that was heating up before
> I resealed the unit.
> I can tell you that they are the two chips between the row of 8 resistors
> and the cartridge slot.

They should be 64k chips organized as ~16k 4 bits wide. If they still
are then it could have been a botched repair. If they are 256k as 64k X
4 bits chips, there is a chance someone tried to expand it to 64k.
```

6. Re: source files

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-01 13:25:20 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1167657920.303160.5400@h40g2000cwb.googlegroups.com>
Source record: 5388

AC wrote:
> Hi,
>
> I remember years ago typing pages and pages of basic code into my 800xl, the
> code mostly came from ANTIC magazine. I've found ANTIC magazine online with
> all of the programs. But they did not include any of the source code. Can
> anybody tell me where I can find the source code from the magazines?
> Unfortunately I no longer have the magazines. :-(
>
> Thanks.

For the most part, Antic did not publish assembler source code. (Quite
contrary to Analog, which did.) Antic published mostly BASIC programs.
The BASIC files are there. Most programs that had assembler were
listed as BASIC data statements which when typed and entered became
machine code modules or programs.

7. Re: indus gt

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-01 13:38:06 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1167658686.352287.11020@v33g2000cwv.googlegroups.com>
Source record: 5389

Jack Tseng wrote:
> XF551's high speed 38400 bps burst mode usable only with SuperDOS 5.1 but it
> doesnt work with Indus GT. I thought Indus GT Synchromesh mode usable with
> SpartaDOS X and DOSXL. SuperDOS 5.1 cant detect Indus GT. how come?
>
> Thanks!
> Jack Tseng

A long story short... The driver modules are different. AFAIK, only
Dos XL and SDX provide drivers compatible with the Indus. I have
several Indus, and over the years I've tried to find (and even write)
an Indus driver for MyDos. It was once rumored that SuperDos 5.x would
have a driver, but I don't believe it ever happened. -Larry

8. Re: Atari 1200XL Setup Problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-01 18:42:45 UTC
From: micrologix1500@yahoo.com
Message-ID: <1167676965.531079.316730@n51g2000cwc.googlegroups.com>
Source record: 5390

atarinoob wrote:
> I talked about the internal drives, but got it running in the
> meantime...
>
> Thanks a lot
>

ummmm..... if at all possible, could you make a pic available of this
computer you've got?

9. Re: Atari 1200XL Setup Problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-01 19:42:56 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <cvdmh.14222$Gw4.5504@newssvr23.news.prodigy.net>
Source record: 5391

"Carsten Strotmann" <cas_news@strotmann.de> wrote in message news:
> On Sun, 31 Dec 2006 09:30:50 -0800, Starlord wrote:
>
>> The 1200XL I had didn't have a built in drive, I had 3 1050's hooked up
>> all
>> ending with a xm301 modem.
>>
>>
>
> Boys, take a look at AtariAge and have fun. Beetle did a nice prank with
> his "found" 1250 XLD. Take a look at the awesome pictures. A nice piece of
> art.
>
> Cas
What 'nice prank'? I can't find the thread on it
at atariage any more. Is this some type of fake?

10. Re: source files

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-01 21:28:58 UTC
From: AC <ac@ac.com>
Message-ID: <u2fmh.543472$5R2.365239@pd7urf3no>
Source record: 5393

Are there any analog magazines online? I used to have quite a stack of
atari magazine, I thought they were antic, but must have had alot of Analog
magazine as well. It would be nice to find an old collection of those
magazines.

"Larry" <LLppwhite@earthlink.net> wrote in message
news:1167657920.303160.5400@h40g2000cwb.googlegroups.com...
> AC wrote:
>> Hi,
>>
>> I remember years ago typing pages and pages of basic code into my 800xl,
>> the
>> code mostly came from ANTIC magazine. I've found ANTIC magazine online
>> with
>> all of the programs. But they did not include any of the source code.
>> Can
>> anybody tell me where I can find the source code from the magazines?
>> Unfortunately I no longer have the magazines. :-(
>>
>> Thanks.
>
> For the most part, Antic did not publish assembler source code. (Quite
> contrary to Analog, which did.) Antic published mostly BASIC programs.
> The BASIC files are there. Most programs that had assembler were
> listed as BASIC data statements which when typed and entered became
> machine code modules or programs.
>

11. Shamus II is cool

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-02 06:20:20 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000acf2b@familynet-international.org>
Source record: 5394

FamilyNet International Newsgate

> From: "Anders Skelander" <ansk@hotmail.com>

> Has anybody played Synapse Software's "Shamus II"
> recently? It is a super cool game with lots of
> action. Revisiting it, is recommended.

> Anders

Good game for sure! I played it recently on the Atariage game contest. I almost reached the end. Don't you fight this big boss jumpy thing at the end of the map? How do you beat it if so?

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

12. Re: Recording Atari game sequences

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-02 06:49:53 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000acfab@familynet-international.org>
Source record: 5395

FamilyNet International Newsgate

Hi! I record Atari sequences, but the way I do it (just to chime in for possible inspiration) is using a G4 Mac and EyeTV video capture module. I have an Atari 800 with the More than Games Break out video Box (which allows you to use standard A/V cables.) I have a Y-adaptor so that the Atari 800 displays in real time on the A/V monitor, and buffered time on the EyeTV.

The resulting videos are sent to YouTube. So go to YouTube, do a search for doctorclu, and you'll find my Jaguar, Atari 800, and Atari ST videos.

Currently showing... Star Raiders:The Commander Mission. :)

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

13. Re: source files

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-02 12:00:04 UTC
From: lbaeza@usa.net
Message-ID: <1167739204.141810.211110@48g2000cwx.googlegroups.com>
Source record: 5396

AC ha escrito:

> Are there any analog magazines online? I used to have quite a stack of
> atari magazine, I thought they were antic, but must have had alot of Analog
> magazine as well. It would be nice to find an old collection of those
> magazines.

http://www.cyberroach.com/analog/

Regards

14. Re: indus gt

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-02 14:01:46 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <4vv6uaF1e11njU1@mid.individual.net>
Source record: 5397

On Mon, 01 Jan 2007 05:38:06 -0800, Larry wrote:

> Jack Tseng wrote:
>> XF551's high speed 38400 bps burst mode usable only with SuperDOS 5.1 but it
>> doesnt work with Indus GT. I thought Indus GT Synchromesh mode usable with
>> SpartaDOS X and DOSXL. SuperDOS 5.1 cant detect Indus GT. how come?
>>
>> Thanks!
>> Jack Tseng
>
> A long story short... The driver modules are different. AFAIK, only
> Dos XL and SDX provide drivers compatible with the Indus. I have
> several Indus, and over the years I've tried to find (and even write)
> an Indus driver for MyDos. It was once rumored that SuperDos 5.x would
> have a driver, but I don't believe it ever happened. -Larry

I also have a generic Indus driver on my to-do list. The problem is that
the Indus has a Z80 CPU internally, and the driver will load a Z80 binary
program into the Indus, and I'm not very good in Z80 assembly.

The SDX 4.40 team from Poland might have the SDX source for the Indus.SYS
Driver. With the source it would be much easier to write a generic driver.

Carsten

15. Re: Atari 1200XL Setup Problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-02 14:03:22 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <4vv71aF1e11njU2@mid.individual.net>
Source record: 5298

On Mon, 01 Jan 2007 14:42:56 -0500, Russg wrote:

> "Carsten Strotmann" <cas_news@strotmann.de> wrote in message news:
>> On Sun, 31 Dec 2006 09:30:50 -0800, Starlord wrote:
>>
>>> The 1200XL I had didn't have a built in drive, I had 3 1050's hooked up
>>> all
>>> ending with a xm301 modem.
>>>
>>>
>>
>> Boys, take a look at AtariAge and have fun. Beetle did a nice prank with
>> his "found" 1250 XLD. Take a look at the awesome pictures. A nice piece of
>> art.
>>
>> Cas
> What 'nice prank'? I can't find the thread on it
> at atariage any more. Is this some type of fake?

The Thread has been renamed to "The 1450XLD fake thread"
http://www.atariage.com/forums/index.php?showtopic=99557

There are a lot of pictures and a "makeing of a working fake 1450XLD..."

Carsten

16. Re: Atari 1200XL Setup Problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-02 14:03:45 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <4vv721F1e11njU3@mid.individual.net>
Source record: 5299

On Mon, 01 Jan 2007 10:42:45 -0800, micrologix1500 wrote:

>
> ummmm..... if at all possible, could you make a pic available of this
> computer you've got?

Take a look at the photos at AtariAge
http://www.atariage.com/forums/index.php?showtopic=99557

Carsten

17. *PING* ProteanThread

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-02 16:54:30 UTC
From: Nate Breen <natebreen@juno.com>
Message-ID: <1167756870.600434.39580@n51g2000cwc.googlegroups.com>
Source record: 5300
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit

How's that computer list coming of the stuff you want to give away? I see that its no longer posted on your website. Did you sucessfully give everything away?

18. Looking for Chopper Hunt by Imagic

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-02 18:06:12 UTC
From: Jerry Kurtz <jerrykurtz@earthlink.net>
Message-ID: <1167761171.983974.321440@v33g2000cwv.googlegroups.com>
Source record: 5301
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

I'm looking for a boxed original of Chopper Hunt by Imagic. I believe
the package contained both Commodore 64 and Atari 8-bit versions?

Lots of stuff I can use for trade -- or willing to buy.

Thanks,
Jerry

19. DarkForce! December 2006 winners!

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-02 21:14:51 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2007.01.02.21.14.51.359872@charter.net>
Source record: 5302

Well, nothing like December and that Christmas cheer, eh? Here is the list of our winners for this month:

1. 3 month subscription to ST Magazine - Callaghan!

2. Mega STe motherboard - Doc Clu!

3. Guderian (8bit game) - Jelle!

Next months prizes include the following:

1. 3 month subscription to ST Magazine

2. (another) Mega STe motherboard!

Congratulations to our winners, and good luck to all those who call this month! :)

PS I'd better explain Doc Clu's winning strategy - he was the only one who registed more than once for his prize - in fact, he registered multiple times. The program I use to pick winners randomly picks from a list - a caller is obviously going to have better chances the more their name appears on that list. So the more you call and register.... :D

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

20. Re: source files

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-03 01:21:48 UTC
From: AC <ac@ac.com>
Message-ID: <MyDmh.548918$5R2.32131@pd7urf3no>
Source record: 5303

```
Great, thanks.

<lbaeza@usa.net> wrote in message
news:1167739204.141810.211110@48g2000cwx.googlegroups.com...
>
> AC ha escrito:
>
>> Are there any analog magazines online? I used to have quite a stack of
>> atari magazine, I thought they were antic, but must have had alot of
>> Analog
>> magazine as well. It would be nice to find an old collection of those
>> magazines.
>
> http://www.cyberroach.com/analog/
>
> Regards
>
```

21. Re: The Atari Trackball

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-03 03:59:38 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <MSFmh.18050$AY1.2209@bignews5.bellsouth.net>
Source record: 5304

I still have my Atari 8-bit TrackBall new in original box with
small manual. I have never used it.

There is a switch for TB (trackball) or JS (joystick)

The manual mentions Missile Command and states
that if you switch to TB when playing missile command,
that you must type (CONTROL) T on your keyboard
before starting the game. And reset if you have
problems and try again.
Also, you cannot skip waves when playing Missile
Command with the setting set to TB.

Seems I recall this track ball works on a ST as well,
but not sure on that.

I think that the Imagination Station for the 8-bit works
on the ST as well. I still have this, but is used.

phantomm@bellsouth.net

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:BDclh.4987$yx6.2490@newsread2.news.pas.earthlink.net...
> Anders Skelander wrote:
>> First of all I want to say thank you to everybody who replied
>> to my questions in comp.sys.atari.8bit in the thread "Missile
>> Command - home computer vs arcade" on Dec. 19, 2006, at 12:41.
>>
>> Hearing about the possibility to connect a trackball (or an
>> Atari ST mouse) to the 8-bit Atari computer enabling more
>> authentic play of Missile Command, was inspiring.
>>
>> Here is a technical question.
>>
>> To my knowledge, the Atari 400/800/XL/XE computer series
>> supports the following logical input on each 9-pin joystick
>> port: Up, down, left, right, button 1, button 2, paddle 1,
>> paddle 2. All are digital except the anolog paddle inputs.
>> Some of the pins can be given output properties.
>>
>> So how does the computer handle the input from a trackball
>> or an ST mouse? The input from this type of device is a
>> sequence of digital one bit events that need to be counted,
>> either by the I/O hardware or by the CPU.
>
> Two bit if I have it right. Just the raw bit data is decoded by the

> processor in either the 2600 or 8 bit.
>>
>> Anybody, please explain how the 8-bit Atari handles the
>> trackball device.
>
> Rather then a pot they use quadrature encoding. I think one of the
> early 8 bit docs like De Re or Technical Ref had an explaination but
> Circuit Cellar has a good explaination.
>
> http://www.circuitcellar.com/library/designforum/trenches/1/index.asp
>
> FWIW: The ST mouse is just an upside down trackball. Most serial ball
> type MS/IBM mice used the same type scheme except they had ~PIC
> microcontroller built into the mouse to decode the motion and do the
> serial communication.

22. FS: Monday Morning Manager

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-03 04:17:23 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <o7Gmh.18056$AY1.17315@bignews5.bellsouth.net>
Source record: 5305

I have a original Monday Morning Manager,
(The BaseBall Game)
for sale.

It's all original, but no box.
2 original disks. Master and Alternate disk 1
Original manual and paper work in a 3 ring
plastic NoteBook with printed graphics.

Never used. In very good conditon.

Will sell to best offer.
Shipping is $5.00 for US/Canada.
Will consider offer from Overseas.

Send offers to:
phantomm@bellsouth.net

23. Looking for Atari Software

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-03 04:25:37 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <5fGmh.18058$AY1.12542@bignews5.bellsouth.net>
Source record: 5306

Greetings,

Looking for some original Atari 8-bit
software titles.

Mostly WWII related games.
Crusade in Europe by Microprose.
Decision in the Desert

Most all WWII games by SSI such as
Operation Market Garden

I need original Manuals and Disks. Boxes aren't
necessary but would like to have those too.

If you have any for sale/trade, contact me at:

phantomm@bellsouth.net

If these can still be bought new, someone let me
know.

24. Re: Atari Flashback II and paddle controllers

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-03 05:22:15 UTC
From: super_stonic@yahoo.com
Message-ID: <1167801735.501415.273620@v33g2000cwv.googlegroups.com>
Source record: 5307

borne@gate.net wrote:

> One additional question. Should I hack the AF2 to accept carts, or
> should I just keep using my old Atari 2600 modified for RCA outputs?
> I'd used the cartridge connector inside the 2600 for the AF2.

Stick with the original. The FB2 isn't 100% compatible with all carts
(not to mention all the other issues it has):

http://www.digitpress.com/eastereggs/misctvplugnplay.htm

25. New cheap retro stuff questions

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-03 06:59:00 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <UuImh.10181$X72.6976@newsread3.news.pas.earthlink.net>
Source record: 5308

I still have to get an Atari Flashback of course.

I already read up on the Nintendo on a chip and made a post or two about it. I haven't purchased one of the hackable ones yet I may never buy one since I am not really interested in the NES but...

I was going through a local store and they managed to separate me from ~$35 for two of the hand held with RCA cable that have video and audio out. One was a 75 in One GameGEAR and the other was an Intellivision clone with 10 games.

Has anyone hacked one of these puppies? I know everything I would need to know about hacking a cartridge port into the NIAC and Flashback but am looking for technical specs like pinout and memory map. I couldn't find anything worthwhile with google.

I'm kind of assuming the GameGEAR is NES based but it has a epoxy glob with DIL 44 pin SO type main chip. I haven't looked into the Intellivision yet. I'm assuming fewer pin out version of NIAC because they have a 21.xxxx mHz clock chip like is used in the NES clones.

I emailed the manufacturer asking to buy a developer pack and got my usual 'non response.'

26. Re: New cheap retro stuff questions

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-03 07:09:21 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <BEImh.628$A8.263@news-server.bigpond.net.au>
Source record: 5309

Rick Cortese wrote:
> I still have to get an Atari Flashback of course.
>
> I already read up on the Nintendo on a chip and made a post or two about
> it. I haven't purchased one of the hackable ones yet I may never buy one
> since I am not really interested in the NES but...
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> I was going through a local store and they managed to separate me from
> ~$35 for two of the hand held with RCA cable that have video and audio
> out. One was a 75 in One GameGEAR and the other was an Intellivision
> clone with 10 games.
>
> Has anyone hacked one of these puppies? I know everything I would need
> to know about hacking a cartridge port into the NIAC and Flashback but
> am looking for technical specs like pinout and memory map. I couldn't
> find anything worthwhile with google.
>
> I'm kind of assuming the GameGEAR is NES based but it has a epoxy glob
> with DIL 44 pin SO type main chip. I haven't looked into the
> Intellivision yet. I'm assuming fewer pin out version of NIAC because
> they have a 21.xxxx mHz clock chip like is used in the NES clones.
>
> I emailed the manufacturer asking to buy a developer pack and got my
> usual 'non response.'

Gamegear was a Sega Mastersystem. Z80 based system.

http://en.wikipedia.org/wiki/Sega_Game_Gear

Mark

27. Re: *PING* ProteanThread

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-03 09:13:03 UTC
From: "winston19842005@yahoo.com" <winston19842005@yahoo.com>
Message-ID: <1167815583.528124.282080@v33g2000cwv.googlegroups.com>
Source record: 5310
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit

Nate Breen wrote:
> How's that computer list coming of the stuff you want to give away? I
> see that its no longer posted on your website. Did you sucessfully
> give everything away?

Shit, Breen - with your head stuffed so far up PT's ass, why don't you
just remove it and ask him yourself?

Or are you just one of his multiple personalities... I see you follow
him wherever he goes.

And why post this message to the comp.sys.* groups? I'm sure you have
his email? Just trying to stir up more interest in your (his) stuff?

28. Re: Atari 1200XL Setup Problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-03 09:21:13 UTC
From: atarinoob <borgbeetle@hotmail.com>
Message-ID: <1167816073.490570.123460@48g2000cwx.googlegroups.com>
Source record: 5311

> Take a look at the photos at AtariAge
> http://www.atariage.com/forums/index.php?showtopic=99557
>
> Carsten

Thanks Carsten for adding the links.

Beetle / atarinoob

29. Re: Looking for slightly more modern laser/inkjet printer success stories with Atari 850 or P:R: interface.

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-03 09:47:39 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1167817659.056070.81740@i12g2000cwa.googlegroups.com>
Source record: 5312

David Bowden wrote:
> I am interested in connecting a slightly more modern parallel printer up to
> my atari with my 850 and/or P:R: interfaces.
>
> Anybody here have any success with any more modern inkjets or laser
> printers? The one I am particularly interested in is the HP LaserJet 5L.
> They are cheap, and can be found by the thousands, but I can't find any
> information on whether or not they have an Epson FX/MX/RX emulation mode.
>
> If the particular printer in question can't be used with the Atari, what
> could I use instead?
>
> I am currently using an Epson MX-80 III dot matrix. Excellent printer, btw.
> My step-father bought it back in the day and was using it on a 8086 for
> YEARS, then gave it to me a couple of years ago when he cleared out his
> garage. So far, it is the only non-atari printer I have hooked up to my A8
> and it worked right off the bat with no crazy hurdles to cross. It's just
> SLOW. :(
>
> I appreciate any input.

Try here:

ftp://ftp.atari.art.pl/stuff/mirror/ftp.spudster.org/pub/Atari/CTH/WordProcessing/Misc
>

30. Re: New cheap retro stuff questions

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-04 02:53:39 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1167879218.302897.137170@s34g2000cwa.googlegroups.com>
Source record: 5313

There aren't many hacks for the Flashback. The Flashback 2 has tons of mods/hacks and is a real 2600 on a chip, so you might want to look into that.

Kev

Rick Cortese wrote:
> I still have to get an Atari Flashback of course.
>
> I already read up on the Nintendo on a chip and made a post or two about
> it. I haven't purchased one of the hackable ones yet I may never buy one
> since I am not really interested in the NES but...
>
> I was going through a local store and they managed to separate me from
> ~$35 for two of the hand held with RCA cable that have video and audio
> out. One was a 75 in One GameGEAR and the other was an Intellivision
> clone with 10 games.
>
> Has anyone hacked one of these puppies? I know everything I would need
> to know about hacking a cartridge port into the NIAC and Flashback but
> am looking for technical specs like pinout and memory map. I couldn't
> find anything worthwhile with google.
>
> I'm kind of assuming the GameGEAR is NES based but it has a epoxy glob
> with DIL 44 pin SO type main chip. I haven't looked into the
> Intellivision yet. I'm assuming fewer pin out version of NIAC because
> they have a 21.xxxx mHz clock chip like is used in the NES clones.
>
> I emailed the manufacturer asking to buy a developer pack and got my
> usual 'non response.'

31. Indus RAM Charger CP/M Boot

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-04 03:13:33 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <nh_mh.29$Dy2.3@newsfe20.lga>
Source record: 5314

Indus RAM Charger CP/M Boot disk cant boot in my Indus GT... Anyone explains how to do that?

Thanks!
Jack

32. Re: The Atari Trackball

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-04 05:34:38 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000b1aca@familynet-international.org>
Source record: 5315

FamilyNet International Newsgate

> I still have my Atari 8-bit TrackBall new in original box with
> small manual. I have never used it.

> There is a switch for TB (trackball) or JS (joystick)

> The manual mentions Missile Command and states
> that if you switch to TB when playing missile command,
> that you must type (CONTROL) T on your keyboard
> before starting the game. And reset if you have
> problems and try again.
> Also, you cannot skip waves when playing Missile
> Command with the setting set to TB.

> Seems I recall this track ball works on a ST as well,
> but not sure on that.

I got one of those! The Best mouse/trackball solution I ever found for the
ST... and I tried many. :) Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

33. Re: MI5 Persecution: Eye Say, and Lord Gnome Answers

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-04 12:47:33 UTC
From: dbtid <dbtid0@nospam.gmail.com>
Message-ID: <459cf767$0$16961$4c368faf@roadrunner.com>
Source record: 5316
Cross-posted to: comp.sys.apple2,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,uk.misc

MI5Victim@mi5.gov.uk wrote:
> Eye Say, and Lord Gnome Answers
>
> My interactions with Private Eye started in May 1995, shortly after I'd started bleating on usenet. I tried to get the Eye
> interested in my case, as I thought they more than anyone have their finger on the pulse, and would surely already know
> something about my case. In my first email to them, entitled "pas de bouteille?" (wot no bottle?), I asked if they had the
> nerve to publish what was known to many thousands of people. Their email flunky answered;
>
> Date: Thu, 11 May 95 13:40 BST-1
> From: strobes@cix.compulink.co.uk (Private Eye)
> Subject: Re: pas de bouteille?
>
> In-Reply-To: <199505102232.SAA19988@freenet.carleton.ca>
> Bottle? Dunno really - but I've passed your mail on to the Ed for his
> consideration.
>
> Steve Mann
> (strobes)
> ==
> Date: Mon, 15 May 95 12:51 BST-1
> From: strobes@cix.compulink.co.uk (Private Eye)
> Subject: Re: hello again
>
> In-Reply-To: <199505122236.SAA02574@freenet.carleton.ca>
> Hello yourself...
>
> Thanks for the email. Unfortunately, I can't say whether or not the Eye
> will do anything with this... I'm only the messenger. As the only
> computer-literate peron in the Gnome organisation, I get to read all the
> email and then pass it on to the Editor.
>
> Sorry -- not very helpful, I know.
>
> Steve Mann
> (strobes)
>
> The following year I gave PE another little prod, which yielded the following;
>
> Date: Tue, 13 Feb 96 11:38 GMT
> From: strobes@cix.compulink.co.uk (Private Eye Magazine)

> Subject: Re: Previous communication
>
> In-Reply-To: <199602102320.SAA26182@[snip]>
> Sorry not to reply sooner... we've been swamped with email and I have
> very little time to answer it.
>
> However, the editor sees all the email received here and I'm afraid he
> hasn't expressed an interest in your story so I can only assume that he
> feels it isn't for us.
>
> Sorry.
> strobes
>
> Given that I couldn't provide the evidence to persuade the Eye of the credibility of my claims, I did the next best thing,
> which was to take out classified adverts in their "Eye Say" and "Eye Tech" columns. My motivation for doing so is obvious;
> the Eye is read both by many thousands of ordinary folk, but also makes its way into the homes and consciousness of the UK's
> political and media elite. It is also a known favourite with "Five". What better way of taking the fight to the enemy?
>
> The first small ad appeared on 10 Jan 1997 in issue 915 in "Eye Say". It ran in that column on 24/1/97 and 7/2/97. On 21/2/97
> it ran in "Eye Tech", and on 7/3/97 and 21/3/97 again in "Eye Say".
>
> I then changed the ad's wording to read "BBC Newsreaders Conspiracy", and the new wording ran in "Eye Say" from 4/4/97 issue 921,
> 18/4/97 to 2/5/97. The word "xenophobic" in the first advert had been intended to convey the sense of exclusion through the bigotry
> of my enemies, both on the basis of race and mental condition, but it seemed a bit too non-specific. "BBC Newscasters Conspiracy" was
> a little more immediate, although readers had to actually wade through the website to find out what it was that the newscasters were
> conspiring to do.
>
> My next effort tried to spice up the text. "MI5/BBC Conspiracy" ran for six issues in "Eye Say", from 5/9/97 issue 931 until 31/10/97.
> I suppose there is something a little sad about somebody who knows he has mental illness, placing adverts about a conspiracy in which
> MI5's watchers enable BBC newscasters to personally and directly communicate with him while reading the news. It is pretty sad, but
> unfortunately it is also true, both in the objective reality we all inhabit, as well as in my own mind.
>
> There followed a hiatus of about a year until I resumed advertising on 2 October 1998. I paid over ï¿½200 for six months advertising
> of the new improved text "MI5 Persecution, BBC Newscasters Spying on my Home". This text ran from issue 960 until issue 972 (19 March
> 1999) in "Eye Say".

>
> Private Eye's editor Ian Hislop denies knowing anything about my case, as the following email illustrates.
>
> Date: Tue, 3 Nov 1998 14:10 +0000 (GMT Standard Time)
> From: strobes@private-eye.co.uk (Private Eye)
> Subject: Re: PLEASE ANSWER - THANK YOU
> CC: strobes@private-eye.co.uk
> Reply-To: strobes@private-eye.co.uk
>
> Sorry to take so long to answer. As soon as the editor
> returned from holiday Steve went away. Steve is still away
> and so I am answering your letter.
>
> I have asked the editor and he knows nothing about any
> conspiracy between M15 and the BBC.
>
> Hope this helps.
>
> Mary Aylmer
> Private Eye
>
> I must say I'm quite surprised he knows nothing; the "Eye" is usually well clued up on what's going on.
>
> 1576
>

Would you mind not flooding the whole of USENET with all this CRAP?

34. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-04 13:21:55 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <504dbjF1e8ufcU1@mid.individual.net>
Source record: 5317

On Sat, 23 Dec 2006 05:29:03 +0000, Michael Current wrote:

> RoBu (Roland Buhler) of the Stuttgart ABBUC Regional Group has produced
> project plans for an ISA-Bus Interface for Atari 800XL/130XE Computer, ARGS.
> http://www.stud.uni-karlsruhe.de/~un55/Hardware/ISA-Interface/ReadME.html

Update

Marek Tomczyk Website is now defunc. I have been able to retrieve all
images and the text from the Internet Way Back machine (archive.org) and
have them in the APG Wiki now at
http://www.strotmann.de/twiki/bin/view/APG/PgmFardwDriverHerc

Carsten Strotmann

35. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-04 14:50:16 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.tlmwujnigaat7c@fred>
Source record: 5318

On Thu, 04 Jan 2007 07:21:55 -0600, Carsten Strotmann
<cas_news@strotmann.de> wrote:

> Update
>
> Marek Tomczyk Website is now defunc. I have been able to retrieve all
> images and the text from the Internet Way Back machine (archive.org) and
> have them in the APG Wiki now at
> http://www.strotmann.de/twiki/bin/view/APG/PgmFardwDriverHerc

I've removed the broken link from the FAQ, thanks!

--
Michael Current ~ mailto:michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQs ~ http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts ~ http://space.atari.org/

36. Re: Looking for Atari Software

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-04 16:14:31 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <wMOdnRqySP9NugDYRVnzvQ@telenor.com>
Source record: 5319

I think I have some of those Microprose ones, might be only tape versions,
I'll check them out! And doesn't Ben have some of those too?

Take Atarian care

> Looking for some original Atari 8-bit
> software titles.
>
> Mostly WWII related games.
> Crusade in Europe by Microprose.
> Decision in the Desert
>
> Most all WWII games by SSI such as
> Operation Market Garden
>
>
> I need original Manuals and Disks. Boxes aren't
> necessary but would like to have those too.
>
> If you have any for sale/trade, contact me at:
>
> phantomm@bellsouth.net
>
> If these can still be bought new, someone let me
> know.
>

37. Re: The Atari Trackball

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-04 17:59:16 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <Ufbnh.7231$yx6.4819@newsread2.news.pas.earthlink.net>
Source record: 5320

Greg Goodwin wrote:
> FamilyNet International Newsgate
>
>
>>I still have my Atari 8-bit TrackBall new in original box with
>>small manual. I have never used it.
>
>
>>There is a switch for TB (trackball) or JS (joystick)
>
>
>>The manual mentions Missile Command and states
>>that if you switch to TB when playing missile command,
>>that you must type (CONTROL) T on your keyboard
>>before starting the game. And reset if you have
>>problems and try again.
>>Also, you cannot skip waves when playing Missile
>>Command with the setting set to TB.
>
>
>>Seems I recall this track ball works on a ST as well,
>>but not sure on that.
>
>
> I got one of those! The Best mouse/trackball solution I ever found for the
> ST... and I tried many. :) Doc Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.familynet-international.org
>

My STs are in storage but I was wondering if anyone ever hacked a MS
style mouse to work with an ST.

Seems like all you would have to do is take the signal between the
choppers and PIC out to the ST mouse port.

Rick

38. FS: Various ICs - Speech Synthesizers, Sound Generators & More

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-04 22:24:51 UTC
From: Keinert <keinert@sbceo.org>
Message-ID: <1167949491.268518.200050@s34g2000cwa.googlegroups.com>
Source record: 5321

Hello fellow Atari enthusiasts,
In an effort to increase my inventory of IC chips used during repairs,
I have made a bulk purchase of integrated circuits. All parts are new
old stock and are guaranteed working. I have anywhere from ten to fifty
pieces of each part number listed below:

SC-01-A
AY-3-8910 (or AY38910)
AY-3-8912 (or AY38912)
DAC80-CBI-V
IDT6116 (or CY7C128A)
HC-55516
MC3417L
SN76477
SP0250 (or SPO250)
SP1000
TMS5200
TMS5220

All parts and prices are listed on my website at www.keinert.com
As an introductory offer for the month of Jan. 2007, let me know that
you saw this post in this newsgroup and take 5% off any order of
$100.00 or less (before shipping). Orders over $100.00 get the 5%
discount and free shipping in the USA.

These parts are limited to my stock-on-hand. I am not getting into the
IC parts business, nor do I intend to become a serious competitor to
the other parts suppliers who post on this newsgroup. I made a bulk
purchase of IC parts in order to fill-in my inventory. I bought more
than I needed so that the cost per IC would be reasonable. The extras
are being sold on my website.

Thanks and Happy New Year!
Kevin Keinert
www.keinert.com

39. Re: New cheap retro stuff questions

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-05 01:18:09 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <lHhnh.6662$pQ3.6420@newsread4.news.pas.earthlink.net>
Source record: 5322

Mark Bedingfield wrote:
> Rick Cortese wrote:
<snip>
>> I emailed the manufacturer asking to buy a developer pack and got my
>> usual 'non response.'
>
>
> Gamegear was a Sega Mastersystem. Z80 based system.
>
> http://en.wikipedia.org/wiki/Sega_Game_Gear
>
> Mark

DOH! I had another senior moment: I should have typed DreamGEAR.

BTW: Just bought another one for $16 or so. This was a 50 in one and I think I can see a flash chip vs. an epoxy glob in this one.

I know the chances of talking them into doing something like 65802 and bringing the lines out is nil, but still drawn like a moth to flame. I mean just doing simple stuff like flashing it with patched Atari OS for the NES video would be a start.

40. Re: New cheap retro stuff questions

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-05 01:43:44 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <k3inh.1580$A8.419@news-server.bigpond.net.au>
Source record: 5323

Rick Cortese wrote:
> Mark Bedingfield wrote:
>> Rick Cortese wrote:
> <snip>
>>> I emailed the manufacturer asking to buy a developer pack and got my
>>> usual 'non response.'
>>
>>
>> Gamegear was a Sega Mastersystem. Z80 based system.
>>
>> http://en.wikipedia.org/wiki/Sega_Game_Gear
>>
>> Mark
>
> DOH! I had another senior moment: I should have typed DreamGEAR.
>
> BTW: Just bought another one for $16 or so. This was a 50 in one and I
> think I can see a flash chip vs. an epoxy glob in this one.
>
> I know the chances of talking them into doing something like 65802 and
> bringing the lines out is nil, but still drawn like a moth to flame. I
> mean just doing simple stuff like flashing it with patched Atari OS for
> the NES video would be a start.
>

Lol, I know how you feel Rick. I have had to curb my enthusiasm with
these all in one units. I have in the lounge a Media PC, Xbox, Dreamcast
(can be used for 2600 emulation;-), N64 and a Jaguar, the kids room has
a Genesis, CD32 and N64. I also have a box in the study with a 2600JR,
2600DV, Playstation :-p, Saturn and SNES. If I bought any more home the
wife might go spare;-) I have around 15 Atari computers too, so I am
treading on thin ice, grin.

Mark

41. Re: The Atari Trackball

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-05 04:49:48 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2007.01.05.04.49.48.730458@charter.net>
Source record: 5324

On Thu, 04 Jan 2007 17:59:16 +0000, Rick Cortese wrote:

> My STs are in storage but I was wondering if anyone ever hacked a MS
> style mouse to work with an ST.
>
> Seems like all you would have to do is take the signal between the
> choppers and PIC out to the ST mouse port.
>
> Rick

Ever heard of the PEST? :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

42. Re: *PING* ProteanThread

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-05 05:44:56 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1167975896.716352.190880@38g2000cwa.googlegroups.com>
Source record: 5325
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit

winston19842005@yahoo.com wrote:
>
> Shit, Breen - with your head stuffed so far up PT's ass, why don't you
> just remove it and ask him yourself?
>
> Or are you just one of his multiple personalities... I see you follow
> him wherever he goes.
>
> And why post this message to the comp.sys.* groups? I'm sure you have
> his email? Just trying to stir up more interest in your (his) stuff?

Fuck you; This is why my list hasn't been up - http://www.rtdos.com

been working on moving my site and creating the retro wiki asshole.

43. I have quite a bit of Atari 8-bit Hardware...

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-05 09:51:43 UTC
From: DM Hebert <drizztiger@hotmail.com>
Message-ID: <Scpnh.16304$Du.9689@newsfe15.lga>
Source record: 5326

Hello,

It's been quite a while since I've been into Atari 8-bits. I'm glad people are keeping it alive though. Thing for me is though, I have tons of equipment laying around that I will probably won't ever get back into. I haven't checked my inventory, but I'm pretty sure I have at least 2-3 800XLs, 2-3 130XEs - some with upgraded ram, a couple of ICD MIOs, a Black Box, probably 4-5 1050s, a couple Indus GTs, I think a few 300/1200/2400 baud modems, a couple of printers, etc. I think I even have an original copy of Carina BBS, or at least I did.

I'm wondering if people would be interested in this or if the old 8-bitters are doing something else now - meaning emulators, etc? I'm not looking to buff and shine my stuff and ebay it. I'd much prefer to put it in hands of someone that would make good use of it. In fact, some of my stuff is apart - which, of course I would assemble if requested - but any soldering/modifications I've made in the past are solid.

Anyhow, would anyone here be interested? If there's not a real market, I will just keep it until I have time and inclination to delve back into it. Also, I'm not interested in selling individual components or parts. I'm more interested in having my stuff in the hands of someone that has the time and dedication to Atari 8-bit.

Best regards,
DM Hebert
drizztiger@hotmail.com

44. Re: New cheap retro stuff questions

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-05 18:35:23 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <LTwnh.10940$X72.642@newsread3.news.pas.earthlink.net>
Source record: 5327

```
Mark Bedingfield wrote:
> Rick Cortese wrote:
>
>> Mark Bedingfield wrote:
>>
>>> Rick Cortese wrote:
>>
>> <snip>
>>
>>>> I emailed the manufacturer asking to buy a developer pack and got my
>>>> usual 'non response.'
>>>
>>>
>>>
>>> Gamegear was a Sega Mastersystem. Z80 based system.
>>>
>>> http://en.wikipedia.org/wiki/Sega_Game_Gear
>>>
>>> Mark
>>
>>
>> DOH! I had another senior moment: I should have typed DreamGEAR.
>>
>> BTW: Just bought another one for $16 or so. This was a 50 in one and I
>> think I can see a flash chip vs. an epoxy glob in this one.
>>
>> I know the chances of talking them into doing something like 65802 and
>> bringing the lines out is nil, but still drawn like a moth to flame. I
>> mean just doing simple stuff like flashing it with patched Atari OS
>> for the NES video would be a start.
>>
>
> Lol, I know how you feel Rick. I have had to curb my enthusiasm with
> these all in one units. I have in the lounge a Media PC, Xbox, Dreamcast
> (can be used for 2600 emulation;-), N64 and a Jaguar, the kids room has
> a Genesis, CD32 and N64. I also have a box in the study with a 2600JR,
> 2600DV, Playstation :-p, Saturn and SNES. If I bought any more home the
> wife might go spare;-) I have around 15 Atari computers too, so I am
> treading on thin ice, grin.

I'm actually a little bit more optimistic with this one. They have a SOL
6256 CMOS 8K X 8 RAM and the flash chip appears to start ~M5M29F? which
should be a standard manufacturer type like Mitsubishi where I can get
data sheets. Looks like the things in the epoxy glob are sound, video,
```

and processor. => at least 16K worth of address lines are brought out
and the data lines will be obvious.

It is probably outside the limit of my abilities but I would like to see
if I can hack it a bit. I mean I should just go buy a palm pilot or
something but it's a hobby I guess. This would be *SO MUCH EASIER* if
they just said ~"Send us $200 for a developer package."

I'm not really a fan of the NES graphics. I'll ack 16 colors in 256X240
rez is better then 4 colors in 160X224. I used my Atari for everything
from home control to modeming mostly where 40 column text beats 32. If I
can get something programable in 6502 asm with 1 bit of I/O I will be happy.

Rick

45. Re: The Atari Trackball

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-05 18:51:46 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <67xnh.7690$w91.769@newsread1.news.pas.earthlink.net>
Source record: 5328

Ronald J. Hall wrote:

> On Thu, 04 Jan 2007 17:59:16 +0000, Rick Cortese wrote:
>
>
>>My STs are in storage but I was wondering if anyone ever hacked a MS
>>style mouse to work with an ST.
>>
>>Seems like all you would have to do is take the signal between the
>>choppers and PIC out to the ST mouse port.
>>
>>Rick
>
>
> Ever heard of the PEST? :)
>

Have now, thanks. Seems a bit pricey at ~$40 but I guess switching to an optical mouse would be worth it.

Rick

46. Re: The Atari Trackball

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-05 19:17:15 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2007.01.05.19.17.15.811994@charter.net>
Source record: 5329

On Fri, 05 Jan 2007 18:51:46 +0000, Rick Cortese wrote:

> Have now, thanks. Seems a bit pricey at ~$40 but I guess switching to an
> optical mouse would be worth it.
>
> Rick

Got one when they first came out - works a treat, plug 'n play, totally
transparent to the user.

PS Not one this month, but check occasionally with my BBS - we gave 1 away
not too long ago as one of our monthly prizes. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

47. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-06 05:27:07 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1168061212@rtfm.mit.edu>
Source record: 5330
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 15, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

48. Re: Indus RAM Charger CP/M Boot

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-06 05:44:36 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0701060028250.15158@furyy1>
Source record: 5227

```
On Wed, 3 Jan 2007 at 22:13 -0500, Jack Tseng scribbled:
->Indus RAM Charger CP/M Boot disk cant boot in my Indus GT... Anyone
->explains how to do that?

1) Does a regular boot disk (i.e., some other version of DOS) work
in that same drive? (Just to make sure the drive works.)

2) Is the extra 64K memory board installed in that drive? An
"ordinary" Indus (without it) won't run the CP/M program.
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* "All Indus -- All The Time!" *
```

49. Re: I have quite a bit of Atari 8-bit Hardware...

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-07 14:39:25 UTC
From: micrologix1500@yahoo.com
Message-ID: <1168180765.129397.65960@v33g2000cwv.googlegroups.com>
Source record: 5331

DM Hebert wrote:
> Hello,
>
> It's been quite a while since I've been into Atari 8-bits. I'm glad people
> are keeping it alive though. Thing for me is though, I have tons of
> equipment laying around that I will probably won't ever get back into. I
> haven't checked my inventory, but I'm pretty sure I have at least 2-3
> 800XLs, 2-3 130XEs - some with upgraded ram, a couple of ICD MIOs, a Black
> Box, probably 4-5 1050s, a couple Indus GTs, I think a few 300/1200/2400
> baud modems, a couple of printers, etc. I think I even have an original
> copy of Carina BBS, or at least I did.
>
> I'm wondering if people would be interested in this or if the old 8-bitters
> are doing something else now - meaning emulators, etc? I'm not looking to
> buff and shine my stuff and ebay it. I'd much prefer to put it in hands of
> someone that would make good use of it. In fact, some of my stuff is
> apart - which, of course I would assemble if requested - but any
> soldering/modifications I've made in the past are solid.
>
> Anyhow, would anyone here be interested? If there's not a real market, I
> will just keep it until I have time and inclination to delve back into it.
> Also, I'm not interested in selling individual components or parts. I'm
> more interested in having my stuff in the hands of someone that has the time
> and dedication to Atari 8-bit.
>
> Best regards,
> DM Hebert
> drizztiger@hotmail.com

where are you located? I would think that if you were looking into
passing on your entire collection, your best bet would be to arrange
with someone able to pick it up locally.

50. 1400XL on ebaY (1 hr to go, now $2500)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-08 03:37:51 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <j0joh.60781$wP1.31461@newssvr14.news.prodigy.net>
Source record: 5332

```
Subject says it.
Item # 200063386247
This is posted 20:36 EST/1:36 GMT Jan. 7. 2007
History.
```

51. Re: 1400XL on ebaY (1 hr to go, now $2500)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-08 03:40:03 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <n2joh.60782$wP1.33810@newssvr14.news.prodigy.net>
Source record: 5333

"Russg" wrote in message news
> Subject says it.
> Item # 200063386247
> This is posted 20:36 EST/1:36 GMT Jan. 7. 2007
> History.
How about 20:38 EST Jan 7 2007 or 1:38 GMT Jan 8 2007

52. Re: 1400XL on ebaY (1 hr to go, now $2500)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-08 04:33:21 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1168230801.076726.271610@51g2000cwl.googlegroups.com>
Source record: 5334

Insanity!

53. BUY 4 ATARI 8 BIT GAMES, GET 1 FREE!

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-08 05:45:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0701072142050.16406-100000@onyx.spiritone.com>
Source record: 5335
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT JANUARY ATARI SALES!

Buy 4 Atari 8 Bit Games, Get 1 FREE! You can qualify for more than 1 free offer by doubling, or tripling, etc. your order. NEW Games Listed below.

Ace of Aces; Aliants-The Desperate Battle for Earth!; Andromeda Conquest; Archon-The Light And The Dark; Asteroids; Astro Chase; Atlantis; Aztec Challenge; Ballblazer; Barnyard Blaster; Basketball; BattleZone; Beyond Castle Wolfenstein; Bill Budge. Pinball Construction Set; Boulders and Bombs; BUG attack; Casino Parlor Games; Castle Wolfenstein; Centipede; The ChildsPlay Jubilee; Controller; Crime Buster; Crossbow; Dark Chambers; David's Midnight Magic; Demon Attack; DesertFalcon; Dig Dug; Dig Dug; Donkey Kong; Eastern Front (1941); F-15 Strike Eagle; Fight Night; Final Legacy; Five Card Draw Poker-Arcade Pak #2; Football; Frogger; Gateway to Apshai; GATO; Gorf; The Great American Cross-Country Road Race; HardBall!; INFIDEL; Journey to the Planets; Joust; Jumpman Junior; K-RAZY SHOOT-OUT; Lode Runner; Lords of Conquest; Mah Jong; Millipede; Missile Command; Moon Patrol; Ninja; The Official Moon Shuttle; One-on-One; Pacific Coast Hwy; Pac-Man; Paris in Danger; PitStop; PokerSAM; Pole Position; Preppie!; QIX; Racing Destruction Set; Rescue on Fractalus; Richard Petty's Talladega; Silent Service; Soccer; Space Invaders; Sports Illustrated Boxing/Computer Title Bout; Sports Illustrated Computer Football Strategy; Star Raiders; Star Raiders II; Star Wars-Return of the Jedi-Death Star Battle; Summer Games; Super Breakout; Superman The Game; TAC-Tactical Armor Command; Tennis; ThunderFox; Touchdown Football; Video Vegas; Winter Challenge; Wizard of Wor;

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

54. Re: FS: Rare Atari 1400XL Prototype and Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-08 22:40:42 UTC
From: Bumzyman <Bumzyman@noreply.com>
Message-ID: <MK2dneDNaozuVT_YnZ2dnUVZ_s6onZ2d@comcast.com>
Source record: 5336

```
Hah I wish I had an extra $3000 lying around!

"Shawn Jefferson" <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote in message
news:hchho2pirahltpgl2qm7e1v6h3vkasqciu@4ax.com...
> "atari@charter.net" <atari@charter.net>:
>>I am selling my rare Atari 1400XL prototype
>
> <drooling> I wish I had an "extra" $1000 lying around!
>
>
> --
> Shawn Jefferson
> http://www.jeffersonsauctioneering.com/atari/
> (fix reply to for email)
```

55. Re: 1400XL on ebaY (1 hr to go, now $2500)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-08 22:42:31 UTC
From: Bumzyman <Bumzyman@noreply.com>
Message-ID: <tsGdnS27-JpCVT_YnZ2dnUVZ_veinZ2d@comcast.com>
Source record: 5337

Some people have more money than brains. Me included..
"Ed Shepherd" <dinosaur@corner.net> wrote in message
news:1168230801.076726.271610@51g2000cwl.googlegroups.com...
> Insanity!
>

56. Re: Black Box info?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-08 22:49:58 UTC
From: Bumzyman <Bumzyman@noreply.com>
Message-ID: <epednU8lePIGVz_YnZ2dnUVZ_segnZ2d@comcast.com>
Source record: 5338

Vidar,
Where were you able to obtain the BB from?

"Vidar Olavesen" <olavese@online.no> wrote in message
news:ULqdndP-E5Om9KvY4p2dnA@telenor.com...
>I just bought an untested BB and I do not know much about it. How should it
> react? It seems it should bring up a menu when pressing the leftmost push
> button, but nothing happens. I tried connecting my Adaptec adapter with
> the
> ST225 drive (works on MIO), but it does not try reading or anything. Is it
> broken? If so, anybody have clues on what might be wrong, where to get
> parts
> or where to send it for fixing.
>
> I am also feeling stupid, thinking a Black Box would actually be a black
> box
> with the interface inside, but it's just a print board. Are they all like
> this?
>
> Thanks and take Atarian care
>
>

57. <atari> *TEST* mail2news gateway

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-08 23:56:29 UTC
From: "comp.sys.atari.8bit" <atari@rtdos.com>
Message-ID: <mailman.5.1168300633.13908.atari_rtdos.com@rtdos.com>
Source record: 5339

ignore.

Jeff
http://www.aimpages.com/rtdos/profile.html
(http://www.aimpages.com/rtdos/profile.html)
http://rtdos.com/mailman/listinfo (http://rtdos.com/mailman/listinfo)

58. Re: 1400XL on ebaY (1 hr to go, now $2500)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-09 00:00:19 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <45a2db03$0$16669$4c368faf@roadrunner.com>
Source record: 5340

Bumzyman wrote:

> Some people have more money than brains. Me included..
> "Ed Shepherd" <dinosaur@corner.net> wrote in message
> news:1168230801.076726.271610@51g2000cwl.googlegroups.com...
>> Insanity!
>>

Anyone know what the machine finally went for?

59. Re: 1400XL on ebaY (1 hr to go, now $2500)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-09 00:05:38 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <m%Aoh.43038$wc5.34300@newssvr25.news.prodigy.net>
Source record: 5341

```
"Charlie" wrote...
> Bumzyman wrote:
>
>> Some people have more money than brains. Me included..
>> "Ed Shepherd" <dinosaur@corner.net> wrote in message
>> news:1168230801.076726.271610@51g2000cwl.googlegroups.com...
>>> Insanity!
>>>
>
> Anyone know what the machine finally went for?
$3090 by user bumzyman (maybe or maybe not
the same bumzyman posting here.) Bumzyman
made his snipe bid 2 seconds before closing.
```

60. Re: 1400XL on ebaY (1 hr to go, now $2500)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-09 00:05:45 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <t%Aoh.3619$A8.3128@news-server.bigpond.net.au>
Source record: 5342

```
Charlie wrote:
> Bumzyman wrote:
>
>> Some people have more money than brains. Me included..
>> "Ed Shepherd" <dinosaur@corner.net> wrote in message
>> news:1168230801.076726.271610@51g2000cwl.googlegroups.com...
>>> Insanity!
>>>
>
> Anyone know what the machine finally went for?
>

Three grand US. Holy snapping prototypes Batman;-)

Mark
```

61. <atari> test post to CSA8

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-09 00:47:37 UTC
From: "comp.sys.atari.8bit" <atari@rtdos.com>
Message-ID: <mailman.18.1168303659.13908.atari_rtdos.com@rtdos.com>
Source record: 5343

```
test post to CSA8
ignore.

this will be deleted on the forum on http://www.rtdos.com

----

Reply Link: <http://rtdos.com/tiki-view_forum_thread.php?forumId=9&comments_reply_threadId
=9&comments_parentId=1&post_reply=1#form>
```

62. test post to rtdos.com thru CSA8

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-09 01:17:47 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1168305467.073063.272230@s34g2000cwa.googlegroups.com>
Source record: 5344

ignore.

-Jeff
http://www.rtdos.com

63. Re: test post to rtdos.com thru CSA8

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-09 01:18:58 UTC
From: Jeff Wood <post@newsgroups.net>
Message-ID: <pbCdnYmLoNk9cD_YnZ2dnUVZ_vKunZ2d@bresnan.com>
Source record: 5345

test reply

"*ProteanThread*" <rtdos@rtdos.com> wrote in message
news:1168305467.073063.272230@s34g2000cwa.googlegroups.com...
> ignore.
>
> -Jeff
> http://www.rtdos.com
>

64. Re: Black Box info?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-09 01:55:50 UTC
From: Beezlebub <postmaster@pergatory.org>
Message-ID: <postmaster-22F152.20552008012007@news.rochester.rr.com>
Source record: 5346

> "Vidar Olavesen" <olavese@online.no> wrote in message
> news:ULqdndP-E5Om9KvY4p2dnA@telenor.com...

> > I am also feeling stupid, thinking a Black Box would actually be a black
> > box
> > with the interface inside, but it's just a print board. Are they all like
> > this?

The standard Black Box was sold without a casing. CSS did offer a
plastic casing for it (black, of course) for an additional fee. Bob
told me once that it cost a fortune to have the cases moulded, and that
he actually made no money whatsoever selling them.

65. Re: FS: Rare Atari 1400XL Prototype and Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-09 03:47:00 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <2146q2l45776ebspgpi9s31q5g4cjupua2@4ax.com>
Source record: 5347

```
Well, if I had that much I wouldn't buy a 1400XL with it anyway. ;)

"Bumzyman" <Bumzyman@noreply.com>:
>Hah I wish I had an extra $3000 lying around!
>
>"Shawn Jefferson" <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote in message
>news:hchho2pirahltpgl2qm7e1v6h3vkasqciu@4ax.com...
>> "atari@charter.net" <atari@charter.net>:
>>>I am selling my rare Atari 1400XL prototype
>>
>> <drooling> I wish I had an "extra" $1000 lying around!
>>
>>
>> --
>> Shawn Jefferson
>> http://www.jeffersonsauctioneering.com/atari/
>> (fix reply to for email)
>

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)
```

66. last test

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-09 03:55:34 UTC
From: Jeff Wood <post@newsgroups.net>
Message-ID: <aO6dnUHOE-vLjz7YnZ2dnUVZ_vCknZ2d@bresnan.com>
Source record: 5198

```
sorry guys.
```

67. Re: 1400XL on ebaY (1 hr to go, now $2500)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-09 04:08:59 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <2a56q2hkcfnbu88cj3su88ukvc14i0itbb@4ax.com>
Source record: 5199

Well, I hope he enjoys it. A lot!

>Three grand US. Holy snapping prototypes Batman;-)
>
>Mark

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

68. Re: <atari> test post to CSA8

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-09 04:11:35 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <ge56q2pk7mlvp04rmlsii9dj9rln851la2@4ax.com>
Source record: 5200

alt.test

"comp.sys.atari.8bit" <atari@rtdos.com>:
>test post to CSA8
>ignore.
>
>this will be deleted on the forum on http://www.rtdos.com
>
>
>----
>
>Reply Link: <http://rtdos.com/tiki-view_forum_thread.php?forumId=9&comments_reply_threadId=9&comments_parentId=1&post_reply=1#form>
>
>

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

69. Re: 1400XL on ebaY (1 hr to go, now $2500)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-09 05:57:06 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <45a32eb2$0$18067$4c368faf@roadrunner.com>
Source record: 5201

Russg wrote:

>
> "Charlie" wrote...
>> Bumzyman wrote:
>>
>>> Some people have more money than brains. Me included..
>>> "Ed Shepherd" <dinosaur@corner.net> wrote in message
>>> news:1168230801.076726.271610@51g2000cwl.googlegroups.com...
>>>> Insanity!
>>>>
>>
>> Anyone know what the machine finally went for?
> $3090 by user bumzyman (maybe or maybe not
> the same bumzyman posting here.) Bumzyman
> made his snipe bid 2 seconds before closing.

Thats really not that much, I mean, a _1400XL_. Snipers suck but hey, better bid what your willing to pay up front, and let the snipers take a chance.

Has this machine changed hands much? I mean is this a known 1400xl in the community?

I've got an Atari PC-1 that I think pretty sweet...

Charlie

70. Re: Black Box info?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-09 11:31:55 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <TYydnY4zy_eR4D7YRVnzvQ@telenor.com>
Source record: 5202

"Bumzyman" <Bumzyman@noreply.com> skrev i melding
news:epednU8lePIGVz_YnZ2dnUVZ_segnZ2d@comcast.com...
> Vidar,
> Where were you able to obtain the BB from?

Got it from a guy in Germany, think he's a frequent poster. Did not work,
sadly, but he said that it was sold as is. Don't know if it's worth the
effort to try to repair it, nobody here in Norway is capable I think.

Take Atarian care

71. Re: <atari> test post to CSA8

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-09 14:18:29 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1168352309.868106.261720@11g2000cwr.googlegroups.com>
Source record: 5203

sorry, slor and i were setting up nntp / web access for my site:
http://www.rtdos.com

Shawn Jefferson wrote:
> alt.test
>
> "comp.sys.atari.8bit" <atari@rtdos.com>:
> >test post to CSA8
> >ignore.
> >
> >this will be deleted on the forum on http://www.rtdos.com
> >
> >
> >----
> >
> >Reply Link: <http://rtdos.com/tiki-view_forum_thread.php?forumId=9&comments_reply_threa
dId=9&comments_parentId=1&post_reply=1#form>
> >
> >
>
> --
> Shawn Jefferson
> http://www.jeffersonsauctioneering.com/atari/
> (fix reply to for email)

72. Re: 1400XL on ebaY (1 hr to go, now $2500)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-09 17:44:29 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <1wQoh.8914$yx6.8047@newsread2.news.pas.earthlink.net>
Source record: 5204

Charlie wrote:
> Russg wrote:
>
>
>>"Charlie" wrote...
>>
>>>Bumzyman wrote:
>>>
>>>
>>>>Some people have more money than brains. Me included..
>>>>"Ed Shepherd" <dinosaur@corner.net> wrote in message
>>>>news:1168230801.076726.271610@51g2000cwl.googlegroups.com...
>>>>
>>>>>Insanity!
>>>>>
>>>
>>>Anyone know what the machine finally went for?
>>
>>$3090 by user bumzyman (maybe or maybe not
>>the same bumzyman posting here.) Bumzyman
>>made his snipe bid 2 seconds before closing.
>
>
>
> Thats really not that much, I mean, a _1400XL_. Snipers suck but hey, better
> bid what your willing to pay up front, and let the snipers take a chance.
>
> Has this machine changed hands much? I mean is this a known 1400xl in the
> community?
>
> I've got an Atari PC-1 that I think pretty sweet...

I seem to recall quite a few 1400XLs made it out, probably dozens. I
think B&C sold them about the time Atari was having warehouse sales
circa the late 1980s.

The B&C price was nothing like $3000 of course. I think maybe around
$150 or so.

I take everything I see on eBay with a grain of salt. I have seen sales
where the feedback was entered within hours of the auction close. Just
no way the item to be paid for, shipped, and received in the time available.

Apparently cheaters do this for several reasons. They inflate the price
for people that use the 'completed items' to check what stuff sells for

and they effectively keep merchandise that they don't want to let go below a certain price point rather then use the official eBay reserve price option.

They could even be drawing people out of the woodwork. For example someone seeing that $3,000 price may search through their closet for their old Atari stuff and put it up for auction.

Rick

73. <atari> hello

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-09 19:30:33 UTC
From: "comp.sys.atari.8bit" <atari@rtdos.com>
Message-ID: <mailman.20.1168371166.13908.atari_rtdos.com@rtdos.com>
Source record: 5205

```
Let us try this again... is anyone getting the e-mails for this?
```

74. <atari> text adventures

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-09 19:33:13 UTC
From: "comp.sys.atari.8bit" <atari@rtdos.com>
Message-ID: <mailman.21.1168371224.13908.atari_rtdos.com@rtdos.com>
Source record: 5206

was there ever a text adventure creation system for the 8 bit other than the one by codeworks?

Jeff
http://www.aimpages.com/rtdos/profile.html
(http://www.aimpages.com/rtdos/profile.html)
http://rtdos.com/mailman/listinfo (http://rtdos.com/mailman/listinfo)

75. Re: <atari> hello

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-09 19:36:03 UTC
From: "comp.sys.atari.8bit" <atari@rtdos.com>
Message-ID: <mailman.22.1168371393.13908.atari_rtdos.com@rtdos.com>
Source record: 5207

In a message dated 01/09/2007 12:33:21 P.M. Mountain Standard Time,
atari@rtdos.com writes:
>Let us try this again... is anyone getting the e-mails for this?

got it

Jeff
http://www.aimpages.com/rtdos/profile.html
(http://www.aimpages.com/rtdos/profile.html)
http://rtdos.com/mailman/listinfo (http://rtdos.com/mailman/listinfo)

76. Re: <atari> text adventures

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-09 23:55:40 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <FJ-dnTRCg7bDtjnYRVnzvQ@telenor.com>
Source record: 5209

Which one was Codeworks? There's something I think called The Slave, which is said to be very good.

"comp.sys.atari.8bit" <atari@rtdos.com> skrev i melding news:mailman.21.1168371224.13908.atari_rtdos.com@rtdos.com...
> was there ever a text adventure creation system for the 8 bit other than the
> one by codeworks?
>
>
> Jeff
> _http://www.aimpages.com/rtdos/profile.html_
> (http://www.aimpages.com/rtdos/profile.html)
> _http://rtdos.com/mailman/listinfo_ (http://rtdos.com/mailman/listinfo)
>

77. Re: <atari> text adventures

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-10 02:12:39 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <rYXoh.32888$Gr2.4177@newssvr21.news.prodigy.net>
Source record: 5208

"comp.sys.atari.8bit" wrote in message news:

> was there ever a text adventure creation system for the 8 bit other than
> the
> one by codeworks?
>
>
> Jeff
There was 'Adventurous Programming' in
ANALOG (about 39,40,41) for creating
text adventures, by Clayton Walnum.

78. Re: 1400XL on ebaY (1 hr to go, now $2500)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-10 04:43:39 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <egr8q25gihac3j1bi0647o4gotuf7953rh@4ax.com>
Source record: 5210

Rick Cortese <ricortes@earthlink.net>:

>I seem to recall quite a few 1400XLs made it out, probably dozens. I
>think B&C sold them about the time Atari was having warehouse sales
>circa the late 1980s.

I thought that the 1400XL was even sold commerically for awhile, but it
turned out to be a bit flakey, so people were returning them and stores
started just throwing them in the garbage. People were grabbing them out
of the garbage and returning them again, so the stores started taking the
silver name strip off the front (explaining why most of the ones you see
are missing it.)

Any truth to that I wonder?

The 1450XL just saw light of day as engineering prototypes that some atari
employees got (IIRC)

>The B&C price was nothing like $3000 of course. I think maybe around
>$150 or so.

Man, to buy one for that!

>I take everything I see on eBay with a grain of salt. I have seen sales
>where the feedback was entered within hours of the auction close. Just
>no way the item to be paid for, shipped, and received in the time available.
>
>Apparently cheaters do this for several reasons. They inflate the price
>for people that use the 'completed items' to check what stuff sells for
>and they effectively keep merchandise that they don't want to let go
>below a certain price point rather then use the official eBay reserve
>price option.

How do they get out of paying the final value fee on that? Or do they just
pay it, as a part of doing business ?

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

79. Re: <atari> text adventures

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-10 13:36:37 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1168436197.666560.305090@o58g2000hsb.googlegroups.com>
Source record: 5211

comp.sys.atari.8bit wrote:
> was there ever a text adventure creation system for the 8 bit other than the
> one by codeworks?
>
>
> Jeff

There were several.

There was also the Adventure Creator cartridge (by Spinaker IIRC).

The Codeworks product was called "The Adventure Master" -- fairly hard
to find.

Unfortunately, the "Adventure Construction Set" was never ported to the
A8.

I don't recall "The Slave" -- do you have any further info about it?

-Larry

80. Re: <atari> text adventures

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-10 14:04:52 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <1dmdnermhLz8bznYRVnzvA@telenor.com>
Source record: 5212

```
> I don't recall "The Slave" -- do you have any further info about it?
>
> -Larry
>

For anybody interested, send me an email and I'll send it to you. It's 29Kb
ZIP
```

81. Re: 1400XL on ebaY (1 hr to go, now $2500)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-10 14:47:25 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <107ph.8510$pQ3.6948@newsread4.news.pas.earthlink.net>
Source record: 5213

```
Shawn Jefferson wrote:
> Rick Cortese <ricortes@earthlink.net>:
<snip>
>>Apparently cheaters do this for several reasons. They inflate the price
>>for people that use the 'completed items' to check what stuff sells for
>>and they effectively keep merchandise that they don't want to let go
>>below a certain price point rather then use the official eBay reserve
>>price option.
>
>
> How do they get out of paying the final value fee on that? Or do they just
> pay it, as a part of doing business ?
>

Not sure but I assume they claim a non paying bidder.
```

82. <atari> test post to CSA8

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-10 15:27:57 UTC
From: "comp.sys.atari.8bit" <atari@rtdos.com>
Message-ID: <mailman.23.1168442879.13908.atari_rtdos.com@rtdos.com>
Source record: 5214

Re: test post to CSA8
> ignore.
>
> this will be deleted on the forum on http://www.rtdos.com
>

Hello back! Just stopping in for the first time. So how's everyone doing?

Reply Link: <http://rtdos.com/tiki-view_forum_thread.php?forumId=9&comments_reply_threadId=3&comments_parentId=1&post_reply=1#form>

83. Re: 1400XL on ebaY (1 hr to go, now $2500)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-10 19:06:35 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <4Paph.9894$x67.1230@newssvr17.news.prodigy.net>
Source record: 5215

"Shawn Jefferson" <wrote in message news:
> Rick Cortese wrote
>
>>I seem to recall quite a few 1400XLs made it out, probably dozens. I
>>think B&C sold them about the time Atari was having warehouse sales
>>circa the late 1980s.
>
> I thought that the 1400XL was even sold commerically for awhile, but it
> turned out to be a bit flakey, so people were returning them and stores
> started just throwing them in the garbage. People
> Any truth to that I wonder?
snip
>
> The 1450XL just saw light of day as engineering prototypes that some atari
> employees got (IIRC)
>
>>The B&C price was nothing like $3000 of course. I think maybe around
>>$150 or so.
>
> Man, to buy one for that!
>
snip
> How do they get out of paying the final value fee on that? Or do they
> just
> pay it, as a part of doing business ?
>
It cost $5 insertion fee and maybe $65 final value
fee. About $70 to sell $3090, plus shipping, which
the buyer pays anyway. About 2.5%
Many sellers charge shipping and handling, which
covers the selling fees, and doesn't get added to
the final value fee. This auction was for actual
shipping cost, however.
I don't think the seller would claim non-paying buyer.
That would involve somehow trying to say the
buyer didn't pay, if payed with PayPal or credit
card, there's proof it was paid.

84. Re: 1400XL on ebaY (1 hr to go, now $2500)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-10 21:16:03 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <nlcph.43417$wc5.6022@newssvr25.news.prodigy.net>
Source record: 5216

"Shawn Jefferson" <wrote in message news:
> Rick Cortese wrote
>
>>I seem to recall quite a few 1400XLs made it out, probably dozens. I
>>think B&C sold them about the time Atari was having warehouse sales
>>circa the late 1980s.
>
> I thought that the 1400XL was even sold commerically for awhile, but it
> turned out to be a bit flakey, so people were returning them and stores
> started just throwing them in the garbage. People
> Any truth to that I wonder?
snip
>
> The 1450XL just saw light of day as engineering prototypes that some atari
> employees got (IIRC)
>
>>The B&C price was nothing like $3000 of course. I think maybe around
>>$150 or so.
>
> Man, to buy one for that!
>
snip
> How do they get out of paying the final value fee on that? Or do they
> just
> pay it, as a part of doing business ?
>
It cost $5 insertion fee and maybe $65 final value
fee. About $70 to sell $3090, plus shipping, which
the buyer pays anyway. About 2.5%
Many sellers charge shipping and handling, which
covers the selling fees, and doesn't get added to
the final value fee. This auction was for actual
shipping cost, however.
I don't think the seller would claim non-paying buyer.
That would involve somehow trying to say the
buyer didn't pay, if payed with PayPal or credit
card, there's proof it was paid.

85. Re: <atari> hello

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-10 23:44:00 UTC
From: ilaskey@cix.co.uk
Message-ID: <memo.20070110234444.13900A@cix.co.uk>
Source record: 5217

In article <mailman.20.1168371166.13908.atari_rtdos.com@rtdos.com>,
atari@rtdos.com (comp.sys.atari.8bit) wrote:

> *From:* "comp.sys.atari.8bit" <atari@rtdos.com>
> *To:* <atari@rtdos.com>
> *Date:* Tue, 9 Jan 2007 13:30:33 -0600
>
> Let us try this again... is anyone getting the e-mails for this?
>
Don't know about emails but I can see your newsgroups postings.

Iain

86. 2600 Question

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-10 23:46:05 UTC
From: Paul Cawley <paul.cawley@clara.co.uk>
Message-ID: <1168472768.12222.0@proxy01.news.clara.net>
Source record: 5218

Hi,
Sorry, I know it is not A8, but I need to ask a bit of a newbie question
relating to the 2600.
Simple enough - do NTSC games work on a PAL console?
Cheers,
Paul

87. Re: <atari> text adventures

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-10 23:50:24 UTC
From: JT <JT@nospamhereplease.com>
Message-ID: <45a57bbf$0$8739$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 5219

"Larry" <LLppwhite@earthlink.net> wrote in message
news:1168436197.666560.305090@o58g2000hsb.googlegroups.com...
> comp.sys.atari.8bit wrote:
> I don't recall "The Slave" -- do you have any further info about it?
>

Garry Francis didn't seem to think it was very good! :
http://www.page6.org/archive/issue_24/page_58.htm

88. Re: 1400XL on ebaY (1 hr to go, now $2500)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-11 01:45:32 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <0Fgph.12847$X72.8569@newsread3.news.pas.earthlink.net>
Source record: 5220

Russg wrote:
> "Shawn Jefferson" <wrote in message news:
>
>>Rick Cortese wrote
<snip>
> It cost $5 insertion fee and maybe $65 final value
> fee. About $70 to sell $3090, plus shipping, which
> the buyer pays anyway. About 2.5%
> Many sellers charge shipping and handling, which
> covers the selling fees, and doesn't get added to
> the final value fee. This auction was for actual
> shipping cost, however.
> I don't think the seller would claim non-paying buyer.
> That would involve somehow trying to say the
> buyer didn't pay, if payed with PayPal or credit
> card, there's proof it was paid.

What I think happens in some cases, not necessarily this one, is the
seller *is* the buyer with just another eBay ID/computer. He just never
clicks the paypal button to pay himself and claims buyer never contacted
him or sent payment.

89. BUY 4 ATARI 8 BIT GAMES, GET 1 FREE!

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-11 10:55:54 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0701110253330.1848-100000@onyx.spiritone.com>
Source record: 5221
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
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Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

90. Re: <atari> text adventures

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-11 12:38:19 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1168519099.784127.232030@77g2000hsv.googlegroups.com>
Source record: 5222

```
JT wrote:
> "Larry" <LLppwhite@earthlink.net> wrote in message
> news:1168436197.666560.305090@o58g2000hsb.googlegroups.com...
> > comp.sys.atari.8bit wrote:
> > I don't recall "The Slave" -- do you have any further info about it?
> >
>
> Garry Francis didn't seem to think it was very good! :
> http://www.page6.org/archive/issue_24/page_58.htm

I can see why, according to Francis, it required both basic AND dos 3
:-\
```

91. <atari> Welcome.

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-11 13:08:40 UTC
From: "comp.sys.atari.8bit" <atari@rtdos.com>
Message-ID: <mailman.24.1168520923.13908.atari_rtdos.com@rtdos.com>
Source record: 5223

hello.
>
> Hello back! Just stopping in for the first time. So how's everyone doing?

Hey Clu; I see you made it in.

Reply Link: <http://rtdos.com/tiki-view_forum_thread.php?forumId=9&comments_reply_threadId=4&comments_parentId=1&post_reply=1#form>

92. Re: 2600 Question

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-11 17:35:56 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1168536956.230194.132710@77g2000hsv.googlegroups.com>
Source record: 5224

Paul Cawley wrote:
> Hi,
> Sorry, I know it is not A8, but I need to ask a bit of a newbie question
> relating to the 2600.
> Simple enough - do NTSC games work on a PAL console?
> Cheers,
> Paul

The cartriges are interchangeable. I've used PAL carts on my NTSC 2600
no problem, but you will have issues with how the game displays on the
TV. I could not get the vert hold to sync with PAL cartridges.

Kev

93. Re: <atari> Welcome.

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-11 18:37:11 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <rtvph.28833$E02.11863@newsb.telia.net>
Source record: 5225

"comp.sys.atari.8bit" <atari@rtdos.com> skrev i meddelandet
news:mailman.24.1168520923.13908.atari_rtdos.com@rtdos.com...
> hello.

It looks a bit strange to see the text "comp.sys.atari.8bit" in
the "From" field of the message. Why do you call yourself
that?

Anders

94. Re: 2600 Question

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-11 20:39:18 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <HZ-dnbAbcYjSPTvYRVnzvQ@telenor.com>
Source record: 5226

> The cartriges are interchangeable. I've used PAL carts on my NTSC 2600
> no problem, but you will have issues with how the game displays on the
> TV. I could not get the vert hold to sync with PAL cartridges.
>
>
>
> Kev

And I think there's issues with color. Superman was not having the right colors on his outfit. Smurfs are green or something, don't remember, but wrong all the same.

95. FS: ALL Atari Books 20% off!

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-12 14:12:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0701120606170.27757-100000@onyx.spiritone.com>
Source record: 5228
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

96. Re: <atari> text adventures

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-12 21:29:21 UTC
From: heuser.marcus@freenet.de
Message-ID: <1168637361.024290.94850@l53g2000cwa.googlegroups.com>
Source record: 5229

Larry schrieb:
>
> There were several.
>
> There was also the Adventure Creator cartridge (by Spinaker IIRC).

That's true.

> The Codeworks product was called "The Adventure Master" -- fairly
> hard to find.

It was marketed by CBS if the screen shots I have are correct.
The title screen says "by Christopher Chance" and "(C) 1984".

> Unfortunately, the "Adventure Construction Set" was never ported
> to the A8.

Isn't that a RPG contruction set?

bye
Marcus

97. Re: <atari> text adventures

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-12 23:02:43 UTC
From: "comp.sys.atari.8bit" <atari@rtdos.com>
Message-ID: <mailman.28.1168642994.13908.atari_rtdos.com@rtdos.com>
Source record: 5230

In a message dated 01/12/2007 14:30:33 P.M. Mountain Standard Time,
atari@rtdos.com writes:

> Unfortunately, the "Adventure Construction Set" was never ported
> to the A8.

Isn't that a RPG contruction set?

I have the Commodore version; awesome!

Jeff
http://www.aimpages.com/rtdos/profile.html
(http://www.aimpages.com/rtdos/profile.html)
http://rtdos.com/mailman/listinfo (http://rtdos.com/mailman/listinfo)

98. Re: 2600 Question

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-12 23:22:48 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1168644166.238123.72010@v45g2000cwv.googlegroups.com>
Source record: 5231

Vidar Olavesen wrote:
> > The cartriges are interchangeable. I've used PAL carts on my NTSC 2600
> > no problem, but you will have issues with how the game displays on the
> > TV. I could not get the vert hold to sync with PAL cartridges.
> >
> >
> >
> > Kev
>
> And I think there's issues with color. Superman was not having the right
> colors on his outfit. Smurfs are green or something, don't remember, but
> wrong all the same.

Yes I forgot about colours. I rem Popeye (PAL) was coming out black
and white on my NTSC 2600.

I would stick to NTSC games on NTSC 2600 and PAL on PAL to avoid
headaches.

99. <atari> MyDOS on a Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-13 02:34:09 UTC
From: "comp.sys.atari.8bit" <atari@rtdos.com>
Message-ID: <mailman.29.1168655674.13908.atari_rtdos.com@rtdos.com>
Source record: 5232

I seem to recall hearing about MyDOS on a cartridge once.

Does an image exist?

How about source code?

I'd love to see MyDOS 4.50 on a cartridge.

Regards,

Steve Sheppard

_____
Communicate instantly! Use your Hotmail address to sign into Windows Live
Messenger now. http://get.live.com/messenger/overview

100. Re: FS: Rare Atari 1400XL Prototype and Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-13 03:11:53 UTC
From: micrologix1500@yahoo.com
Message-ID: <1168657911.965251.75990@a75g2000cwd.googlegroups.com>
Source record: 5233

If I ever got real wealthy, I think I'd have to seek out a 1450XLD
prototype.

101. <atari> Welcome.

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-13 05:08:04 UTC
From: "comp.sys.atari.8bit" <atari@rtdos.com>
Message-ID: <mailman.34.1168664887.13908.atari_rtdos.com@rtdos.com>
Source record: 5234

Re: Welcome.
Okay... since we don't have a "general" forum... I will post this here... I FINALLY got the avatar thingy working... and it has to be a .gif file... otherwise it doesn't wanna work! :)

Reply Link: <http://rtdos.com/tiki-view_forum_thread.php?forumId=9&comments_reply_threadId=10&comments_parentId=1&post_reply=1#form>

102. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-13 05:27:14 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1168666018@rtfm.mit.edu>
Source record: 5235
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 15, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

103. Re: <atari> Welcome.

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-13 14:43:23 UTC
From: "comp.sys.atari.8bit" <atari@rtdos.com>
Message-ID: <mailman.36.1168699440.13908.atari_rtdos.com@rtdos.com>
Source record: 5236

In a message dated 01/12/2007 22:08:24 P.M. Mountain Standard Time,
atari@rtdos.com writes:

Re: Welcome.
Okay... since we don't have a "general" forum... I will post this here... I
FINALLY got the avatar thingy working... and it has to be a .gif file...
otherwise it doesn't wanna work! :)

We do have a general forum :-) But glad to see you got your avatar working
on the wiki.

Jeff
http://www.aimpages.com/rtdos/profile.html
(http://www.aimpages.com/rtdos/profile.html)
http://rtdos.com/mailman/listinfo (http://rtdos.com/mailman/listinfo)

104. Re: <atari> Welcome.

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-13 19:25:43 UTC
From: Jeff Wood <post@newsgroups.net>
Message-ID: <eobbnrffb1@dc2.slor.net>
Source record: 5237

its my email list; still haven't figured out away for subscribers to use
their real names rather than the email list's.

"Anders Skelander" <ansk@hotmail.com> wrote in message
news:rtvph.28833$E02.11863@newsb.telia.net...
>
> "comp.sys.atari.8bit" <atari@rtdos.com> skrev i meddelandet
> news:mailman.24.1168520923.13908.atari_rtdos.com@rtdos.com...
> > hello.
>
> It looks a bit strange to see the text "comp.sys.atari.8bit" in
> the "From" field of the message. Why do you call yourself
> that?
>
> Anders
>
>

105. Re: <atari> MyDOS on a Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-13 20:33:00 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.tl30proegaat7c@fred>
Source record: 5238

On Fri, 12 Jan 2007 20:34:09 -0600, comp.sys.atari.8bit <atari@rtdos.com>
wrote:

> I seem to recall hearing about MyDOS on a cartridge once.
>
> Does an image exist?
>
> How about source code?
>
> I'd love to see MyDOS 4.50 on a cartridge.

Video 61 lists:

$19.95 MYDOS ON CART 64K(XL/XE ONLY)

http://members.tcq.net/video61/compnew.html

--
Michael Current ~ mailto:michael@mcurrent.name ~ http://mcurrent.name/

106. <atari> Monster Hause

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-14 17:34:02 UTC
From: "comp.sys.atari.8bit" <atari@rtdos.com>
Message-ID: <mailman.39.1168796067.13908.atari_rtdos.com@rtdos.com>
Source record: 5239

Has anyone seen the movie / cartoon Monster Hause by speilberg and
zemeckis who did Back to the Future? There is a seen in the movie
where one kid calls the other kid and this other kid is playing Atari
Video Olympics (Pong) with sound effects from Combat for the 2600.

Pretty interesting, huh?

Woodzy
http://www.rtdos.com

107. <atari> retropedia is now up

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-14 18:29:10 UTC
From: "comp.sys.atari.8bit" <atari@rtdos.com>
Message-ID: <mailman.41.1168799373.13908.atari_rtdos.com@rtdos.com>
Source record: 5240

http://www.rtdos.com (wiki)

http://rtdos.com/mailman/listinfo (email lists with mail2news gateway)

school just started so i'll need help adding content to the wiki; my goal is create an encyclopedia of retro gaming console and retro pc knowledge (esp. programming) but from a joint community effort (hence, the wiki); because the retropedia can be used as a portal, i've added chat, message boards, the ability to check email and newsgroups (nntp) messages as well as personal journals (blogs), etc.

hopefully this addition to the retro community will benefit all users of all systems; i'm still learning the ropes of hosting a wiki (and managing the tiki) so any and all suggestions, comments, and even criticisms are welcome.

Woodzy
http://www.rtdos.com

108. <atari> midi players for the 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-15 01:05:10 UTC
From: Jeff Wood <sysop@rtdos.com>
Message-ID: <mailman.51.1168823125.13908.atari_rtdos.com@rtdos.com>
Source record: 5241

were there any midi players for the 8 bit that did not require any
special hardware ?

Woodzy
http://www.rtdos.com

109. Re: <atari> midi players for the 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-15 03:33:03 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <PBCqh.23412$sR.8881@newssvr29.news.prodigy.net>
Source record: 5242

"Jeff Wood"
> were there any midi players for the 8 bit that did not require any
> special hardware ?
>
> Woodzy
That seems impossible. The ST had midi ports, the A8 didn't. How can you have a midi player without a midi port? Unless you're asking if there was a program that could decode a midi file and play it with the A8 sound chip. Very few midi files are monophonic, or even quadriphonic, but multi-timbral and multi-phonic, many instruments, many voices.
There were a few music formats for A8, probably the AMS files the most common. An AMS file could play four voices, but only one patch or sound. There were also some programs that could do digitized sound, like Parrot, but it was pretty poor sampling rates, like 8K or so.

110. Re: <atari> midi players for the 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-15 14:49:42 UTC
From: Rtdos@aol.com
Message-ID: <mailman.52.1168872629.13908.atari_rtdos.com@rtdos.com>
Source record: 5243

In a message dated 01/14/2007 20:35:24 P.M. Mountain Standard Time,
russgilb@MUNGEsbcyahoo.net writes:

That seems impossible. The ST had midi ports, the A8 didn't. How can you
have a midi player without a midi port? Unless you're asking if there was a
program that could decode a midi file and play it with the A8 sound chip.
Very few midi files are monophonic, or even quadriphonic, but multi-timbral
and multi-phonic, many instruments, many voices.
There were a few music formats for A8, probably the AMS files the most
common. An AMS file could play four voices, but only one patch or sound.
There were also some programs that could do digitized sound, like Parrot,
but it was pretty poor sampling rates, like 8K or so.

Thanks Russ

Jeff
http://www.aimpages.com/rtdos/profile.html
(http://www.aimpages.com/rtdos/profile.html)
http://rtdos.com/mailman/listinfo (http://rtdos.com/mailman/listinfo)

111. Re: <atari> midi players for the 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-15 17:00:47 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <3rOqh.10294$pQ3.7989@newsread4.news.pas.earthlink.net>
Source record: 5244

Russg wrote:
> "Jeff Wood"
>
>>were there any midi players for the 8 bit that did not require any
>>special hardware ?
>>
>>Woodzy
>
> That seems impossible. The ST had midi ports, the A8 didn't. How can you
> have a midi player without a midi port? Unless you're asking if there was a
> program that could decode a midi file and play it with the A8 sound chip.
> Very few midi files are monophonic, or even quadriphonic, but multi-timbral
> and multi-phonic, many instruments, many voices.
> There were a few music formats for A8, probably the AMS files the most
> common. An AMS file could play four voices, but only one patch or sound.
> There were also some programs that could do digitized sound, like Parrot,
> but it was pretty poor sampling rates, like 8K or so.

I'm a little ignorant about midi: Isn't it just 38 kBAUD serial data
similar to SIO?

There's a lot of stuff I don't know like does it have to be 2 way
communication?

112. Re: <atari> midi players for the 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-15 17:26:33 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <45abb946$0$5206$4c368faf@roadrunner.com>
Source record: 5245

Jeff Wood wrote:

> were there any midi players for the 8 bit that did not require any
> special hardware ?
>
> Woodzy
> http://www.rtdos.com

Nah, but if you want to play around I would get a MidiMAX. I just got one from Best Electronics last Friday. I've been playing with it all weekend. I've got it hooked up to a Roland MT-32. Sounds great for a cheap little synth being driven by an Atari 8 bit!. I've never done any MIDI what so ever, I'm not even a musician, and I've been able to get some sounds goin! I've been converting AMS music files to play on the Midi Music System software. The same programmer wrote both "Midi Music System" and AMS, Lee Actor! And he wrote a utility to convert AMS -> MMS !

Charlie

113. Re: <atari> midi players for the 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-15 18:00:13 UTC
From: Rtdos@aol.com
Message-ID: <mailman.53.1168884050.13908.atari_rtdos.com@rtdos.com>
Source record: 5246

In a message dated 01/15/2007 10:30:34 A.M. Mountain Standard Time,
charleycron@woh.rr.com writes:

Nah, but if you want to play around I would get a MidiMAX. I just got one
from Best Electronics last Friday. I've been playing with it all weekend.
I've got it hooked up to a Roland MT-32. Sounds great for a cheap little
synth being driven by an Atari 8 bit!. I've never done any MIDI what so
ever, I'm not even a musician, and I've been able to get some sounds goin!
I've been converting AMS music files to play on the Midi Music System
software. The same programmer wrote both "Midi Music System" and AMS, Lee
Actor! And he wrote a utility to convert AMS -> MMS !

Man, the AMS was a great system that really showed off the 8 bit; wasn't
there a SID hack to add the SID chip to the 8 bit ?

Jeff
http://www.aimpages.com/rtdos/profile.html
(http://www.aimpages.com/rtdos/profile.html)
http://rtdos.com/mailman/listinfo (http://rtdos.com/mailman/listinfo)

114. Re: <atari> midi players for the 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-15 19:03:53 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <teQqh.49697$wc5.11261@newssvr25.news.prodigy.net>
Source record: 5247

```
"Rick Cortese" wrote
> Russg wrote:
>> "Jeff Wood" wrote
>>
>>>were there any midi players for the 8 bit that did not require any
>>>special hardware ?
>>>Woodzy
>>
>> That seems impossible. The ST had midi ports, the A8 didn't. How can
>> you
snip
>
> I'm a little ignorant about midi: Isn't it just 38 kBAUD serial data
> similar to SIO?
>
> There's a lot of stuff I don't know like does it have to be 2 way
> communication?
Right, midi is a serial data, I think 38K baud is correct. It doesn't have
to be two way communication, but customarily has a midi in and a midi out
port, two cables, one for recording, one for playback. MIDI has its' own
protocol, most data is note on, duration to play (note off), sorta like
printer codes. MIDI also has pitch bend, patch selection (127 standard
'instruments'). A cheap MIDI keyboard will have 16 'voices' at one time,
and 8 or more instruments (patches). Some MIDI instruments have 'system'
codes, that will allow adding your own patches.
```

115. Re: <atari> midi players for the 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-15 19:49:16 UTC
From: Jeff Wood <sysop@rtdos.com>
Message-ID: <mailman.54.1168890610.13908.atari_rtdos.com@rtdos.com>
Source record: 5248

"Russg" <russgilb@MUNGEsbcyahoo.net> wrote:
(01/15/2007 12:03)
>
>Right, midi is a serial data, I think 38K baud is correct. It doesn't have
>to be two way communication, but customarily has a midi in and a midi out
>port, two cables, one for recording, one for playback. MIDI has its' own
>protocol, most data is note on, duration to play (note off), sorta like
>printer codes. MIDI also has pitch bend, patch selection (127 standard
>'instruments'). A cheap MIDI keyboard will have 16 'voices' at one time,
>and 8 or more instruments (patches). Some MIDI instruments have 'system'
>codes, that will allow adding your own patches.
>

But didn't the Amiga (or later ST/TT's) have a midi through port ?

And were the midi ports (or can they) be used for other than midi ?

Woodzy
http://www.rtdos.com

116. Re: <atari> midi players for the 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-15 22:09:13 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <45abfb84$0$5236$4c368faf@roadrunner.com>
Source record: 5249

Oh by the way, if anyone has a copy of "MidiTrack II" laying around I sure would like a copy :)

Charlie

> Jeff Wood wrote:
>
>> were there any midi players for the 8 bit that did not require any
>> special hardware ?
>>
>> Woodzy
>> http://www.rtdos.com
>
> Nah, but if you want to play around I would get a MidiMAX. I just got one
> from Best Electronics last Friday. I've been playing with it all weekend.
> I've got it hooked up to a Roland MT-32. Sounds great for a cheap little
> synth being driven by an Atari 8 bit!. I've never done any MIDI what so
> ever, I'm not even a musician, and I've been able to get some sounds goin!
> I've been converting AMS music files to play on the Midi Music System
> software. The same programmer wrote both "Midi Music System" and AMS, Lee
> Actor! And he wrote a utility to convert AMS -> MMS !
>
> Charlie

117. Re: <atari> midi players for the 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-15 22:14:54 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <y1Tqh.1410$O02.475@newssvr11.news.prodigy.net>
Source record: 5250

"Jeff Wood" wrote in message news:> "Russg" <russgilb wrote:
>>Right, midi is a serial data, I think 38K baud is correct. It doesn't
>>have

snip

> But didn't the Amiga (or later ST/TT's) have a midi through port ?
>
> And were the midi ports (or can they) be used for other than midi ?
>
> Woodzy
I think you may be right, some ST/TTs had a midi thru port.
I'm sure midi ports can be used for other things, especially if Rick Cortese
gets hold of one, but I've never heard of it.

118. Re: <atari> midi players for the 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-16 01:35:30 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <CZVqh.10512$pQ3.5209@newsread4.news.pas.earthlink.net>
Source record: 5251

Russg wrote:
> "Rick Cortese" wrote
>
>>Russg wrote:
>>
>>>"Jeff Wood" wrote
>>>
>>>
>>>>were there any midi players for the 8 bit that did not require any
>>>>special hardware ?
>>>>Woodzy
>>>
>>>That seems impossible. The ST had midi ports, the A8 didn't. How can
>>>you
>
> snip
>
>>I'm a little ignorant about midi: Isn't it just 38 kBAUD serial data
>>similar to SIO?
>>
>>There's a lot of stuff I don't know like does it have to be 2 way
>>communication?
>
> Right, midi is a serial data, I think 38K baud is correct. It doesn't have
> to be two way communication, but customarily has a midi in and a midi out
> port, two cables, one for recording, one for playback. MIDI has its' own
> protocol, most data is note on, duration to play (note off), sorta like
> printer codes. MIDI also has pitch bend, patch selection (127 standard
> 'instruments'). A cheap MIDI keyboard will have 16 'voices' at one time,
> and 8 or more instruments (patches). Some MIDI instruments have 'system'
> codes, that will allow adding your own patches.
>
>

OK!

Sounds like you could send the info through a joystick port. I did a
reverse hack of an MMP modem and got a J/S cable to work as an RS323
port with the MMP software.

I also did some ML/BASIC code for blind sending files for transfer to a
RS2323 interface like an IBM or ST. I know I got it up to 19k send.
Pretty sure I could have got it faster if I needed to. No handshaking of
course so it would probably over run a Midi instrument buffer without
something to pace it.

Makes me wonder if MidiMate was just an RVerter type device with POKEY set up for 38k BAUD. If that is right, you should be able to just make an adapter from a SIO2PC cable and run it with the MidiMate software.

Rick

119. Re: <atari> midi players for the 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-16 02:10:28 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <ouWqh.49754$wc5.16075@newssvr25.news.prodigy.net>
Source record: 5252

"Charlie" > wrote
> Oh by the way, if anyone has a copy of "MidiTrack II" laying around I sure
> would like a copy :)
>
> Charlie
There's a Midi Track III atr in Holmes archive. And also some SIO2MIDI
stuff.
>
>> Jeff Wood wrote:
>>
>>> were there any midi players for the 8 bit that did not require any
>>> special hardware ?
>>>
>>> Woodzy
>>> http://www.rtdos.com
>>
>> Nah, but if you want to play around I would get a MidiMAX. I just got one
>> from Best Electronics last Friday. I've been playing with it all weekend.
>> I've got it hooked up to a Roland MT-32. Sounds great for a cheap little
>> synth being driven by an Atari 8 bit!. I've never done any MIDI what so
>> ever, I'm not even a musician, and I've been able to get some sounds
>> goin!
>> I've been converting AMS music files to play on the Midi Music System
>> software. The same programmer wrote both "Midi Music System" and AMS, Lee
>> Actor! And he wrote a utility to convert AMS -> MMS !
>>
>> Charlie
I didn't know Roland made any 'cheap little synths'. I remember playing
with MIDI programming
in Microsoft QuickBASIC 4. I was able to get the computer to play some
notes sending out to
my CASIO CTK 711EX synth. I was trying to be able to send new patch info.
My first experience with MIDI was with the ST and Dr. T's MIDI software to a
Casio CZ-100
keyboard. I believe it played up to four notes at a time, polytimbral (4
patches) or 8 notes,
monotimbral. There are probably 100s of thousands of good MIDI files, just
about any
tune ever written, sung or played.

120. <atari> antic mag's adventure construction set

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-16 05:54:44 UTC
From: Jeff Wood <sysop@rtdos.com>
Message-ID: <mailman.56.1168926956.13908.atari_rtdos.com@rtdos.com>
Source record: 5253

http://www.pcgaming.ws/viewgame.php?game=syree

Doesn't this look "similiar" to the adventure construction set that
came out of antic magazine?

Woodzy
http://www.rtdos.com

121. Re: <atari> text adventures

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-16 08:55:13 UTC
From: Thomas Richter <thor@math.TU-Berlin.DE>
Message-ID: <513i7hF1id76bU1@mid.dfncis.de>
Source record: 5254

comp.sys.atari.8bit wrote:
> was there ever a text adventure creation system for the 8 bit other than the
> one by codeworks?

I seem to remember that there was some kind of semi-automatic creation
system by Databecker (in German) that was part of the book "How to
write Adventure Games" (approximately translated). I've read this book,
but I don't think I have a copy left. It was all based on BASIC.

So long,
Thomas

122. Re: <atari> midi players for the 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-16 10:37:00 UTC
From: ilaskey@cix.co.uk
Message-ID: <memo.20070116103738.19472A@cix.co.uk>
Source record: 5255

In article <mailman.54.1168890610.13908.atari_rtdos.com@rtdos.com>,
sysop@rtdos.com (Jeff Wood) wrote:
> But didn't the Amiga (or later ST/TT's) have a midi through port ?
Nope.

> And were the midi ports (or can they) be used for other than midi ?
Some games used it for multiplayer use e.g. MIDI Maze.

Iain

123. Re: <atari> midi players for the 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-16 12:57:14 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <45accba3$0$5785$4c368faf@roadrunner.com>
Source record: 5256

Russg wrote:

> There's a Midi Track III atr in Holmes archive. And also some SIO2MIDI
> stuff.

Thanks much, I found the Holmes archive.

> I didn't know Roland made any 'cheap little synths'. I remember playing
> with MIDI programming
> in Microsoft QuickBASIC 4. I was able to get the computer to play some
> notes sending out to
> my CASIO CTK 711EX synth. I was trying to be able to send new patch info.
> My first experience with MIDI was with the ST and Dr. T's MIDI software to
> a Casio CZ-100
> keyboard. I believe it played up to four notes at a time, polytimbral (4
> patches) or 8 notes,
> monotimbral. There are probably 100s of thousands of good MIDI files,
> just about any
> tune ever written, sung or played.

I wasn't knocking the MT-32, I actually 'researched' it a bit before I bought one. I looked for a mid 80's, (contemporary to the 8-bit, plus I like the 80's synth sound) simple but capable, standard MIDI device. I meant cheap as just that, $50 bucks off ebay...I'm having a blast so far. Actually the documentation mentions the sample songs were intended to be played on a Casio with 4 voices, the AMS songs match up nicely for something like that.

124. Re: <atari> antic mag's adventure construction set

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-16 13:21:08 UTC
From: "Mr. Maddog" <MrMaddog247@yahoo.com>
Message-ID: <1168953668.551338.197300@11g2000cwr.googlegroups.com>
Source record: 5257

Yesss....

But then again, Adventure Construction Set was inspired by Ultima I
anyway.

BTW, I loved ACS when it was published. Not only played the levels that
were submitted for Antic's contest but also made my own based on Zelda.
;)

125. Re: <atari> antic mag's adventure construction set

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-16 13:27:45 UTC
From: Rtdos@aol.com
Message-ID: <mailman.57.1168954122.13908.atari_rtdos.com@rtdos.com>
Source record: 5258

In a message dated 01/16/2007 6:25:36 A.M. Mountain Standard Time,
MrMaddog247@yahoo.com writes:

BTW, I loved ACS when it was published. Not only played the levels that
were submitted for Antic's contest but also made my own based on Zelda.

Now that I'll have to see :-)

Jeff
http://www.aimpages.com/rtdos/profile.html
(http://www.aimpages.com/rtdos/profile.html)
http://rtdos.com/mailman/listinfo (http://rtdos.com/mailman/listinfo)

126. Re: <atari> antic mag's adventure construction set

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-16 17:18:08 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <duWdnZSMMpk-ITDYRVnzvA@telenor.com>
Source record: 5259

> BTW, I loved ACS when it was published. Not only played the levels that
> were submitted for Antic's contest but also made my own based on Zelda.
>
> Now that I'll have to see :-)

Yes, why not share? If you have them, put them on a web somewhere, along
with the ACS. I would surely appreciate that!

Take Atarian care

127. Re: <atari> retropedia is now up

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-16 18:02:43 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <45ad133a$0$4852$4c368faf@roadrunner.com>
Source record: 5260

comp.sys.atari.8bit wrote:

> http://www.rtdos.com (wiki)
>
> http://rtdos.com/mailman/listinfo (email lists with mail2news gateway)
>
> school just started so i'll need help adding content to the wiki; my
> goal is create an encyclopedia of retro gaming console and retro pc
> knowledge (esp. programming) but from a joint community effort (hence,
> the wiki); because the retropedia can be used as a portal, i've added
> chat, message boards, the ability to check email and newsgroups (nntp)
> messages as well as personal journals (blogs), etc.
>
> hopefully this addition to the retro community will benefit all users
> of all systems; i'm still learning the ropes of hosting a wiki (and
> managing the tiki) so any and all suggestions, comments, and even
> criticisms are welcome.
>
>
> Woodzy
> http://www.rtdos.com

Ok, you asked for it. This is just me, but I think maybe the automated response about a post to mailing list being sent to folks personal email addresses is a bit much. I mean, I'm posting here, not to a mailing list. I don't need a confirmation in my personal email account about your mailing list. Anyway, don't take it the wrong way.

Charlie

128. Re: <atari> retropedia is now up

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-16 18:37:02 UTC
From: Jeff Wood <sysop@rtdos.com>
Message-ID: <mailman.58.1168972689.13908.atari_rtdos.com@rtdos.com>
Source record: 5261

fixed.

Charlie <charleycron@woh.rr.com> wrote:
(01/16/2007 11:02)

>comp.sys.atari.8bit wrote:
>
>> http://www.rtdos.com (wiki)
>>
>> http://rtdos.com/mailman/listinfo (email lists with mail2news gateway)
>>
>> school just started so i'll need help adding content to the wiki; my
>> goal is create an encyclopedia of retro gaming console and retro pc
>> knowledge (esp. programming) but from a joint community effort (hence,
>> the wiki); because the retropedia can be used as a portal, i've added
>> chat, message boards, the ability to check email and newsgroups (nntp)
>> messages as well as personal journals (blogs), etc.
>>
>> hopefully this addition to the retro community will benefit all users
>> of all systems; i'm still learning the ropes of hosting a wiki (and
>> managing the tiki) so any and all suggestions, comments, and even
>> criticisms are welcome.
>>
>>
>> Woodzy
>> http://www.rtdos.com
>
>Ok, you asked for it. This is just me, but I think maybe the automated
>response about a post to mailing list being sent to folks personal email
>addresses is a bit much. I mean, I'm posting here, not to a mailing list. I
>don't need a confirmation in my personal email account about your mailing
>list. Anyway, don't take it the wrong way.
>
>Charlie
>
>_____
>http://rtdos.com/mailman/listinfo/atari_rtdos.com
>http://rtdos.com/mailman/listinfo

Woodzy
http://www.rtdos.com

129. Re: <atari> midi players for the 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-16 20:20:53 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <Fsarh.1548$O02.950@newssvr11.news.prodigy.net>
Source record: 5262

"Charlie" wrote
> Russg wrote:

snip
>
>> I didn't know Roland made any 'cheap little synths'.

snip
> I wasn't knocking the MT-32, I actually 'researched' it a bit before I
> bought one. I looked for a mid 80's, (contemporary to the 8-bit, plus I
> like the 80's synth sound) simple but capable, standard MIDI device. I
> meant cheap as just that, $50 bucks off ebay
Ahh, vintage Roland. Probably pretty nice sound
out of it, I bet.

130. FS: 20% OFF ALL ATARI 8 BIT NIB GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-17 01:30:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0701161725360.2836-100000@onyx.spiritone.com>
Source record: 5263
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

NIB=NEW IN BOX|NIB=NEW IN BOX|NIB=NEW IN BOX|NIB=NEW IN BOX|NIB=NEW IN BOX

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Ace of Aces; Aliants-The Desperate Battle for Earth!; Andromeda Conquest; Archon-The Light And The Dark; Asteroids; Astro Chase; Atlantis; Aztec Challenge; Ballblazer; Barnyard Blaster; Basketball; BattleZone; Beyond Castle Wolfenstein; Bill Budge. Pinball Construction Set; Boulders and Bombs; BUG attack; Casino Parlor Games; Castle Wolfenstein; Centipede; The ChildsPlay Jubilee; Controller; Crime Buster; Crossbow; Dark Chambers; David's Midnight Magic; Demon Attack; DesertFalcon; Dig Dug; Dig Dug; Donkey Kong; Eastern Front (1941); F-15 Strike Eagle; Fight Night; Final Legacy; Five Card Draw Poker-Arcade Pak #2; Football; Frogger; Gateway to Apshai; GATO; Gorf; The Great American Cross-Country Road Race; HardBall!; INFIDEL; Journey to the Planets; Joust; Jumpman Junior; K-RAZY SHOOT-OUT; Lode Runner; Lords of Conquest; Mah Jong; Millipede; Missile Command; Moon Patrol; Ninja; The Official Moon Shuttle; One-on-One; Pacific Coast Hwy; Pac-Man; Paris in Danger; PitStop; PokerSAM; Pole Position; Preppie!; QIX; Racing Destruction Set; Rescue on Fractalus; Richard Petty's Talladega; Silent Service; Soccer; Space Invaders; Sports Illustrated Boxing/Computer Title Bout; Sports Illustrated Computer Football Strategy; Star Raiders; Star Raiders II; Star Wars-Return of the Jedi-Death Star Battle; Summer Games; Super Breakout; Superman The Game; TAC-Tactical Armor Command; Tennis; ThunderFox; Touchdown Football; Video Vegas; Winter Challenge; Wizard of Wor;

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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

131. Re: <atari> midi players for the 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-17 02:13:31 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <45ad8640$0$5268$4c368faf@roadrunner.com>
Source record: 5264

> Russg wrote:
>
>> There's a Midi Track III atr in Holmes archive. And also some SIO2MIDI
>> stuff.
>
> Thanks much, I found the Holmes archive.

Rats, Miditrack III requires a 130XE. Miditrack II would work on my XL
though. So anyway, I'm still on the lookout for version II.

Charlie

132. More about adventure games

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-17 13:45:49 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <1169041549.589184.274080@51g2000cwl.googlegroups.com>
Source record: 5265

I was interesting reading about the adventure creator utility
in a thread created recently.

My first reaction is that this is about programming of
text adventures with or without static graphics images
illustrating locations in the game.

The images from a game made with adventure creator program
that there was an Antic article about, look like something
in between a real time role playing game and a text
adventure. There is a section for text input on the lower
end of the screen.

I should know after having followed the scene of 1980s
home computing and video games, but honestly I don't: What
is the best way of dividing the adventure genre into
categories?

Text adventures ("Adventureland")
Text adventures with graphics ("Red Moon" and others)

What does "Alternate Reality" count as?

Did "Leisure Suit Larry" have text input? I think it had.

Anders

133. Re: <atari> retropedia is now up

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-17 15:32:00 UTC
From: ilaskey@cix.co.uk
Message-ID: <memo.20070117153209.20948A@cix.co.uk>
Source record: 5266

Can't see the point of archiving all the messages here because Google Groups already does that.

134. Re: retropedia is now up

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-17 15:44:49 UTC
From: Rtdos@aol.com
Message-ID: <mailman.60.1169048724.13908.atari_rtdos.com@rtdos.com>
Source record: 5267

In a message dated 01/17/2007 8:35:30 A.M. Mountain Standard Time,
ilaskey@cix.co.uk writes:

Can't see the point of archiving all the messages here because Google
Groups already does that.

_____
http://rtdos.com/mailman/listinfo (http://rtdos.com/mailman/listinfo)

Taken care of.

Jeff
http://www.aimpages.com/rtdos/profile.html
(http://www.aimpages.com/rtdos/profile.html)
http://rtdos.com/mailman/listinfo (http://rtdos.com/mailman/listinfo)

135. Clearpic 2002 parts

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-17 19:37:26 UTC
From: "charliecron@yahoo.com" <charliecron@yahoo.com>
Message-ID: <1169062646.094405.316990@38g2000cwa.googlegroups.com>
Source record: 5268

Hi all. I went to the parts store today and got everything I need for
the Clearpic 2002 but the '68pf' .

Can someone please reccomend a vendor, and possibly a part number,
where I can order online?

Thanks,
Charlie

136. Re: <atari> retropedia is now up

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-17 21:19:20 UTC
From: Jeff Wood <post@newsgroups.net>
Message-ID: <eom3t7cjs1@dc2.slor.net>
Source record: 5269

I didn't either that's why I turned off archiving.

-Woodzy
http://www.rtdos.com

"Iain Laskey" <ilaskey@cix.co.uk> wrote in message
news:memo.20070117153209.20948A@cix.co.uk...
> Can't see the point of archiving all the messages here because Google
> Groups already does that.

137. Re: More about adventure games

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-17 21:53:22 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <ccSdnXKG2tFnBzPYRVnzvA@telenor.com>
Source record: 5270

> Text adventures ("Adventureland")
Well, this was also released as S.A.G.A., so it's also a graphic adventure.
Infocom is purely text based (well, there's a couple PC ones with graphics,
but not on Atari 8-bit)

> Text adventures with graphics ("Red Moon" and others)
Yes, as well as the S.A.G.A.'s, Level 9 had several. Also, The Pawn, Jinxter
and more

> What does "Alternate Reality" count as?
I'd put that under Role Playing Game (RPG)

> Did "Leisure Suit Larry" have text input? I think it had.
Yes, the early ones did, then they changed to point and click. Softporn
Adventure is really Leisure Suit Larry and with text only.

> Anders

Take Atarian care

138. RFD - comp.sys.classic

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-17 23:28:15 UTC
From: Jeff Wood <sysop@rtdos.com>
Message-ID: <mailman.63.1169076555.13908.atari_rtdos.com@rtdos.com>
Source record: 5271

what do you guys think ? should we tell them what classic really
means?

http://tinyurl.com/22kmq8

Woodzy
http://www.rtdos.com

139. Re: RFD - comp.sys.classic

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-18 10:03:09 UTC
From: Velcro_SP <daclmi@cavtel.net>
Message-ID: <1169114589.048470.178830@q2g2000cwa.googlegroups.com>
Source record: 5272

It might be better to name it "comp.sys.retro."

Jeff Wood wrote:
> what do you guys think ? should we tell them what classic really
> means?
>
> http://tinyurl.com/22kmq8
>
>
> Woodzy
> http://www.rtdos.com

140. Re: <atari> antic mag's adventure construction set

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-18 14:03:51 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1169129031.792004.48980@11g2000cwr.googlegroups.com>
Source record: 5273

```
Are you referring to Antic's "Adventure Creation Kit?" Not trying to
be picky, but I can't find any ACS at the Atari Magazine Archive.
-Larry
```

141. UKretro.co.uk - January Sale

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-18 20:52:48 UTC
From: fairziff@aol.com
Message-ID: <1169153568.574863.106040@a75g2000cwd.googlegroups.com>
Source record: 5274

Hi,
Happy New Year!!!

The UKretro.co.uk January sale starts today and runs until the 31st of
January 2007.

For the duration, Everything in our store is reduced by 20%

Simply add the items you want to your basket and on enter the word
'sale'
in the discount code box on the shipping address page of the checkout.
20% will automatically be discounted from your order.

Best Wishes,
Mike

www.UKretro.co.uk

142. Revisited: Gateway to Apshai

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-18 21:34:49 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <ZJRrh.29642$E02.12128@newsb.telia.net>
Source record: 5275

I have been restrictive with letting my four years old
son play computer games. Tonight however, we
played Gateway to Apshai on a 600XL together.

It is quite difficult for a child to handle the Atari,
Wico et cetera joysticks compared with the game
controllers that became popular later.

Anyway, he found it exciting to locate hidden
traps and hidden doors.

I let him look while I played first. The next step was
to delegate the responsibility for pushing the
joystick button for attacks with the sword. You
should have seen the worried look upon his face
each time we were about to enter a new room.
What would wait for us in there? A rat? A bat?
Ghouls? Spiders?

Great game!

The stupid TV changes screen format when
the game toggles between contents/no contents
in the text status line below the moving graphics.

Anders

143. MI5 Persecution: Dirk Gently on the Toronto Case (130)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-18 22:09:31 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07001823035413@4ax.com>
Source record: 5276
Cross-posted to: de.etc.schreiben.lyrik,tw.bbs.literal.lyrics,comp.sys.atari.8bit,fr.comp.sys.mac.materiel,sfnet.keskustelu.politiikka

Dirk was on the West Coast when he got the call. An old friend at the Toronto police department thought he would like to fly up and take a look at a homicide which had occurred the previous evening. He decided to skip the last day at the World Holistics conference and take the next plane out of San Francisco.

The flight was bad; Dirk had been hit on the back of the head by the Newspaper trolley, the drinks trolley, the dinner trolley and now the gift trolley. When the hostesses weren't trying to tear his arm off they pestered him to stop leaning into the aisle - ignoring the fact that the guy next to him was taking up one and a half seats. Air Canada used to be the flight which was so good you just didn't wanna get off - on this occasion Dirk would be glad to see the back of the plane and the over sized alternative comedian wedged into the window seat.

After breathing in a couple of lungfulls of crisp Canadian air Dirk took a taxi into town. There was a small group of demonstrators outside the MacDonalds and the taxi driver insisted on stopping on the opposite side of the street. "Don't Eat Meat" the placards read and the demonstrators chanted. A couple of policemen where stopping the crowd entering the restaurant itself - one held up his arm and challenged Dirk. A wave of the fax he had been sent and the policeman pushed open the door.

There were few customers in the restaurant. Not surprising really with a demonstration going on outside, half the dining area roped off with tape and a dead body seated at one of the tables. "Mr Gently sir" the officer in charge called out as he peeled one end of the tape off a column "We were told not to touch anything til" you got here".

The body of the man slumped awkwardly in a chair. Then even a dead body would start getting uncomfortable in a MacDonalds chair after twenty minutes - and this one had been there for at least eighteen hours. Two back legs and the tail of a cat hung out of the man's gaping mouth. Dirk turned to the officer, "I suppose you are going to tell me this is the darndest thing you ever saw?"

"Ain't this the darnd...". The officer seemed annoyed that Dirk had second guessed him. "We're removing the body in a few

minutes, so if you can get through as quick as possible&#65533;

&#65533;Many people eat cats in fast food restaurants?&#65533; Dirk asked and without waiting for an answer leant over the table to pick up an untouched burger. &#65533;And what&#65533;s this?&#65533; he asked waving it in front of the officers face.

&#65533;It&#65533;s a Vedgie Burger&#65533; The waitress, who was cleaning one of the adjacent tables, shouted across. She walked over to Dirk. &#65533;We started doing them because of that lot out there&#65533; she nodded towards the protesters who were pressing there faces against the windows &#65533;They&#65533;re called Linda McCartney Vedgie burgers - ever heard of them?&#65533;

Dirk suddenly felt faint, perhaps a combination of hunger and jet lag. &#65533;This is deja vu all over again&#65533; he thought to himself. He glanced at policemen - at the badge on his shoulder &#65533;OPD&#65533; but this wasn&#65533;t Ontario this was Toronto. OPD - Officially Pronounced Dead. It dawned on Dirk what was happening, he knew what he would see if he looked out of the window. Sure enough, there it was, the Volkswagen Beetle parked across the road - number plate 28IF - 28 IF Paul McCartney had lived. And amongst the lyrics of the song blaring out into the restaurant he could pick out the words &#65533;I buried Paul&#65533;. Now it was though Dirk was viewing the whole scene though a TV screen. This was conspiracy. Not -a- conspiracy, or -the-conspiracy, but just plain conspiracy.

&#65533;You look faint - are you OK mister? The waitress asked.

Dirk shook his head &#65533;Probably a bit hungry&#65533; Then to economise on dialogue took out a pack of cigarettes and held it out towards the girl. She was about to take one but Dirk snatched the pack away, held it up to his mouth and drew out two cigarettes. He lit both then passed one of them to the girl. It was the closest he had come to a sexual encounter in three months.

&#65533;Want a Burger?&#65533; the waitress asked.

Dirk looked down at the Vedgie Burger on the table. &#65533;No thanks - just a plate of fries&#65533;

The waitress walked away and Dirk looked around the room. Apart from a family seated in the far corner there was only one other person in the restaurant - and he wasn&#65533;t eating. The guy was about mid twenties and had straggling, shoulder length hair. On the table in front of him were lots of pieces of paper cut into squares. Every so often he would pick up a camcorder and pan it around the room and then, when he was finished, speak into a microphone which was attached to a tape recorder. Dirk walked over to where the man was sitting.

The small pieces of paper had paragraphs of text written on them and were stuck to the top of table with blobs of mustard. Lines had been drawn, some solid some dotted, on the table top with a marker pen. The lines ran from one piece of paper to another.

"What are the lines for?" Dirk asked, realising straight away that "What the hell are you doing?" would be more appropriate.

"You see" The man replied nervously "The dotted lines are weak links and the solid lines are strong links. The dotted lines are things which are happening in the rest of the world and the solid lines are things which are happening to me. Now you see I draw over a dotted line, replacing it with a solid line, when I can link something back to me. Like this" The pen squeaked over the Formica and before Dirk could interrupt the man added. "You see I lost my short term memory and, as a consequence have a very short attention span. I write down, record and film everything then put it all together later"

"So" Dirk interrupted. "You filmed what happened here?"

"Yes, yes, it"s here on this tape" The man pushed the cassette across the table. On the label the words "Grassy Knoll" had been crossed through and replaced with "MacDonalds".

Suddenly the man sprung from his seat. Dirk turned and saw that the body was being removed on a stretcher. As it passed the man picked a small object off the edge of the stretcher itself. "This is important" he said, laying a blood stained bullet on one of the small pieces of paper on the table.

Suddenly the room was filled with a deafening throbbing sound as a Black Helicopter landed in the street outside. Two men in United Nations uniforms got out and collected the stretcher. Back at the table the long haired man was replacing all the dotted lines with solid ones. Dirk panicked and began to walk backwards at some speed. Barging through the swing doors he stumbled into the kitchen, tripped and felt himself sink slowly into a large vat.

"The guys fallen into the batter" Dick heard someone shout before he sunk below the surface. He came to sitting in a chair with the batter solidifying all over his body. He surveyed the room through two eye-holes someone had cut. Suddenly the chair on which he was sitting was picked up carried through the restaurant and out of the building. As the chair was being lifted and put into the back of a van, Dirk caught a glimpse of the waitress following him. "Your fries mister, your plate o..."

The doors of the van shut and Dirk tried desperately to steady himself as it sped across town. Eventually the doors flew open and Dirk was flung into the road at which point the solidified batter shattered and set him free. Standing up he found himself outside the international departures terminal of Toronto airport.

In the departure lounge Dirk had time to reflect on the day's events. He had got caught up in the conspiracy theories and the haphazard welding together of pieces of irrelevant information. It was time to catch the person who was operating the bizarre cognitive engine which appeared in front of him like a fairground mirror, distorting any flaw it could find in his own, fragile, map of the real world.

Dirk leant into the aisle of the plane as it took off for London. The oversized person next to him swung his arms violently as he complained about every thing from the supper in a plastic tray to the state of British politics. With a shaven head and a badly fitting suit the man looked as though he could have worked behind the reception desk of the Kremlin. However when he spoke he did so in a Liverpudlian accent. "Me I blame the Con-serv-a-tive government, me. The Tour-rees. That-cher. Me. They need a good kicking" He jerked his feet forward and struck the seat in front with his Doc Martins. "With these. Me Doc Martins. Doctor Martin's, Doctor Martin's, Doctor Martin's Booots!" The phrase was now being sung over and over again as the man writhed in his seat and clicked his fingers.

Dirk looked down at the boots and thought of the reaction most people used to deal with the paranoids at the end of the wire. A nice quick kick. "Oi nutter - get some therapy". This is the easy way out and perhaps the safest. After all there you are sat, alone, in front of the screen. No body language between you some paranoid. No way of telling if he really is some gibbering psycho. Look at it too long and you be drawn in. Fall into the tangled database of weird links with him. Who knows he may be watching you, reassembling and linking your experiences with his. How sure are you of you own cognitive threads. After all cognition is only a bug fix for a neurological system which was designed in a hurry - it's abused by everyone from politicians to advertisers. If people really can convince each other that a bottle of washing up liquid is as exciting as an orgasm using just television God knows what they can do with a computer. Better to avoid the risk. A swift kick. After all if you're Homophobic you put the boot in because you are scared of any ambiguity in your own sexuality - why not be Nutterphobic as well.

Although Dirk would have liked to devoted time to tracking the culprit down he decided to let it rest. The Internet changed over the next twenty odd years. A lot of the people who used it went out and got lives. And those who already had lives burnt them away. The number of users had dwindled after someone had invented a C++ program, with truth as a variable, to deal handle politics and government. Dirk had already retired from finding old ladies cats with the help of obscure science when he got another call from Toronto.

It was 4th March 2025 when he booked onto the Air Canada flight from Heathrow. The silver haired woman in the seat next to him painted bright red lipstick around her mouth. "Of course it was no surprise to be offered the job after Claire Raynor retired" she sneered" After all I used to be a psychiatric nurse... Now if Blokes had periods they would understand..."

By chance the taxi ride to Toronto mental hospital took him past the MacDonalds - where the whole thing had started. Of course it was barely recognisable having become a Church Of Scientology Vedgie Bar. Police in riot gear kept the two sets of demonstrators apart. Dirk didn"t really know what to expect when he got to the hospital. The girl at the reception desk directed him to a row of chairs in a wide well lit corridor. There was a strong smell of disinfectant, the furniture and the carpets were immaculately clean and behind the rows of teak veneer doors the "nutters" were all safely locked away. For some reason Dirk started thinking about CompuServe forums.

A tall blond woman in a white coat approached. "Mr Gentle, I assume"

"Yes" Dirk replied shaking her by the hand. "You"re the nurse who..."

"Doctor" She interrupted, "Doctor Killfile" She led Dirk across the corridor towards one of the doors then stopped with her hand resting on the handle. "Now you know about this person don"t you?" and after Dirk nodded she continued "Don"t tell him anything about yourself - don"t let him get into you head. If he does he"ll screw it up"

The door opened to reveal a frail man sitting in from of a TV screen. He had a keyboard on his lap and next to the television was a computer screen. Dirk glanced at the walls of the room and remembered that his settee at home need upholstering. The nurse left the room and the man looked up "So you come to my daughters wedding and ask me to kill a man" he said in a dry cackling voice. "Look" he continued, pointing at the screen, "I know that man. They"re talking about me now -

listen&#65533;. The man stared at Dirk. &#65533;What&#65533;s your name? Are you one of my friends from the Internet? - Are the lambs still screaming Dirk?&#65533;

Dirk, at first recoiled in horror, then felt a sense of anti climax. So this is what they hyped up to superstar status on the back of their own fears of madness. Dirk was reminded of the film &#65533;A day on The Beach&#65533; where a submarine had set off to search a post nuclear World to track down a signal coming from a remote military base - only to find it was being sent by a Coke bottle half balanced on a Morse tapper. Outside the room the nurse waited for him. Because his nicotine craving had returned - and to avoid an awkward piece of dialogue - Dirk turned to her and asked . &#65533;Patch?&#65533;

Dirk took two nicotine patches from his wallet the first of which he stuck onto the inside of his arm. Stepping closer to Doctor Killfile he opened her white coat and slid his hand into the opening at the front of her dress. He pressed the patch onto her leg as close to the top of her inner thigh as he dare. She took a deep breath and then slowly breathed out. &#65533;What Bogart could have done with these things&#65533; Dirk thought to himself.

&#65533;Is he crazy?&#65533; Dirk asked tilting his head back to towards the door.

&#65533;Who knows&#65533; Doctor Killfile replied &#65533;We let him type away. He sees something on the TV in the morning and it keeps him busy all day. What he types doesn&#65533;t go anywhere it just stays on a mainframe in the basement. It can be read by anyone else in the building but that&#65533;s it. We got them all in here conspiracy theorists, racists, nationalists. They&#65533;ve created a world within a world really...&#65533; Her voice trailed away and she stared down the corridor for a while then added &#65533;So long are two things are different neither will come to be in the other and so become at once both one and two.&#65533;

Dirk gave her a puzzled look &#65533;You mean their brains are fried?&#65533;

&#65533;Fried?&#65533; Killfile smiled at Dirk &#65533;No that was Plato&#65533;. Then the smile fell from her face. &#65533;You must remember, mister, plate o...&#65533;

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Posted via a free Usenet account from http://www.teranews.com

144. MI5 Persecution: Hotchkies FAQ (1034)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-18 22:57:59 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07001823522160@4ax.com>
Source record: 5280
Cross-posted to: de.etc.schreiben.lyrik,tw.bbs.literal.lyrics,comp.sys.atari.8bit,fr.comp.sys.mac.materiel,sfnet.keskustelu.politiikka

From: iain@XXXXX.demon.co.uk (Iain L M Hotchkies)
Newsgroups: uk.misc,uk.legal,uk.politics,uk.media,soc.culture.british
Subject: Corley FAQ (v0.1)
Reply-To: iain@XXXXX.demon.co.uk
Date: Sat May 4 19:30:34 1996

Mike Corley FAQ
version 0.1
first edition 5th May 1996
last updated 5th May 1996
Iain L M Hotchkies iain@XXXXX.demon.co.uk

Mike Corley is a 'net personality' who has been active on the following
newsgroups (uk.misc,uk.legal,uk.politics,uk.media,soc.culture.british)
since....? Well, at least as far back as the summer of 1995.

He posts long tracts, the tone of which approximates that which one
might expect from a reasonably intelligent paranoid schizophrenic.

No details are known of Mike's 'real' personal life or background.
Once would presume that he came from a reasonable family and was
reasonably well educated before the first symptoms of schizophrenia
began.

Schizophrenia: Clinical features
(from the Oxford Textbook of Psychiatry, 2nd Edition)

The acute syndrome

Some of the main clinical features are illustrated by a short
description of a patient. A previously healthy 20-year-old male
student had been behaving in an increasingly odd way. At times he
appeared angry and told his friends that he was being persecuted; at
other times he was seen to be laughing to himself for no apparent
reason. For several months he had seemed increasingly preoccupied
with his own thoughts. His academic work had deteriorated. When
interviewed, he was restless and awkward. He described hearing
voices commenting on his actions and abusing him. He said he
believed that the police had conspired with his university teachers
to harm his brain with poisonous gases and take away his thoughts.
He also believed that other people could read his thoughts.

This case history illustrates the following common features of acute
schizophrenia: prominent persecutory ideas with accompanying
hallucinations; gradual social withdrawal and impaired performance
at work; and the odd idea that other people can read one's thoughts.

In appearance and behaviour some patients with acute schizophrenia are entirely normal. Others seem awkward in their social behaviour, preoccupied and withdrawn, or otherwise odd. Some patients smile or laugh without obvious reason. Some appear to be constantly perplexed. Some are restless and noisy, or show sudden and unexpected changes of behaviour. Others retire from company, spending a long time in their rooms, perhaps lying immobile on the bed apparently preoccupied in thought.

The speech often reflects an underlying thought disorder. In the early stages, there is vagueness in the patient's talk that makes it difficult to grasp his meaning. Some patients have difficulty in dealing with abstract ideas (a phenomenon called concrete thinking). Other patients become preoccupied with vague pseudoscientific or mystical ideas.

When the disturbance is more severe two characteristic kinds of abnormality may occur. Disorders of the stream of thought include pressure of thought, poverty of thought, and thought blocking. Thought withdrawal (the conviction that one's thoughts have been taken away) is sometimes classified as a disorder of the stream of thought, but it is more usefully considered as a form of delusion.

Loosening of association denotes a lack of connection between ideas. This may be detected in illogical thinking (knight's move) or talking past the point (Vorbeireden). In the severest form of loosening the structure and coherence of thinking is lost, so that utterances are jumbled (word salad or verbigeration). Some patients use ordinary words in unusual ways (paraphrasias or metonyms), and a few coin new words (neologisms).

Abnormalities of mood are common, and of three main kinds. First, there may be sustained abnormalities of mood such as anxiety, depression, irritability, or euphoria. Secondly, there may be blunting of affect, sometimes known as flattening of affect. Essentially this is sustained emotional indifference or diminution of emotional response. Thirdly, there is incongruity of affect. Here the emotion is not necessarily diminished, but it is not in keeping with the mood that would ordinarily be expected. For example, a patient may laugh when told about a bereavement. This third abnormality is often said to be highly characteristic of schizophrenia, but different interviewers often disagree about its presence.

Auditory hallucinations are among the most frequent symptoms. They may take the form of noises, music, single words, brief phrases, or whole conversations. They may be unobtrusive or so severe as to cause great distress. Some voices seem to give commands to the patient. Some patients hear their own thoughts apparently spoken out loud either as they think them (Gedankenlautwerden) or immediately afterwards (echo de la pensee). Some voices seem to discuss the patient in the third person. Others comment on his actions. As

described later, these last three symptoms have particular diagnostic value.

Visual hallucinations are less frequent and usually occur with other kinds of hallucination. Tactile, olfactory, gustatory, and somatic hallucinations are reported by some patients; they are often interpreted in a delusional way, for example hallucinatory sensations in the lower abdomen are attributed to unwanted sexual interference by a persecutor.

Delusions are characteristic. Primary delusions are infrequent, and difficult to identify with certainty. Delusions may originate against a background of so-called primary delusional mood - Wahnstimmung. Persecutory delusions are common, but not specific to schizophrenia. Less common but of greater diagnostic value are delusions of reference and of control, and delusions about the possession of thought. The latter are delusions that thoughts are being inserted into or withdrawn from one's mind, or broadcast to other people.

In acute schizophrenia orientation is normal. Impairment of attention and concentration is common, and may produce apparent difficulties in remembering, though memory is not impaired. So-called experiences result from illness, but usually ascribe them to the malevolent actions of other people. This lack of insight is often accompanied by unwillingness to accept treatment.

Schizophrenic patients do not necessarily experience all these symptoms. The clinical picture is variable, as described later in this chapter. The table below lists the most frequent symptoms found in one large survey.

The most frequent symptoms of acute schizophrenia (World Health Organization 1973)

Symptom Frequency (%)

Lack of insight 97
Auditory hallucinations 74
Ideas of reference 70
Suspiciousness 66
Flatness of affect 66
Voices speaking to the patient 65
Delusional mood 64
Delusions of persecution 64
Thought alienation 52
Thoughts spoken aloud 50

Various theories exist about Mike Corley:

1) he exists and is disturbed and has net access and for reasons uncertain spams a selected number of newsgroups on a regular basis - if you are reading this FAQ then you will almost certainly have seen

one of his posts.

2) Mike Corley is a 'virtual schizophrenic'. Mike displays the relevant features so well that some people think he may be a construction of one or more people with intimate knowledge of mental illness and the mentally ill. Perhaps they wish to monitor the effects on the internet of the posts of a schizophrenic. Moving into X-Files territory a bit, ourselves, here.

Mike's posts attract different responses:

1) cruel, humourous, dismissive posts from those who've seen his posts many times and have become generally irritated by his behaviour while accepting that he probably has a mental illness.

2) posts from Corley-newbies - those who have come across relateviely few of Mike's posts. These may be humorouous or disbelieving.

3) posts from people who have been sucked in (for one reason or another) into Mike's Wild & Wacky World (TM)

That's enough for now.

comments, suggestions, additions, corrections to iain@XXXXX.demon.co.uk

1034

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Posted via a free Usenet account from http://www.teranews.com

145. Re: Revisited: Gateway to Apshai

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-18 23:10:52 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <08Trh.3012$u8.2340@news-server.bigpond.net.au>
Source record: 5277

Anders Skelander wrote:
> I have been restrictive with letting my four years old
> son play computer games. Tonight however, we
> played Gateway to Apshai on a 600XL together.
>
> It is quite difficult for a child to handle the Atari,
> Wico et cetera joysticks compared with the game
> controllers that became popular later.
>
> Anyway, he found it exciting to locate hidden
> traps and hidden doors.
>
> I let him look while I played first. The next step was
> to delegate the responsibility for pushing the
> joystick button for attacks with the sword. You
> should have seen the worried look upon his face
> each time we were about to enter a new room.
> What would wait for us in there? A rat? A bat?
> Ghouls? Spiders?
>
> Great game!
>
> The stupid TV changes screen format when
> the game toggles between contents/no contents
> in the text status line below the moving graphics.
>
> Anders
>
>

I used to love that game. That and Temple of Apshi. You are doing well, my 4yo is hooked on Lego Star Wars;-) He was showing an interest the other day in my modded 600XL. Maybe it is time to bring him to the light side;-)

Mark

146. Re: Revisited: Gateway to Apshai

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-18 23:28:33 UTC
From: C7 <C7@email.com>
Message-ID: <voTrh.154$LK5.123@newsfe04.lga>
Source record: 5278

Anders Skelander wrote:
> I have been restrictive with letting my four years old
> son play computer games. Tonight however, we
> played Gateway to Apshai on a 600XL together.
>
> It is quite difficult for a child to handle the Atari,
> Wico et cetera joysticks compared with the game
> controllers that became popular later.
>
> Anyway, he found it exciting to locate hidden
> traps and hidden doors.
>
> I let him look while I played first. The next step was
> to delegate the responsibility for pushing the
> joystick button for attacks with the sword. You
> should have seen the worried look upon his face
> each time we were about to enter a new room.
> What would wait for us in there? A rat? A bat?
> Ghouls? Spiders?
>
> Great game!
>
> The stupid TV changes screen format when
> the game toggles between contents/no contents
> in the text status line below the moving graphics.
>
> Anders
>
>

Hey, it's pretty cool that you are getting the next generation familiar
with the classics. If I ever get off my lazy duff, I'm going to make a
module for either NWN2 or Oblivion that is based on the Apshai series.

147. Re: I have quite a bit of Atari 8-bit Hardware...

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-18 23:30:25 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-547F31.18302518012007@news.isp.giganews.com>
Source record: 5279

In article <Scpnh.16304$Du.9689@newsfe15.lga>,
"DM Hebert" <drizztiger@hotmail.com> wrote:

> Hello,
>
> It's been quite a while since I've been into Atari 8-bits. I'm glad people
> are keeping it alive though. Thing for me is though, I have tons of
> equipment laying around that I will probably won't ever get back into. I
> haven't checked my inventory, but I'm pretty sure I have at least 2-3
> 800XLs, 2-3 130XEs - some with upgraded ram, a couple of ICD MIOs, a Black
> Box, probably 4-5 1050s, a couple Indus GTs, I think a few 300/1200/2400
> baud modems, a couple of printers, etc. I think I even have an original
> copy of Carina BBS, or at least I did.
>
> I'm wondering if people would be interested in this or if the old 8-bitters
> are doing something else now - meaning emulators, etc? I'm not looking to
> buff and shine my stuff and ebay it. I'd much prefer to put it in hands of
> someone that would make good use of it. In fact, some of my stuff is
> apart - which, of course I would assemble if requested - but any
> soldering/modifications I've made in the past are solid.
>
> Anyhow, would anyone here be interested? If there's not a real market, I
> will just keep it until I have time and inclination to delve back into it.
> Also, I'm not interested in selling individual components or parts. I'm
> more interested in having my stuff in the hands of someone that has the time
> and dedication to Atari 8-bit.
>
> Best regards,
> DM Hebert
> drizztiger@hotmail.com

There isnt a huge market, but its there.

Many people just donate their 8-bit stuff to 'collectors'. I've gotten a
few items that way. I know if i have them they will be well cared for
and see daylight (and AC power :)) every so often.

Eventually i hope to have the space to bring everything out at once and
leave it out. Sort of like that museum in that barn out west.

148. MI5 Persecution: Website Index (1931)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-18 23:43:40 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07001900380368@4ax.com>
Source record: 5281
Cross-posted to: de.etc.schreiben.lyrik,tw.bbs.literal.lyrics,comp.sys.atari.8bit,fr.comp.sys.mac.materiel,sfnet.keskustelu.politiikka

Persecuted by the Security Service

Since June 1990 the British security service MI5 has waged a campaign of harassment against a UK citizen,
through the broadcast and print media, verbal abuse at work, and molestation in public and during travel.

Despite widespread knowledge of the campaign in the UK and discussion of its characteristics on Usenet for
over three years, it continues today both in Britain and North America. Its cause and basis is xenophobia
on the basis of the genetic accident of mental illness, coupled with discrimination against an inferior
"foreigner" whom they condemn as "not up to British Standards".

If this is your first visit to this site, please read the FAQ first. Feel free to contact the author with
any questions.

Frequently Asked Questions article outlines the parameters of the persecution. Who is involved, and why?
What technical and social means do they employ? What response have I made, and why has their campaign yet
to be exposed?

The UK Security Services which are believed to be behind it all. Domestic security is the province of MI5
while the secret intelligence service MI6 combats foes (and its former employees) on foreign shores.

Usenet archive chronicling the (sometimes very enthusiastic) exchanges which have taken place on UK-local
newsgroups since May 1995. Make your mark on the continuing discussion!

Believe it or not, a few items of evidence have been recorded. Although none of them is particularly
conclusive, by presenting them I hope to explain what I understand from some television and radio programmes.
Most of the "clinching" material was aired in 1990-92, and no recordings exist now, which is quite unfortunate.

My complaints to the BBC and MI5 (via the Security Service Tribunal and Interception of Communications Tribunal),
and their response to my challenges, are recorded here. Basically they deny everything, they have put their
denials (mostly - Buerk and Lewis refused) in writing, and I don't believe them. Part of

the website also
documents media coverage of my campaign to expose the persecution.

Faxed articles to, and responses from British organisations including Parliament and UK media. Over 24,259 faxes
in all were sent from 1998 to 2000. Their aim was to boot discussion of the persecution into the public domain,
and that aim was not accomplished.

1931

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Posted via a free Usenet account from http://www.teranews.com

149. MI5 Persecution: ?20,000 Reward (2831)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-19 00:28:02 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07001901222507@4ax.com>
Source record: 5282
Cross-posted to: de.etc.schreiben.lyrik,tw.bbs.literal.lyrics,comp.sys.atari.8bit,fr.comp.sys.mac.materiel,sfnet.keskustelu.politiikka

20,000 Reward Offered to Expose the Conspiracy

I am making a pledge for information directly leading to the exposing of the "BBC Newscaster
Conspiracy". The exposing would specifically need to lead to a legally binding admission from Martyn Lewis
or Michael Buerk of the BBC they they were watching me through the TV set.

I would be happy (delighted, in fact) to pay GBP 20,000 sterling in reward for the above admission.

2831

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Posted via a free Usenet account from http://www.teranews.com

150. MI5 Persecution: what people said (3729)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-19 01:08:54 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07001902031736@4ax.com>
Source record: 5283
Cross-posted to: de.etc.schreiben.lyrik,tw.bbs.literal.lyrics,comp.sys.atari.8bit,fr.comp.sys.mac.materiel,sfnet.keskustelu.politiikka

From: aa1gha@zen.sunderland.ac.uk (gillian.hardy)
Newsgroups: uk.misc,uk.legal,uk.politics,uk.politics.misc,uk.media
Subject: Re: Read About "MI5 Persecution" on the Web!
Date: Mon May 13 21:27:26 1996

: In article <Dr5sDI.50x.0.bloor@torfree.net>, bu765@torfree.net wrote:

: |> This site is now running brilliantly. It will be updated with new
: |> information regarding this case and is well worth including in your
: |> bookmark file.

For my sins I had a look and it's quite good actually. Nicely set out and
presented. Didn't read it though, having read the rants a million times
before. By the way, anyone noticed Chris Tarrant looking at you funny
during Man O Man yet? Thought not...

Gillian

From: franco@elea.demon.co.uk (Francis Devonshire)
Newsgroups: uk.misc,uk.legal,uk.politics,uk.politics.misc,uk.media
Subject: Re: Read About "MI5 Persecution" on the Web!
Reply-To: franco@elea.demon.co.uk
Date: Tue May 14 19:17:26 1996

In message <4na2d0$dho@leofric.coventry.ac.uk> Stephen Hopkins wrote:

:Yes, I have to be honest: that page is one of the best examples of how to
:present a long document on the Web that I've seen. Hopefully, frames will
:become more and more prevalent and this style of presentation will become
:the norm for long documents such as that.

My html thingy doesnt seem to do frames so all I got was a blank page. Then
again, maybe someone, somewhere doesn't want me to read it.

BTW does 'troll' bring to mind a fishing lure (ie you are American), or an
ogre type thing (ie you are European). I much prefer the image of the latter.

+---+
| Francis Devonshire Titchfield, Hampshire, United Kingdom |
+---+

Newsgroups: uk.misc,uk.legal,uk.politics.misc,soc.culture.british
From: duncan@yc.estec.esa.nl (Duncan Gibson)

Subject: Re: MI5 Persecution: Bugging
Date: Wed Jun 12 06:46:41 1996

Mike Corley <bu765@torfree.net> wrote:
> Read about the MI5 Persecution on the Web

Now, whatever you might think about the content, this is a very well designed and presented web page (if you use Netscape to look at it anyway - Mosaic couldn't handle it).

This is my article, not my employer's, with my opinions and my disclaimer!
--
Duncan Gibson, ESTEC/YCV, Postbus 299, 2200AG Noordwijk, The Netherlands
Tel: +31 71 5654013 Fax: +31 71 5656142 Email: duncan@yc.estec.esa.nl

3729

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Posted via a free Usenet account from http://www.teranews.com

151. MI5 Persecution: Toronto Freenet supports free speech (4374)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-19 03:41:37 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07001904360057@4ax.com>
Source record: 5284
Cross-posted to: de.etc.schreiben.lyrik,tw.bbs.literal.lyrics,comp.sys.atari.8bit,fr.comp.sys.mac.materiel,sfnet.keskustelu.politiikka

Despite an orchestrated campaign of attempted censorship by UK-resident newsgroup readers, TFN did not bow
to demands for a suppression of freedom of speech. TFN general policy on the matter is as follows;

Draft Policy on Account Deactivations due to News Group Postings
==========

News group postings occasionally take the form of a message which goes against the "topic" of the conference.
For example, a derogatory message about Canadians in the soc.culture.canada.

Members of such news groups then may send a message to the system administrators asking that a user's account
be terminated because of such posting.

The Toronto Free-Net Board of Directors has taken the position that the only postings that will get a person's
account terminated is material that is illegal under Canadian law. Otherwise, the Toronto Free-Net will not
take any action.

Freenet Executive Director Mike Anderson had this to say regarding the continued attempts of a minority of usenet
participants to have my account on his system deactivated;

The TFN's policy is not to take action against members unless they contravene the Criminal Code of Canada, or
engage in practices such as forgery, attacks against other computer systems or mailbombing.

Mr. Corley, while possibly being very annoying, has not contravened the TFN's policies. The TFN believes strongly
in freedom of expression, while recognizing that the price for such freedom may be a high signal-to-noise ratio in Usenet.

If Mr. Corley breaks the law, we will take action -- until then, he has the same rights as any TFN member to post
to Usenet newsgroups. Actions such as mailbombing the TFN in protest will be met by strong complaints to the
originating site's postmaster. The best defense against unwanted postings may be simply be to ignore them and deny
the poster an audience.

TFN Executive Director Toronto, Ont CANADA

Personally, I find it gratifying that my contributions to usenet discussion are recognized as being conducive
to a high signal-to-noise ratio by their quality and thoughtfulness.

4374

--
Posted via a free Usenet account from http://www.teranews.com

152. Missile Command with trackball for the 2600?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-19 09:34:45 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <1169199285.799685.22200@s34g2000cwa.googlegroups.com>
Source record: 5285

Does anybody know if the game Missile Command can be played
with a trackball (using true trackball mode) on the Atari 2600?

Anders

153. Filtering CSA8?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-19 12:56:53 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1169211413.754834.164120@51g2000cwl.googlegroups.com>
Source record: 5286

I read CSA8 occasionally, using Google. Is there some way to filter the posts using the standard Google Groups reader? Or perhaps to filter particular posters? Or if not, are there other message readers for the PC that someone could suggest that do offer filtering? Thanks, Larry

154. FS: ALL Atari Books 20% off!

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-19 13:32:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0701190529300.26446-100000@onyx.spiritone.com>
Source record: 5287
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

All books 20% OFF! Books for Classic Atari 8 Bit & Atari ST lines! Some
you wont find anywhere else but here! You would be surprised what I can do
to save on Postage! Atari, one of the most well documented Computers ever!
E-Mail Atari@aracnet.com or call Ben@(503)256-9974! Anytime!

http://BensCatalogs.Atari.org WebSite and Atari Catalogs!
http://www.aracnet.com/~atari/8btbooks.htm 8 Bit Books Catalog!
http://www.aracnet.com/~atari/specials.htm Details on Sales!
http://www.aracnet.com/~atari/stbooks.htm ST Books Catalog!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

155. FS: 20% OFF ALL ATARI 8 BIT NIB GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-19 13:34:44 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0701190532200.26446-100000@onyx.spiritone.com>
Source record: 5288
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

NIB=NEW IN BOX|NIB=NEW IN BOX|NIB=NEW IN BOX|NIB=NEW IN BOX|NIB=NEW IN BOX

ORDERS OVER $50 GETS 20% OFF ALL GAMES FOR THE CLASSIC ATARI 8 BIT LINE! ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF ALL ATARI GAMES! Call Ben 24/7 @(503)256-9974! GOT ATARI? GET FREE ATARI CATALOGS AT http://BensCatalogs.Atari.org and/or E-Mail BenSells@Atari.org Most items I have 1, 2 or too few of. Get them While they last! Come for the Sales, Stay for the Service! If you dont buy from me, I cant save you any Money!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS! http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!

ALL GAMES 20% OFF! ALL GAMES 20% OFF!ALL GAMES 20% OFF! ALL GAMES 20% OFF! ATARI 8 BIT GAMES BELOW! ATARI 8 BIT GAMES BELOW! ATARI 8 BIT GAMES BELOW!

Ace of Aces; Aliants-The Desperate Battle for Earth!; Andromeda Conquest; Archon-The Light And The Dark; Asteroids; Astro Chase; Atlantis; Aztec Challenge; Ballblazer; Barnyard Blaster; Basketball; BattleZone; Beyond Castle Wolfenstein; Bill Budge. Pinball Construction Set; Boulders and Bombs; BUG attack; Casino Parlor Games; Castle Wolfenstein; Centipede; The ChildsPlay Jubilee; Controller; Crime Buster; Crossbow; Dark Chambers; David's Midnight Magic; Demon Attack; DesertFalcon; Dig Dug; Dig Dug; Donkey Kong; Eastern Front (1941); F-15 Strike Eagle; Fight Night; Final Legacy; Five Card Draw Poker-Arcade Pak #2; Football; Frogger; Gateway to Apshai; GATO; Gorf; The Great American Cross-Country Road Race; HardBall!; INFIDEL; Journey to the Planets; Joust; Jumpman Junior; K-RAZY SHOOT-OUT; Lode Runner; Lords of Conquest; Mah Jong; Millipede; Missile Command; Moon Patrol; Ninja; The Official Moon Shuttle; One-on-One; Pacific Coast Hwy; Pac-Man; Paris in Danger; PitStop; PokerSAM; Pole Position; Preppie!; QIX; Racing Destruction Set; Rescue on Fractalus; Richard Petty's Talladega; Silent Service; Soccer; Space Invaders; Sports Illustrated Boxing/Computer Title Bout; Sports Illustrated Computer Football Strategy; Star Raiders; Star Raiders II; Star Wars-Return of the Jedi-Death Star Battle; Summer Games; Super Breakout; Superman The Game; TAC-Tactical Armor Command; Tennis; ThunderFox; Touchdown Football; Video Vegas; Winter Challenge; Wizard of Wor;

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

156. Re: Filtering CSA8?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-19 14:08:31 UTC
From: Jeff Wood <sysop@rtdos.com>
Message-ID: <mailman.76.1169215777.13908.atari_rtdos.com@rtdos.com>
Source record: 5289

"Larry" <LLppwhite@earthlink.net> wrote:
(01/19/2007 05:56)

>I read CSA8 occasionally, using Google. Is there some way to filter
>the posts using the standard Google Groups reader? Or perhaps to
>filter particular posters? Or if not, are there other message readers
>for the PC that someone could suggest that do offer filtering? Thanks,
>Larry
>
>_____
>http://rtdos.com/mailman/listinfo

Try posting that question in alt.comp.freeware; there are tons of
newsreaders that could help (my email list, for example, posts to CSA8)

Woodzy
http://www.rtdos.com

157. $D500-$D5FF availability

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-19 18:56:45 UTC
From: Stephen Sheppard <stephensheppard@hotmail.com>
Message-ID: <mailman.78.1169233035.13908.atari_rtdos.com@rtdos.com>
Source record: 5290

For a hombrew cartridge project am I free to use the address range,
$D500-$D5FF, for my own purposes or need I be concerned with other hardware
projects using this region?

TIA

- Steve Sheppard

_____
Turn searches into helpful donations. Make your search count.
http://click4thecause.live.com/search/charity/default.aspx?source=hmemtagline_donation&FOR
M=WLMTAG

158. Filtering CSA8?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-19 19:02:23 UTC
From: stephensheppard@hotmail.com
Message-ID: <1169233343.133376.239160@v45g2000cwv.googlegroups.com>
Source record: 5291

Oops, I accidentally hijacked Larry's thread and I can't delete my message.

Sorry, Larry!

Trying to restore the subject label at least...

- Steve Sheppard

159. $D500-$D5FF availability

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-19 19:05:44 UTC
From: Stephen Sheppard <stephensheppard@hotmail.com>
Message-ID: <mailman.79.1169233573.13908.atari_rtdos.com@rtdos.com>
Source record: 5292

For a hombrew cartridge project am I free to use the address range,
$D500-$D5FF, for my own purposes or need I be concerned with other hardware
projects using this region?

TIA

- Steve Sheppard

_____
Turn searches into helpful donations. Make your search count.
http://click4thecause.live.com/search/charity/default.aspx?source=hmemtagline_donation&FOR
M=WLMTAG

160. Filtering CSA8?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-19 19:10:17 UTC
From: stephensheppard@hotmail.com
Message-ID: <1169233817.840339.327080@11g2000cwr.googlegroups.com>
Source record: 5293

OK, I give up!

I'm not using the RTDOS.COM email/usergroup relay correctly.

Sorry once again!!!!

161. Re: Filtering CSA8?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-19 19:21:35 UTC
From: Rtdos@aol.com
Message-ID: <mailman.80.1169234525.13908.atari_rtdos.com@rtdos.com>
Source record: 5294

In a message dated 01/19/2007 12:15:22 P.M. Mountain Standard Time,
stephensheppard@hotmail.com writes:

OK, I give up!

I'm not using the RTDOS.COM email/usergroup relay correctly.

Sorry once again!!!!

_____
http://rtdos.com/mailman/listinfo

Just start a new email rather than replying to another email, see if that
helps.

Jeff
http://resumes.hotjobs.com/proteanthread/pbxadministration
(http://resumes.hotjobs.com/proteanthread/pbxadministration)
http://www.aimpages.com/rtdos/profile.html
(http://www.aimpages.com/rtdos/profile.html)

162. Re: Filtering CSA8?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-19 19:23:45 UTC
From: Jeff Wood <post@newsgroups.net>
Message-ID: <eor5skmku1@dc2.slor.net>
Source record: 5295

you're fine here steve, its google groups screwing up again.

<stephensheppard@hotmail.com> wrote in message
news:1169233817.840339.327080@11g2000cwr.googlegroups.com...
> OK, I give up!
>
> I'm not using the RTDOS.COM email/usergroup relay correctly.
>
> Sorry once again!!!!
>

163. Re: Missile Command with trackball for the 2600?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-19 22:31:40 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <45b146cc$0$26570$91cee783@newsreader01.highway.telekom.at>
Source record: 5296

Anders Skelander wrote:

> Does anybody know if the game Missile Command can be played
> with a trackball (using true trackball mode) on the Atari 2600?
>
> Anders

Hi Anders!

Is it not with a cursor (player), which returns back to middlescreen
when releasing the choosen digital direction!? I am pretty sure....

(Maybe the 400/800 version is Analog-controlled....)

Best Regards,

Daniel Mandic

164. test

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-19 23:11:27 UTC
From: Andreas0201 <andy.ka@onlinehome.de>
Message-ID: <45b1502d$0$5711$9b4e6d93@newsspool3.arcor-online.net>
Source record: 5297

```
leer
```

165. Re: $D500-$D5FF availability

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-19 23:57:58 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <aWcsh.13232$yx6.8568@newsread2.news.pas.earthlink.net>
Source record: 5098

Stephen Sheppard wrote:
> For a hombrew cartridge project am I free to use the address range,
> $D500-$D5FF, for my own purposes or need I be concerned with other
> hardware projects using this region?

Mostly. It won't be compatible with Super Carts or stuff like SDX.
Likewise I think $D100 is used by PBI stuff like MIO.

Fairly safe is $D600 and $D700 or $D600-$D7FF if you prefer. About the
only one that hacks on a regular basis in that area is Bob Wooley and
some minor ones by myself. I don't know about the latest hacks since I
have not been actively hacking of late.

There are a couple of good things about that area. Other then being
unused by most commercial software it is already decoded and has the !CS
lines coming out of the 74LS138 IIRC. That is, to add something like a
PIA or similar 68xx/65xx chip, you only need to jumper the !CS line to
the 74LS138, tie in the 8 data lines and 2-4 address lines for chip
registers and you are ready to go.

Another option is decode the address space into upper and lower halves
of the page. This moves POKEY, GTIA, ANTIC, down to $D300-$D37F using
the PIA as an example. To do this you only have to pull up one pin of
the 74LS138 and tie it to the 8th address line. I had one machine where
I piggy backed another 74LS138 onto the exisiting one like this but it
was really silly overkill. Just no way you are going to need an
additional 8 devices under the hood.

Rick

166. Re: $D500-$D5FF availability

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-20 00:19:27 UTC
From: Stephen Sheppard <stephensheppard@hotmail.com>
Message-ID: <mailman.81.1169252391.13908.atari_rtdos.com@rtdos.com>
Source record: 5099

```
----Original Message Follows----
From: Rick Cortese <ricortes@earthlink.net>
Reply-To: "comp.sys.atari.8bit" <atari@rtdos.com>
To: atari@rtdos.com
Subject: Re: <atari> $D500-$D5FF availability
Date: Fri, 19 Jan 2007 23:57:58 GMT
MIME-Version: 1.0
Received: from opus24.slornet.com ([72.29.90.111]) by
bay0-mc2-f10.bay0.hotmail.com with Microsoft SMTPSVC(6.0.3790.2444); Fri, 19
Jan 2007 16:00:12 -0800
Received: from localhost ([127.0.0.1] helo=opus24.slornet.com)by
opus24.slornet.com with esmtp (Exim 4.63)(envelope-from
<atari-bounces@rtdos.com>)id 1H83eM-0002Pr-QP; Fri, 19 Jan 2007 19:00:02
-0500
X-Message-Info: txF49lGdW43KJybqjW/jijQiKMzRJqd9LeDDkLfPGIA=
Path:
news.slor.net!news.glorb.com!newshub.sdsu.edu!elnk-nf2-pas!newsfeed.earthlink.net!stamper.
news.pas.earthlink.net!newsread2.news.pas.earthlink.net.POSTED!ccf20f92!not-for-mail
User-Agent: Mozilla/5.0 (Windows; U; Windows NT 5.1; en-US;rv:1.6)
Gecko/20040113
X-Accept-Language: en-us, en
Newsgroups: comp.sys.atari.8bit
References: <mailman.78.1169233035.13908.atari_rtdos.com@rtdos.com>
Lines: 29
NNTP-Posting-Host: 4.246.234.26
X-Complaints-To: abuse@earthlink.net
X-Trace: newsread2.news.pas.earthlink.net 1169251078 4.246.234.26 (Fri,19
Jan 2007 15:57:58 PST)
NNTP-Posting-Date: Fri, 19 Jan 2007 15:57:58 PST
Organization: EarthLink Inc. -- http://www.EarthLink.net
Xref: news.slor.net comp.sys.atari.8bit:124
X-BeenThere: atari@rtdos.com
X-Mailman-Version: 2.1.7.cp2
Precedence: list
List-Id: "comp.sys.atari.8bit" <atari_rtdos.com.rtdos.com>
List-Unsubscribe:
<http://rtdos.com/mailman/listinfo/atari_rtdos.com>,<mailto:atari-request@rtdos.com?subjec
t=unsubscribe>
List-Archive: </pipermail/atari_rtdos.com>
List-Post: <mailto:atari@rtdos.com>
List-Help: <mailto:atari-request@rtdos.com?subject=help>
List-Subscribe:
<http://rtdos.com/mailman/listinfo/atari_rtdos.com>,<mailto:atari-request@rtdos.com?subjec
t=subscribe>
```

Errors-To: atari-bounces@rtdos.com
X-AntiAbuse: This header was added to track abuse, please include it with
any abuse report
X-AntiAbuse: Primary Hostname - opus24.slornet.com
X-AntiAbuse: Original Domain - hotmail.com
X-AntiAbuse: Originator/Caller UID/GID - [0 0] / [47 12]
X-AntiAbuse: Sender Address Domain - rtdos.com
X-Source:
X-Source-Args:
X-Source-Dir:
Return-Path: atari-bounces@rtdos.com
X-OriginalArrivalTime: 20 Jan 2007 00:00:13.0009 (UTC)
FILETIME=[F54A4410:01C73C25]

Stephen Sheppard wrote:
> For a hombrew cartridge project am I free to use the address range,
> $D500-$D5FF, for my own purposes or need I be concerned with other
> hardware projects using this region?

Mostly. It won't be compatible with Super Carts or stuff like SDX.
Likewise I think $D100 is used by PBI stuff like MIO.

>
Cool!

I'm not worried abut being incompatible with other carts because I am
talking about a physical cartridge of my own. I just wanted to know if the
whole range $D500-$D5FF is exclusive to cartridges.

Fairly safe is $D600 and $D700 or $D600-$D7FF if you prefer. About the
only one that hacks on a regular basis in that area is Bob Wooley and
some minor ones by myself. I don't know about the latest hacks since I
have not been actively hacking of late.

There are a couple of good things about that area. Other then being
unused by most commercial software it is already decoded and has the !CS
lines coming out of the 74LS138 IIRC. That is, to add something like a
PIA or similar 68xx/65xx chip, you only need to jumper the !CS line to
the 74LS138, tie in the 8 data lines and 2-4 address lines for chip
registers and you are ready to go.

Another option is decode the address space into upper and lower halves
of the page. This moves POKEY, GTIA, ANTIC, down to $D300-$D37F using
the PIA as an example. To do this you only have to pull up one pin of
the 74LS138 and tie it to the 8th address line. I had one machine where
I piggy backed another 74LS138 onto the exisiting one like this but it
was really silly overkill. Just no way you are going to need an
additional 8 devices under the hood.

>
Definitely, don't need this for this cartridge project but that's something
to think about for future projects.

Thanks Rick!

- Steve Sheppard

_____
http://rtdos.com/mailman/listinfo

Get Hilary Duff's homepage with her photos, music, and more.
http://www.live.com/?addtemplate=hilary&ocid=T001MSN30A0701

167. now this is getting interesting

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-20 04:11:03 UTC
From: Jeff Wood <sysop@rtdos.com>
Message-ID: <mailman.83.1169266344.13908.atari_rtdos.com@rtdos.com>
Source record: 5100

more on the "comp.sys.classic" / "comp.sys.vintage" newsgroup RFD:

http://tinyurl.com/27d72h

anyone care to give this guy a lesson on classic computers?

Jeff
http://resumes.hotjobs.com/proteanthread/pbxadministration
http://www.aimpages.com/rtdos/profile.html

168. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-20 05:34:02 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1169271227@rtfm.mit.edu>
Source record: 5101
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 15, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

169. Re: Clearpic 2002 parts

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-20 05:57:17 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <45b1af42$0$27088$4c368faf@roadrunner.com>
Source record: 5102

charliecron@yahoo.com wrote:

> Hi all. I went to the parts store today and got everything I need for
> the Clearpic 2002 but the '68pf' .
>
> Can someone please reccomend a vendor, and possibly a part number,
> where I can order online?
>
> Thanks,
> Charlie

Well, I did the Clearpic 2002 mod to my 1200xl. And it won't even power up!

I did a really neat job delsoldering and soldering..actually kinda surprised myself there..

So I guess I dont have the right parts?

Most of the resistors I used were 1W flameproof. I didnt know what to ask for, but I had the picture from the article and thas what they gave me. They are a much larger and blue, not like the creamy colored ones I pulled out. The only 1/2 watt resistor I had was the 47ohms, it was more like the ones already in the 1200xl.

And the 2 capacitors, I had trouble finding them. Again, I don' know what to look for, so I ended up with a "1000v 68pf" ceramic disc, and also a "1000pf" ceramic disc, don't know how many volts that one is.

Are these parts acceptable?

I've removed the stuff I put in, and now my board looks exactly like the one in the article, I'm hoping I can get her back working! She's got a 600XL OS!

Any help help would be great.

Charlie

170. Re: Clearpic 2002 parts

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-20 07:37:15 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <45b1c6aa$0$7725$4c368faf@roadrunner.com>
Source record: 5103

Charlie wrote:

> charliecron@yahoo.com wrote:
>
>> Hi all. I went to the parts store today and got everything I need for
>> the Clearpic 2002 but the '68pf' .
>>
>> Can someone please reccomend a vendor, and possibly a part number,
>> where I can order online?
>>
>> Thanks,
>> Charlie
>
> Well, I did the Clearpic 2002 mod to my 1200xl. And it won't even power
> up!
>
> I did a really neat job delsoldering and soldering..actually kinda
> surprised myself there..
>
> So I guess I dont have the right parts?
>
> Most of the resistors I used were 1W flameproof. I didnt know what to ask
> for, but I had the picture from the article and thas what they gave me.
> They are a much larger and blue, not like the creamy colored ones I pulled
> out. The only 1/2 watt resistor I had was the 47ohms, it was more like the
> ones already in the 1200xl.
>
> And the 2 capacitors, I had trouble finding them. Again, I don' know what
> to look for, so I ended up with a "1000v 68pf" ceramic disc, and also
> a "1000pf" ceramic disc, don't know how many volts that one is.
>
> Are these parts acceptable?
>
> I've removed the stuff I put in, and now my board looks exactly like the
> one in the article, I'm hoping I can get her back working! She's got a
> 600XL OS!
>
> Any help help would be great.
>
> Charlie

Arrgh I got er working!

Odly, I guess I blew a power supply hooking it up for the first time after
the mod? Are you friggin kidding me? So anyway I took out the mod, and

after checking out another power supply sure enough it powered up. Man I was happy about that though. So I started again, and checked power after every solder. After a few I got black and white. Then color!

Well it's 2:30 a.m and Im going to go enjoy my smokin clearpic 2002 1200xl!

Charlie

171. Re: Filtering CSA8?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-20 08:43:56 UTC
From: pmichalicki@gmail.com
Message-ID: <1169282636.067551.58510@l53g2000cwa.googlegroups.com>
Source record: 5104

> (my email list, for example, posts to CSA8)

Could you please explain, why? I.e. why you're assuming, that everyone
who is reading c.s.a.8, must at the same time be interested in the
stuff that is posted to "your e-mail list"?

MQS

172. Re: now this is getting interesting

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-20 08:58:40 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <4Rksh.29730$E02.12203@newsb.telia.net>
Source record: 5105

"Jeff Wood" <sysop@rtdos.com> skrev i meddelandet
news:mailman.83.1169266344.13908.atari_rtdos.com@rtdos.com...
more on the "comp.sys.classic" / "comp.sys.vintage" newsgroup RFD:
> ...
> anyone care to give this guy a lesson on classic computers?

He needs that lesson. Is the discussion needed, to define a new
newsgroup?

Anders

173. Re: Clearpic 2002 parts

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-20 13:18:10 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <mEosh.29749$E02.12243@newsb.telia.net>
Source record: 5106

"Charlie" <charleycron@woh.rr.com> skrev i meddelandet
news:45b1c6aa$0$7725$4c368faf@roadrunner.com...
>> ...
> Arrgh I got er working!
>
> Odly, I guess I blew a power supply hooking it up for the first time after
> the mod? Are you friggin kidding me? So anyway I took out the mod, and
> after checking out another power supply sure enough it powered up. Man I
> was happy about that though. So I started again, and checked power after
> every solder. After a few I got black and white. Then color!
>
> Well it's 2:30 a.m and Im going to go enjoy my smokin clearpic 2002
> 1200xl!

I am not so familiar with the different hardware modifications available.

Please describe what the result of the clearpic mod looks like (assuming the purpose is to give a clearer screen picture). Are there any side-effects or disadvantages?

Anders

174. FS eBay: Atari XL/XE QUICK programming language less than $2 + RCA/SCART Cables

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-21 13:26:12 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1169385975.10216.0@proxy02.news.clara.net>
Source record: 5107

Hello All,

I am selling electronic copies of the QUICK programming language on eBay (which includes ATR and DCMs of the disks and a PDF manual) for just ?0.99 (less than US$2). This is a promotional price to 'test the waters' with this kind of distribution, so if you want to take advantage of it, you can buy one on eBay now:

UK/Europe: http://search.ebay.co.uk/_W0QQsassZdeangarraghty

US: http://search.ebay.com/_W0QQsassZdeangarraghty

Full info on QUICK and what is included, and how the product is sent to you is in the listing.

I also have available Atari to SCART and Atari to RCA cables too.

Dean Garraghty

175. Re: More about adventure games

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-21 18:56:27 UTC
From: Tom Hunt <NoOne@FakeEmail.invalid>
Message-ID: <Xns98BF8DD13B4A8PrivacyLabs@216.196.97.142>
Source record: 5108

"Anders Skelander" <ansk@hotmail.com> wrote in
news:1169041549.589184.274080@51g2000cwl.googlegroups.com:

> I was interesting reading about the adventure creator utility

I think the best for the A8 was Adventure Writer. Its data format is
similar to Quill and Paws format. You can read about it here:

http://www.atarimania.com/detail_soft.php?MENU=8&VERSION_ID=126

176. Re: More about adventure games

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-21 19:04:37 UTC
From: Jeff Wood <sysop@rtdos.com>
Message-ID: <mailman.89.1169406347.13908.atari_rtdos.com@rtdos.com>
Source record: 5109

THE Tom Hunt ? how are you ? haven't seen you in awhile.

Tom Hunt <NoOne@FakeEmail.invalid> wrote:
(01/21/2007 11:56)

>"Anders Skelander" <ansk@hotmail.com> wrote in
>news:1169041549.589184.274080@51g2000cwl.googlegroups.com:
>
>> I was interesting reading about the adventure creator utility
>
> I think the best for the A8 was Adventure Writer. Its data format is
>similar to Quill and Paws format. You can read about it here:
>
>http://www.atarimania.com/detail_soft.php?MENU=8&VERSION_ID6
>____
>http://rtdos.com/mailman/listinfo

Jeff
http://resumes.hotjobs.com/proteanthread/pbxadministration
http://www.aimpages.com/rtdos/profile.html

177. Re: Missile Command with trackball for the 2600?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-21 20:34:11 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1169411651.659764.90050@q2g2000cwa.googlegroups.com>
Source record: 5110

Anders Skelander wrote:
> Does anybody know if the game Missile Command can be played
> with a trackball (using true trackball mode) on the Atari 2600?
>
> Anders

You can use a trackball in joystick mode but it won't really work like
you want. The 8bit computer version
does work with trackball btw. I think there is a hacked version of
Missle Command out there for the 2600 that does
support true trackball use.

178. High resolution with 16 colors.

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-21 21:54:35 UTC
From: SoLo2 <so_o2@mailcity.com>
Message-ID: <1169416475.589078.71220@m58g2000cwm.googlegroups.com>
Source record: 5111

20070116

Hello!

I was looking at the graphics of the
Atari XL, and noticed that the amount
of data for a graphics 11+16 was the
same as a graphics 7+16 BUT having
also 16 colors (instead of only 4).

Graphics 11+16:
80 x 192pixels x 4 bpp = 61440/8 = 3840 Bytes
Graphics 7+16:
160 x 96 pixels x 2 bpp = 30720 = 1920 Bytes

This calculations show that the graphics 7+16
still consumes only 1/4 the data of a 11+16.
So, my question to the GTIA experts is...
is it possible to program GR.7+16 in 16 colors?

Thanks!

20070121

Today in pouet.net I saw
a game for Atari XL with
graphics 15 (160x192) with
more than 8 colors! Maybe
they are 16...
How is this possible?

Any programmers willing to tell?

http://pouet.net/prod.php?which=29245

Greetings.
so_o2

179. Re: High resolution with 16 colors.

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-22 00:30:42 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <SATsh.13848$w91.4533@newsread1.news.pas.earthlink.net>
Source record: 5112

SoLo2 wrote:

> 20070116
>
> Hello!
>
> I was looking at the graphics of the
> Atari XL, and noticed that the amount
> of data for a graphics 11+16 was the
> same as a graphics 7+16 BUT having
> also 16 colors (instead of only 4).
>
> Graphics 11+16:
> 80 x 192pixels x 4 bpp = 61440/8 = 3840 Bytes
> Graphics 7+16:
> 160 x 96 pixels x 2 bpp = 30720 = 1920 Bytes
>
> This calculations show that the graphics 7+16
> still consumes only 1/4 the data of a 11+16.
> So, my question to the GTIA experts is...
> is it possible to program GR.7+16 in 16 colors?
>
> Thanks!
>
>
>
> 20070121
>
> Today in pouet.net I saw
> a game for Atari XL with
> graphics 15 (160x192) with
> more than 8 colors! Maybe
> they are 16...
> How is this possible?
>
> Any programmers willing to tell?

OK, first off real foggy so bear with me. I know this will need
correction but it is a reasonable approximation of what happens.

The Atari screens are mostly 40 bytes wide. That is why you get 40
columns in Graphics 0 screens.

The mode determines how those bytes are displayed. For instance in GTIA
mode you may have a byte whose bits go

XX:YY:XX:YY <could be XX:XX:YY:YY but I forgot?>
Where XX will be 0-15 and YY is the bit pattern.

In the modes like Graphics 7 and 15 the colors upper nibble specifies
color registers for the associated pixel.
AA:BB:YY:ZZ

Such that AA selects 1 of 4 color registers which may have a value from
0-255 in it for the YY pixel and BB selects the color register for the
ZZ pixel.

So the difference is: Instead of selecting one of 16 values for video
attributes the byte the nibble is broken down to indirectly address a
color register.

Yes you only get 4 colors on screen at the same time with Graphics 7,
but those colors can be anywhere from 0-255 in the color register.

180. Bunch Of Stuff For sale:

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-22 02:22:43 UTC
From: Chuck B <cabacon@cox.net>
Message-ID: <PdVsh.14312$8U4.1236@newsfe20.lga>
Source record: 5113

Make me a offer if you want any of it. I rather it goto good users than ebay sharks.

1 - SF 1430 Disk Drive
3 - Atari 800 XL's
1 - Atari 800 XL w/ 256 K Ram
1 - 1040 STFM
1 - 520 ST
2 - 130 XE
1 - 130 XE w/320K Ram
1 - 65 XE w/320K Ram
1 - Indust GTS 100 Disk Drive
1 - Atari 850 Interface
1 - XF 551 Hyper XF 720K Disk Drive
1 - Indust Disk Drive **BRAND NEW NEVER BEEN USED**
5 - Atari 1050 w/ US doublers
1 - Atari 1050 w/ Happy upgrade
4 - Indust Drives (one has dust cover)
2 - Trak Disk Drive
1 - Atari SH204 No DMA cable
2 - 800 Keyboard (replacement - 1 missing 1 key - #9?)
1 - 1200 XL Motherboard
1 - DMA Switch
2 - Atari 800
1 - Atari 1050 **NEW IN BOX**
1 - 1040 STF **PARTS ONLY**
2 - Grafix AT by xetec
1 - Star Raiders Keypad
1 - Atari 1010 Cassette Recorder no power supply
1 - Indust GT replacement mechanism
1 - Wico Command Control joystick **NEW IN BOX**
1 - Atari touch tablet in box
1 - Marcus trak ball
1 - Atari trak ball
1 - Atari talking box
1 - Atari 410 tape recorder
3 - Atari Mouse
1 - Atari 400
1 - Tune up for Atari ST
2 - Commodore 1701 Monitor
1 - Commodore 1702 Monitor
1 - Commodore 1084S Monitor
1 - Atari 1224 Color Monitor
1 - Atari 124 Monochrome Monitor

GAMES

1 - Atari Artist
1 - Defender
1 - Kids on Keys
1 - Ernie's Magic Shapes
1 - Big Birds Fun House
1 - Centipede
1 - Minor 2049er
tems for sale if you want them let me know.

181. Eidolon

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-22 02:50:10 UTC
From: raster <mikmorgan@gmail.com>
Message-ID: <1169434210.271011.211710@11g2000cwr.googlegroups.com>
Source record: 5114

My Eidolon image seems to be corrupt. Does anyone know how I can get
an Eidolon .ATR?

thanks,
Mike

182. Re: Eidolon

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-22 06:17:01 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns98C0D118E2F1emuslor@216.196.97.136>
Source record: 5115

Despite all prevention efforts, "raster" <mikmorgan@gmail.com> wrote in
news:1169434210.271011.211710@11g2000cwr.googlegroups.com:

> My Eidolon image seems to be corrupt. Does anyone know how I can get
> an Eidolon .ATR?
>
> thanks,
> Mike
>
>

Check you mail. :)

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

183. Re: High resolution with 16 colors.

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-22 09:16:04 UTC
From: Thomas Richter <thor@math.TU-Berlin.DE>
Message-ID: <51jdmkF1l0u30U1@mid.dfncis.de>
Source record: 5116

SoLo2 wrote:

> I was looking at the graphics of the
> Atari XL, and noticed that the amount
> of data for a graphics 11+16 was the
> same as a graphics 7+16 BUT having
> also 16 colors (instead of only 4).
>
> Graphics 11+16:
> 80 x 192pixels x 4 bpp = 61440/8 = 3840 Bytes
> Graphics 7+16:
> 160 x 96 pixels x 2 bpp = 30720 = 1920 Bytes
>
> This calculations show that the graphics 7+16
> still consumes only 1/4 the data of a 11+16.
> So, my question to the GTIA experts is...
> is it possible to program GR.7+16 in 16 colors?

No. You can arrange antic and gtia such that you
get a Gr.11 like mode with pixels as high as those
in Gr.7 (that is, twice the height) and thus half
the memory footprint, but you won't get a mode with
16 colors with pixels half the width of Gr.11 but
with 16 colors. You can of course "trick" a bit in
the sense that you show one set of 16 colors every even
frame, and the other set every odd frame and thus get
a larger amount of colors, just flickering. The amount
of flicker can be visually reduced a little bit by
altering the colors also line by line, but you won't
be able to get a steady picture with 16 colors and the
Gr.7 resolution and colors arbitrarely placed on
the screen.

Gr.11 isn't really a "graphics mode". It is, as far
as the DMA controller is concerned (that's ANTIC) just
a standard Hi-Res mode as Gr.8, and the display-lists
for the two modes will be identical. Just the color/TV
signal generator GTIA will interpret the data differently,
so Gr.11 is more a "postprocessing hack" than a screen
mode.

> Today in pouet.net I saw
> a game for Atari XL with
> graphics 15 (160x192) with
> more than 8 colors! Maybe

> they are 16...
> How is this possible?

Several techniques are possible. The classical one is
to use DLIs (display list interrupts) to change colors
on the screen, which leaves you with the four-color
restriction but only on lines, you can change them
vertically. If you wish to spend more CPU time, you
can also try to change the colors horizontally by a
kernel, which is tricky. This won't enable you either
to place the colors arbitrarely on the screen, either.

A third technique I've already described above is to use
flickering and mixing graphic modes this way by altering
them on the screen. One idea is to combine Gr.11 and Gr.9
and thus get 256 "mixed" colors with the resolution of
Gr.11, another one to mix Gr.10 with Gr.9 or Gr.11 and thus
get "more" colors with the resolution of approximately
Gr.15. The reason why that works is that Gr.10 has a
horizontal displacement of one color clock on the screen
(likely because GTIA requires the time to fetch the
contents from the color register), and thus Gr.9/11 and
Gr.10 pixels are shifted relatively to each other by
exactly one half of their pixel width. By altering the
two modes you get something "near" Gr.15 resolution,
but with some flicker.

So long,
Thomas

184. Re: $D500-$D5FF availability

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-22 09:22:45 UTC
From: Thomas Richter <thor@math.TU-Berlin.DE>
Message-ID: <51je35F1k3q4bU1@mid.dfncis.de>
Source record: 5117

Stephen Sheppard wrote:

> Stephen Sheppard wrote:
> > For a hombrew cartridge project am I free to use the address range,
> > $D500-$D5FF, for my own purposes or need I be concerned with other
> > hardware projects using this region?
>
> Mostly. It won't be compatible with Super Carts or stuff like SDX.
> Likewise I think $D100 is used by PBI stuff like MIO.

The good thing about the $d500 area is that the required chip
selection signal is available on the cart port, but you would need
extra logic to decode $d100 in the cart.

Several addresses in the $d5xx area are used by a third-party real-
clock extension with a pass-thru cartridge slot, so if you want to be
compatible with this extension, you would need to avoid these
addresses. I don't remember them off my head, but I can look it up.

>>
> Cool!
>
> I'm not worried abut being incompatible with other carts because I am
> talking about a physical cartridge of my own. I just wanted to know if
> the whole range $D500-$D5FF is exclusive to cartridges.

Well, "incompatible" in which sense? If you want to have your cart to
be inserted along with other cards (i.e. you have a pass-thru
connector), then it would matter. Otherwise, it won't.

> Fairly safe is $D600 and $D700 or $D600-$D7FF if you prefer. About the
> only one that hacks on a regular basis in that area is Bob Wooley and
> some minor ones by myself. I don't know about the latest hacks since I
> have not been actively hacking of late.

Me, too. I'm using the $d600 area for some of my projects of myself.
(A voice interface, a parallel printer interface). But it's fairly free,
and who cares about compatibility with those hacks?

> There are a couple of good things about that area. Other then being
> unused by most commercial software it is already decoded and has the !CS
> lines coming out of the 74LS138 IIRC. That is, to add something like a
> PIA or similar 68xx/65xx chip, you only need to jumper the !CS line to
> the 74LS138, tie in the 8 data lines and 2-4 address lines for chip
> registers and you are ready to go.

Yup. Unfortunately, the line is not available on the PBI, so I had it
added there.

> Another option is decode the address space into upper and lower halves
> of the page. This moves POKEY, GTIA, ANTIC, down to $D300-$D37F using
> the PIA as an example. To do this you only have to pull up one pin of
> the 74LS138 and tie it to the 8th address line. I had one machine where
> I piggy backed another 74LS138 onto the exisiting one like this but it
> was really silly overkill. Just no way you are going to need an
> additional 8 devices under the hood.

Some hacks use A4 to decode an extra pokey in the machine, that is,
pokey #0 goes into D200..D20F, the second into D210 to D21F (plus
all multiples of 32, of course).

So long,
Thomas

185. Re: Clearpic 2002 parts

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-23 01:02:22 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <45b55e99$0$9594$4c368faf@roadrunner.com>
Source record: 5118

Anders Skelander wrote:
>
> I am not so familiar with the different hardware modifications available.
>
> Please describe what the result of the clearpic mod looks like (assuming
> the purpose is to give a clearer screen picture). Are there any
> side-effects or disadvantages?
>
>

There are video mods for all the 8 bit's I believe. The results are great. I cant really describe it. It's Atari video, only more so. It's gotten rid of a lot of noise. It's smoothed out some vertical bars I always see in solid color backgrounds, not eliminated the bars. I never cared about the video until I tried to get something done looking at text for extended periods.

Side affects? I'm noticing blue popping up where I think there should only be thin-bright-white. Not the normal white you see in the DOS menu for instance. I've adjusted the wheel on the board but can't get it to go white. Maybe this is the components I used, maybe this is normal. It's worth the tradeoff though, everything else looks fantastic. And I'm not even on a Chroma/Luma setup. I'm happy I did it. I wouldn't go back. I've only had a few hours really checking it out though.

Charlie

186. More colors -> Player/Missile overlays - Check Graph2Font

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-23 02:44:20 UTC
From: rinaldus_drybone@lycos.de
Message-ID: <1169520259.961016.5400@a75g2000cwd.googlegroups.com>
Source record: 5119

Hello,

it's always possible to use Player/Missiles (Sprites)
as overlays to generate more colors.

And don't forget that multicolor character modes (Graphics 12 and 13)
have 5 instead of 4 colors.

Go to www.atariage.com and search for "Graph2Font"
or try a Google search.

This program allows you to create pictures with Player/Missile
overlays and DLIs. There are many demo pics around.

Even in plain BASIC, this technique can be used and even
new colors are generated at the places where players and
background pixels are located.

In games, a combination of software sprites and
P/M overlays is possible, while DLIs are used to
improve the background graphics.

Does also work in HiRes mode (320*192), but limited.

Check the Multicolor and HiRes demo pics of Graph2Font.

187. Re: More colors -> Player/Missile overlays - Check Graph2Font

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-23 03:15:09 UTC
From: rinaldus_drybone@lycos.de
Message-ID: <1169522103.429663.125010@51g2000cwl.googlegroups.com>
Source record: 5120

Here is the link to the "Graph2Fnt" topic on www.atariage.com :

http://www.atariage.com/forums/index.php?showtopic=34916&st=0

There are many demo-pics and links.These pics show that the
ATARI 800 can do much better than the standard 4 color pics.

Btw., if you like good POKEY music, try this thread :

http://www.atariage.com/forums/index.php?showtopic=68283&st=0

It's about RMT, a program that can be used to create high-quality
music on the ATARI 800 with effects you never heard before.
There are some of converted C64 SID songs for download.

188. Turbobasic Question

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-23 05:02:19 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <CFgth.45$pH3.22@newsfe12.phx>
Source record: 5121

```
1 REM TURBOBASIC QUESTION
2 REM WHY DOES THIS HAPPEN
3 REM THE WRAP AROUND AT LINE 60
4 REM TO LINE 70-80-90
10 DIM C$(4):C$="BEER":D=9999
20 ? D;" BOTTLES-OF-":D=D-11
30 ? C$;" ON A BARTOP"
40 ? D;" BOTTLES[CTRL'T']OF[CTRL'T']":D=D-11
50 ? C$;" ON A BARTOP"
60 ? D;" BOTTLES[CTRL'R']OF[CTRL'R']":D=D-11
70 ? C$;" ON A BARTOP"
80 ? D;" BOTTLES[CTRL'R']OF[CTRL'R']":D=D-11
90 ? C$;" ON A BARTOP"

REPLACE THE [CTRL'R'] WITH ATASCI CONTROL "R" AND EOL IS SUPPRESSED

First time I've ever noticed this happen.

RoyE
```

189. Re: Turbobasic Question

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-23 08:53:37 UTC
From: Thomas Richter <thor@math.TU-Berlin.DE>
Message-ID: <51m0ohF1ketg5U1@mid.dfncis.de>
Source record: 5122

```
RoyE wrote:
> 1 REM TURBOBASIC QUESTION
> 2 REM WHY DOES THIS HAPPEN
> 3 REM THE WRAP AROUND AT LINE 60
> 4 REM TO LINE 70-80-90
> 10 DIM C$(4):C$="BEER":D=9999
> 20 ? D;" BOTTLES-OF-":D=D-11
> 30 ? C$;" ON A BARTOP"
> 40 ? D;" BOTTLES[CTRL'T']OF[CTRL'T']":D=D-11
> 50 ? C$;" ON A BARTOP"
> 60 ? D;" BOTTLES[CTRL'R']OF[CTRL'R']":D=D-11
> 70 ? C$;" ON A BARTOP"
> 80 ? D;" BOTTLES[CTRL'R']OF[CTRL'R']":D=D-11
> 90 ? C$;" ON A BARTOP"
>
> REPLACE THE [CTRL'R'] WITH ATASCI CONTROL "R" AND EOL IS SUPPRESSED
>
> First time I've ever noticed this happen.

It's a bug ported over from the original Atari BASIC (yes, TurboBasic
is a drilled-up Atari Basic). It "confuses" the CTRL-R ATASCII character
with the token for the semicolon.

I've a version where I fixed this (plus a couple of other things).

So long,
Thomas
```

190. Re: Turbobasic Question

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-23 11:40:07 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <1169552407.862397.322500@m58g2000cwm.googlegroups.com>
Source record: 5123

Thomas Richter skrev:
>> ...
> It's a bug ported over from the original Atari BASIC (yes, TurboBasic
> is a drilled-up Atari Basic). It "confuses" the CTRL-R ATASCII character
> with the token for the semicolon.
>
> I've a version where I fixed this (plus a couple of other things).

Hallo Thomas,

How do you write an Atari BASIC program that reproduces this
fault? Please post a tiny example program.

Anders

191. Re: Turbobasic Question

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-23 15:03:57 UTC
From: Thomas Richter <thor@math.TU-Berlin.DE>
Message-ID: <51mmetF1khtt8U1@mid.dfncis.de>
Source record: 5124

Anders Skelander wrote:
> Thomas Richter skrev:
>
>>>...
>>
>>It's a bug ported over from the original Atari BASIC (yes, TurboBasic
>>is a drilled-up Atari Basic). It "confuses" the CTRL-R ATASCII character
>>with the token for the semicolon.
>>
>>I've a version where I fixed this (plus a couple of other things).
>
>
> Hallo Thomas,
>
> How do you write an Atari BASIC program that reproduces this
> fault? Please post a tiny example program.

Exactly the same way. Try to print a string that ends with ^R.
Not all versions of Atari basic had this bug, though. It got
fixed in either Rev.B or Rev.C, I don't remember.

So long,
Thomas

192. Re: Turbobasic Question

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-23 15:29:19 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <qRpth.142$yG5.76@newsfe13.phx>
Source record: 5125

"Thomas Richter" wrote in message
>>>It's a bug ported over from the original Atari BASIC (yes, TurboBasic
>>>is a drilled-up Atari Basic). It "confuses" the CTRL-R ATASCII character
>>>with the token for the semicolon.
>>>
>>>I've a version where I fixed this (plus a couple of other things).
>>
>>
and then Anders Skelander wrote:
>> Hallo Thomas,
>>
>> How do you write an Atari BASIC program that reproduces this
>> fault? Please post a tiny example program.
>
"Thomas Richter" wrote in message
> Exactly the same way. Try to print a string that ends with ^R.
> Not all versions of Atari basic had this bug, though. It got
> fixed in either Rev.B or Rev.C, I don't remember.
>
> So long,
> Thomas

Hi Thomas,

You said, "I've a version where I fixed this (plus a couple of other
things)."
Since this bug now troubles me would you post a fix for Turbobasic:
bytes and offset might be enough.

TIA,
RoyE

193. Re: Turbobasic Question

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-23 15:46:11 UTC
From: Thomas Richter <thor@math.TU-Berlin.DE>
Message-ID: <51mou3F1kt4u6U1@mid.dfncis.de>
Source record: 5126

RoyE wrote:

> You said, "I've a version where I fixed this (plus a couple of other
> things)."
> Since this bug now troubles me would you post a fix for Turbobasic:
> bytes and offset might be enough.

I think I'd rather send you the binary instead, that's easier. Is your email valid? If so, please have some patience, I don't have it online right now.

So long,
Thomas

194. Re: $D500-$D5FF availability

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-23 16:42:29 UTC
From: stephensheppard@hotmail.com
Message-ID: <1169570549.610655.147770@m58g2000cwm.googlegroups.com>
Source record: 5127

```
Thomas Richter wrote:
> Stephen Sheppard wrote:
>
> > Stephen Sheppard wrote:
> > > For a hombrew cartridge project am I free to use the address range,
> > > $D500-$D5FF, for my own purposes or need I be concerned with other
> > > hardware projects using this region?
> >
> > Mostly. It won't be compatible with Super Carts or stuff like SDX.
> > Likewise I think $D100 is used by PBI stuff like MIO.
>
> The good thing about the $d500 area is that the required chip
> selection signal is available on the cart port, but you would need
> extra logic to decode $d100 in the cart.
>
> Several addresses in the $d5xx area are used by a third-party real-
> clock extension with a pass-thru cartridge slot, so if you want to be
> compatible with this extension, you would need to avoid these
> addresses. I don't remember them off my head, but I can look it up.
>
> >>
> > Cool!
> >
> > I'm not worried abut being incompatible with other carts because I am
> > talking about a physical cartridge of my own. I just wanted to know if
> > the whole range $D500-$D5FF is exclusive to cartridges.
>
> Well, "incompatible" in which sense? If you want to have your cart to
> be inserted along with other cards (i.e. you have a pass-thru
> connector), then it would matter. Otherwise, it won't.
>
> > Fairly safe is $D600 and $D700 or $D600-$D7FF if you prefer. About the
> > only one that hacks on a regular basis in that area is Bob Wooley and
> > some minor ones by myself. I don't know about the latest hacks since I
> > have not been actively hacking of late.
>
> Me, too. I'm using the $d600 area for some of my projects of myself.
> (A voice interface, a parallel printer interface). But it's fairly free,
> and who cares about compatibility with those hacks?
>
>
> > There are a couple of good things about that area. Other then being
> > unused by most commercial software it is already decoded and has the !CS
> > lines coming out of the 74LS138 IIRC. That is, to add something like a
```

> > PIA or similar 68xx/65xx chip, you only need to jumper the !CS line to
> > the 74LS138, tie in the 8 data lines and 2-4 address lines for chip
> > registers and you are ready to go.
>
> Yup. Unfortunately, the line is not available on the PBI, so I had it
> added there.
>
> > Another option is decode the address space into upper and lower halves
> > of the page. This moves POKEY, GTIA, ANTIC, down to $D300-$D37F using
> > the PIA as an example. To do this you only have to pull up one pin of
> > the 74LS138 and tie it to the 8th address line. I had one machine where
> > I piggy backed another 74LS138 onto the exisiting one like this but it
> > was really silly overkill. Just no way you are going to need an
> > additional 8 devices under the hood.
>
> Some hacks use A4 to decode an extra pokey in the machine, that is,
> pokey #0 goes into D200..D20F, the second into D210 to D21F (plus
> all multiples of 32, of course).
>
> So long,
> Thomas

Thanks Rick! Thanks Thomas!

I was only concerned with internal projects that may have used
$D500-$D5FF. After some thought I realized this cannot be the case
otherwise there would have already been conflicts with existing
cartridges.

I don't have any pass-thru cartridges so that is a non-issue for me.

Thanks for all the additional practical tips. Good to keep in mind for
future projects.

- Steve Sheppard

195. Ark Operating System

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-23 17:35:33 UTC
From: puritan_2076@yahoo.com
Message-ID: <1169573732.937794.289640@s48g2000cws.googlegroups.com>
Source record: 5128

Does anyone know where I can get a copy of the Ark Operating System by Arsoft, or at least more information in english? The web sites are all in german, but the screenshots appear to have english for the os itself but german filenames, etc.

196. Re: <atari> midi players for the 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-23 23:39:34 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <%0xth.139$MN.46@newssvr23.news.prodigy.net>
Source record: 5129

"Charlie" wrote
>> Thanks much, I found the Holmes archive.
>
> Rats, Miditrack III requires a 130XE. Miditrack II would work on my XL
> though. So anyway, I'm still on the lookout for version II.
>
> Charlie
>
B&C (www.myatari.com) has Miditrack II.
It comes with the interface, however, not just
the software.

197. Re: Clearpic 2002 parts

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-24 12:46:57 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <1169642817.276242.156070@j27g2000cwj.googlegroups.com>
Source record: 5130

On 23 Jan, 02:02, Charlie <charleyc...@woh.rr.com> wrote:
>> ...
> ...
> Side affects? I'm noticing blue popping up where I think there should only
> be thin-bright-white. Not the normal white you see in the DOS menu for
> instance. I've adjusted the wheel on the board but can't get it to go
> white. Maybe this is the components I used, maybe this is normal. It's
> worth the tradeoff though, everything else looks fantastic. And I'm not
> even on a Chroma/Luma setup. I'm happy I did it. I wouldn't go back. I've
> only had a few hours really checking it out though.

Thanks for answering. This sounds like something I would like
to have on one of my Ataris.

Somewhat related: We played Burgertime on an Intellivision last
weekend, and although its video (RF) output was far from perfect, at
least the colours were clear. I was particularly impressed by the low
level of colour bleeding.

Anders

198. Re: Turbobasic Question

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-24 13:51:14 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <RwJth.560$bL.165@newsfe08.phx>
Source record: 5131

"Thomas Richter" <thor@math.TU-Berlin.DE> wrote in message
news:51mou3F1kt4u6U1@mid.dfncis.de...
> RoyE wrote:
>
>> You said, "I've a version where I fixed this (plus a couple of other
>> things)."
>> Since this bug now troubles me would you post a fix for Turbobasic:
>> bytes and offset might be enough.
>
> I think I'd rather send you the binary instead, that's easier. Is your
> email valid? If so, please have some patience, I don't have it online
> right now.
>
> So long,
> Thomas
Hi,
Thanks, I wouldn't be an Atari Fan if I didn't have patience.
RoyE

199. for rosalinda: extremely energetic long retention - der om obfo - (1/1)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-24 15:33:04 UTC
From: salomone <corpusnet@bains.jp>
Message-ID: <755637896x436545656q9C5957Y8141136M6598845s872Z4431Q@news.bains.jp>
Source record: 5132

Well hello!

They offer some of the best premium newsgroup access anywhere.
You can find almost anything you are looking for.
Great prices and support await you as you travel into the beautiful world of premium nntp access.
One thing I love about them, they don't keep log files of the news I read or files I download.
With some of the fastest connections around it's no wonder people love it and keep coming back.
Take a look, I know you'll love it as much as I do.

800 GIGS of new multimedia content each day
Posting allowed!
2,000,000 new posts each day
Very long retention

I'm so glad I found newsdude.net and you'll be glad too!

I uc puk li jempo poj hi gob, tujga kopbo er it. Ruh ki rewpe dedto ri wejgu uy i ihpahurzek sip, karga losda gi babbipehpad pej ji hetjekuysev zuk, fi pamzirocni zihcefeyrug cazlu fiswe vir ih avye. Hig wi riryopalwet keypejovpud gi nodruvejhut gohko wiw di cojhi. Repfezugkuc cadve guv, muh kopci mohyu wi kuwfa jawtivojsez ti sad lepva tohku, sapti in uwdi i ged hac. Wagye of ej i ehvu ahte id usyi ked. Pis ji heshuzatnek gujzogudyet doy, pebva ri zit panze cam borvu zisna samli! Mi bogpeweymuv linmubozcew nim ri ut hib ri ut suv, mim ci huvbefeplem kirlokenrar pajfo fi sidyug tun zi juzroriyyiv! Bokcohimcuf si rermunachuh mubti si dik butboduztir wepba dew! Mebwe dugja raswo bi cargusescus. Vijve wiwsi mephi uw ib! Idbimis ibci idgo poc! Wahpu rayyu vedja ug ur mey visma rid, harbu mi at pum, un awri i agke efwu, ew icbu orca jug hirri ti jewmu tisho! Begna ol ojce ul er insu eysi i on ezjo. I uw ev i nuy metnu pucce nihri zi kujyuraryol! Fuhvi didti bi ic ojmivonnur ekna i ejfudovvak erda uthe eg! At i amte ofpeg uydu isyi. Efho des vihsa. Kak en i ub! Ad i awvi cig si nih ek uhfa i od espe i far! Budma mi delyasatsuc rit joyhu lah vegvo baj ab ay. I uwjo et ezta estu! Dog gajda si jojfu babti ji desma jegzufobnik mi wobyonansur. Cer wi napcu et i lem sohkolaytab ji weg os, i uvge eh izse elmo sod ci leh. Id i asrafujtez ifma vez ni zaz way, af umde i amyuporhag upci ey jed ad i ciy. An i ibke es. I us uppi in onwe ag! Emgi i usla ofmuvencun eynu izse! I igmobubbez ewmirikfod joz wuyfo vi an! Reb vi nehsasihjuv vupda uc tuj bi tidwu haznu fenva, bi ih ofdudebwaj i iybuteftiv opfilopden i awko rob wug uz. Zam lojre ev vew ni luw eg epvan iz umku, amwe uwni var di canho tapge foh mi nodvu citma suwyi, judca rekru cazki puz dab geh cuvgi zif! Kukhi sazke tolbo cac li jud linsa vuc bomco ow. I izsuseprij om or, mez lelku wasme gogdu! Aj ivfa aw fov kom si hogda! Sarpifuclef od ay, ecbo i ordumizrop acsawehsic i jil av fin mubyu, ti derjo hitmasetluz miw ki febbe hal fi tol sahcatepcij gi huy! Keflo av ojci siv bi viwpelovjet, hohvepissin javwe ni jecnugajfeb nebna. Gi hubtihevraw mowkikillok rakji eh i ekfulem ofsi! Kew wi it uhyizijkez i uvvuwatvek, inpitinreh

i ecniceszav ekzi un ab i agdihipvog! Acritaktaf i awvo omsu i ul ohni i imco ofsol.
I inpehillip ukbanobjoz i odramihcim up fal ew cos. Uy i ikduvedpev kec vi fukrociycud,
tomra hiksu zi vifhi kafpenamwup batge, tulki ub ulri i ihmuwubmoh isze obla, elbo
ad agki, otvu i egzirecyov efconenkef i omsi udka i en ivdatimciz i iski. Ufne i ajvo
ecpo emse i evja ihfibonyat i ebrunurhac irsa ifde! I ep edje lov vi bugtacifyis
wisyujuthoh pi meyfedotled ritjomuzliv! Vi al omwaruhwom i ojtemabcav sej mi
pogwocigzap cocdihikgav, guvhi zuh sarra nahhu mi ih okpi. Isye zof ci ip iypa uy,
i poh teghovaswat ki berfizopwor lefgu! Ip kiy rinju vocwi di az ifgemorgew i nid,
bokli zi lev gatke sespa am i igbokobyic orpa aydi, utke este eb i it apzipekdik okvim
uwpe, iy ojja riz ow al et. I mip noldu rorcu viwte. Ci sogdocinbih jidviwewcet zi
legsevufyem ob i esfi utbujoknob evrofucyuh! Cal iz job mi ok uk zur kewli, ruyfe
miyji kegfe bi guc. Sesga hi lotvolupliv mikra et i of usne avro, i inlo ildaj avse
ahro i opkepajkic iswajaykow i arte ag. I ed iwbo ijce azle taf ki nijyi beyha, nudce
mer vi kibsoresgin juy vitku! Ki covhosodser im i inzo ocnu i imfo agda. I iklevasfat
ovwa i ob ug. I itzifokkig ibkujamhuw okju iwto ehhe i iljihocyin! Arbogogwof aknu
irmi nep hi tummu. Neybevarkic wuyro falda caggu ni kej vodcapudvis fop rikra,
dus suh gi om ewfa jom fovba ni veljozosfij! Roysa fowso un! I usyeturwop enho rir
lobfa mi nossahusmoh kesce cupta, fipye si ronru ciwca oj ejre ol adne i afbo. Zas
mi setwodukjam iy i mak luchijiysas codhe ep i idmusezcul! Zuv oz i wik murfakalfog
di hutbe viv mawfa, felde zay gehne moc ji lajbujofsav faksicakruc cerfi! Pakco
wogza ki jesmiriwgad fucpo mi rihzicobbuk madgawizwep sudba ut! Ojvi ehto epge
unhi hok li fatwo, az oczu i hiv uv i ozvabogjev or, i ewpo ikne i udmo uzhupopwah epvo
i obko atpuhoknub i azli epcepacvon, apbu i okwe awwocitbel ofdi ah anje i uctuhovkuk
opwejikpun ugjo, i ej jar gi fikrowufzap tommedocson! Ruple zayti vekwu titfi
miv bam. Nepha ji kud nawnulohjep dab. Hemhu patvu af us i wif sizkojazmut li momvadommed
desba! Rak pop gommu mer. Iy owvu i ezzi unve. Ut i abva unku val li ib id. Oh ukji igsa
zit pov! Ri gat lajla bulja fakno! Sam ki recbu hefpabeskuv! Fip bi zek damjilawhaj
guz, ni pacca taykafekpug or, upne effo asbo oh i ec, wur hisko ci tuzdu hepsewisfun
muhwe, bur soggo koslu di zuczadicdib cop hac! Zodpe nucta av. Oltu iz abwa paz.
Ni fic wakhuholluz cedco li nucpigeyyer! Pihda mi kow mirto ti basbu! Lakfejocyav
ti rub futpugujrab, aj rot wi lokyusigsol hiywozazhow ji vaknu nah! Vuy cim ki zolle
hinvi ji von ul uzyi efra hed, dulke wagle ec ehzi i umni em. Onka ek i iw kig girre kum
mokze, lipso pi cajpo hoj ti mow hucwa ey bit pildo! Girgu zi aj uhgodovdaf i ul
ahdasajnir.
Lec rewki wegpe! Tovca vakpi matnu neh ri ker powdo bi os ofri ozho, i agju owku i ejcuc
asdi azde i in ov. Sog zi cibzo jon nev fi lectowidsez et, utko owyi aglo i atki!
Orgapuvsuj
i uzbu ohcetulzut ov rir ges pi zoflo keg, div ni suyjojogfif bodwobotduw! Hazru
pi vucsi kerci simje di redtu tuzye si vurgitabvib riydubopdik. Ay oy i elvopejvih
igbetihlis i ov cul ti pugce uy i jas. Dirha ic ruc ew tef jorpu oj i nad hasla! Li jivdu
iy i ud eywamekkiv, i oj ow ujru adri iffu ip i efna ehturerpef azge! Oldi vay zi
vojtibakmim
pibziwizjaw ciw, nat ti nascahokrop maygo vuypu gi len hirkicicjoh vek us. I ...

200. R63 on 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-24 19:42:34 UTC
From: "charliecron@yahoo.com" <charliecron@yahoo.com>
Message-ID: <1169667754.835754.100690@s48g2000cws.googlegroups.com>
Source record: 5133

Hey all, I was curious about location R63 on the 1200xl motherboard. I just did the 'Clearpic 2002' video mod, where your supposed to put a 1 ohm resistor at location R63. Thing is I've read that this is the same resistor that is to be removed and replaced with a wire if you want to add the +5v back to the SIO port. Does this location have anything to do with the video circuit? Or did the author of the mod figure "while your in there, add +5v back to the SIO port" and not mention it?

Just curious,
Charlie

201. Re: R63 on 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-24 19:52:32 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <4OOth.14151$pQ3.14121@newsread4.news.pas.earthlink.net>
Source record: 5134

charliecron@yahoo.com wrote:
> Hey all, I was curious about location R63 on the 1200xl motherboard. I
> just did the 'Clearpic 2002' video mod, where your supposed to put a 1
> ohm resistor at location R63. Thing is I've read that this is the same
> resistor that is to be removed and replaced with a wire if you want to
> add the +5v back to the SIO port. Does this location have anything to
> do with the video circuit? Or did the author of the mod figure "while
> your in there, add +5v back to the SIO port" and not mention it?
>
> Just curious,
> Charlie
>

Nothing to do with Clearpic. It's just so you can run sio powered stuff
like PR:Connection. It was never clear why Atari added the resistor in
the first place.

Rick

202. Re: R63 on 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-24 20:05:21 UTC
From: "charliecron@yahoo.com" <charliecron@yahoo.com>
Message-ID: <1169669117.849962.180100@s48g2000cws.googlegroups.com>
Source record: 5135

> Nothing to do with Clearpic. It's just so you can run sio powered stuff
> like PR:Connection. It was never clear why Atari added the resistor in
> the first place.
>
> Rick

Ok thanks. So then my next question is, will a 1 ohm resistor (in the
Clearpic 2002 instructions) work the same as a wire, do I have the
power back on the SIO port now?

Charlie

203. Atari XL Basic bug.

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-24 21:11:44 UTC
From: SoLo2 <so_o2@mailcity.com>
Message-ID: <1169673104.482008.180750@h3g2000cwc.googlegroups.com>
Source record: 5136

```
Hello!

I was programming the Atari XL
in BASIC, but using Atari800
emulator, version 2.0.2 under
Linux.

I came to the following bug,
when using "COLOR 125" or
"COLOR 155" in a high
resolution graphics mode
(8,11,15,...).

First look at this simple
program in graphics 15:

1 GR.15+16
2 COLOR 1: PLOT 0,125:DRAWTO 50,125
3 COLOR 2: PLOT 0,155:DRAWTO 50,155
4 GOTO 4

Works fine. And paints 2 lines,
horizontal in 2 different colors.

Now I try using very high COLOR
values, the same I use for the
height of each line:

1 GR.15+16
2 COLOR 125: PLOT 0,125:DRAWTO 50,125
3 COLOR 155: PLOT 0,155:DRAWTO 50,155
4 GOTO 4

Well, this won't work. And paints
a strange and rare picture, like
a torch...

Does anybody in the Atari World
know why?

Greetings,
SoLo2
```

204. Re: Atari XL Basic bug.

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-24 23:30:46 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <45b7d9ec$0$13197$f69f905@mamut2.aster.pl>
Source record: 5137

> Works fine. And paints 2 lines,
> horizontal in 2 different colors.
>
> Now I try using very high COLOR
> values, the same I use for the
> height of each line:
>
> 1 GR.15+16
> 2 COLOR 125: PLOT 0,125:DRAWTO 50,125
> 3 COLOR 155: PLOT 0,155:DRAWTO 50,155
> 4 GOTO 4
>
> Well, this won't work. And paints
> a strange and rare picture, like
> a torch...
>
> Does anybody in the Atari World
> know why?

Well, this is not an "Atari BASIC" bug, the problem is in the operating system ROM, in the screen handler to be specific. Its "plot" routine is in fact sending characters to the "S:" device, the ASCII code of the character is COLOR to be plotted and they (the chars) endup as appropriate bit patterns in the screen memory, and later the Antic chip + GTIA chip interpret them as color pixels.

Now, the device has two control characters: ASCII 125, which is "clearscreen/cursorhome", and ASCII 155, which is "newline". So, COLOR 125:PLOT x,y doesn't draw anything, just clears the screen and sets the graphic cursor in the upper left corner of the display. Next, you want it to draw something to 50,125 - so it does, this time avoiding clearing the screen as every pixel is drawn, because the DRAW uses a lower-lever graphic routine than the PLOT, and the lower level routine does not interpret characters.

So, the first PLOT/DRAW begins and finishes the line, where it had been told to (from 0,0 to 50,125). But why the other PLOT/DRAW draws actually a vertical line (it does the same if you use COLOR 125 instead of 155), it is beyond me at the moment. :)

KMK

205. Re: Atari XL Basic bug.

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-24 23:52:11 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <51q9n4F1lb8umU1@mid.dfncis.de>
Source record: 5138

SoLo2 wrote:
> Hello!
>
> I was programming the Atari XL
> in BASIC, but using Atari800
> emulator, version 2.0.2 under
> Linux.
>
> I came to the following bug,
> when using "COLOR 125" or
> "COLOR 155" in a high
> resolution graphics mode
> (8,11,15,...).
>
> First look at this simple
> program in graphics 15:
>
> 1 GR.15+16
> 2 COLOR 1: PLOT 0,125:DRAWTO 50,125
> 3 COLOR 2: PLOT 0,155:DRAWTO 50,155
> 4 GOTO 4
>
> Works fine. And paints 2 lines,
> horizontal in 2 different colors.
>
> Now I try using very high COLOR
> values, the same I use for the
> height of each line:
>
> 1 GR.15+16
> 2 COLOR 125: PLOT 0,125:DRAWTO 50,125
> 3 COLOR 155: PLOT 0,155:DRAWTO 50,155
> 4 GOTO 4
>
> Well, this won't work. And paints
> a strange and rare picture, like
> a torch...
>
> Does anybody in the Atari World
> know why?

It's not related to Atari Basic. It is a "design flaw" of the
operating system, namely the S: handler. The problem is that this
handler interprets the two values as control codes, 155 as EOL/line feed

and 125 as clear-screen. It really shouldn't - that would be the job of
the E: handler. Unfortunately, E: and S: are rather... entangled.

So long,
Thomas

206. Re: Atari XL Basic bug.

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-25 02:39:54 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.tmou09cogaat7c@mdc>
Source record: 5139

On Wed, 24 Jan 2007 15:11:44 -0600, SoLo2 <so_o2@mailcity.com> wrote:

> 1 GR.15+16
> 2 COLOR 125: PLOT 0,125:DRAWTO 50,125
> 3 COLOR 155: PLOT 0,155:DRAWTO 50,155
> 4 GOTO 4
>
> Well, this won't work. And paints
> a strange and rare picture, like
> a torch...

I say it's a lighthouse. :)
--
Michael Current ~ mailto:michael@mcurrent.name ~ http://mcurrent.name/

207. Re: Atari XL Basic bug.

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-25 04:35:52 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <IsWth.14314$pQ3.9624@newsread4.news.pas.earthlink.net>
Source record: 5140

```
SoLo2 wrote:
> Hello!
>
> I was programming the Atari XL
> in BASIC, but using Atari800
> emulator, version 2.0.2 under
> Linux.
>
> I came to the following bug,
> when using "COLOR 125" or
> "COLOR 155" in a high
> resolution graphics mode
> (8,11,15,...).
>
> First look at this simple
> program in graphics 15:
>
> 1 GR.15+16:POKE 766,1
> 2 COLOR 1: PLOT 0,125:DRAWTO 50,125
> 3 COLOR 2: PLOT 0,155:DRAWTO 50,155
> 4 GOTO 4
>
> Works fine. And paints 2 lines,
> horizontal in 2 different colors.
>
> Now I try using very high COLOR
> values, the same I use for the
> height of each line:
>
> 1 GR.15+16
> 2 COLOR 125: PLOT 0,125:DRAWTO 50,125
> 3 COLOR 155: PLOT 0,155:DRAWTO 50,155
> 4 GOTO 4

Try it with
1 GR.15+16:POKE 766,1
2 COLOR 125: PLOT 0,125:DRAWTO 50,125
3 COLOR 155: PLOT 0,155:DRAWTO 50,155:POKE 766,0
4 GOTO 4
>
> Well, this won't work. And paints
> a strange and rare picture, like
> a torch...
>
```

> Does anybody in the Atari World
> know why?
>
> Greetings,
> SoLo2
>

Just as a by the by comment. If you aren't using the other functions in the OS like character under the cursor or last character, you can really speed up the system by using your own drawing/plot routines. The Atari is really something special, it is almost like a word processor with the data saved and cursor movements. While safe and feature laden, it slows things down a bit.

Rick

208. Re: R63 on 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-25 04:38:15 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <XuWth.14315$pQ3.5729@newsread4.news.pas.earthlink.net>
Source record: 5141

charliecron@yahoo.com wrote:

>>Nothing to do with Clearpic. It's just so you can run sio powered stuff
>>like PR:Connection. It was never clear why Atari added the resistor in
>>the first place.
>>
>>Rick
>
>
> Ok thanks. So then my next question is, will a 1 ohm resistor (in the
> Clearpic 2002 instructions) work the same as a wire, do I have the
> power back on the SIO port now?
>
> Charlie
>

As long as you aren't plugging in something that is a dead short, a wire IMHO would be prefered. I've never used anything but wire on maybe 6 1200XL and no problems.

Rick

209. Re: R63 on 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-25 05:43:38 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <prggr2traku8f4atifcrubshu8f1ub6gac@4ax.com>
Source record: 5142

"charliecron@yahoo.com" <charliecron@yahoo.com>:
>Hey all, I was curious about location R63 on the 1200xl motherboard. I
>just did the 'Clearpic 2002' video mod, where your supposed to put a 1
>ohm resistor at location R63. Thing is I've read that this is the same
>resistor that is to be removed and replaced with a wire if you want to
>add the +5v back to the SIO port. Does this location have anything to
>do with the video circuit? Or did the author of the mod figure "while
>your in there, add +5v back to the SIO port" and not mention it?

It might be an error in the Clearpic 2002 instructions?

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

210. Re: R63 on 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-25 13:01:35 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <45b8aa2d$0$16672$4c368faf@roadrunner.com>
Source record: 5143

Shawn Jefferson wrote:
>
> It might be an error in the Clearpic 2002 instructions?
>
Right, I'm not really concerned about the power, more that there is another resistor that really should be replaced with the 1 ohm resistor that could improve my video circuit.,

Charlie

211. MI5 Persecution: Toronto Freenet supports free speech (130)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-25 19:35:50 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07002520301207@4ax.com>
Source record: 5144
Cross-posted to: de.etc.schreiben.lyrik,tw.bbs.literal.lyrics,comp.sys.atari.8bit,fr.comp.sys.mac.materiel,sfnet.keskustelu.politiikka

Despite an orchestrated campaign of attempted censorship by UK-resident newsgroup readers, TFN did not bow
to demands for a suppression of freedom of speech. TFN general policy on the matter is as follows;

Draft Policy on Account Deactivations due to News Group Postings
==========

News group postings occasionally take the form of a message which goes against the "topic" of the conference.
For example, a derogatory message about Canadians in the soc.culture.canada.

Members of such news groups then may send a message to the system administrators asking that a user's account
be terminated because of such posting.

The Toronto Free-Net Board of Directors has taken the position that the only postings that will get a person's
account terminated is material that is illegal under Canadian law. Otherwise, the Toronto Free-Net will not
take any action.

Freenet Executive Director Mike Anderson had this to say regarding the continued attempts of a minority of usenet
participants to have my account on his system deactivated;

The TFN's policy is not to take action against members unless they contravene the Criminal Code of Canada, or
engage in practices such as forgery, attacks against other computer systems or mailbombing.

Mr. Corley, while possibly being very annoying, has not contravened the TFN's policies. The TFN believes strongly
in freedom of expression, while recognizing that the price for such freedom may be a high signal-to-noise ratio in Usenet.

If Mr. Corley breaks the law, we will take action -- until then, he has the same rights as any TFN member to post
to Usenet newsgroups. Actions such as mailbombing the TFN in protest will be met by strong complaints to the
originating site's postmaster. The best defense against unwanted postings may be simply be to ignore them and deny
the poster an audience.

TFN Executive Director Toronto, Ont CANADA

Personally, I find it gratifying that my contributions to usenet discussion are recognized as being conducive
to a high signal-to-noise ratio by their quality and thoughtfulness.

130

--
Posted via a free Usenet account from http://www.teranews.com

212. MI5 Persecution: Intelligence agency sources on the Web (1035)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-25 19:46:15 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07002520403896@4ax.com>
Source record: 5145
Cross-posted to: de.etc.schreiben.lyrik,tw.bbs.literal.lyrics,comp.sys.atari.8bit,fr.comp.sys.mac.materiel,sfnet.keskustelu.politiikka

Intelligence agency sources on the Web

http://intelweb.janes.com/

Intelligence Watch Report covers public and private intelligence
agencies around the world.

kim-spy

http://www.kimsoft.com/kim-spy.htm

The Korea WebWeekly kim-spy Intelligence and Counter-Intelligence
link page.

http://www.lobster-magazine.co.uk/

Lobster Journal publishes research on the intelligence community.

http://cryptome.org/

Cryptome is an online source of intelligence related material.

http://www.mi5.gov.uk/

MI5 has a website, too, but you should prepare yourself for some serious
"alternative reality" if you plan to visit it.

1035

--
Posted via a free Usenet account from http://www.teranews.com

213. MI5 Persecution: Newsgroup members join in the discussion (1940)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-25 19:56:57 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07002520511965@4ax.com>
Source record: 5146
Cross-posted to: de.etc.schreiben.lyrik,tw.bbs.literal.lyrics,comp.sys.atari.8bit,fr.comp.sys.mac.materiel,sfnet.keskustelu.politiikka

```
Newsgroup members join in the discussion
```

Peter Kr�ger writes about "Dirk Gently on the Toronto Case".

```
Hotchkies FAQ: Looking at it from a medical viewpoint. The diagnosis is obvious, isn't it?

Accolades for the Web Site
Read what people said about this web site.

Visitor count: since August 11, 1996

Toronto Freenet supports free speech

1940

--
Posted via a free Usenet account from http://www.teranews.com
```

214. MI5 Persecution: BBC's Hidden Shame 4/5/95 (130)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-25 20:14:43 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07002521090593@4ax.com>
Source record: 5147
Cross-posted to: de.etc.schreiben.lyrik,tw.bbs.literal.lyrics,comp.sys.atari.8bit,fr.comp.sys.mac.materiel,sfnet.keskustelu.politiikka

Date: Thu May 4 18:27:24 1995
Newsgroups: alt.conspiracy
Subject: BBC's Hidden Shame

Remember the two-way televisions in George Orwell's 1984?
The ones which watched you back? Which you could never get
rid of, only the sound could be turned down?

Well the country which brought Orwell into the world has
made his nightmare follow into the world after him.
Since 1990 the British have been waging war against one of
their own citizens using surveillance to invade privacy
and a campaign of abuse in the transmitted media in
their efforts to humiliate their "victim".

And the most remarkable thing about it is that what they
do is not even illegal - the UK has no laws to protect
the privacy of its citizens, nor does it proscribe
harassment or abuse except in the case of racial abuse.

A lot of people in England know this to be going on,
yet so far they have maintained perfect "omerta";
not a sound, not a squeak has escaped into the English
press, and for all the covert harassment absolutely
nothing has come out into the public domain.

Have the British gone mad? I think we should be told.

From: "Mr.B" <dgb01@stir.ac.uk>
Newsgroups: alt.conspiracy
Subject: Re: BBC's Hidden Shame
Date: Mon May 8 05:32:13 1995

Mmmm.

Who, exactly is this victim you're talking about?

First up, Britain or the UK (not 'England' - England is
a part of Britain, like Kansas is a part of the USA) does
have laws that protect the individual from harassement -
you can't just threaten people willy nilly. There are laws
against that. And if someone lies about you in the press
or tv then you have recourse to libel/slander etc. laws.

True, Britain has no 'privacy' laws as such, but isn't that
a good thing? As of this moment, the govt. are considering
a privacy law, but it is unlikely to succeed. Why? Because any
such law would benefit the priviledged and those in power.
Privacy laws, while supposedly protecting the individual, help
those in power hide their mistakes/scandals. They stop the press
etc. investigating. Privacy laws are undemocratic - they prevent
the people from keeping an eye on govt.

And stop looking for some kinda conspiracy in the British
press. It's hardly perfect, but your notion that they don't
cover/campaign against press legislation, harrassment,
discrimination, human rights etc. is plain wrong. You've never
seen a British paper in yr life.

You clearly have a specific case/individual in mind. Speak up!
The thought police aren't coming round just yet.

Douglas.

Date: Mon May 8 19:21:28 1995
Newsgroups: alt.conspiracy
Subject: Re: BBC's Hidden Shame

Confession time - the victim is/was me (except my name isn't
Corley, but that's irrelevant). What happened was not threats;
just invasion of privacy, in a partiicularly flagrant and
shocking way, in a way which most people would consider to
constitute harassment.

You know there's a particular category of person with mental
illness to whom TV and radio "talk", ie they feel the broadcast
is directed at them in particular? This happpened to me,
quite some time ago in the UK (I'm originally from London,
so I've seen plenty of British media print and other).
They invaded my home with their bugs, they repeated what I
was saying in the privacy of my home, and they laughed that it
was "so funny", that I was impotent and could not even communicate
what was going on. Who did this? Our friends on BBC television,
our friends in ITN, last but not least our friends in Capital
Radio in London and on Radio 1.

How did they do this? I'll give you an example. About a year ago,
I was listening to Chris Tarrant (Capital Radio DJ among other
pursuits) on his radio morning show, when he said, talking about
someone he didn't identify, "you know this bloke? he says we're
trying to kill him. We should be done for attempted manslaughter"
which mirrored something I had said a day or two before
(I'm not paranoid, honest!). Now that got broadcast to the whole
of London - if any recordings are kept of the shows then it'll be
there.

130

--
Posted via a free Usenet account from http://www.teranews.com

215. MI5 Persecution: A doubting Thomas is heard 9/5/95 (1035)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-25 20:26:44 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07002521210698@4ax.com>
Source record: 5148
Cross-posted to: de.etc.schreiben.lyrik,tw.bbs.literal.lyrics,comp.sys.atari.8bit,fr.comp.sys.mac.materiel,sfnet.keskustelu.politiikka

From: pao1@ukc.ac.uk (P.A.Orrock)
Newsgroups: uk.misc
Subject: Re: BBC's Hidden Shame
Reply-To: pao1@ukc.ac.uk (P.A.Orrock)
Date: Tue May 9 05:54:20 1995

>have laws that protect the individual from harassement -
>you can't just threaten people willy nilly. There are laws
>against that. And if someone lies about you in the press
>or tv then you have recourse to libel/slander etc. laws.

Yup, agreed

>True, Britain has no 'privacy' laws as such, but isn't that
>a good thing? As of this moment, the govt. are considering
>a privacy law, but it is unlikely to succeed. Why? Because any
>such law would benefit the priviledged and those in power.
>Privacy laws, while supposedly protecting the individual, help
>those in power hide their mistakes/scandals. They stop the press
>etc. investigating. Privacy laws are undemocratic - they prevent
>the people from keeping an eye on govt.

Agreed again.

>Douglas.

I am slightly confused here as to who is writing what. this just seems to
be an amalgam of posts and replies posted to here to keep the thread going.

>Confession time - the victim is/was me (except my name isn't
>Corley, but that's irrelevant). What happened was not threats;
>just invasion of privacy, in a partiicularly flagrant and
>shocking way, in a way which most people would consider to
>constitute harassment.

>You know there's a particular category of person with mental
>illness to whom TV and radio "talk", ie they feel the broadcast
>is directed at them in particular? This happpened to me,

You mean the category where they think that everyone is after them ? that
one ? So lets get this straight you know you are paranoid and you think
that they are out to get you ? Uh huh, try putting the two together and
see what you come up with.

>quite some time ago in the UK (I'm originally from London
>so I've seen plenty of British media print and other).

>They invaded my home with their bugs, they repeated what I
>was saying in the privacy of my home, and they laughed that it
>was "so funny", that I was impotent and could not even communicate
>what was going on. Who did this? Our friends on BBC television,
>our friends in ITN, last but not least our friends in Capital
>Radio in London and on Radio 1.

Oh yeah, I can see it now. All of them banding together, in a united effort against one man. So ITN, the BBC, and Capital all decide to sit round the table and they come up with idea of breaking into someones house, putting bugs everywhere, listening in to his conversation, and shoving it out on the news everyday. This someone has nothing to do with politics, or business, or entertainment, just an ordinary Joe Bloggs who seems to be extremely paranoid.

Have some sense, grow up and smell reality. What you are talking about would take loads of planning, tens of thousands of pounds and lots of people involved in the planning, execution and maintenance of it. You must have a very high opinion of yourself to think you are worth it.

>How did they do this? I'll give you an example. About a year ago,
>I was listening to Chris Tarrant (Capital Radio DJ among other
>pursuits) on his radio morning show, when he said, talking about
>someone he didn't identify, "you know this bloke? he says we're
>trying to kill him. We should be done for attempted manslaughter"
>which mirrored something I had said a day or two before
>(I'm not paranoid, honest!). Now that got broadcast to the whole
>of London - if any recordings are kept of the shows then it'll be
>there.

Of course you are not paranoid, just slightly mad. Did you ever look for the bugs in your house ? If not, why not ? I mean if I thought that was happening to me, I'd search the place from top to bottom, I mean I live there I would know if anything was out of place. If I was really paranoid, whoops I mean suspicious, I would call in one of those bug detection teams which have those machines that pick up the transmitted radio waves. This reminds me of BUGS, that new programme on BBC1 on saturdays which is all about this kind of stuff, but, shown as a drama / thriller. I suppose thats based on you as well is it ?

>is that there is a conspiracy in Britain, that it encompasses the
>broadcast media, and there is no way of breaking the conspiracy.
>The people who are involved in it will not open up.

What a load of jolly hollyhocks, I would say something else but, apparently students are not allowed to swear on newsgroups in case it damages the reputation of the university or some such jolly hollyhocks.

This guy is extremely paranoid to suggest that the entire British media is after him in such a big way. He gives no real reason as to why they are after him, just that he suffers/suffered from a slight mental disorder, could it be paranoia perhaps ?? No surely not.

I put it to the house that he has never recovered from this mental disorder, lets come out with it and call it paranoia, and thinks everyone is after him. Remember just because you aren't paranoid, doesn't mean they aren't after you.

This guy has a serious problem to suggest that the media would go to such lengths just to single out and ridicule one person. I mean apart from anything else, we (the listening masses) wouldn't be interested unless it concerned the royal family, politicians or showbiz personalities. e.g. the camillagate tapes. I would think that almost everyone, no matter how much they went on about infringements of privacy read the transcripts with interest. I really don't think that Joe Bloggs ordinary guy or paranoid nutter would have the same appeal. Well actually I dunno. :)

Regards,

Paul.

--
Paul Orrock, Websurfer wannabe, http://www.idiscover.co.uk/paul/home.html
PC Consultant and HTML freelance Writer, http://www.idiscover.co.uk/paul/
==========
Diplomacy is the art of saying "nice doggy" until you can find a rock.

1035

--
Posted via a free Usenet account from http://www.teranews.com

216. MI5 Persecution: Recognition by Strangers is Normal 12/5/95 (1940)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-25 20:38:28 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07002521325017@4ax.com>
Source record: 5149
Cross-posted to: de.etc.schreiben.lyrik,tw.bbs.literal.lyrics,comp.sys.atari.8bit,fr.comp.sys.mac.materiel,sfnet.keskustelu.politiikka

From: speedc@cs.man.ac.uk (C Speed)
Newsgroups: uk.misc
Subject: Re: BBC's Hidden Shame
Date: Fri May 12 04:34:26 1995

>Yes, I realize that. But after five years I think I can tell the difference
>between reality and unreality. Look, in the part of London where I used
>to live, I went back there over Easter, and I got recognized walking
>down the street by people I had never seen before. That's happened
>quite a few times and I am at a complete loss to explain it.

That is what happens in big cities. Hell, it scared me to death when I first started working in Manchester. People keep talking to me on the streets, even if its just to say hello, and I've no idea who they are. This happens to most people, don't worry about it.

>>paranoid, whoops I mean suspicious, I would call in one of those bug
>>detection teams which have those machines that pick up the transmitted

>That's exactly what we did. We went to a competent, professional detective
>agency in London, paid them over 400 quid to debug our house. They found
>nothing.

Doesn't this suggest to you that there are, in fact, no bugs to be found?

>Over Easter I went to the police in London, telling them basically
>what I've posted here. I don't think you'll be surprised to learn
>that I didn't get very far; they asked "why would they be doing this to
>you in particular?" and the answer "they are because they are" doesn't
>go very far.

Exactly. All you have offered so far as proof of your harrassment by these people is:

1) Someone on radio said something that you had recently said
and
2) People on the streets seem to recognise you.

These are both perfectly normal occurences and happen to lots of people every day so it is unsurprising that people here, and the police, are not taking you seriously.

Trying to always keep an open mind about things I would say that one of three things is likely.

Either there is a lot more to this that you are not telling us, or you are messing about or you have some genuine delusions. I'd like to think that in

two of the three cases you would find some real support here, but it seems
unlikely I'm afraid.

Claire

```
*****************************************************************************
* "And though we say all information should be free it is not. *
* Information is power and currency of the virtual world we inhabit." *
*****************************************************************************
* C.Speed - <speedc@cs.man.ac.uk> <http://www.cs.man.ac.uk/~speedc/> *
*****************************************************************************
```

Date: Fri May 12 17:41:49 1995
Newsgroups: uk.misc
Subject: Re: BBC's Hidden Shame

>That is what happens in big cities. Hell, it scared me to death when I first
>started working in Manchester. People keep talking to me on the streets,
>even if its just to say hello, and I've no idea who they are. This happens
>to most people, don't worry about it.

The key is the pattern, or a change in the pattern. I've lived in London
almost all my life, and just walking around the streets, I never got
hassled by anybody. All of a sudden, people start harassing you,
throwing abuse at you, behaving as if they know you personally, as
if they've seen you before somewhere. I read in the papers that this
happens to Colin Stagg and people like that Eastenders actress, but
they've had their picture in the paperes, so that is understandable.
In a couple of cases people have even known my name - when I was in
London over Easter I was walking down Shaftesbury avenue in the
West End when somebody (no idea who they were, just some bloke with
his girlfriend) called me by name - quite clearly, and my name is
distinctive. This also happened once about four 1/2 years ago, onn
the tube - some blokes I had never seen started chanting my name
and a term of abuse.

It's the pattern which convinces me there's something to it - and
would convince any impartial abserver who could see things tyhrough
my eyes.

>Doesn't this suggest to you that there are, in fact, no bugs to be found?

There's a little story behjjind this. First iof all, in 1992 I worked
for a company where the people made clear they knew what was going on,
first of all directly (the very first evening I was there I went out to
the pub with them and the Technical Directpor said to another guy,
"is this the bloke who's been on TV?" "yeah, I think so") and also
indirectly, by rep[peating stuff I was saying at home in London and
in my rented accomodation there (I moved several times in the course of
1992 and they followed me each time). Now, if "they" (the buggers)
knew their bugs could be found easily, they wouldn;'t be keen to make

their existence known, would they?

Also, in summer 1992 I went on a trip abroad to Europe by coach, and
on the way out there were a couple a little younger than myself on the coach
a bloke and hius girlfriend. He said things about some bloke who was
never named, who sounded exactly like me - and he made explicitly
clear that our house was bugged, and that a neighrbours house was
bugged (and at work they'd been rep[earting what was said at the
neighbours, so this looks like independent corroboration).
They also said stuff like "at school he was always really streesed,
they found someone from his school and he was a real psycho"
and that "he was in a B&B for one night and they got him", dead right
again, I had been in B&B for once night a few days before this trip
and weatching the news again got a reaction from the newsreader.

1940

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Posted via a free Usenet account from http://www.teranews.com

217. MI5 Persecution: Truth or Troll? 13/5/95 (2845)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-25 20:50:09 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07002521443147@4ax.com>
Source record: 5150
Cross-posted to: de.etc.schreiben.lyrik,tw.bbs.literal.lyrics,comp.sys.atari.8bit,fr.comp.sys.mac.materiel,sfnet.keskustelu.politiikka

Date: Sat May 13 21:41:57 1995
Newsgroups: rec.arts.tv.uk
Subject: Re: BBC's Hidden Shame

>:some pirate radio station in London in 1991, started listening to
>
>Conclusive proof if ever I heard it.
>
>Of course you were the only person in the office in the whole of Britain

Yeah, but this is the point. Each incident is easily and automatically
deniable along the lines you're taking. But when this happens every
time, and when you get independent corroboration from other people,
then there's no escaping it. For example, immediately after I lost
my job in 91 I went into the local garage to get some work done on the
car, and one of the blokes there said to the other, "so what do you
think of it then? it's getting killed on the radio isn't it"
Now again, you look at that and no proff; you can ask them what they're
referring to and they can say they're talking about something else.

>I know you may be a little paranoid, but I suggest you sit down
>and work out rationally what possible reason anyone off television,
>or radio would have for listening to your conversations. After all
>it must be hard enough to present a show to millions of people
>without the added burden of watching and listening to a single
>person and slipping their phrases into the programme.

These presenters are clever people. They wouldn't be presenters
if they weren't - they're easily capable of reacting to an individual
in this way.

What possible reason? I guess because they think it's amusing to do
so. They know that if you ever tell anybody, without being able to
show any evidence, then the reaction you'll get from just about
anybody will be the one you're showing now.

I realize there are loads of people in England and elsewhere with
the sort of thoughts I've described in these postings; and almost
all impartial observers would say that nothing other than an
go after their private conversations (if they did it to me then I can
do it to them, it's a questions of technical competence and money).
If you were lucky, you might be able to entrap them into admission.
You could of course harass or threaten them back (any coppers reading
this?) but that would be illegal and might get a result quite
different to the one you're trying to achieve. Of course, it might

come out of its own accord given time - if so many people know, if
they have an escape valve in their "subtext" through the media,
will it not cease to be at a covert level, given time? Surely it
is in my interest for it to become overt, since the transgressions
at this time are on their side and not on mine?

Thoughts? There must be some way of breaking the secrecy. This
isn't the first time in human history that a conspiracy has taken
place on this scale, but the truth tends to out. The situation
now is they think they';re "winning" hence have little stimulus
to change the rules - if they started seeing themselves "losing"
things could change drastically.

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From: amh15@cus.cam.ac.uk (Alan Hart)
Newsgroups: uk.misc
Subject: Re: BBC's Hidden Shame
Date: Sun May 14 09:59:54 1995

: Thoughts? There must be some way of breaking the secrecy. This
: isn't the first time in human history that a conspiracy has taken
: place on this scale, but the truth tends to out. The situation
: now is they think they';re "winning" hence have little stimulus
: to change the rules - if they started seeing themselves "losing"
: things could change drastically.

Mike, if that is your name,

I'm going to try to rationalise what you're telling us. I can think of three
possible explanations for what you are experiencing.

One is that there _is_ a conspiracy against you. As a previous writer said,
though, a lot of these programmes are taped, so it really isn't possible in
some of the cases you've named. Further, why were no bugs found in your
house? Finally, unless you are a political figure or someone else in the
public eye, why would anyone bother? People like me (and I assume you) are
small fry; our contribution to society is likely to be minor. Why would
anyone spend so much money and effort on you?

Another possibility is that you are developing some kind of paranoia. There's
no stigma attached to this; we're all paranoid to some extent, although
perhaps not to the extent that a doctor would call us paranoid. I think
paranoia is quite a straightforward explanation here - you really do believe
that all these things are aimed at you; you see people everywhere trying to
get at you. Logic suggests that this cannot really be the case.

The third possibility is that not even you really believe any of this, and
that this is a "troll". I'm not sure I believe this possibility, but it's
possible.

Anyway, if you want to be sure that you're _not_ going mad, I'd go and see
your G.P. if I were you. If you don't trust him/her, why not see someone

recommended by a person you can trust? If you don't trust anyone any more,
don't you think it's time you got help?

Alan

Alan Hart - amh15@cam.ac.uk - Cambridge University, UK - +44 1223 515460
"How many letters are there in the alphabet - is it 27?" - J.R. Histed
---

From: Ian Preece <ianp@dktower.demon.co.uk>
Newsgroups: uk.misc
Subject: Re: BBC's Hidden Shame
Reply-To: ianp@dktower.demon.co.uk
Date: Sun May 14 14:58:08 1995

In article <3p52cq$rsl@lyra.csx.cam.ac.uk>
amh15@cus.cam.ac.uk "Alan Hart" writes:

> The third possibility is that not even you really believe any of this, and
> that this is a "troll". I'm not sure I believe this possibility, but it's
> possible.

For a troll, the posts are remarkably well-informed on paranoid
behaviour.. you'd need to be one, or be reasonably well-informed on the
subject to sustain the tale... which lead me to my theory...*ahem*...:

An extension to possibility 3 (Number 3.5, perhaps?) is that the original
poster may be somehting like a psychology student writing a term paper
on the net community's reactions to this tale. (Now, there's paranoia
for you! Not only are they listening to/watching us, they're writing
reports about us too...:-)

More likely, though, is that the poster is genuinely in need of professional
help (he has intimated as much, himself) and, as such, he should be encouraged
to seek it.

regards,
IanP
--

Ian Preece ianp@dktower.demon.co.uk

IT Project Specialist Ideas for Hire

2845

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Posted via a free Usenet account from http://www.teranews.com

218. MI5 Persecution: Let it go 1/8/95 (3750)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-25 21:02:34 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07002521565714@4ax.com>
Source record: 5152
Cross-posted to: de.etc.schreiben.lyrik,tw.bbs.literal.lyrics,comp.sys.atari.8bit,fr.comp.sys.mac.materiel,sfnet.keskustelu.politiikka

From: speedc@cs.man.ac.uk (C Speed)
Newsgroups: uk.misc
Date: Tue Aug 1 10:23:46 1995

>OK, so instead of my posting the same tedious stuff every day,
>why don't you actually read the contents, and make a meaningful
>reply? Something more constructive than those silly little
>jokes about paranoia perhaps? Like what objectively can you do
>to break the conspiracy open, if one exists :-) ? If somebody
>did it to you, what would you do?

But we've *done* that. I certainly have at least. Way back when you
originally started posting and your posts were neither tediously repetitve
nor stupidly long.

But whenever anyone makes any good suggestions you ignore them and start
posting from the begining again. You don't want us to help you - so what do
you want? If you really wanted help you would listen to peoples suggestions
and respond to them. Is this just an attention thing?
But I'll try again, because I'm a fool like that.

>o Tell people about it, go to the police / legal services
> Done that; those around me either don't believe me, or they
>"sort of" believe but can't do anything about it. As for going
>to the police; I did, over Easter. Discouraging. They must be
>familiar with the occasional person walking into a station with
>this sort of story. "If a psychiatrist says you're imagining
>it, then that's what it is".

You haven't yet given any examples of anything concrete to suggest that this
is really happening to you. This, I would imagine, will be the stumbling
block for the police. How can they possibly help you when your only evidence
is a jumbled mess of TV presenters saying things that could be construed as
answers to your comments and the 'feeling' that people are talking about you
and watching you?

I seem to recall that last time this was being discussed someone asked if you
had been to see a psychiatrist about this - after all if this is really
happening then you have can only benefit from being given a clean bill of
health. I don't recall an answer.

> I also went to a firm of solicitors; again, very
>discouraging. Put bluntly, they can't deal with cases where the
>perpetrators aren't well-defined and the existence of the crime
>itself is unprovable.

Well how could they? Who would you sue? The country?

>o so if that option is out, what's left? well, there's the
>"do nothing" option. To some extent this option works. They've
>spent a lot of money and ultimately achieved nothing except to
>force me out of the country - which has been an own goal for
>them, since now they can't do what they were doing in the UK.
>Expenditure of further resources would feed the pockets of
>their greedy contractors, but is a waste of money as far as the
>employing organization is concerned.

So you are no longer in the uk? And this is not happening anymore?

Then let it go. Just leave it alone and get on with your life. Its just not worth it. There is nothing you can do to prove that this happened whether it did or did not. So forget it. Go and explore the net - when people aren't spamming it with useless repetitve posts there's a lot of interesting and worthwhile things out there to see and do. Likewise real life (I'm told *&).

>completely conventional, I have a good academic and work
>record. Until all this started, I had no mental health
>problems; the diagnosis of illness was only after 2 1/2 years
>of abuse. If they did this to me, they could do this to
>absolutely any British citizen. If this stuff gets out, it
>won't be me that has to worry - it'll be them. They take a
>normal person, lie about him, demonise him, try to force him
>into killing himself - and this is in a country where the rule
>of law applies?

If this gets out then *that* will be the time to bring your claims to the foreground.

The only thing ruining your life right now is you, Mike. And the only thing that will make your life any better now is also you. So go and make your life better and show them that they failed.

Claire

****
* "And though we say all information should be free it is not. *
* Information is power and currency of the virtual world we inhabit." *
****
* C.Speed - <speedc@cs.man.ac.uk> <http://www.cs.man.ac.uk/~speedc/> *
****

==========

>But we've *done* that. I certainly have at least. Way back when you
>originally started posting and your posts were neither tediously repetitve
>nor stupidly long.

Once again we're running into a brick wall. The reason I started posting was because I couldn't figure out a way out of the situation, and thought that saying it out into the open would provide a catalyst for one of those "in the know" (there are plenty in this category, and it's a fair

bet that some of them are reading this) to speak up.

It hasn't worked, yet. A little more aggressive shit-stirring (excuse expletive) might do the trick. Perhaps Usenet posting is the wrong arena for this sort of activity; although obviously it does have the advantage of rapid feedback.

Thing is, for people to open up, you would have to provide them with a reason why it would be in their interest to do so. There's no obvious way of doing that; to get thinking people to incriminate themselves when they're safe in denying all knowledge is not a trick I can figure out how to do.

>But whenever anyone makes any good suggestions you ignore them and start
>posting from the begining again. You don't want us to help you - so what do
>you want? If you really wanted help you would listen to peoples suggestions
>and respond to them. Is this just an attention thing?
>But I'll try again, because I'm a fool like that.

A "good" suggestion would be one which had the effect of halting the persecution, which so far hasn't happened. If you make a "good" suggestion then damn right I'll stop posting - because then I won't have to.

>You haven't yet given any examples of anything concrete to suggest that this
>is really happening to you. This, I would imagine, will be the stumbling
>block for the police. How can they possibly help you when your only evidence
>is a jumbled mess of TV presenters saying things that could be construed as
>answers to your comments and the 'feeling' that people are talking about you
>and watching you?

Because, as said previously, concrete proof does not exist. If it existed then I wouldn't be talking to you - if it could be proved, or if those doing it could be found, they wouldn't be able to continue.

What's happened is all conversation. You can't prove conversation, not without a tape recorder, and even then you would have to prove that what they meant corresponded to what you understood.

The psychopath who manages the Applics group at my previous employers played little word games, not only with me but with at least one other person in the group; words which rhyme with swear words, words which are ambiguous, eg "bent", words which rhyme with wank, "sheet" rhymes with shit, end (how was your weak end? being the standard salutation on a Monday morning). Sounds childish, most people would easily tell him to fuck off; except to people with predisposition to depression and the inability to express themselves (this was before I started taking medication), that sort of nastiness is not bearable. After ten months of this I was so ill I was crying constantly, eventually I went into hospital and started on medication. Somebody else he did this to (over a year later!) got so depressed he took an overdose of pills, had to go on antidepressants and left.

And where does the "concrete proof" of this trouble exist? NOWHERE. Even if you had physical evidence, even if you had the presence of mind to record what was said, how could you prove what he actually meant by what he was saying? In some cases of harassment you can prove what was done,

because it's undeniable. But when the harassment is done with any presence of mind whatsoever, it becomes difficult. In the case of the wider harassment, the people doing it obviously know what they're about - they must have done similar things to other people before in one form or another, and they know what they can get away with, they know what the police will do nothing about.

>I seem to recall that last time this was being discussed someone asked if you
>had been to see a psychiatrist about this - after all if this is really
>happening then you have can only benefit from being given a clean bill of
>health. I don't recall an answer.

Yes. The reply was of the "neither confirm nor deny" variety. Not much else they can say, is there?

>Well how could they? Who would you sue? The country?

Hmmm, now there's a thought... :-)

>If this gets out then *that* will be the time to bring your claims to the
>foreground.

Wrong way round. It won't get out unless I do something to bring that about; remember, it isn't in THEIR interest for THEIR criminality to be exposed. Yelling loudly on Usenet might nudge things along in the right direction.

>The only thing ruining your life right now is you, Mike. And the only thing
>that will make your life any better now is also you. So go and make your
>life better and show them that they failed.

Ignoring them would be bliss, but it's not a winning strategy.

There are going to be more of these posts. Sorry. That's the way it is.

3750

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Posted via a free Usenet account from http://www.teranews.com

219. MI5 Persecution: But why? 2/8/95 (4655)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-25 21:15:36 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07002522095893@4ax.com>
Source record: 5153
Cross-posted to: de.etc.schreiben.lyrik,tw.bbs.literal.lyrics,comp.sys.atari.8bit,fr.comp.sys.mac.materiel,sfnet.keskustelu.politiikka

>Very unstructured, no proof whatsoever. So why should anyone
>take it seriously? If I said to you, "my next door neighbour eats
>babies", how much credibility would you attach to that?

Well, cos it's true. I was hoping that someone "in the know" would
appear and make some self-revealing comments, but that hasn't
happened. Everyone's keeping quiet. What a pity.

>>This is an agglomeration of articles and replies previously
>>posted to Usenet, so it's a bit hard to read. This posting
>>describes a campaign of character assassination initiated

>Who's character is being assassinated? It isn't clear from the post.
>Are we talking about Grenville Janner? I thought he was a spook
>himself? He's certainly able to hold his own on the issue you cite.

Mine, mainly. The reason for putting that episode at the top
of the posting is that they tried to kill two birds with one stone
at the Beck trial - they simultaneously put words into the mouth
of their invented "witness" to smear Janner, and repeated exactly,
word-for-word, stuff which had been said by and about me.

That was the only occasion (the only one recognizable to me,
anyway) when they went after another target at the same time.
And it's quite lucky they did that - because it could give some
pointers to who they might be.

Presumably there are people still around who were involved in
that trial, and know what happened. Beck might be dead, but the
"witness" would still be around, as would Beck's solicitor.

>>by a group of people or agency within the UK. Although
>>they have never presented their identity, you can draw
>>your own conclusions on that point. There aren't many
>>people with the technical resources and contacts in
>>society to make feasible the sort of deliberate attack
>>on an individual which is described in this article.
>
>There aren't _any_ as far as I am aware.

I'm afraid there are.

>>The most disturbing part of the whole episode is the
>>participation of British institutions and their members, fully
>>comprehending what they do, in what is an act of attempted
>>murder against a British citizen.

>
>The whole society, in fact. From the top to the bottom. They
>wouldn't be trying to tell you to kill yourself by any chance,
>would they?

You got it. I'm a popular guy.

>>After the trial Janner said that "now he knew what it felt like
>>to be a victim of Beck's"; but, it wasn't Beck who set up the
>>attempted character assassination on Janner; the fact that they
>>took a side-swipe with their verbatim repetition shows
>>where the real source is to be found.
>
>The newspapers?

Well, your guess is as good as mine. But what newspaper would
send a team after someone for five years? I don't think so,
somehow. Of course they could, but it wouldn't be in their
commercial interest.

You'd have to look at a corporate entity which would indulge in
activity of this type, and the nature of the contacts they have
narrows down the search.

>>The goons behind the molestation are lower than the paedophiles
>>they use to convey their propaganda - they use the same
>>strategy of covert abuse, but there is nobody to check their
>>actions, or to bring these criminals to justice.
>
>Ummm.. Janner is a Barrister, a journalist who writes on a wide
>variety of issues, and a long-standing Labour MP. If he's unjustly
>smeared, he's more that capable of setting the record straight.

Janner blamed Beck for the invention. He didn't say anything about
it having any other origin. Even had he suspected any other source,
he could hardly have pointed the finger without some evidence.

>You say that the media is making similar allegations about you in
>relation to this issue? So, you're accused of child abuse, amd
>the allegation was reported in the media, I assume.

I've been accused of many things although that wasn't one of them.
Most of them have been yelled in my face by people on the street
in London at some time or other. Bit difficult to misinterpret
when that happens.

>What exact;y are they saying about you? (Respond here please. I'm
>leaving the UK tomorrow, so I can't read e-mail.)

It changes with time. Every so often, they sing a new song;
so at one point the allegation was homosexuality, at another
is was low intelligence, then it degenerated into sexual abuse.

<snip>

>>They invaded my home with their bugs, they repeated what I
>>was saying in the privacy of my home, and they laughed that it
>>was "so funny", that I was impotent and could not even communicate
>>what was going on. Who did this? Our friends on BBC television,
>>our friends in ITN, last but not least our friends in Capital
>>Radio in London and on Radio 1.
>
>How do you know this? Just from what you hear on the radio?

I can't remember if this was mentioned in the "regular" posting,
but on a few occasions they set me up with people nearby to talk
about me, or more correctly, to talk about somebody who
(in their minds) "resembles" me, with actually naming me.

One such occasion was a coach trip to Europe in June 1992.
The "set up" comprised a guy talking to a vacant giggling female
about "this bloke", who was never named. Apparently "they"
(also never named) "found somebody from his school",
"they" "got" him at his house and at a neighbours, and at
a B&B where their target was for one night.

Apart from that, yeah, from "what I hear on the radio". And
from what I see on TV. (I wouldn't be doing my job as a
mentally ill person properly if the TV and radio weren't
talking to me, now, would I?)

>>Oh yeah, I can see it now. All of them banding together, in a united
>>effort against one man. So ITN, the BBC, and Capital all decide to sit
>>round the table and they come up with idea of breaking into someones
>>house, putting bugs everywhere, listening in to his conversation, and
>>shoving it out on the news everyday.
>
>But why would they do this? What possible reason would they have?

But why get at anybody? Victimisation is the pastime practised against
other people; as the scorpion said to the frog, "it's in my nature".

>Are you aware that what you describe is also a common symptom of people
>who are suffering from a psychiatric illness? Have you been to your
>doctor and told him about this? Did he prescribe any medication? Have
>you been taking it, or have you stopped?

Yes, Yes, and Yes respectively. Still taking it. Doing quite well actually.

>>This someone has nothing to do with
>>politics, or business, or entertainment, just an ordinary Joe Bloggs who
>>seems to be extremely paranoid.
>
>Usually a clinical symptom rather than proof of a conspiracy in such
>matters.

>>How did they do this? I'll give you an example. About a year ago,
>>I was listening to Chris Tarrant (Capital Radio DJ among other
>>pursuits) on his radio morning show, when he said, talking about

>>someone he didn't identify, "you know this bloke? he says we're
>>trying to kill him. We should be done for attempted manslaughter"
>>which mirrored something I had said a day or two before.
>>Now that got broadcast to the whole of London - if any recordings
>>are kept of the shows then it'll be there.
>
>And this is supposed to mean... what? Chris Tarrant is in on this plot
>to kill you? It sure sounds like a joke to me. When you start to get
>ill, the mind often makes connections that seem logical and lucid to
>you, but do not to the rest of the world. This is one of those connections.
>They are usually known as delusions.

This is the problem, and there doesn't seem to be any way around it.
If a clearly sane person reported this persecution, you might believe
him, but probably you'd tell him to go see a doctor to "verify his
sanity". If someone with the illness of which you could argue these
things to be symptomatic says these things, again, you might believe
him, but it would be unlikely - the easiest route is the one you are
taking in the above paragraph. The only way I can convince you of what
I am saying is by giving precise details of what, when, how - and for
most of that stuff is based solely on memory.

To prove it would require an admission from somebody, or else hard
proof in the shape of physical evidence such as tape recordings.
Of course, I don't have that.

>The idea of a "pattern", and the notion that if anyone could look
>through your eyes they would see the same thing is very indicative of
>the onset of a psychiatric illness. Schizophrenia and manic depression
>have similar symptoms. I'm not trying to be disrespectful here.
>This may be an illness and it can be managed by the use of medication.
>If it _isn't_ treated, it can lead to terrible tragic consequences.

I'm quite aware what the symptoms would be, and that the reality
corresponds to those symptoms.

But if anything, that is an argument which could convince you of
the truth of what I'm saying. If they deliberately set out to
simulate the symptoms of schizophrenia - in other words, if they
know through observation that their target is either suffering
from the illness, or is on the borderline and could be pushed in
with an appropriate stimulus, then they can feel safe in what
they do, since once you are registered as suffering from the
illness, people will assign less credibility to assertions that
persecution is based in reality.

That this can happen, and people collude by silence, is absolutely
horrifying. It is all the more horrifying that it can happen in a
country such as Britain which has no history of repression.
Perhaps its happening in the UK is due to the arrogant assumption
of moral superiority on the part of those in the media and others
involved - we won the last war and we can keep harping on about

German and Japanese war crimes, so we can do whatever we like and
we'll be right, up to and including destroying the lives of our
citizens (as long as we're not caught doing it).

>>That is the level it's at - basically they show they're listening
>>to what you're saying at home, they show they're listening to you
>>listening to them
>
>But why? And why you? Do you realize how much it would cost to keep
>one person under continuous surveillance for five years? Think about
>all the man/hours. Say they _just_ allocated a two man team and a
>supervisor. OK., Supervisor's salary, say, £30,000 a year. Two men,
>£20,000 a year each. But they'd need to work in shifts -- so it would
>be six men at £20,000 (which with on-costs would work out at more like
>£30,000 to the employer.)
>
>So, we're talking £30,000 x 6. £180,000. plus say, £40,000 for the
>supervisor. £220,000. Then you've got the hardware involved. And
>any transcription that needs doing. You don't think the 'Big Boss'
>would listen to hours and hours of tapes, do you.
>
>So, all in all, you couldn't actually do the job for much less than
>a quarter million a year. Over five years. What are you doing that makes
>it worth the while of the state to spend over one and a quarter million
>on you?

Those are pretty much the sort of calculations that went through my
head once I stopped to consider what it must be costing them to
run this little operation.

The partial answer is, there have been periods when the intensity has
been greater, and times when little has happened. In fact, for much
of 1993 and the first half of 1994, very little happened. Although
I don't think that was for reasons of money - if they can tap into
the taxpayer they're not going to be short of resources, are they?

The more complete answer is in the enormity of what they're doing.
When countries kill their own people, as a rule, they get found
out and all hell breaks loose. This isn't some para shooting
Irish teenagers in the back. This is something which permeates
English society, which they are ALL responsible for, and which
they cannot escape responsibility for.

Relative to the cost to British pride of seeing their country
humiliated for the persecution of their own defenceless citizens,
isn't is worth the cost of four or five people to try to bring
things to a close in the manner they would wish? To the
government a million or two is quite honestly nothing - if they
can convince themselves of the necessity of what they're doing,
money is not going to be the limiting factor.

>>What possible reason? I guess because they think it's amusing to do
>>so.
>
>What? Spend a quarter mil. a year to amuse themselves? And why not
>change every now and again? Why keep watching you? (Unless you _are_
>doing something, and I don't think you are, though you may have some
>deep, dark secret in your past.)

See the above.

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>>I'm going to try to rationalise what you're telling us. I can think of three
>>possible explanations for what you are experiencing.

>>Another possibility is that you are developing some kind of paranoia. There's
>>no stigma attached to this; we're all paranoid to some extent, although
>>perhaps not to the extent that a doctor would call us paranoid. I think
>>paranoia is quite a straightforward explanation here - you really do believe
>>that all these things are aimed at you; you see people everywhere trying to
>>get at you. Logic suggests that this cannot really be the case.

>I think the evidence leans towards this explanation myself. Why not
>try soc.support.depression and see what some of the people there have
>to say about this? Just to get some more perspective on your perspective,
>so to speak?

Sure, it "leans" towards it. But please at least admit there is a
POSSIBILITY of it being very real. And once you've done that, can
you come up with some thoughts on methods of proof? I may be missing something
in my assessment - there may be a way of proving it, in the face of non-
cooperation from the "players".

4655

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Posted via a free Usenet account from http://www.teranews.com

220. MI5 Persecution: Surveillance methods 5/8/95 (5560)

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-25 21:27:34 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07002522215667@4ax.com>
Source record: 5154
Cross-posted to: de.etc.schreiben.lyrik,tw.bbs.literal.lyrics,comp.sys.atari.8bit,fr.comp.sys.mac.materiel,sfnet.keskustelu.politiikka

From: Pamela Willoughby <pjw31@willouby.demon.co.uk>
Newsgroups: uk.misc
Date: Sat, 05 Aug 1995 18:08:32 GMT
Organization: Myorganisation
Lines: 15
Message-ID: <142297143wnr@willouby.demon.co.uk>

>Hmmm, strange eh.
>I mentioned all this goings on to my boyfriend, who works for the
>British intelligence service, and he assures me this sort of thing
>never goes on.. not ever...honest.
>Though he said the name was familiar...

it does go on, although it's an open question who does it.

Some time ago there were press reports of an Army intelligence person called Jones who claimed Diana and Hewitt had been photographed in a compromising position... he said he'd been doing this as part of an Army unit which had previously operated in Northern Ireland.

Then Hewitt said he'd been told the same thing by some Army people, and that they were threatening to release the tapes unless they curtailed their liaison... as per usual everyone denied everything, painted Jones as the "Jones twins" - not very original in how they deal with their perceived enemies, are they?

You have to wonder how they manage to achieve this sort of surveillance though. Audio you can understand, it's possible to put a microphone through the wall, and apparently there exist devices which will retrieve sound from a laser beam bounced off a window - sounds sci-fi, but there's a well known surveillance electronics company in London which sells these things.

But how would you get video out of a room, unless you had actual physical access in order to plant a device for pickup? We're not talking about looking in from afar, but an actual device within the room. You could either drill through the wall and shove a pickup through; or you could supply a trojan device with a hidden pickup inside; but most likely, you would have to physically break into your target room to plant a camera. That's not an infeasible option; all it means is having your target(s) watched to make sure they're not in the vicinity, then you negotiate any locks on the property and find a suitable receptacle for your device.

The next question is how they defeat the usual methods of counter-surveillance. We had private detectives carry out a "sweep" of every room and the telephone line. They found nothing. That indicates at least four possibilities that I can think of; (this is all guesswork BTW, and probably fanciful guesswork at that!)

1) no bugs (pull the other one)

2) radio-transmitting devices which can be controlled from an external source, ie you can instruct them to switch off when you detect a counter-surveillance sweep taking place

3) hard-wired devices; probe microphones or whatever they're called, things you poke through the wall

4) passive surveillance devices; so you bounce laser or radio waves off a suitable reflecting surface (again, sounds far-fetched but such things may apparently exist).

5) there is a fifth possibility, that the PI's didn't detect an actual transmitting device; there are technologies specifically designed to avoid detection, eg frequency hopping and suchlike. But how much sophistication could you build in to a device which would have to be small enough to be physically concealable?

I guess the real question is to find out who is ultimately behind these "goings on". And if the "great and good" (or the better known, at any rate) can't protect themselves, what hope is there for the rest of us?

5560

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Posted via a free Usenet account from http://www.teranews.com

221. Re: More about adventure games

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-25 21:46:06 UTC
From: Tom Hunt <NoOne@FakeEmail.invalid>
Message-ID: <Xns98C3AA93FAFA4PrivacyLabs@216.196.97.142>
Source record: 5151

Jeff Wood <sysop@rtdos.com> wrote in
news:mailman.89.1169406347.13908.atari_rtdos.com@rtdos.com:

> *THE* Tom Hunt ? how are you ? haven't seen you in awhile.
>

Yep :-) Its been a few years. I guess the text adventure thread
jolted me in to nostalgia mode.

Anyway, if memory serves, games made with the quill are somewhat
backward compatable with the A8 Adventure Writer. It wouldn't take much
to create a utility to convert the many dozens of Quill games over. That
might be kind of cool, to release 40 or 50 new text adventure games for
the A8.

222. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-27 10:47:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0701270245360.16018-100000@onyx.spiritone.com>
Source record: 5155
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/specials.htm Details on Sales!
http://www.aracnet.com/~atari/stbooks.htm ST Books Catalog!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

223. FS: 20% OFF ALL ATARI 8 BIT NIB GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-27 10:50:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0701270248440.16018-100000@onyx.spiritone.com>
Source record: 5156
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

NIB=NEW IN BOX|NIB=NEW IN BOX|NIB=NEW IN BOX|NIB=NEW IN BOX|NIB=NEW IN BOX

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ALL GAMES 20% OFF! ALL GAMES 20% OFF!ALL GAMES 20% OFF! ALL GAMES 20% OFF! ATARI 8 BIT GAMES BELOW! ATARI 8 BIT GAMES BELOW! ATARI 8 BIT GAMES BELOW!

Ace of Aces; Aliants-The Desperate Battle for Earth!; Andromeda Conquest; Archon-The Light And The Dark; Asteroids; Astro Chase; Atlantis; Aztec Challenge; Ballblazer; Barnyard Blaster; Basketball; BattleZone; Beyond Castle Wolfenstein; Bill Budge. Pinball Construction Set; Boulders and Bombs; BUG attack; Casino Parlor Games; Castle Wolfenstein; Centipede; The ChildsPlay Jubilee; Controller; Crime Buster; Crossbow; Dark Chambers; David's Midnight Magic; Demon Attack; DesertFalcon; Dig Dug; Dig Dug; Donkey Kong; Eastern Front (1941); F-15 Strike Eagle; Fight Night; Final Legacy; Five Card Draw Poker-Arcade Pak #2; Football; Frogger; Gateway to Apshai; GATO; Gorf; The Great American Cross-Country Road Race; HardBall!; INFIDEL; Journey to the Planets; Joust; Jumpman Junior; K-RAZY SHOOT-OUT; Lode Runner; Lords of Conquest; Mah Jong; Millipede; Missile Command; Moon Patrol; Ninja; The Official Moon Shuttle; One-on-One; Pacific Coast Hwy; Pac-Man; Paris in Danger; PitStop; PokerSAM; Pole Position; Preppie!; QIX; Racing Destruction Set; Rescue on Fractalus; Richard Petty's Talladega; Silent Service; Soccer; Space Invaders; Sports Illustrated Boxing/Computer Title Bout; Sports Illustrated Computer Football Strategy; Star Raiders; Star Raiders II; Star Wars-Return of the Jedi-Death Star Battle; Summer Games; Super Breakout; Superman The Game; TAC-Tactical Armor Command; Tennis; ThunderFox; Touchdown Football; Video Vegas; Winter Challenge; Wizard of Wor;

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

224. Re: Bunch Of Stuff For sale:

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-27 14:42:50 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <KxJuh.30476$E02.12374@newsb.telia.net>
Source record: 5157

"Chuck B" <cabacon@cox.net> skrev i meddelandet
news:PdVsh.14312$8U4.1236@newsfe20.lga...
> ...
> 1 - Atari talking box

What is the talking box?

Anders

225. Re: Bunch Of Stuff For sale:

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-27 16:28:41 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <%4Luh.898$B_.477@newsfe06.phx>
Source record: 5158

"Anders Skelander" <ansk@hotmail.com> wrote in message
news:KxJuh.30476$E02.12374@newsb.telia.net...
>
> "Chuck B" <cabacon@cox.net> skrev i meddelandet
> news:PdVsh.14312$8U4.1236@newsfe20.lga...
>> ...
>> 1 - Atari talking box
>
> What is the talking box?
>
> Anders
>
>
This is the AD for the voice box by 'Alien Group'

http://www.textfiles.com/digitize/items/1983-alien-group-voicebox/

RoyE

226. Re: Bunch Of Stuff For sale:

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-27 18:12:13 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <1CMuh.30483$E02.12396@newsb.telia.net>
Source record: 5159

"RoyE" <r-dean@cox.net> skrev i meddelandet
news:%4Luh.898$B_.477@newsfe06.phx...
>> ...
> This is the AD for the voice box by 'Alien Group'
>
> http://www.textfiles.com/digitize/items/1983-alien-group-voicebox/

Thanks for providing that link! Now that I see the ad, I also remember
the product. Never owned it, though. It would be cool to hear recorded
speech from it.

Anders

227. Auction:Tektronix422 Oscilloscope and alignment disk

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-27 18:38:45 UTC
From: momo <momo@nono.com>
Message-ID: <V_Muh.66696$qO4.29277@newssvr13.news.prodigy.net>
Source record: 5160

Hey all! I've put my old oscilloscope and alignment disk up on Ebay. I need
the cash! This pair is great for aligning those old 5.25" disk drives.
Check 'em out!
http://tinyurl.com/34dh47

Thanks!
Momo

228. Re: Auction:Tektronix422 Oscilloscope and alignment disk

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-27 22:24:27 UTC
From: Jeff Wood <sysop@rtdos.com>
Message-ID: <mailman.91.1169936743.13908.atari_rtdos.com@rtdos.com>
Source record: 5161

momo, as in Ron Hamilton's (old atarian's) friend ?

"momo" <momo@nono.com> wrote:
(01/27/2007 11:38)

>Hey all! I've put my old oscilloscope and alignment disk up on Ebay. I need
>the cash! This pair is great for aligning those old 5.25" disk drives.
>Check 'em out!
>http://tinyurl.com/34dh47
>
>Thanks!
>Momo
>
>
>_____
>http://rtdos.com/mailman/listinfo

Jeff
http://resumes.hotjobs.com/proteanthread/pbxadministration
http://www.aimpages.com/rtdos/profile.html

229. ATASCII

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-27 23:23:11 UTC
From: lee <leehanken@gmail.com>
Message-ID: <1169940191.171736.112420@l53g2000cwa.googlegroups.com>
Source record: 5162

Due to having nothing better to do (currently looking for work), have made slight update to my Windows ATASCII file viewer, so it now supports the international character set as well as the graphical one.

http://www.leehanken.pwp.blueyonder.co.uk/atascii/

230. Re: Auction:Tektronix422 Oscilloscope and alignment disk

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-27 23:49:42 UTC
From: momo <momo@nono.com>
Message-ID: <qyRuh.56366$wc5.55572@newssvr25.news.prodigy.net>
Source record: 5163

Yep! Been gone a while tending to other hobbies... Hows things around here?
Have I missed anything? LOL
See ya'll..
Mo

"Jeff Wood" <sysop@rtdos.com> wrote in message
news:mailman.91.1169936743.13908.atari_rtdos.com@rtdos.com...
momo, as in Ron Hamilton's (old atarian's) friend ?

"momo" <momo@nono.com> wrote:
(01/27/2007 11:38)

>Hey all! I've put my old oscilloscope and alignment disk up on Ebay. I need
>the cash! This pair is great for aligning those old 5.25" disk drives.
>Check 'em out!
>http://tinyurl.com/34dh47
>
>Thanks!
>Momo
>
>
>_____
>http://rtdos.com/mailman/listinfo

Jeff
http://resumes.hotjobs.com/proteanthread/pbxadministration
http://www.aimpages.com/rtdos/profile.html

231. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-28 05:43:07 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1169962966@rtfm.mit.edu>
Source record: 5164
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 21, 2007

Welcome to the comp.sys.atari.8bit newsgroup!
Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE Game System.
Atari, headquartered at the time in Sunnyvale, California, USA, produced this
line of computers from 1979-1992.

To see what Atari, Inc. is up to today, visit: http://www.atari.com/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986, as part of the Great
Renaming, as a direct replacement for net.micro.atari8.

Former (before 1987) Usenet newsgroups for Atari computer discussion:
net.micro.atari8 - created Feb 1986
net.micro.atari - created Nov 1982
net.micro - created Jan 1982

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

Wikipedia article on Usenet: http://en.wikipedia.org/wiki/Usenet
Big-8 Management Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
```

the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
Atarimania, http://www.atarimania.com/

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINE
Atari Online News, Etc. (A-ONE)
http://people.delphiforums.com/dpj/a-one.htm

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

ACGC - Atlantic Computer and Gaming Club
http://www.chebucto.ns.ca/Technology/NSACUG/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Road, South Bend, IN 46614-5026 USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

232. Re: Auction:Tektronix422 Oscilloscope and alignment disk

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-28 15:16:48 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1169997408.768088.129850@s48g2000cws.googlegroups.com>
Source record: 5165

```
On Jan 27, 4:49?pm, "momo" <m...@nono.com> wrote:
> Yep! Been gone a while tending to other hobbies... Hows things around here?
> Have I missed anything? LOL
> See ya'll..
> Mo
>

He still has my disks :-)
```

233. Atari Wiki

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-30 20:57:41 UTC
From: FujiMan <Rory.A.McMahon@gmail.com>
Message-ID: <1170190661.429082.191770@a75g2000cwd.googlegroups.com>
Source record: 5166

Hi,

I was wondering if there should be a section for 8 bit sightings in tv or video.

I found a 1200xl in this 80's music video for Donny Iris (Ah! Leah! fame) video called 'Do You Compute'

http://www.youtube.com/watch?v=uIN5q96-w4s

Its a hilarious low budget video, but shows some text modes of the Atari Computer. Slightly catchy tune too.

Any more sightings for 8 bit stuff?

Rory

234. Re: Atari Wiki

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-30 22:30:33 UTC
From: Jeff Wood <sysop@rtdos.com>
Message-ID: <mailman.92.1170196286.13908.atari_rtdos.com@rtdos.com>
Source record: 5167

yea that would be cool. not just atari, but other 8 bit machines as
well.

-Jeff

"FujiMan" <Rory.A.McMahon@gmail.com> wrote:
(01/30/2007 13:57)

>Hi,
>
>I was wondering if there should be a section for 8 bit sightings in tv
>or video.
>
>I found a 1200xl in this 80's music video for Donny Iris (Ah! Leah!
>fame) video called 'Do You Compute'
>
>http://www.youtube.com/watch?v=uIN5q96-w4s
>
>Its a hilarious low budget video, but shows some text modes of the
>Atari Computer. Slightly catchy tune too.
>
>Any more sightings for 8 bit stuff?
>
>Rory
>
>_____
>http://rtdos.com/mailman/listinfo

Jeff
http://resumes.hotjobs.com/proteanthread/pbxadministration
http://www.aimpages.com/rtdos/profile.html

235. Re: Auction:Tektronix422 Oscilloscope and alignment disk

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-31 04:48:38 UTC
From: momo <momo@nono.com>
Message-ID: <%9Vvh.36412$QU1.25142@newssvr22.news.prodigy.net>
Source record: 5168

"*ProteanThread*" <rtdos@rtdos.com> wrote in message
news:1169997408.768088.129850@s48g2000cws.googlegroups.com...
> On Jan 27, 4:49?pm, "momo" <m...@nono.com> wrote:
> > Yep! Been gone a while tending to other hobbies... Hows things around
here?
> > Have I missed anything? LOL
> > See ya'll..
> > Mo
> >
>
>
> He still has my disks :-)
>
>

Wow! It's been like 5 years since I've heard anything from him. He's a nice
guy, I'm sure it's an oversight. Something may have happened you never know.
Is RTDOS finished yet? 8)
~Mo

236. Re: ATASCII

Newsgroup: comp.sys.atari.8bit
Date: 2007-01-31 14:42:59 UTC
From: anonymous <anonymous@qwest.net>
Message-ID: <45c0aaf8$0$696$815e3792@news.qwest.net>
Source record: 5169

Good to see there ARE still some programmers out there!

Thanks for your contributions!!!

"lee" <leehanken@gmail.com> wrote in message
news:1169940191.171736.112420@l53g2000cwa.googlegroups.com...
> Due to having nothing better to do (currently looking for work), have
> made slight update to my Windows ATASCII file viewer, so it now
> supports the international character set as well as the graphical one.
>
> http://www.leehanken.pwp.blueyonder.co.uk/atascii/
>

237. ATARI & 65816 processor

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-01 02:55:33 UTC
From: Bob Hays <rdhays3@bresnan.net>
Message-ID: <E7adnfJWIO0Cy1zYnZ2dnUVZ_uOmnZ2d@bresnan.com>
Source record: 5170

I am thinking about taking an Atari 130XE and installing a 65816 cpu.
Any ideas on where I can get information on doing this?

238. How many are left?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-01 05:35:00 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <WZewh.13417$Cg1.8366@bignews8.bellsouth.net>
Source record: 5171

Was wondering if anyone has any idea of about
how many Atari 8-bit Active Users there are in the
USA and World Wide?

Also, is there any type of paper or disk based
Atari 8-bit Magazine in the US or elsewhere?

phantomm@bellsouth.net

239. Suncom

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-01 12:55:52 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <1170334552.552373.154700@p10g2000cwp.googlegroups.com>
Source record: 5172

The company that owns this page: http://www.suncom.com

Is that the same as the 1980s company called Suncom, maker
of joysticks?

Anders

240. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-01 13:15:45 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0702010513350.18379-100000@onyx.spiritone.com>
Source record: 5173
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://BensCatalogs.Atari.org WebSite and Atari Catalogs!
http://www.aracnet.com/~atari/8btbooks.htm 8 Bit Books Catalog!
http://www.aracnet.com/~atari/specials.htm Details on Sales!
http://www.aracnet.com/~atari/stbooks.htm ST Books Catalog!

I've got a fast turnaround rate. Usually, Once I receive payment your
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Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

241. FS: 20% OFF ALL ATARI 8 BIT NIB GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-01 13:17:49 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0702010515570.18379-100000@onyx.spiritone.com>
Source record: 5174
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

NIB=NEW IN BOX|NIB=NEW IN BOX|NIB=NEW IN BOX|NIB=NEW IN BOX|NIB=NEW IN BOX

ORDERS OVER $50 GETS 20% OFF ALL GAMES FOR THE CLASSIC ATARI 8 BIT LINE! ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF ALL ATARI GAMES! Call Ben 24/7 @(503)256-9974! GOT ATARI? GET FREE ATARI CATALOGS AT http://BensCatalogs.Atari.org and/or E-Mail BenSells@Atari.org Most items I have 1, 2 or too few of. Get them While they last! Come for the Sales, Stay for the Service! If you dont buy from me, I cant save you any Money!

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ALL GAMES 20% OFF! ALL GAMES 20% OFF!ALL GAMES 20% OFF! ALL GAMES 20% OFF! ATARI 8 BIT GAMES BELOW! ATARI 8 BIT GAMES BELOW! ATARI 8 BIT GAMES BELOW!

Ace of Aces; Aliants-The Desperate Battle for Earth!; Andromeda Conquest; Archon-The Light And The Dark; Asteroids; Astro Chase; Atlantis; Aztec Challenge; Ballblazer; Barnyard Blaster; Basketball; BattleZone; Beyond Castle Wolfenstein; Bill Budge. Pinball Construction Set; Boulders and Bombs; BUG attack; Casino Parlor Games; Castle Wolfenstein; Centipede; The ChildsPlay Jubilee; Controller; Crime Buster; Crossbow; Dark Chambers; David's Midnight Magic; Demon Attack; DesertFalcon; Dig Dug; Dig Dug; Donkey Kong; Eastern Front (1941); F-15 Strike Eagle; Fight Night; Final Legacy; Five Card Draw Poker-Arcade Pak #2; Football; Frogger; Gateway to Apshai; GATO; Gorf; The Great American Cross-Country Road Race; HardBall!; INFIDEL; Journey to the Planets; Joust; Jumpman Junior; K-RAZY SHOOT-OUT; Lode Runner; Lords of Conquest; Mah Jong; Millipede; Missile Command; Moon Patrol; Ninja; The Official Moon Shuttle; One-on-One; Pacific Coast Hwy; Pac-Man; Paris in Danger; PitStop; PokerSAM; Pole Position; Preppie!; QIX; Racing Destruction Set; Rescue on Fractalus; Richard Petty's Talladega; Silent Service; Soccer; Space Invaders; Sports Illustrated Boxing/Computer Title Bout; Sports Illustrated Computer Football Strategy; Star Raiders; Star Raiders II; Star Wars-Return of the Jedi-Death Star Battle; Summer Games; Super Breakout; Superman The Game; TAC-Tactical Armor Command; Tennis; ThunderFox; Touchdown Football; Video Vegas; Winter Challenge; Wizard of Wor;

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

242. FA: 37 ANTIC Magazines/24 400-800 carts/ Tandy 102 portable computer

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-01 14:54:49 UTC
From: robotron -x- <nospamjoey@aol.com>
Message-ID: <45C1FF39.F29F21B6@aol.com>
Source record: 5175

FA: 37 ANTIC Magazines/24 400-800 carts/ Tandy 102 portable computer

Item title: Huge Lot of 37 ANTIC MAGAZINES (atari 2600 400 800)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=180081189838

Item title: Huge Lot of 24 Atari 400 800 cartridges + Touch
Tablet
Item URL:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=180081192006

Item title: Mini Super Nintendo SNES system + 4 games
(MARIO)
Item URL:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=180081193687

Item title: Vintage Tandy 102 Portable Computer + MODEM (trs
80)
Item URL:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=180081195458

243. Re: How many are left?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-01 14:58:37 UTC
From: Jeff Wood <sysop@rtdos.com>
Message-ID: <mailman.93.1170341977.13908.atari_rtdos.com@rtdos.com>
Source record: 5176

"Phantom" <phantomm@bellsouth.net> wrote:
(01/31/2007 22:35)

>
>Was wondering if anyone has any idea of about
>how many Atari 8-bit Active Users there are in the
>USA and World Wide?
>
>Also, is there any type of paper or disk based
>Atari 8-bit Magazine in the US or elsewhere?
>

Not sure how many are left but why not start a quarterly paper/disk
mag? takers?

Jeff
http://resumes.hotjobs.com/proteanthread/pbxadministration
http://www.aimpages.com/rtdos/profile.html

244. Re: 37 ANTIC Magazines/24 400-800 carts/ Tandy 102 portable computer

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-01 18:31:44 UTC
From: momo <momo@nono.com>
Message-ID: <kmqwh.67566$qO4.43617@newssvr13.news.prodigy.net>
Source record: 5177

"robotron -x-" <nospamjoey@aol.com> wrote in message
news:45C1FF39.F29F21B6@aol.com...
> FA: 37 ANTIC Magazines/24 400-800 carts/ Tandy 102 portable computer
>
>
> Item title: Huge Lot of 37 ANTIC MAGAZINES (atari 2600 400 800)
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=180081189838
>
> Item title: Huge Lot of 24 Atari 400 800 cartridges + Touch
> Tablet
> Item URL:
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=180081192006
>
>
> Item title: Mini Super Nintendo SNES system + 4 games
> (MARIO)
> Item URL:
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=180081193687
>
>
> Item title: Vintage Tandy 102 Portable Computer + MODEM (trs
> 80)
> Item URL:
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=180081195458
>
>
>
>
>

Hehe, whats in the SEX.DO file on the 102? lol....
Nice stuff, I hope that's a reflection of a tree in the 102's screen and not
some kind of deformity. Good luck!
~Mo

245. Re: Suncom

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-02 00:34:37 UTC
From: Beezlebub <postmaster@pergatory.org>
Message-ID: <postmaster-936F74.19343701022007@news.rochester.rr.com>
Source record: 5178

In article <1170334552.552373.154700@p10g2000cwp.googlegroups.com>,
"Anders Skelander" <ansk@hotmail.com> wrote:

> The company that owns this page: http://www.suncom.com
>
> Is that the same as the 1980s company called Suncom, maker
> of joysticks?

No...their company bio says that they were founded 7 years ago.

I did a little digging, and it appears that Suncom continued to make joysticks up until ~2001 or so, when they got bought out by another company. Their website (which was www.suncominc.com) and employees subsequently disappeared, and I see no retailers still selling their products. Looks like they're gone for good. Too bad....I absolutely loved the TAC-2 controllers.

246. Re: ATARI & 65816 processor

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-02 14:26:24 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <52h00fF1o77n7U1@mid.individual.net>
Source record: 5179

On Wed, 31 Jan 2007 19:55:33 -0700, Bob Hays wrote:

> I am thinking about taking an Atari 130XE and installing a 65816 cpu.
> Any ideas on where I can get information on doing this?

Drac 030 has a Atari 65XE with running 65816, includig a patched XL OS to
support the 65816, and lot information on this on his homepage

http://drac030.krap.pl/en-main.php

Carsten

247. Re: How many are left?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-02 14:33:22 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <52h0diF1o77n7U2@mid.individual.net>
Source record: 5180

On Thu, 01 Feb 2007 07:58:37 -0700, Jeff Wood wrote:

> "Phantom" <phantomm@bellsouth.net> wrote:
> (01/31/2007 22:35)
>
>>
>>Was wondering if anyone has any idea of about
>>how many Atari 8-bit Active Users there are in the
>>USA and World Wide?
>>
>>Also, is there any type of paper or disk based
>>Atari 8-bit Magazine in the US or elsewhere?
>>
>
> Not sure how many are left but why not start a quarterly paper/disk
> mag? takers?
>
>
> Jeff
> http://resumes.hotjobs.com/proteanthread/pbxadministration
> http://www.aimpages.com/rtdos/profile.html

I can only tell about the Atari Bit Byter User Club, around 380 Members
(mostly in Germany, Austria, Switzerland, Netherlands, some in the US).

ABBUC is publishing a quarterly Magazine (30 Pages print in colour and 2 MD
Sites Diskmag), and two "special" magazines each year.

As the mag is in german language, we're looking for volunteers to help us
translating parts of the mag for the english atari 8bit community.

see http://www.abbuc.de/index.php?newlang=english
for more information

Carsten

248. Spy Strikes Back manual?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-04 00:19:18 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <1170548358.026579.198340@l53g2000cwa.googlegroups.com>
Source record: 5181

Anyone know of a copy online, or has a copy that they can post?

249. Re: Atari Wiki

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-04 00:40:25 UTC
From: Velcro_SP <daclmi@cavtel.net>
Message-ID: <1170549625.943905.217370@a75g2000cwd.googlegroups.com>
Source record: 5182

On Jan 30, 3:57 pm, "FujiMan" <Rory.A.McMa...@gmail.com> wrote:
> Hi,
>
> I was wondering if there should be a section for 8 bit sightings in tv
> or video.
>
> I found a 1200xl in this 80's music video for Donny Iris (Ah! Leah!
> fame) video called 'Do You Compute'

Great tune, thanks for the link.

250. Early ads gallery

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-04 03:44:52 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.tm7gpjbwgaat7c@mdc>
Source record: 5183

```
Recently expanded:

http://mcurrent.name/atariads/gallery.htm

--
Michael Current ~ mailto:michael@mcurrent.name ~ http://mcurrent.name/
```

251. Atari introduces the 400/800 computers

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-04 03:47:36 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.tm7gtmbugaat7c@mdc>
Source record: 5184

And some other scanning I did recently, while I was using Creative
Computing to fill in many gaps of info in the early history of the 400/800
for the FAQ.

http://mcurrent.name/atari1979/

--
Michael Current ~ mailto:michael@mcurrent.name ~ http://mcurrent.name/

252. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-04 05:23:45 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/vendev_1170566620@rtfm.mit.edu>
Source record: 5185
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: January 21, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:michael@mcurrent.name

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

ftp://rtfm.mit.edu/pub/usenet/comp.sys.atari.8bit/
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:michael@mcurrent.name

UPDATES SINCE PREVIOUS POSTING:
2007.01.21 removed: HARD Software (web site gone)
2007.01.21 updated: Foundation Two
2007.01.21 updated: Digital Force
2007.01.21 renamed/moved Jan Detlev to The Atari Shop
2007.01.10 added: Krishna Software
2006.12.31 preamble, update my email address
2006.12.14 Radek Sterba, Raster Music Tracker (RMT) v1.25
2006.12.10 More Than Games, "SPEEDIER:" 19.2K RS232 adapter

------------------------------

Subject: Introduction

Conventions
-----------
All commercial vendors, developers, publishers, and repair shops should be
listed here. "Active" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, should NOT be listed here.
```

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web page address.

Unless explicitly requested by the vendor, no entries will include an email address due to the overwhelming amount of spam that would result.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no

guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Mr. Corey Koltz) 4/06
302 W Dewey St
Cassville WI 53806-9733
USA
Phone: 608-725-2137
http://www.8bitclassics.com/
Vendor: new and used hardware and commercial software

A-ONE Magazine - Atari Online News, Etc. 8/06
Dana P. Jacobson -- Editor
USA
http://people.delphiforums.com/dpj/a-one.htm
Publisher: A-ONE online magazine. weekly

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated temperature monitoring station using simple thermisters and the provided software. Also available: source code listing, temperature data aggregation utility

Alhart Enterprises Presents (AEP) 8/06
c/o Paul V. Alhart
524 N Z St
Lompoc CA 93436-5019
USA
tel: (805) 736-4624
"encoded" email: OOOp.alhartOOO@OOOverizonOOO.OOOnetOOO
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),

810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12
Repair shop: Atari disk drives

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module,
TV/Computer Switch

Atari800 Development Team 6/06
See also: Mark Grebe
See also: Christian Groessler
See also: Piotr Fusik
See also: Kostas Nakos
See also: Vasyl Tsvirkunov
See also: Ludovic Jacomme
Petr Stehlik (maintainer), Troy Ayers (Playstation 2), Michael Borisov (POKEY
sound), Piotr Fusik (core developer), Mark Grebe (Mac OSX), Christian
Groessler (Sega Dreamcast), Perry McFarlane (cycle-exact ANTIC and GTIA),
Kostas Nakos (Windows CE), Krzysztof Nikiel (Win32), Jacek Poplawski (SDL),
Vasyl Tsvirkunov (Windows CE), James Wilkinson (DOS, BeOS, Win32),
Ludovic Jacomme (PSP)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 2.0.2 - an Atari 400, 800, 600XL, 800XL, 130XE
and 5200 emulator for Unix, Linux, Win32, Amiga, MS-DOS, Atari TT/Falcon,
BeOS, WinCE, Mac OSX, Playstation 2 and other systems

AtariAge (Albert Yarusso, Alex Bilstein) 4/06
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware (includes homebrew project supplies by Pixels Past)
Developer: Beef Drop cartridge (by Ken Siders)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX) titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort, Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill, Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match, Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics Package, Solitaire, Source Code For Eastern Front (1941), Letterman, Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc, Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage, Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt, Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show, Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing, BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!, Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy, Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler, Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,

The Atari Times Compendium (paper book, published annually)

Atarimax (Steven J. Tucker) 4/06
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.3.5 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS 32-in-1 for XL/XE, APE Warp+ OS 32-in-1 for 1200XL, Imagic 1.06 95/NT - Atari Disk Image Conversion System (ATR/XFD/DCM/SCP), Imagic 1.06 DOS, Atari Terminal Simulator ATS 2.0 (SR2) - ATASCII Telnet/Serial Terminal & Break Movie Player 95/NT, Break Movie Screensaver 95/NT, MaxFlash Flash MultiCart (1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface, Atarimax/ABBUC USB Cartridge, MyIDE+Flash IDE Interface Cartridge (1Mbit)

The Atari Shop (Sandra) 1/07
The Netherlands
http://www.atari-shop.nl/
Vendor: new/used hardware, new/used commercial software

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices, including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 6/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 2.2 (Interactive 6502 Disassembler for Win32, designed to specifically support Atari binary files)

BAKTRA (Michael Kalous) 11/06
Czech Republic
http://www.baktra.wz.cz/
Developer: TURGEN SYSTEM 3 (for JRE; generate a Turbo 2000 sound record from files for ATARI located on PC. Output to WAV file or direct output to sound card.), QUO VADIS Intro (demo), mmSAP 1.4 (SAP player for GNU/Linux)

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced) SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz 5/04
Germany
http://www.cc65.org/
Developer: cc65 2.10.1 - a complete cross development package for 65(C)02 systems, including a macro assembler, a C compiler, linker, librarian and several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 5/03
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out), IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10, MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0, CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"), ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 8/06
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: (408) 278-1070 (M-F 1:30pm to 5:00pm PST)
FAX: (408) 278-1092
E-FAX: (815) 364-3703

http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 8/06
USA
http://www.bigfivesoftware.com/
Developer: Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenek Burian 5/06
Marie Majerove 33
Prostejov 6
798 11
Czech Republic
Tel. 582 360 714
http://flop.atari.org/
Publisher: FLOP disk magazine, annual (FLOP 49 published May 2006)

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 8/06
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 1/07
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens: Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart
(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/03
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),

XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Cosine Systems (Exin [Sebastian], Intensity [Arman], Odie [Sean], 1/06
Sack [Adam], Magic Roundabout [Jason])
United Kingdom
http://www.cosine.org.uk/
Developer: demos: C.G.M. UKScene Radio Intro, 1K Party. game: Reaxion

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file
analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS
or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory
tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4
(written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel
Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor
and more)

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine
(1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques (Dan Dotson and Marilyn Saul) 9/06
PO Box 40751
Tucson AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

DGS 11/03
See: Dean Garraghty

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?,
What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS,
D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2,
Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5,
Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system:

Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Marius Diepenhorst 10/04
http://www.mr-atari.com/hardware-3rd.htm
Developer: "SpartaDOS for MyIDE"

Digital Force (Mario Trams) 1/07
Germany
http://www.digital-force.net/
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler 5/03
Germany
http://www.akk.org/~flo/
Developer: Sheeprace, Cardgrabber, Icehockey (each games that require the
Multijoy interface)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

Draco (Konrad M. Kokoszkiewicz, KMK) 6/06
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: for standard Atari: DEMON, EYE, SysInfo 2.11, SD-Load. for
SpartaDOS X: CP v.1.2, MAN, SpartaDOS TAR v.1.3a, mdump, run, inidos, ca2001,
XF-551 Config. for KMK/JZ IDE: IDE BIOS 1.11, KMK/JZ IDE user's manual,
Utilities diskette, HDSC v.1.4, MaKe a SpartaDos FileSystem, RW-Test. for
65c816 Atari: 65c816 XL OS v. 2.11 (5.VI.2006.), D2D v.0.5, grep,
LPOKE/LPEEK, MultiBASIC v.0.33, MultiBASIC Manual, SD-Load. patches for:
Moon Patrol, Music Protracker v.2.4, Perestroyka Demo, Prof!'s XDIR. for
UNIX: SIO2BSD

Adam Dunkels 3/03
See Also: Christian Groessler
Stockholm
Sweden
http://dunkels.com/adam/contiki/
Developer: Contiki Operating System and Desktop Environment. Includes:
Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Personal webserver (only in the C64/TFE version),
Simple telnet client (only in the RS232/SLIP version), Web browser

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Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 1/07
PO Box 3365
Spring Hill FL 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware, used commercial software

Emulators (Derek Mihocka) 8/06
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit & Atari ST & Apple Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 - 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 - 8-bit Atari emulator for MS-DOS

Raphael Espino 6/05
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility); PgmView 0.1 (17Oct03) - read PGM (Portable Greymap) files; Atari 8-bit JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface", JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg", JpegShow 0.1 (07Aug01) "A slideshow version"; CpegView 0.1 (30May05) "The colour JPEG viewer for Atari 8-bit computers"

Subject: F

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for 68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator, Atari 400/800/XL/XE emulation for the PowerMac),

FLOP disk magazine 5/05
See: Zdenek Burian

Foundation Two 1/07
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks, N!ne)
Germany
http://www.foundationtwo.de/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut, Bremspunkt (Brems.)

Ron Fries 3/03
ftp://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" / "0xF" 6/06
See also: Atari800 Development Team
See also: Taquart
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Infinity
Poland
http://xasm.atari.org/
http://asap.sourceforge.net/
Developer: Atari utilities: Professional Copy 2.1, FlashPack 2.1,
PowerGraph 1.0, GR8 Logoser 1.1; PC utilities: ASAP (Another Slight Atari
Player) 0.2.1, xasm 3.0.0, SAP Maker 5.0, unsap

Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from Germany;
Commercial Software Collection CD-ROM includes: Quick (programming language)
V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM)
V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer
(DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper,
Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues
1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from
Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain
Software Collection CD-ROM includes 191 mostly double-sided disks plus some
bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

GMG 11/02
(Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian
Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan
Cmarko))
c/o Marek A. Chorvat
Polna 11

97405 Banska Bystrica
Slovakia
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,
HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force,
Zero War, Menace, Pacland, Moonbase

Mark Grebe 9/06
See also: Atari800 Development Team
USA
http://members.cox.net/atarimac/
Developer: Atari800MacX 3.4.2 (version of Atari800 emulator for Mac OS X),
Sio2OSX 1.1 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 3/03
See Also: Adam Dunkels
See Also: Atari800 Development Team
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
Developer: Atari800 DC v0.75 (8-bit Atari emulator for Sega Dreamcast),
8-bit Atari port of: Contiki Operating System and Desktop Environment 1.0
-- Includes: Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Simple telnet client, Web browser

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Subject: H

Lee Hanken 5/06
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atari/ATASCIIView.zip
Developer: ATASCIIView 1.0 (ATASCII file viewer for MS-Windows)

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856

http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,
VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,
CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase,
Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye,
Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

HiassofT 4/06
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux
kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC
or APE; atarixfer - a small tool to read/write ATR images to an Atari disk
drive connected by a 1050-2-PC or ProSystem cable), Atari-Link PC (AtariDsk)
V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b
(write double density ATR-images to Atari floppy disks on your PC; also
create ATR-images of double density floppy disks), MyPicoDos 4.04 (small
"gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS
subdirectories and large disks)

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html

http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 12/02
USA
http://cth.dtdns.net/ or http://cth.hn.org/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
Developer: The Armorizer, ATOS ATari Operating System (GUI), Check CRC32, Disk Fragmentation Utility, The Long Integer Library, M.T.O.S. (Multi-Tasking Operating System), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell, Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows), Mouse 03, Mouse 78. (Mouse is a programming language)

Subject: I

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class (combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000), Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik,
Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Subject: J

Jeff Jackson 8/06
USA
http://www.jeff-jackson.com
Developer: JLS BASIC - Jackson Languange System BASIC compiler

Ludovic Jacomme (Zx-81) 6/06
France
http://zx81.zx81.free.fr/

Developer: PSPATARI 1.0.2 (port of Atari800 emulator for PSP -
PlayStation Portable)

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not
complete version)

Shawn Jefferson 4/06
Victoria, BC
Canada
http://www.jeffersonsauctioneering.com/atari/
Developer: MyIDE Config 2.0, MyIDE Image Manager 3.0,
MyIDE Image Batcher 1.0

Subject: K

Nick Kennedy 1/05
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://www.cox-internet.com/wa5bdu/
Developer: SIO2PC 4.19 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari
Drive to PC Interface): software, hardware plans, cables, parts (not for
Windows-XP); PINEWOOD.EXE (time external events to millisecond accuracy),
TIMER.COM (variation of PINEWOOD), PACKET.OBJ (packet radio controller for the
Atari), EPROM.COM (controller program for burning EPROMS), FREQ.COM &
SYNTH.OBJ (controller for a Direct Digital Frequency Synthesizer), KEYER.OBJ
(morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 8/03
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Krishna Software (Krishnasoft) 1/07
173 Prestwick Way
Edison NJ 08820-4680
USA
http://www.krishnasoft.com/sps.htm
Developer: Multi-platform Distributive Operating System (MPDOS) Standard
(version 1.00. simulate joystick, mouse, keyboard with a PC),
MPDOS Professional for Atari (version 1.00. simulate Atari disk drive and
cassette program recorder), Sound Processing Software (SPS) 1.00 (software
for Windows suitable for creating sounds for the Atari)

The Sound Processing Software (SPS)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://hysteria.sk/~mikro/
Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9, Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to connect an 8-bit Atari computer (or any device with a serial port) directly to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

Derek Ledbetter 8/05
540 Canal St Apt 9
San Rafael CA 94901-4145
USA
Home Phone (415) 256-1931
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator 1.0.7 developement release 3 for MacOS 8.6 and later, and OS X

Marcin Lewandowski (Jaskier/Taquart) 8/05
See also: Taquart
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
http://atariarea.histeria.pl/PLus/index_us.htm
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM, MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1, Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM (Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2, 3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick

Assembler to PC X-Asm), Atari800Win PLus 4.0 (for Windows, based on
Atari800)

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 9/06
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS,
Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502
Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software:
MEMDRV10

MadTeam (TeBe, Pajero) 11/06
See also: Pajero / MadTeam
Poland
http://madteam.atari8.info/
Developer: demos: Happy Demo, The Muppet Movie Show, IGOR, FAJER, SINTRO,
Running Cow, LAJF, Journey, Vasco, X, Splash, TIT, ANI, SAMAR Graphics
Collection, Kaszel #1. games: Droga Do Duplandu, Mental Age, Dyna Blaster,
Getris. Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5,
Mathaf****r Editor 3.1, Mathaf****r Reader 1.1, Turbo 2000F, Visage 2.7,
XL-Paint 2.5MaX, 2.6MaX, Rip2Max, 2xMPT 8Channel Stereo Project 1.0,
Atari Commander 1.6, Via Copy 4.4, SAMAR Hi-res Interlace with Map of
Colours (SHIMC) Editor 1.0. PC utilities: Graph2Font 3.8.4.8 (convert
graphics to Atari chars and design multicolor graphics for the Atari),
MADS 1.7.5 (Mad-Assembler: 4-pass crossassembler designed for 6502 and
65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989),
Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

Alex Martin 1/04
P.O. Box 65
00-952 Warszawa
Poland
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static memory expansion and replacement (backed-up with lithium
battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interface.
Under development: ANTIC buffering system, 14 MHz 65c816 CPU with 16 MB

static memory

MatoSimi (Martin Simecek) 10/05
Slovakia
http://matosimi.atari.org/
Developer: CMC Musix 1, CMC MSX Extractor, Plasma4, Atari FontMaker v1.1, Laser Blaster, Monex 1.1

MCM, an InOne company 5/06
650 Congress Park Dr
Centerville OH 45459-4000
USA
Phone: 1-800-543-4330
Fax: 1-800-765-6960
http://www.mcminone.com/
Developer: 9 Pin Jack For Atari, AC Adaptor Atari 3.5mm 9V DC 500mA

The MESS Team 12/02
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of a large number of systems, including the 8-bit Atari computers, which can run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

MicroUSB.org - Microprocessor USB Project 1/06
Atari project: Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann
Germany
http://microusb.org/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart (Hardware Cypress SL811, Hardware USBN9602), AtariXLJoypad (Logitech Rumblepad 2 USB Version 2.0), AtariXLJoystick (Competition Pro USB 1.0), AtariXLKeyboard 0.1 BETA, AtariXLMouse (Logitech USB Mouse), AtariXLWheel (Thrustmaster Nascar Pro Digital 2, Logitech Formula GP 1.0, Logitech Vibration Feedback Wheel), USB Device Driver Development Kit 1.2.0, USB Enduser Driver Disk USBTEST Version 0.6, USB HID Base Driver Version 2.0, USBDOS 0.1

Mirage Interactive 6/05
See also: Rewindgames (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 6/06
Gdansk
Poland
http://atariarea.histeria.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 3.3a, 4.4, 4.4a (An interface that allows you
to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a
USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 12/06
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://www.a8maestro.com/sites/mtgcat/
Vendor: NEW Super Sketch Graphics Tablet W/cart (PPI),
used hardware, used commercial software
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter,
850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25),
EASIO-S SIO adapter cable 18", EASIO-S SIO adapter cable 3',
EASIO-P Printer adapter cable 5', "A8 A/V BOB" Audio/Video BreakOut Box
with s-video jack, 6' Svideo cable, 12' Svideo cable,
"SPEEDIER:" 19.2K RS232 adapter

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

MyAtari (Matthew Bacon, Shiuming Lai) 5/06
UK
http://www.myatari.net/
Publisher: MyAtari magazine (free online magazine)

Subject: N

Kostas Nakos 1/06
See also: Atari800 Development Team
Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/
Developer: Pocket Atari 2.0.1

New Breed Software 9/06
c/o Bill Kendrick
2210 Rock St Apt 33
Mountain View CA 94043-2644
USA
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector,
MuxChat, SIFE - Super-IRG Font Editor

Nelson Nieves 8/06
USA

http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree, TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

Subject: O

Odsiecz Sobieskiego 9/06
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
http://www.atari8.info/stuff/xz21.zip
Developer: xunzip v2.1 (18 September 2006 -- a ZIP, TAR, GZ and TGZ (TAR.GZ) archives depacker)

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit rom dumps

Outland Quest Software 6/06
USA
http://www.outlandquestsoftware.com/
Developer: Ally Attack, Black Sea Silver Fishing, Desert Crossfire, Dungeons of Oti, Empire, Golf Tees, Graphics 8 Painter, Hoss Racing, Korellian Conflict, Lite Show, Mad Libs, Motions Variable, Scattergories, Space Regent, Starbase Alpha, Standoff, Star Maze, Terror Fair, Three-D Force Tic-Tac-Toe, T.I.A.K. - Taking In Accurate Knowledge, Uncle Milton's Million Dollar Mystery Mansion

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Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989), Page 6 Atari User (1989), New Atari User (1989-1998)

Pajero (Pawel Nowak) / MadTeam 5/06
See also: MadTeam
Poland
http://www.atari8.info/stuff/magotrans16.zip
Developer: MagoTrans 1.6 beta (software for MS-Windows: convert and analyze the following file formats: CAS, FILE, WAV, XEX

Eric Parent 8/06
http://joyfulcoder.com/
Developer: Memo Pad Release 4 (August 26, 2006; ATASCII file viewer and converter)

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

Pecus and Pirx 7/03
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: Scorched Earth (game), OMC65 (Our Macro Crossassembler, a Win-32 application generally 100% compatible with MAC65)

Pixels Past (Joe Grand) 4/06
2907 Shelter Island Dr Ste 105-169
San Diego CA 92106-2797
USA
Telephone: 619-222-4100
Facsimile: 619-222-1797
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari), Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/

Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: R

Werner Raetz 9/06
Postfach 16 40
D-75006 Bretten
Germany
Telefon: 07252/4827 oder 07252/3058
Telefax: 07252/85565
E-Mail: Raetz.SM@t-online.de
Publisher: WASEO-Publisher, WASEO-Designer, WASEO-Triology,
WASEO-Grafinoptikum, WASEO-Labouratorium, WASEO-Practoscope, WASEO
DISK-LINE disk magazine

Burkhard Rau (HCRBurk) 5/06
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

READY Technologies (Thomas Smailus) 5/06
254 Nelson Dr Apt U
Baton Rouge LA 70808-5059
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital
hardware systems; design, development, and production of software systems;
software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn
Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering,
Consulting

Retro Review 5/03
Ian Gledhill Jorge Canelhas
35 Bridge Street Apartado 3115
Aberystwyth Miguel Bombarda
Ceredigion 2745 QUELUZ
SY23 1QB Portugal
U.K.
http://www.retroreview.com/
Publisher: Retro Review (paper magazine)

Rewindgames (Fred Meijer) 4/06
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.rewindgames.com/
Vendor: new and used hardware, new and used commercial software including all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!, Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds, Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility Disk

Thomas Richter 10/06
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ Emulator (800/XL/XE/5200 emulator for Unix/Linux/Solaris/Irix) Stable Release 1.50, CVS Snapshot 1.50, atari++ 1.50 for win32

Markus Roemer / R.I.K. of Kaisersoft 10/06
An der Roehr 6a
55606 Hochstetten-Dhaun
Germany
Publisher: Top Magazin 2006

Pawel Rosowski 4/05
Poland
http://uce.pl/ikplus/
Developer: IK+ C64 to Atari 8-bit Conversion Project (game) version 0103 (March 2005)

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/ or http://www.schappel.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy), BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master, Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings, ROBOX, Snow Plow, Snow Plow Editor

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Subject: S

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire, Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons, zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping, TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II. XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint, MultiJoy 16/2 hardware interface

Darren Schebek 7/03
Canada
http://www.schebek.ca/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Serious Magazine 5/05
See: Dial Group

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 9/06
The Netherlands
http://members.home.nl/stack/Atari/atari-xlxe-download.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-
ROM)

Ernest R. Schreurs 9/06
Kempenlandstraat 8
5211 VN Hertogenbosch
The Netherlands
http://home.planet.nl/~ernest/
http://members.home.nl/stack/Atari/atari-pooldisk.html
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm
archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image
system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a
clean .wav file from a Digital Cassette Image), POOLDISK TOO
(PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.ksiders.tzo.com/
Developer: Emulators Utilities: ATR/DCM utilities (DOS),
AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer,
KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler,
Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus.
Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker,
KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic,
Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish,
Circle of Richness

Sikor Soft (Pawel Sikorski) 1/05
See also: Rewindgames (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://sikorsoft.internetdsl.pl/

Developer: 5 x 5, 5 x 5 Editor, ABC, Centurion, Cyborg, Fire Stone,
Ketchup, Liga Polska, Magic of Words, Max, Moscow 1993, Neuroid, Nexus, Orto
Puzzle, Pilkarski Poker, Sexy Six, Sexy Six Data Disk #1, Sexy Six Data Disk
#2, Sexy Six Data Disk #3, Teacher Killer, Tekblast

Mark l. Simonson 9/06
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 1/06
http://makeatr.atari8.info/
Developer: makeATR v0.06 (software for MS-Windows)

Len Spencer 8/06
USA
http://www.lspenc13.us/Lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black
Box interfaces), FoReM-XE Professional BBS Version 5.4

Spike's Systems and Computer Repair 12/02
38 S. Maysville St.
Mount Sterling KY 40353-1355
USA
tel: (859)-499-0866
http://spikessystems.com/spikes.html
Vendor: small selection of commercial software
Repair Shop.

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely
from scratch")

SquoQuo (Hopper, Bugger, Genetic Gemini, Scythoior, Yoda) 4/06
Germany?
http://squoquo.tk/
Developer: Let's Hop, Sh*t Alpin 2005, Ms.Bulimia

Radek Sterba (Raster/C.P.U.) 12/06
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer: MULTIJOY8 (connect 8 joysticks to one Atari), MultiJoy16 (connect
16 joysticks to one Atari), ATADIM v2.05 Beta (Win9x- work with Atari disk

images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor), LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8), Multris (Tetris-like game for MultiJoy4), Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4 (Quadro-Tron patched for Multijoy). utilities: MPE (MIDI Pattern Editor) v2.3, HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4, SA_POKEY (Standalone dynamic DLL library for emulation of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of Atari 6502 processor), Raster Music Tracker (RMT) v1.25 - cross-plaftorm XL/XE music maker for PC, RMT Player v1.06 (plays *.RMT (Raster Music Tracker) song files on Atari XE/XL computers), Creaxin1 "Create X in 1" (for use with S/XEGS RAMcart 128KB by C.P.U.).
games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch), The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS - 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS) PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS, ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine interpreter, original by Steve Wozniak), Infoline for ACTION!

Sunmark (Mark DiLuciano) 4/06
383 Broadway
Lorain OH 44052-1631
USA
tel: 440-245-3678
http://www.sunmark.com/
Developer: 400/800/XL PCB, sio2pc PCB, R-Time - Real Time Cartridge (ICD R-Time 8 clone), Hollex Cartridge (16K of SRAM powered by a lithium battery), various electronic components useful for homebrew projects

Super Products 4/04
c/o James Bradford
14 poplar place

Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 11/02
Czech Republic
http://jirkasuv.duch.cz/iPAQ/atari/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..."- text game)

Subject: T

Taquart 1/06
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely'
Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru'
Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj
'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz,
Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski
Poland
http://numen.scene.pl/ and
http://www.s-direktnet.de/homepages/k_nadj/taquart.html
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995),
Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag,
1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro,
Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996),
Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997),
Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997),
Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan) 4/06
Poland
http://www.atari8.info/
Developer: TRS-Desktop 0.9c alpha, NeoTracker v1.6

trub 10/06
Poland
http://trub.atari8.info/ or http://trub.sys.net.pl/
Developer: all require SDX 4.x: TDPL 2.0 / TD 2.0 (enhanced TD.COM, Polish/
English), XEP.SYS 0.1F (XEP80 device driver), TRACE2 (file tracer for SDX
executable files), RUNEXT 0.4, QE 2.0 (Continuation of the famous Quick Edit
- E: and CON: accelerator by KMK), RWTEST2 (Read/Write Tester by KMK). for
SDX+65C816: RAMD816.SYS. for SDX+QMEG OS: OSSIO.SYS. for SIO2IDE:
S2I Commands 0.8, S2I JukeBox 4.0a. for MS Windows: FIXATR. for KMK/JZ IDE:
CDPLAY 0.4a. more: ED 2.9, ABASIC, YOGI/YELLYSTONE PARK Multidrive, XLDisk.
SDX upgrade project: SpartaDOS X 4.39RC, intSDX128, intSDX128 "flash",
AtraX SDX 128

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs. (Mainly working these days on HP Alpha (VMS), Sparc
(Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 1/03
See also: Atari800 Development Team
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: new hardware, new commercial software (cassette format)

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable
perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 3/03
http://retrobits.net/

Developer: Atari810 1.4d -- disk drive emulator in the tradition of
SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 4/06
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware
"We service, sell and publish hardware and software"

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12),
commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
USA
http://www.videogametrader.com/
Vendor: new and used commercial software

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

WASEO 9/06
c/o Thorsten Helbing
Koenigsberger Str. 9
30916 Isernhagen
Germany
tel: +49 175 9982360
FAX: +49 121 258 409 3729

http://www.waseo.de/
Developer: audio CDs: The 20 best ATARI Hits, The 20 most inventive ATARI Songs, The Best of Music Non Stop, The Best of ATARI Game Music, The ATARI Super Soundmix. Titles published by Werner Ratz: WASEO-Publisher (DTP-Programm), WASEO-Designer (Erganzung zum DTP-Programm), WASEO-Triology (Nutzliche Programmsammlung), WASEO-Grafinoptikum (Grafikprogrammsammlung), WASEO-Labouratorium (Arbeitserleichterungsprogramme), WASEO-Practoscope (Sammlung praktischer Programme), Demo Disk, Basic Hits, DISK-LINE disk magazine

Mark Watson 6/03
http://www.scrameta.net
Developer: GP32 port of Atari800 emulator, version 0.4a

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

==========
End of atari-8-bit/vendev
==========

253. Re: How many are left?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-04 17:42:10 UTC
From: Nite Hacker <anonymous@qwest.net>
Message-ID: <45c61af8$0$495$815e3792@news.qwest.net>
Source record: 5186

Hey All!!! If you even remember me??? LOL

First of all, to answer your question....

I don't consider myself to be an actual active member of the 8-bit community... but I DO maintain a strong interest in 8-bits as well as 2600 and also several of the classic systems of that era. I have faded in and out of the newsgroup over the last several years BUT, as I said, I DO maintain a strong interest in this system!

(Re)-Intro of myself...

I am known on the net as Nite Hacker and you can find me at yahoo using the handle and add 38 to it. For obvious reasons, I am not going to post a direct-link here and/or mention my real name! A FEW of you, if you are still around, may already know or remember me... BUT I have a strong feeling that MOST of the ones who knew me are NO longer around here!!! :-(

I started 8-bitting around 84 with a Vic-20 and then about 2-3 years later, I graduated to an 800XL system. I eventually joined an 8-bit group, NWPAC, which at that time Dale Wooster (previously well-known in the 8-bit community) was president and which eventually folded a few years later (circa 1998?). I don't remember as it's been so long ago now!

However, I had bought an 8-bit BBS setup and had started operating it myself (circa 1996?). I had previously been logging onto other bbses aka Super MarioBros, MarioBros and Nite Hacker. I ran the Iron Horse BBS for about a year and 1/2 or so until it had a fatal crash as Nite Hacker. During that time, the PAUGS BBS (ran by the NWPAC user group) also went out of service and ALL the equipment and stuff was handed over to me at that time as they wanted me to host their BBS on mine until it crashed.

It is with VERY sad regret that I have since lost ALL of my 8-bit stuff including the Iron Horse and PAUGS bbs when my storage unit, which I couldn't keep up the fees on it, was sold at auction.

I wonder if whoever bought it actually knows what they got!!!

I really regret it now since ALOT of the history of these 2 bbses may ALL be just a vapor now!!! ;-(

Nite Hacker

254. Re: How many are left?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-04 20:45:15 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-C3CA2A.15451504022007@news.isp.giganews.com>
Source record: 5187

In article <WZewh.13417$Cg1.8366@bignews8.bellsouth.net>,
"Phantom" <phantomm@bellsouth.net> wrote:

> Was wondering if anyone has any idea of about
> how many Atari 8-bit Active Users there are in the
> USA and World Wide?
>
> Also, is there any type of paper or disk based
> Atari 8-bit Magazine in the US or elsewhere?
>
> phantomm@bellsouth.net

A lot would depend on what you call 'active'.

Daily use?

Occasional use?

"the come out of the box every so often just to play"?

255. Re: How many are left?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-05 02:33:39 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <eq65230mut@news4.newsguy.com>
Source record: 5188

ziggy <ziggy@fakedaddress.com> wrote:
> In article <WZewh.13417$Cg1.8366@bignews8.bellsouth.net>,
> "Phantom" <phantomm@bellsouth.net> wrote:
> > Was wondering if anyone has any idea of about
> > how many Atari 8-bit Active Users there are in the
> > USA and World Wide?
>
> A lot would depend on what you call 'active'.
>
> Daily use?
>
> Occasional use?
>
> "the come out of the box every so often just to play"?

I'm in the occasional use. My 256k XL is hooked up, and I've bought several of the cool toys from Atarimax. I just wish I had more time to play around with it!

--
Ryan 'Gozar' Collins

256. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-05 05:26:40 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1170653186@rtfm.mit.edu>
Source record: 5189
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 28, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE Game System.
Atari, headquartered at the time in Sunnyvale, California, USA, produced this
line of computers from 1979-1992.

To see what Atari, Inc. is up to today, visit: http://www.atari.com/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

Former (before 1987) Usenet newsgroups for Atari computer discussion:
net.micro.atari8 - created Feb 1986
net.micro.atari - created Nov 1982
net.micro - created Jan 1982

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board (B8MB): http://www.big-8.org/

Wikipedia article on Usenet: http://en.wikipedia.org/wiki/Usenet

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.
```

E-MAIL LISTS
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

'atari', kept by Jeff Wood
'atari' is gatewayed bidirectionally with comp.sys.atari.8bit.
To subscribe, send a message to atari-request@rtdos.com with the
following in the subject (not the body) of the message:
subscribe
'atari' web page: http://rtdos.com/mailman/listinfo/atari_rtdos.com

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
Atarimania, http://www.atarimania.com/

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINE
Atari Online News, Etc. (A-ONE)
http://people.delphiforums.com/dpj/a-one.htm

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

ACGC - Atlantic Computer and Gaming Club
http://www.chebucto.ns.ca/Technology/NSACUG/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

257. Atari 800 parts received...

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-05 06:42:39 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00101a15@familynet-international.org>
Source record: 5191

FamilyNet International Newsgate

Atari 800 parts received...

RTDos wanted me to post a message that I got the Atari 800 parts that he had advertised to ship to some happy home.

Now if anyone is interested in some of these parts, let me know and maybe we can work something out. drclu@swbell.net. Mention Atari in the subject line. ;)

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

258. Re: How many are left?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-05 06:42:40 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00101a17@familynet-international.org>
Source record: 5190

FamilyNet International Newsgate

> From: "Nite Hacker" <anonymous@qwest.net>

> It is with VERY sad regret that I have since lost ALL of my 8-bit stuff
> including the Iron Horse and PAUGS bbs when my storage unit, which I
> couldn't keep up the fees on it, was sold at auction.
> I wonder if whoever bought it actually knows what they got!!!
> I really regret it now since ALOT of the history of these 2 bbses may ALL be
> just a vapor now!!! ;-(
> Nite Hacker

Man sorry to hear that. I had a friend that was about to loose a storage unit and he made sure to pass along the Atari stuff before he let it go. We might have even broke into the unit. :D Looking back I think we might have an he didn't let me know. Yahhh...

Well, as for how many Atari users still exist in the world, I'd sayyy... Hmmm... maybe in the 500-600 range that have the Atari's setup on a desk that they play games on, program, call BBS's with. Or at least sit on a desk.

Probably at least 5,000 that have an Atari computer that they hook up a few times a year to play games.

And many more thousands that have Atari's in a garage or attic with the intent to do SOMETHING with that old Atari computer one day...

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

259. Atari introduces the 400/800 computers

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-05 06:42:40 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00101a16@familynet-international.org>
Source record: 5192

FamilyNet International Newsgate

> From: "Michael Current" <michael@mcurrent.name>
> And some other scanning I did recently, while I was using Creative
> Computing to fill in many gaps of info in the early history of the 400/800
> for the FAQ.
> http://mcurrent.name/atari1979/
> --
> Michael Current ~ mailto:michael@mcurrent.name ~ http://mcurrent.name/

Whoo hoo!!

That is some cool stuff!!

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

260. how many 8-bit games?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-05 18:37:04 UTC
From: Paul Didden <paul.didden@planet.nl>
Message-ID: <45c77956$0$2017$9a622dc7@news.kpnplanet.nl>
Source record: 5193

Hi,

I think I found a forum with alot of wisdom about Atari.
Maybe you can help me with a question from a quiz.
I'd like to know how many gametitles were released for Atari's 8-bit
gameconsole?
I got four choices: more then 90, more then 900, more then 9000 or more then
90,000?
Anybody who can help me with the right answer?

thanx

Paul

261. Re: how many 8-bit games?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-05 20:24:06 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <GnMxh.31241$E02.12576@newsb.telia.net>
Source record: 5194

"Paul Didden" <paul.didden@planet.nl> skrev i meddelandet
news:45c77956$0$2017$9a622dc7@news.kpnplanet.nl...
> Hi,
>
> I think I found a forum with alot of wisdom about Atari.
> Maybe you can help me with a question from a quiz.
> I'd like to know how many gametitles were released for Atari's 8-bit
> gameconsole?
> I got four choices: more then 90, more then 900, more then 9000 or more
> then 90,000?
> Anybody who can help me with the right answer?

According to this wikipedia entry

http://en.wikipedia.org/wiki/Commodore_64

circa 10,000 games were released for the C64.

My answer to your question is that more than 900 were released for
the Atari 8-bit series.

Anders

262. Re: how many 8-bit games?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-06 08:22:54 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <rvOdnbcHkIBDp1XYRVnzvA@telenor.com>
Source record: 5195

```
> According to this wikipedia entry
>
> http://en.wikipedia.org/wiki/Commodore_64
>
> circa 10,000 games were released for the C64.
>
> My answer to your question is that more than 900 were released for
> the Atari 8-bit series.
>
> Anders
```

I say that looks correct. The C64 had a bit more games than the Atari 8-bit, but it certainly more than 900.

263. Re: how many 8-bit games?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-07 10:56:40 UTC
From: John Selck <selck__j@t-online.de>
Message-ID: <op.tndkoqr0oz2ggb@gott.mshome.net>
Source record: 5196

```
On Mon, 05 Feb 2007 21:24:06 +0100, Anders Skelander <ansk@hotmail.com>
wrote:

> According to this wikipedia entry
>
> http://en.wikipedia.org/wiki/Commodore_64
>
> circa 10,000 games were released for the C64.

GameBase64 has around 19000 games ready for download for the C64.
```

264. Re: how many 8-bit games?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-07 20:28:37 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <VDqyh.31450$E02.12902@newsb.telia.net>
Source record: 5197

"John Selck" <selck__j@t-online.de> skrev i meddelandet
news:op.tndkoqr0oz2ggb@gott.mshome.net...
>> ...
> GameBase64 has around 19000 games ready for download for the C64.

Which does not change my conclusion that more than 900, but less than
9,000, were release for the Atari. I mean, for the great Atari. The great
Atari that we all remember as the finest home computer ever made. Well,
at least we fujilogo worshipper think so.

Anders

265. For Sale:

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-08 03:00:07 UTC
From: Chuck B <cabacon@cox.net>
Message-ID: <Rmwyh.66767$sE7.54805@newsfe21.lga>
Source record: 5048

1 Atari 850 Interface. Great Working Shape.

2 Track Disk Drives. Both Work great.

Email me if your interested.

266. Re: how many 8-bit games?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-08 03:28:27 UTC
From: Russg <russgilb@sbcglobalMUNGE.net>
Message-ID: <yNwyh.3811$MN.3591@newssvr23.news.prodigy.net>
Source record: 5049

"Paul Didden" wrote in message news:
> Hi,
>
> I think I found a forum with alot of wisdom about Atari.
> Maybe you can help me with a question from a quiz.
> I'd like to know how many gametitles were released for Atari's 8-bit
> gameconsole?
> I got four choices: more then 90, more then 900, more then 9000 or more
then
> 90,000?
> Anybody who can help me with the right answer?
>
> thanx
>
> Paul
It's a funny question. more than 9000, probably
not more than 90,000. However, there could be
more than 90,000. I have three compilations,
the CTH archive, Holmes archives and another.
If you count all the BASIC games that appeared
in magazines and from user groups, US, UK, Germany, Czech Republic, all
over, then probably approaches 50,000.
I've been around the Atari 8-bit for many years, and I'm still finding BASIC
games, pretty decent ones, that I never saw before (mostly from Europe now.)
My personal archives are on about 5 CDs, about 500 megs each, many repeats,
many in .zip files and megaimages.
If you're talking commercial games like MULE, infocom, Pacman, Missle
Command, then maybe less than 9,000, but certainly more than 900.

267. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-08 11:14:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0702080312360.20441-100000@onyx.spiritone.com>
Source record: 5050
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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you wont find anywhere else but here! You would be surprised what I can do
to save on Postage! Atari, one of the most well documented Computers ever!
E-Mail Atari@aracnet.com or call Ben@(503)256-9974! Anytime!

http://BensCatalogs.Atari.org WebSite and Atari Catalogs!
http://www.aracnet.com/~atari/8btbooks.htm 8 Bit Books Catalog!
http://www.aracnet.com/~atari/specials.htm Details on Sales!
http://www.aracnet.com/~atari/stbooks.htm ST Books Catalog!

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order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

268. FS: 20% OFF ALL ATARI 8 BIT NIB GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-08 11:16:28 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0702080314540.20441-100000@onyx.spiritone.com>
Source record: 5051
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

NIB=NEW IN BOX|NIB=NEW IN BOX|NIB=NEW IN BOX|NIB=NEW IN BOX|NIB=NEW IN BOX

ORDERS OVER $50 GETS 20% OFF ALL GAMES FOR THE CLASSIC ATARI 8 BIT LINE! ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF ALL ATARI GAMES! Call Ben 24/7 @(503)256-9974! GOT ATARI? GET FREE ATARI CATALOGS AT http://BensCatalogs.Atari.org and/or E-Mail BenSells@Atari.org Most items I have 1, 2 or too few of. Get them While they last! Come for the Sales, Stay for the Service! If you dont buy from me, I cant save you any Money!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS! http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!

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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

269. PREPAID ATARI GAMES! UPDATE!

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-08 11:22:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0702080320190.20441-100000@onyx.spiritone.com>
Source record: 5052
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've just received these Atari Games from an Atari Dealers Warehouse! I've made some adjustments. Some facts were wrong. For instance, Lords of Conflict is Lords of Conquest. Starflight is Starlight and Summer Games is for the 8 bit, not ST. And Ultima II by Sierra is sold.Titles listed below for 8 Bit & ST & available!E-Mail Atari@aracnet.com or call (503)256-9974!

Prices below are for one copy each.

8 bit titles

atari logo; atari, complete in thick silver box $20
decision in the desert; micropose $20
kennedy approach; micropose $20
napolean in russia; datasoft $20
summer games; epyx $20

st titles

auto duel; origin $50
axe of rage; epyx $20
data manager st; time works $20
design ideas; time works $20
down hill challenge; broderbund $20
fleet sreet publishing v.2.0; michtron $20
the fools errand; miles/electronic arts $20
frostbyte; starsoft $20
golden path; firebird $20
gridiron!; bethesda softworks $20
lords of conquest; electronic arts $20
manhunter 2-san francisco; sierra $30
midway battles; tdc $20
no excuses; arcana $20
olympus; olympian software $20
operation: clean streets; broderbund $20
people places & things; time works $20
phantasm; exocet $20
santa paravia and fiumaccio; starsoft $20
the sorcerer of claymorgue castle; keypunch $20
space quest-chapter I-the sarien encounter; sierra $30
starlight; tdi $20
stock market "the game"; starsoft $20
symbols & slogans; time works $20
tank attack; artworx $20
targhan; silmarils $20

zynaps; hewson $20

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

270. Re: how many 8-bit games?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-09 11:39:38 UTC
From: John Selck <selck__j@t-online.de>
Message-ID: <op.tnhb0cx8oz2ggb@gott.mshome.net>
Source record: 5053

On Wed, 07 Feb 2007 21:28:37 +0100, Anders Skelander <ansk@hotmail.com>
wrote:

> Which does not change my conclusion that more than 900, but less than
> 9,000, were release for the Atari.

The Atari 8 bits definitely need a GameBase project too.

271. Oberon-2 (oo2c) for 6502

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-09 16:18:35 UTC
From: gnorik@gmail.com
Message-ID: <1171037915.910872.248110@j27g2000cwj.googlegroups.com>
Source record: 5054
Cross-posted to: comp.sys.oric,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

I am proud to announce that I have managed to prepare patched oo2c/
libraries to work with cc65 c compiler for 6502.

That means, now it is possible to write and crosscompile Oberon-2
sources for Oric, Apple, and other 6502 platforms
Work will be published soon, but there is still some work to prepare
reasonable standard library

limitations: cc65 doesn't support float, i. e. no Oberon REAL,
LONGREAL support.
no garbage collection

if anyone wish to help with writing libraries(using c, cc65 in-line
assembly, and Oberon) please, feel free to write me

I want to say that it is a real pleasure to write object oriented code
for my favourite little Atmos :)
regards

Norayr Chilingaryan

272. 65816

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-09 17:24:41 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <t72zh.124$JI.102@newsread3.news.pas.earthlink.net>
Source record: 5055

I have an 800 with the older version of the OS board. The older version has the necessary chips to use a standard 6502B and functions just fine with the 65C02.

People that have been around here a while have heard me whine about the lack of a 65802. Tried for years to find one w/o any luck.

Not sure why but it never occurred to me that the 65C816 comes in a 40 pin DIP. I'm cruizing eBay for one reason or another so I look for 65C816 and a couple pop up. Opening bid is 99ï¿½ but $10 shipping and handling! Ouch! I put in a hefty bid anyway and am awaiting the end of the auction.

I figure since I know the 65C02 works and have been told the 65802 would work if I can buy one, the 65C816 should work as long as I don't do anything with the extending addressing modes. I've wanted a 65C816 for a couple of decades now, looks like I finally get one.

I cruize over to the WDC web site and sure enough, not only are they still being made but the price is only $9.06! I bid on the eBay one because I thought they had discontinued the 40 pin DIP! I seem to recall last time I checked they wanted a fair but price for a single quantities. Something lost in the ozone of s senior momment like the only way to get single quanties was to buy a ~$75 developer kit that came with a single processor.

All comes to he who waits.

Rick

273. For Sale:

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-10 04:00:24 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00164f25@familynet-international.org>
Source record: 5056

FamilyNet International Newsgate

> From: "Chuck B" <cabacon@cox.net>
> 1 Atari 850 Interface. Great Working Shape.
> 2 Track Disk Drives. Both Work great.
> Email me if your interested.

Where are you?

Doc Clu
Dallas, TX-USA

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

274. Oberon-2 (oo2c) for 6502

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-10 04:00:24 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00164f26@familynet-international.org>
Source record: 5057

FamilyNet International Newsgate

Awesome!!!
Good work!

Doc Clu

> From: gnorik@gmail.com
> I am proud to announce that I have managed to prepare patched oo2c/
> libraries to work with cc65 c compiler for 6502.
> That means, now it is possible to write and crosscompile Oberon-2
> sources for Oric, Apple, and other 6502 platforms
> Work will be published soon, but there is still some work to prepare
> reasonable standard library
> limitations: cc65 doesn't support float, i. e. no Oberon REAL,
> LONGREAL support.
> no garbage collection
> if anyone wish to help with writing libraries(using c, cc65 in-line
> assembly, and Oberon) please, feel free to write me
> I want to say that it is a real pleasure to write object oriented code
> for my favourite little Atmos :)
> regards
> Norayr Chilingaryan

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

275. 65816

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-10 04:16:28 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00164f7d@familynet-international.org>
Source record: 5058

FamilyNet International Newsgate

> From: Rick Cortese <ricortes@earthlink.net>
> I have an 800 with the older version of the OS board. The older version
> has the necessary chips to use a standard 6502B and functions just fine
> with the 65C02.
> People that have been around here a while have heard me whine about the
> lack of a 65802. Tried for years to find one w/o any luck.
> Not sure why but it never occurred to me that the 65C816 comes in a 40
> pin DIP. I'm cruizing eBay for one reason or another so I look for
> 65C816 and a couple pop up. Opening bid is 99 but $10 shipping and
> handling! Ouch! I put in a hefty bid anyway and am awaiting the end of
> the auction.
> I figure since I know the 65C02 works and have been told the 65802 would
> work if I can buy one, the 65C816 should work as long as I don't do
> anything with the extending addressing modes. I've wanted a 65C816 for a
> couple of decades now, looks like I finally get one.
> I cruize over to the WDC web site and sure enough, not only are they
> still being made but the price is only $9.06! I bid on the eBay one
> because I thought they had discontinued the 40 pin DIP! I seem to recall
> last time I checked they wanted a fair but price for a single
> quantities. Something lost in the ozone of s senior momment like the
> only way to get single quanties was to buy a ~$75 developer kit that
> came with a single processor.
> All comes to he who waits.
> Rick

<APPLAUDS!>

I know the joy of finding a quest item. Only problem with finding the quest
item is that it ends the quest. :/ But again.. :D

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

276. Re: Oberon-2 (oo2c) for 6502

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-10 04:27:25 UTC
From: aiiadict@gmail.com
Message-ID: <1171081645.020224.33640@v45g2000cwv.googlegroups.com>
Source record: 5059
Cross-posted to: comp.sys.oric,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

On Feb 9, 8:18 am, gno...@gmail.com wrote:
> I am proud to announce that I have managed to prepare patched oo2c/
> libraries to work with cc65 c compiler for 6502.

according to http://ooc.sourceforge.net/,

Oberon-2 is a programming language. What computers
was it available for?

oo2C is an Oberon2 (oo) language to C (2c) language
converter..

it converts Oberon2 to cc65 compatible C code..

What are the advantages of the language?

277. Re: Oberon-2 (oo2c) for 6502

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-10 09:12:12 UTC
From: gnorik@gmail.com
Message-ID: <1171098732.499781.150890@q2g2000cwa.googlegroups.com>
Source record: 5060
Cross-posted to: comp.sys.oric,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

On Feb 10, 8:27 am, aiiad...@gmail.com wrote:
> On Feb 9, 8:18 am, gno...@gmail.com wrote:
>
> > I am proud to announce that I have managed to prepare patched oo2c/
> > libraries to work with cc65 c compiler for 6502.
>
> according tohttp://ooc.sourceforge.net/,
>
> Oberon-2 is a programming language. What computers
> was it available for?
It was originally written for Ceres workstations at ETH to develop an
operating system.
That was a microkernel os with many advanced features like garbage
collection and dynamic module loading.
Original os and compiler had approx 200 kb in size. Compiler
recompiled itself in approx 25 seconds on a 20 mhz cpu.
More information you could find at http://www.oberon.ethz.ch
> oo2C is an Oberon2 (oo) language to C (2c) language
> converter..
No, to be precise, oo2c is an Oberon-2 compiler. Its frontend
generates abstract syntax tree.
oo2c developers decided instead of writing backends for many different
cpu's and architectures write one backend, which translates
intermediate representation into not readable, highly optimized c
code.
Thus c is used as a kind of portable assembler.
That is why If you look at the c code it generates, you will find it
very similar to assembly language.

> it converts Oberon2 to cc65 compatible C code..
See above, not converts, but generates from an intermediate
representation. The work have been done to adapt it to 8 bit cpu's
and to compile minilib (originally designed by Stewar Greenhill for
avr microcontrollers) with cc65, instead of gcc.
It was not easy task :) gcc and cc65 is very different.
> What are the advantages of the language?
Oberon is a successor of Pascal and Modula-2, it is much simpler, but
more powerful.
Language is object oriented, strong typed, modular with
_type_checking_across_module_boundaries_
garbage collection yet not supported in 6502 version

278. Re: how many 8-bit games?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-10 13:57:10 UTC
From: atari_frog@yahoo.com
Message-ID: <1171115829.982299.317960@s48g2000cws.googlegroups.com>
Source record: 5061

> The Atari 8 bits definitely need a GameBase project too.

http://www.atarimania.com/lst_soft.php?SOFT_LIB=&MENU=8

--
Atari Frog
http://www.atarimania.com

279. Re: Oberon-2 (oo2c) for 6502

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-10 15:48:38 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <qPlzh.32737$E02.12951@newsb.telia.net>
Source record: 5062
Cross-posted to: comp.sys.oric,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

<gnorik@gmail.com> skrev i meddelandet
news:1171098732.499781.150890@q2g2000cwa.googlegroups.com...
>> ...
> garbage collection yet not supported in 6502 version

Is it reasonably easy to compensate for the lack of garbage collection
by following a certain programming style? Or how do you manage it.

Anders

280. OT : Winzip problem?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-10 22:48:37 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <976dnWM6P7Uj1lPYRVnzvA@telenor.com>
Source record: 5063

I don't know why, but when I try to download from Internet (in this case Atarimania.com) the winzip program opens the file, not asking if I want to save it or open it. It did this before, but I recently installed a new version of Winzip (11 I think). Anybody know if there's an option to turn this on or off?

Thanks and take Atarian care

281. Re: Winzip problem?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-10 23:53:39 UTC
From: Russg <russgilb@sbcglobalMUNGE.net>
Message-ID: <7Wszh.20369$zH1.9014@newssvr29.news.prodigy.net>
Source record: 5064

"Vidar Olavesen" wrote in message news:
> I don't know why, but when I try to download from Internet (in this case
> Atarimania.com) the winzip program opens the file, not asking if I want to
> save it or open it. It did this before, but I recently installed a new
> version of Winzip (11 I think). Anybody know if there's an option to turn
> this on or off?
>
> Thanks and take Atarian care
>
Don't know which version Windows you got.
But you, at some point, have answered "Yes" to
Winzip's question "Do you want to make Winzip the
default for this file type?"
You've established Winzip as the 'opener' for .zip
files.
You need (in Win98SE) to 'My Computer', then
in the 'Files' tab on top, select 'File Types', then
open that and find .zip files and Remove that file type
from the list.
Next time WinZip asks if you want to make it default,
say 'No' and even click a 'don't ask again' if there is
that box.
File associations work similarly in XP.

282. Re: Winzip problem?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-10 23:58:24 UTC
From: Russg <russgilb@sbcglobalMUNGE.net>
Message-ID: <A_szh.20371$zH1.17377@newssvr29.news.prodigy.net>
Source record: 5065

Then again, WinZip probably has a 'configure' option,
and that may have a 'automatically open archives' or
some like, as well as file extensions to associate with
WinZip. I use PowerArchiver and it has that.

283. Re: Winzip problem?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-11 00:07:11 UTC
From: Russg <russgilb@sbcglobalMUNGE.net>
Message-ID: <P6tzh.20372$zH1.2180@newssvr29.news.prodigy.net>
Source record: 5066

```
Third idea.
Winzip maybe isn't extracting the files from the .zip,
just showing the files, and you have to tell it to
extract and where separately.
```

284. January 07 winners/Feb 07 prizes

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-11 02:52:56 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2007.02.11.02.52.56.35782@charter.net>
Source record: 5067

Greetings everyone!

Here are the lucky and the proud winner(s) of the January prize(s) at The DarkForce! BBS:

January 2007
1. ST Magazine - Teklord wins the free 3 mag. subscription

2. Mega STe motherboard- Guitarman61 wins it!

Congratulations to our winner(s)!

Also, here is Februarys prize:

February 2007
1. ST Magazine - some lucky Atari caller will win a free 3 magazine subscription.

2. We just had the SuperBowl here in the US, so lets play football! AFL Football that is! The winner of AFL Football this month will pocket a $25.00 cash prize. (please read the docs fully, you must play to win).

Congratulations to our winners, and good luck to this months callers!

:)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

285. Re: For Sale:

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-11 12:36:58 UTC
From: micrologix1500@yahoo.com
Message-ID: <1171197418.923821.224170@p10g2000cwp.googlegroups.com>
Source record: 5068

On Feb 7, 10:00 pm, "Chuck B" <caba...@cox.net> wrote:
> 1 Atari 850 Interface. Great Working Shape.
>
> 2 Track Disk Drives. Both Work great.
>
> Email me if your interested.

How much?

286. Re: Winzip problem?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-11 13:40:48 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <DeOdnQrinqZOgVLYRVnzvA@telenor.com>
Source record: 5069

"Russg" <russgilb@sbcglobalMUNGE.net> skrev i melding
news:P6tzh.20372$zH1.2180@newssvr29.news.prodigy.net...
> Third idea.
> Winzip maybe isn't extracting the files from the .zip,
> just showing the files, and you have to tell it to
> extract and where separately.

That is what it does. Not saving, but opening the zip file. Didn't do that before and I have always answered yes to make it default for those type of files. I think this must have been happening in version 11. Didn't do it in 8. I use W2K and XP by the way, boots default to W2K, but installed XP because of some programs that only run on XP.

Thanks for the ideas and tips though!

287. Re: Oberon-2 (oo2c) for 6502

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-11 16:04:23 UTC
From: Terry Ross <terry@aliboom.com>
Message-ID: <12sufk7lmjda6a@news.supernews.com>
Source record: 5070

On Fri, 09 Feb 2007 08:18:35 -0800, gnorik wrote:

> I am proud to announce that I have managed to prepare patched oo2c/
> libraries to work with cc65 c compiler for 6502.
>
> That means, now it is possible to write and crosscompile Oberon-2
> sources for Oric, Apple, and other 6502 platforms
> Work will be published soon, but there is still some work to prepare
> reasonable standard library
>
[... snipped ...]

> Norayr Chilingaryan

Nice work! You might consider posting this news on comp.lang.oberon too,
They might be interested.

Terry

(to c.s.a.8bit only)
--
Terry "qnr" Ross | http://www.aliboom.com
1024D/E5796C4D | Key BE84 EC1D FC94 D97B 9063 AD15 0F38 193A E579 6C4D
Source Mage GNU/Linux http://www.sourcemage.org

288. Re: Winzip problem?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-11 17:47:58 UTC
From: Tarkin <Tarkin000@gmail.com>
Message-ID: <1171216077.639026.89020@k78g2000cwa.googlegroups.com>
Source record: 5071

On Feb 11, 8:40 am, "Vidar Olavesen" <olav...@online.no> wrote:
> "Russg" <russg...@sbcglobalMUNGE.net> skrev i
meldingnews:P6tzh.20372$zH1.2180@newssvr29.news.prodigy.net...
>
> > Third idea.
> > Winzip maybe isn't extracting the files from the .zip,
> > just showing the files, and you have to tell it to
> > extract and where separately.
>
> That is what it does. Not saving, but opening the zip file. Didn't do that
> before and I have always answered yes to make it default for those type of
> files. I think this must have been happening in version 11. Didn't do it in
> 8. I use W2K and XP by the way, boots default to W2K, but installed XP
> because of some programs that only run on XP.
>
> Thanks for the ideas and tips though!

What browser are you using? I know this an option in
firefox, and I'm reasonably certain this also an option
in IE 6 & 7. You'll have to poke around the options for
either, because WinZip is getting invoked by the browser.

HTH,
Tarkin

289. Re: 65816

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-11 21:09:37 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1171228177.519776.229610@q2g2000cwa.googlegroups.com>
Source record: 5072

On Feb 9, 12:24 pm, Rick Cortese <ricor...@earthlink.net> wrote:
> I have an 800 with the older version of the OS board. The older version
> has the necessary chips to use a standard 6502B and functions just fine
> with the 65C02.
>
> People that have been around here a while have heard me whine about the
> lack of a 65802. Tried for years to find one w/o any luck.
>
> Not sure why but it never occurred to me that the 65C816 comes in a 40
> pin DIP. I'm cruizing eBay for one reason or another so I look for
> 65C816 and a couple pop up. Opening bid is 99¢ but $10 shipping and
> handling! Ouch! I put in a hefty bid anyway and am awaiting the end of
> the auction.
>
> I figure since I know the 65C02 works and have been told the 65802 would
> work if I can buy one, the 65C816 should work as long as I don't do
> anything with the extending addressing modes. I've wanted a 65C816 for a
> couple of decades now, looks like I finally get one.
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> because I thought they had discontinued the 40 pin DIP! I seem to recall
> last time I checked they wanted a fair but price for a single
> quantities. Something lost in the ozone of s senior momment like the
> only way to get single quanties was to buy a ~$75 developer kit that
> came with a single processor.
>
> All comes to he who waits.
>
> Rick

Hi Rick-
>From your post about the old OS (OSR-A, I presume), this wouldn't work
with OSR-B?
What do you plan to do, just gain the additional addressing modes or?
Good luck!
-Larry

290. Re: Winzip problem?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-11 21:25:59 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <JoqdnV0fOfKCF1LYRVnzvA@telenor.com>
Source record: 5073

> What browser are you using? I know this an option in
> firefox, and I'm reasonably certain this also an option
> in IE 6 & 7. You'll have to poke around the options for
> either, because WinZip is getting invoked by the browser.
>
> HTH,
> Tarkin

Thanks! I am using IE6 by the way. But it never did this before and I
recently installed Winzip 11, so I figured that was the reason!

291. Re: Winzip problem?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-11 23:07:11 UTC
From: Tarkin <Tarkin000@gmail.com>
Message-ID: <1171235231.487719.326030@p10g2000cwp.googlegroups.com>
Source record: 5074

On Feb 11, 4:25 pm, "Vidar Olavesen" <olav...@online.no> wrote:
> > What browser are you using? I know this an option in
> > firefox, and I'm reasonably certain this also an option
> > in IE 6 & 7. You'll have to poke around the options for
> > either, because WinZip is getting invoked by the browser.
>
> > HTH,
> > Tarkin
>
> Thanks! I am using IE6 by the way. But it never did this before and I
> recently installed Winzip 11, so I figured that was the reason!

Oh, you're most welcome!

I would check both. I've stuck with Winzip 8,
as I've enver had problems w/ it and don't
need to create archives that much; when I do,
I make gzipped tar archives on Cygwin or
Linux, as the system/boot partition dictates :^)

So, you may want to check both the WinZip
and IE6 preferences.

TTFN,
Tarkin

292. Re: 65816

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-12 00:10:00 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <sfOzh.10$_73.2@newsread2.news.pas.earthlink.net>
Source record: 5075

Larry wrote:
> On Feb 9, 12:24 pm, Rick Cortese <ricor...@earthlink.net> wrote:
>
>>I have an 800 with the older version of the OS board. The older version
>>has the necessary chips to use a standard 6502B and functions just fine
>>with the 65C02.
>>
>>People that have been around here a while have heard me whine about the
>>lack of a 65802. Tried for years to find one w/o any luck.
>>
>>Not sure why but it never occurred to me that the 65C816 comes in a 40
>>pin DIP. I'm cruizing eBay for one reason or another so I look for
>>65C816 and a couple pop up. Opening bid is 99ï¿½ but $10 shipping and
>>handling! Ouch! I put in a hefty bid anyway and am awaiting the end of
>>the auction.
>>
>>I figure since I know the 65C02 works and have been told the 65802 would
>>work if I can buy one, the 65C816 should work as long as I don't do
>>anything with the extending addressing modes. I've wanted a 65C816 for a
>>couple of decades now, looks like I finally get one.
>>
>>I cruize over to the WDC web site and sure enough, not only are they
>>still being made but the price is only $9.06! I bid on the eBay one
>>because I thought they had discontinued the 40 pin DIP! I seem to recall
>>last time I checked they wanted a fair but price for a single
>>quantities. Something lost in the ozone of s senior momment like the
>>only way to get single quanties was to buy a ~$75 developer kit that
>>came with a single processor.
>>
>>All comes to he who waits.
>>
>>Rick
>
>
> Hi Rick-
>>From your post about the old OS (OSR-A, I presume), this wouldn't work
> with OSR-B?
> What do you plan to do, just gain the additional addressing modes or?
> Good luck!
> -Larry
>

It isn't a problem with OS itself but the actual construction of the
OS/personality board. The early revision boards just used a standard

6502B chip with ~2 support chips to allow ANTIC to interrupt/DMA<or something>. The functionality in those chips was later added to the 6502C which is why we are incompatible with stock 6502's.

I am really a rank newb when it comes to the 65816. I figure I will start off just seeing if it works and if it does, rewrite some of the Action! PD runtime library. In my tests on the 65C02 I got ~5% smaller code and 5-7% faster execution. I think the '816 has a slightly richer instruction set in 6502 mode so it should do even better.

And *IF* it does not crash in 65816 mode, they have instructions like block move that should be hugely faster then 6502 move loops.

Rick

293. Re: 65816

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-12 03:42:26 UTC
From: Jeff Potter <jpotter@cfl.rr.com>
Message-ID: <45cfe221$0$5256$4c368faf@roadrunner.com>
Source record: 5076

Rick Cortese wrote:
> Larry wrote:
>> On Feb 9, 12:24 pm, Rick Cortese <ricor...@earthlink.net> wrote:
>>
>>> I have an 800 with the older version of the OS board. The older version
>>> has the necessary chips to use a standard 6502B and functions just fine
>>> with the 65C02.
>>>
>>> People that have been around here a while have heard me whine about the
>>> lack of a 65802. Tried for years to find one w/o any luck.
>>>
>>> Not sure why but it never occurred to me that the 65C816 comes in a 40
>>> pin DIP. I'm cruizing eBay for one reason or another so I look for
>>> 65C816 and a couple pop up. Opening bid is 99ï¿½ but $10 shipping and
>>> handling! Ouch! I put in a hefty bid anyway and am awaiting the end of
>>> the auction.
>>>
>>> I figure since I know the 65C02 works and have been told the 65802 would
>>> work if I can buy one, the 65C816 should work as long as I don't do
>>> anything with the extending addressing modes. I've wanted a 65C816 for a
>>> couple of decades now, looks like I finally get one.
>>>
>>> I cruize over to the WDC web site and sure enough, not only are they
>>> still being made but the price is only $9.06! I bid on the eBay one
>>> because I thought they had discontinued the 40 pin DIP! I seem to recall
>>> last time I checked they wanted a fair but price for a single
>>> quantities. Something lost in the ozone of s senior momment like the
>>> only way to get single quanties was to buy a ~$75 developer kit that
>>> came with a single processor.
>>>
>>> All comes to he who waits.
>>>
>>> Rick
>>
>>
>> Hi Rick-
>>> From your post about the old OS (OSR-A, I presume), this wouldn't work
>> with OSR-B?
>> What do you plan to do, just gain the additional addressing modes or?
>> Good luck!
>> -Larry
>>
>
> It isn't a problem with OS itself but the actual construction of the

> OS/personality board. The early revision boards just used a standard
> 6502B chip with ~2 support chips to allow ANTIC to interrupt/DMA<or
> something>. The functionality in those chips was later added to the
> 6502C which is why we are incompatible with stock 6502's.
>
> I am really a rank newb when it comes to the 65816. I figure I will
> start off just seeing if it works and if it does, rewrite some of the
> Action! PD runtime library. In my tests on the 65C02 I got ~5% smaller
> code and 5-7% faster execution. I think the '816 has a slightly richer
> instruction set in 6502 mode so it should do even better.
>
> And *IF* it does not crash in 65816 mode, they have instructions like
> block move that should be hugely faster then 6502 move loops.
>
>
> Rick

Rick, Larry:

I have some experience with the 65816 running in an Atari (my memory-upgraded but otherwise stock 800XL). It was the FTe '816 module, which dropped directly into the 6502 socket, and worked quite well (it was more than merely plugging a 65816 into a 6502 socket). I used John Harris' excellent macro assembler editor package (name escapes me) and the book "Programming the 65816".

I did manage to create a version of my APACVIEW GIF decoding program for the '816. Here's what I remember:

- The chip powers up in 8-bit mode, and all your old programs work just fine in that mode. They will not run any faster.
- You switch the '816 in and out of 16-bit mode programmatically. Your O/S will probably crash the first time you do this, as no provision for 16-bit interrupt servicing existed in the O/S ROM. So you have to disable _all_ interrupts. Curiously, normal display operation is possible without VBI (but no funny DLI-based display modes will work).
- I only got a 15% improvement in coding a GIF decoder over my 8-bit version. I turned off interrupts, switched to 16-bit mode, and decoded the entire image, then switched back to 8-bit and enabled interrupts. Not enough of my routines needed 16-bit access capability, apparently.
- Once you're in 16-bit mode, all writes and reads are in 16-bit mode. I don't remember getting around this for times I only needed 8-bit writes/reads.
- The '816 instruction set is not much richer, in my memory, other than having the ability to write/read in 16-bit words (I never used the block move instructions). They did lock out certain "trick" 6502 modes that were oversights in the original design (but exploited by some programmers). The '816 does fix the 6502's errors w.r.t. running in BCD mode, then getting interrupted and losing the status of the BCD mode bit (my memory is fuzzy here).

Don't ask me to send you my 800XL, I'd given it away years ago...

Your eight-bit friend,

Jeff Potter

294. Re: Oberon-2 (oo2c) for 6502

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-12 09:05:28 UTC
From: gnorayr@gmail.com
Message-ID: <1171271128.162538.289220@j27g2000cwj.googlegroups.com>
Source record: 5077
Cross-posted to: comp.sys.oric,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

On 10 O©╫O©╫O©╫, 15:48, "Anders Skelander" <a...@hotmail.com> wrote:
> <gno...@gmail.com> skrev i meddelandetnews:1171098732.499781.150890@q2g2000cwa.googlegroups.com...
>
> >> ...
> > garbage collection yet not supported in 6502 version
>
> Is it reasonably easy to compensate for the lack of garbage collection
> by following a certain programming style? Or how do you manage it.
>
> Anders

```
certainly, if you do not use NEW then not necessarily to use DISPOSE
or rely on garbage collection
```

295. ProSystem pinout?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-12 09:57:57 UTC
From: Thomas Richter <thor@math.TU-Berlin.DE>
Message-ID: <53as15F1raou3U1@mid.dfncis.de>
Source record: 5078

Hi folks,

does anybody here know the pinout of the ProSystem interface cable that allows users to connect an Atari style disk drive to PC hardware?

I had the impression that this is just a standard 12V-RS232 to 5V SIO level converter that maps the DTR line on the RS232 side to the command line on the Atari side, but I've a user here that doesn't seem to be able to use it with my software (atari++). As I don't have this interface, probably someone's able to give me a clue.

I'm using the following to set the command line on the ProSystem cable:

RTS is always enabled, and DTR just mirrors the state of the command line. If DTR is active, then the command line is "pulled", i.e. devices are expected to receive a command frame.

So long,
Thomas

296. Re: 65816

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-12 12:47:47 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1171284467.739741.117850@j27g2000cwj.googlegroups.com>
Source record: 5079

Hi Rick and Jeff-

Thanks for the info. I was mainly curious about the 800 OS board,
although I don't use one anymore.
I'm mainly a fan of XE's, and there are three different accelerators
in the works for the XL and XE. Of the three, two use 65C816's.
Surely one will pan out!
I still have my 65816 "Bible," patiently waiting...

-Larry

297. Re: ProSystem pinout?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-12 13:15:58 UTC
From: Matthias Reichl <usenet-200702@hias.horus.com>
Message-ID: <slrnet0q4e.bjo.usenet-200702@camel.hias.horus.com>
Source record: 5080

On Mon, 12 Feb 2007 10:57:57 +0100, Thomas Richter wrote:
> does anybody here know the pinout of the ProSystem interface cable that
> allows users to connect an Atari style disk drive to PC hardware?
>
> I had the impression that this is just a standard 12V-RS232 to 5V SIO
> level converter that maps the DTR line on the RS232 side to the command
> line on the Atari side, but I've a user here that doesn't seem to be
> able to use it with my software (atari++). As I don't have this
> interface, probably someone's able to give me a clue.

You can get the original description from the APE for DOS docs which
is available from the atarimax website (the pro118.doc file inside
the ape118d.zip).

Basically it works like this: RTS is used as a power supply for the
circuit (RTS is set to logical false, the RTS line on the PC then is
at +9-12V, a zener-diode is used to convert that into +5V). +5V is
also connected to the SIO +5V/ready pin, otherwise disk drives won't
accept commands from the SIO bus.

RxD, TxD and DTR run through the 14C89 and connect to RxD, TxD and
Command of the SIO bus.

The really bad thing about the ProSystem interface is that it doesn't
conform to the RS232 standard and therefore isn't compatible with all
RS232 interfaces. Just consider it as a really ugly hack.

The interface itself doesn't provide negative voltages to the RxD input
of the PC and therefore relies on the fact that the interface interprets
the (illegal) input of 0V as logical true (the 14C89 is a RS232->TTL
converter, not a TTL->RS232!).

Basically, all onboard PC serial ports work with this hack, but none
of my RS232 addon boards (ISA and PCI) worked. The RS232 spec clearly
mentions that voltages between -3V and +3V are unspecified, you need
at least -3V for logical true (usually -12..-9V).

HTH,

Hias

298. Re: ProSystem pinout?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-12 16:53:43 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <rY0Ah.292$_73.111@newsread2.news.pas.earthlink.net>
Source record: 5081

Matthias Reichl wrote:
> On Mon, 12 Feb 2007 10:57:57 +0100, Thomas Richter wrote:
<snip>

> The really bad thing about the ProSystem interface is that it doesn't
> conform to the RS232 standard and therefore isn't compatible with all
> RS232 interfaces. Just consider it as a really ugly hack.
>
> The interface itself doesn't provide negative voltages to the RxD input
> of the PC and therefore relies on the fact that the interface interprets
> the (illegal) input of 0V as logical true (the 14C89 is a RS232->TTL
> converter, not a TTL->RS232!).
>
> Basically, all onboard PC serial ports work with this hack, but none
> of my RS232 addon boards (ISA and PCI) worked. The RS232 spec clearly
> mentions that voltages between -3V and +3V are unspecified, you need
> at least -3V for logical true (usually -12..-9V).

Here we go again. Have you ever read the actual RS232 standard or are
you just repeating something you heard? I don't mean some faux engineers
web page or newsgroup post, but the actual technical specifications? I
can say with 100% conficence you are wrong in your assumptions.

299. Re: ProSystem pinout?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-12 19:41:27 UTC
From: Matthias Reichl <usenet-200702@hias.horus.com>
Message-ID: <slrnet1gn7.gn2.usenet-200702@camel.hias.horus.com>
Source record: 5082

```
On Mon, 12 Feb 2007 16:53:43 GMT, Rick Cortese wrote:
> Here we go again. Have you ever read the actual RS232 standard or are
> you just repeating something you heard? I don't mean some faux engineers
> web page or newsgroup post, but the actual technical specifications? I
> can say with 100% conficence you are wrong in your assumptions.

Sorry, I don't have access to the original EIA/TIA-232-x specifications.
But the +/- 3V gap is also mentioned in the ITU-T V.28
specification plus almost every appnote you can find on the net.

V.28 spec : http://www.itu.int/rec/T-REC-V.28/en
Dallas/Maxim appnote : http://pdfserv.maxim-ic.com/en/an/AN83.pdf

If I really shoud be mistaken, please point me to the right direction.

so long,

Hias
```

300. Re: ProSystem pinout?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-12 21:03:31 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <DC4Ah.1368$JI.611@newsread3.news.pas.earthlink.net>
Source record: 5083

Matthias Reichl wrote:
> On Mon, 12 Feb 2007 16:53:43 GMT, Rick Cortese wrote:
>
>>Here we go again. Have you ever read the actual RS232 standard or are
>>you just repeating something you heard? I don't mean some faux engineers
>>web page or newsgroup post, but the actual technical specifications? I
>>can say with 100% conficence you are wrong in your assumptions.
>
>
> Sorry, I don't have access to the original EIA/TIA-232-x specifications.
> But the +/- 3V gap is also mentioned in the ITU-T V.28
> specification plus almost every appnote you can find on the net.

The net references, and I have seen dozens, are all wrong on several
levels, mostly by ommision. The full spec calls for the +/- 3V *AND*
recognizing 300 Ohms to ground, => 0 volts, as a logic 1. To not
recognize it would to not be in compliance with the FULL specification.

I believe you can find some good details in

Microprocessor Applications Manual ISBN 0-07-043527-8 copyright 1975

Further, been a while since I read it, I think this is the reference
where the designers of the 6800 and 1489 talk about deciding to use ttl
levels for the switching point of the 1489 just so people *COULD* use
ttl level logic to interface with it. Kind of statement like 'since
range -/+ 3V is undefined and we want to make the 300 Ohm to ground
work, this is what we did" in the text. It is designed to switch at ~.8
volts rather then -3V. This is the chip used in the IBMs and in fact is
the designers made it to work with ttl levels. They don't suggest it,
they don't hint it, they explicitly say that is what they did to make it
fit the specifications and be easy to use.

Even the Radio Shack Semiconductor Reference Guide has the full specs in
it. I have it open to the page in my 1985 edition right now. I seem to
recall they included the specs with the little reference sheet when you
bought the chip too but I haven't bought one from them in a decade so it
may have changed. In any case they included an equivalent circuit in
both docs that show the input is protected by a diode. Anything you put
on the input below the forward voltage of the diode ~.6 volts, will not
be seen by the rest of the chip anyway.
>
> V.28 spec : http://www.itu.int/rec/T-REC-V.28/en
> Dallas/Maxim appnote : http://pdfserv.maxim-ic.com/en/an/AN83.pdf

They have it via Clause 7 of the docs. Option to interpret as fault or logic 1 and is universally interpreted as a logic 1 by everything I have seen. It is stated much clearer in the Motorola docs.

301. Re: ProSystem pinout?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-13 02:08:13 UTC
From: Matthias Reichl <usenet-200702@hias.horus.com>
Message-ID: <slrnet27cc.mkd.usenet-200702@camel.hias.horus.com>
Source record: 5084

Hi Rick!

On Mon, 12 Feb 2007 21:03:31 GMT, Rick Cortese wrote:
> Matthias Reichl wrote:
>> V.28 spec : http://www.itu.int/rec/T-REC-V.28/en
>
> They have it via Clause 7 of the docs. Option to interpret as fault or
> logic 1 and is universally interpreted as a logic 1 by everything I have
> seen. It is stated much clearer in the Motorola docs.

First of all, really thanks a lot for your verbose explanation!

But, currently, I can't agree 100% with you. I know about the most
common receiver implementations (most have a threshold at about
+0.8..+1.6V) but this hasn't to do too much with the standard.

The V.28 spec mentions that the sender (generator) "shall" output at most
-5V (-15..-5V) or at least +5V (+5V..+15V). The ProSystem interface
doesn't meet this spec (clause 4).

Next thing, the clause 7 is about fault conditions and also says that
a receiver "may" interpret an undefined signal level as logical high.

This all together lead me to the conclusion that the ProSystem cable is
more a (bad) hack then a well-designed circuit. Just consider using
such a device (which will output slightly above 0V and slightly below
+5V) together with a 1-2m cable. It's far from fault-tolerant, even
if the receiver threshold is somewhere between +0.5 and +1.6V).

Please don't get me wrong. I've experienced a lot of problems with
those (14C89) ProSystem cables with add-on RS232 cards and I'd really
like to know what's the exact cause. My first thought was "they don't
even output +/-3V, I guess that's the reason".

BTW: All of those cards worked fine with a MAX232(A) interface.

But maybe it's really something else that hasn't to do with signal
levels, eg the 14C89 drawing too much current from the RTS line
(which, then, would also be a violation of the specs...).

so long,

Hias

302. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-13 05:27:59 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1171344464@rtfm.mit.edu>
Source record: 5085
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 10, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE Game System.
Atari, headquartered at the time in Sunnyvale, California, USA, produced this
line of computers from 1979-1992.

To see what Atari, Inc. is up to today, visit: http://www.atari.com/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

Former (before 1987) Usenet newsgroups for Atari computer discussion:
net.micro.atari8 - created Feb 1986
net.micro.atari - created Nov 1982
net.micro - created Jan 1982

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board (B8MB): http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LISTS
atari8-l, kept by Maciej Grzeszczuk
```

To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

'atari', kept by Jeff Wood
'atari' is gatewayed bidirectionally with comp.sys.atari.8bit.
To subscribe, send a message to atari-request@rtdos.com with the
following in the subject (not the body) of the message:
subscribe
'atari' web page: http://rtdos.com/mailman/listinfo/atari_rtdos.com

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
Atarimania, http://www.atarimania.com/

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

ACGC - Atlantic Computer and Gaming Club
http://www.chebucto.ns.ca/Technology/NSACUG/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday
http://www.ataritoday.com/

303. Re: ProSystem pinout?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-13 09:10:23 UTC
From: Thomas Richter <thor@math.TU-Berlin.DE>
Message-ID: <53ddjvF1q9pg9U1@mid.dfncis.de>
Source record: 5086

Matthias Reichl wrote:
> On Mon, 12 Feb 2007 10:57:57 +0100, Thomas Richter wrote:
>
>>does anybody here know the pinout of the ProSystem interface cable that
>>allows users to connect an Atari style disk drive to PC hardware?
>>
>>I had the impression that this is just a standard 12V-RS232 to 5V SIO
>>level converter that maps the DTR line on the RS232 side to the command
>>line on the Atari side, but I've a user here that doesn't seem to be
>>able to use it with my software (atari++). As I don't have this
>>interface, probably someone's able to give me a clue.
>
>
> You can get the original description from the APE for DOS docs which
> is available from the atarimax website (the pro118.doc file inside
> the ape118d.zip).
>
> Basically it works like this: RTS is used as a power supply for the
> circuit (RTS is set to logical false, the RTS line on the PC then is
> at +9-12V, a zener-diode is used to convert that into +5V). +5V is
> also connected to the SIO +5V/ready pin, otherwise disk drives won't
> accept commands from the SIO bus.

Ok, thanks, that's what I'm doing: Putting a LOW on the RTS (so a +12V
on the actual RS232 lines) and CMD on DTR. So either we have an
incompatible serial port that is picky about the specs, or a timing
problem concerning the serial interface. The system were this doesn't
seem to work runs winXP, I've tested the timing with a null-modem cable
and your Atari SIO server (thanks!) on Linux and Win2000, so I *would*
believe the timing is fine as it is. Of course, on a heavily loaded
system and a program running only in user space, all bets are off. (On
Linux, we have your AtariSIO kernel driver, but not on WinXP.)

> The interface itself doesn't provide negative voltages to the RxD input
> of the PC and therefore relies on the fact that the interface interprets
> the (illegal) input of 0V as logical true (the 14C89 is a RS232->TTL
> converter, not a TTL->RS232!).

Hmm. The typical 1488/1489 RS232 interface chips accept this as "true"
according to the specs I have. Whether this is conforming to RS232 I
don't know.

> Basically, all onboard PC serial ports work with this hack, but none
> of my RS232 addon boards (ISA and PCI) worked. The RS232 spec clearly
> mentions that voltages between -3V and +3V are unspecified, you need

> at least -3V for logical true (usually -12..-9V).

Thanks,
Thomas

304. Re: 65816

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-13 16:52:25 UTC
From: pmichalicki@gmail.com
Message-ID: <1171385545.394532.109510@v45g2000cwv.googlegroups.com>
Source record: 5087

On Feb 12, 4:42 am, Jeff Potter <jpot...@cfl.rr.com> wrote:
> > And *IF* it does not crash in 65816 mode,

It will. You need to replace the OS in order to use the 16-bit mode
with interrupts enabled. I'd recommend to use my 65C816 version of the
XL OS downloadable here: http://drac030.krap.pl/en-pliki.php

> > they have instructions like
> > block move that should be hugely faster then 6502 move loops.

The move block instruction, although it is really much faster than a
simple loop, it not so fast as it coul be. It transfers one byte per 7
clock cycles.

> I used John
> Harris' excellent macro assembler editor package (name escapes me)

It is MAE. Excellent assembler indeed, although versions later than
1.1 tend to be buggy.

> - I only got a 15% improvement in coding a GIF decoder over my 8-bit
> version.

Depending on the task to do, using the 16-bit instruction you can gain
up to 30% at the same clock speed, compared to standard 6502. Surely
this is a maximum - there are tasks where you can get less, or even
none.

>From my experience, 65C816 requires slightly different programming
techniques than 6502, and it is quite difficult sometimes for an
experienced 6502 coder to change the mind and learn/invent new tricks,
or at least avoid applying "old" methods when writing programs.

> - Once you're in 16-bit mode, all writes and reads are in 16-bit mode.

Not true. Once you're in the native 65C816 mode, you *can* use 16-bit
reads and writes, but you're not obliged to do that.

> - The '816 instruction set is not much richer, in my memory, other than
> having the ability to write/read in 16-bit words (I never used the block
> move instructions).

The instruction set is mostly enriched by new addressing modes (there
is 22 of them).

305. Re: 65816

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-13 18:17:36 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <4hnAh.1646$tD2.1421@newsread1.news.pas.earthlink.net>
Source record: 5088

pmichalicki@gmail.com wrote:
> On Feb 12, 4:42 am, Jeff Potter <jpot...@cfl.rr.com> wrote:
>
>>>And *IF* it does not crash in 65816 mode,
>
>
> It will. You need to replace the OS in order to use the 16-bit mode
> with interrupts enabled. I'd recommend to use my 65C816 version of the
> XL OS downloadable here: http://drac030.krap.pl/en-pliki.php

Thanks for the link! Unfortunately the computer I have that should be
65816 compatible is an 800 so I don't think an XL OS will work. I will
take a look at your OS as it will help me figure out how to rewrite the
800 OS.

I don't know if you are familiar with the Action! language or its run
time, but it would be fairly easy for me to disable interrupts on entry
to any routine using 65816 instructions.
>
>
>>>they have instructions like
>>>block move that should be hugely faster then 6502 move loops.
>
>
> The move block instruction, although it is really much faster than a
> simple loop, it not so fast as it coul be. It transfers one byte per 7
> clock cycles.

There were so many things that just needed a small speed up to be
practical, it would probably be enough. Screen scrolling with terminal
and word processor programs, serial communications, and animations to
name a few.

I'm not going to tackle an OS rewrite, but even old programs like
miniterm were written in BASIC and could barely keep up at 300 BAUD. I
remember just changing my OS to fast floating point routines was enough
to make make miniterm work reliably.

306. Re: ProSystem pinout?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-13 18:52:27 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <LNnAh.830$_73.287@newsread2.news.pas.earthlink.net>
Source record: 5089

Matthias Reichl wrote:

> Hi Rick!
>
> On Mon, 12 Feb 2007 21:03:31 GMT, Rick Cortese wrote:
>
>>Matthias Reichl wrote:
>>
>>>V.28 spec : http://www.itu.int/rec/T-REC-V.28/en
>>
>>They have it via Clause 7 of the docs. Option to interpret as fault or
>>logic 1 and is universally interpreted as a logic 1 by everything I have
>>seen. It is stated much clearer in the Motorola docs.
>
>
> First of all, really thanks a lot for your verbose explanation!
>
> But, currently, I can't agree 100% with you. I know about the most
> common receiver implementations (most have a threshold at about
> +0.8..+1.6V) but this hasn't to do too much with the standard.
>
> The V.28 spec mentions that the sender (generator) "shall" output at most
> -5V (-15..-5V) or at least +5V (+5V..+15V). The ProSystem interface
> doesn't meet this spec (clause 4).
>
> Next thing, the clause 7 is about fault conditions and also says that
> a receiver "may" interpret an undefined signal level as logical high.

Point being that IBM may and does. That is the RS232 implementation
follows clause 7 by design and is stated as such.

Logical construct thing. You may go to the store and buy a liter of
milk. If you go to the store and buy a liter of milk, then it becomes a
fact.

If someone uses the cable on equipment where clause 7 isn't implemented,
then right. i.e. No one went to the store so there isn't a liter of milk
in the fridge.
>
> This all together lead me to the conclusion that the ProSystem cable is
> more a (bad) hack then a well-designed circuit. Just consider using
> such a device (which will output slightly above 0V and slightly below
> +5V) together with a 1-2m cable. It's far from fault-tolerant, even
> if the receiver threshold is somewhere between +0.5 and +1.6V).
>

> Please don't get me wrong. I've experienced a lot of problems with
> those (14C89) ProSystem cables with add-on RS232 cards and I'd really
> like to know what's the exact cause. My first thought was "they don't
> even output +/-3V, I guess that's the reason".

I can't remember his name, ~JT131 from Poland I think, sold SIO2PC interface cables on eBay. I don't have a break down of his sales but I seem to recall he had something like 2,700 positive feedbacks. I think he may have had one negative feedback but its been a long time since I looked. Like I said, I don't have the details but it does look like his cables worked for 99.96% of the IBM compatibles and possibly 100% since you are bound to get a complainer in 2,700 sales. These were SIO2PC cables but they still do the ~.6 volt as logic 1 and ~2.4 to 5 volt as logic 0.

>
> BTW: All of those cards worked fine with a MAX232(A) interface.
>
> But maybe it's really something else that hasn't to do with signal
> levels, eg the 14C89 drawing too much current from the RTS line
> (which, then, would also be a violation of the specs...).

I am mostly mentally stable with the exception of the occasional fits of obsession.

Specifically ~CMOS switches to become a low value resistor of a few Ohms as compared to silicon which is mostly current source or sink with a forward voltage drop.

A few years back after one of these RS232 debates/Pro cables don't work, I rewired one of my socketted 14C89 SIO2PC cables into a Pro cable. The cable worked fine of course but since Steve specifies the 14C89 I decided to plug in a plain old 1489: It worked too although chip voltage levels and positive output voltage was down to ~2.4 volts. I test everything to the detriment of my free time.<grin>

Actually that was the last time I had an Atari plugged in.

Rick

307. Re: 65816

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-14 07:44:08 UTC
From: pmichalicki@gmail.com
Message-ID: <1171439048.544966.126920@m58g2000cwm.googlegroups.com>
Source record: 5090

On Feb 13, 7:17 pm, Rick Cortese <ricor...@earthlink.net> wrote:
> Thanks for the link! Unfortunately the computer I have that should be
> 65816 compatible is an 800 so I don't think an XL OS will work.

Surely it won't - it needs the 16k ROM space available in XL/XE
machines.

308. Re: ProSystem pinout?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-14 14:42:43 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.tnqttyqmgaat7c@mdc>
Source record: 5091

On Tue, 13 Feb 2007 12:52:27 -0600, Rick Cortese <ricortes@earthlink.net>
wrote:

> I can't remember his name, ~JT131 from Poland I think, sold SIO2PC
> interface cables on eBay.

That would be:

Artur Burzynski (j131)
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/

309. Re: Oberon-2 (oo2c) for 6502

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-14 18:21:48 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <53h29sF1sfvh1U1@mid.individual.net>
Source record: 5092

On Fri, 09 Feb 2007 08:18:35 -0800, gnorik wrote:

> I am proud to announce that I have managed to prepare patched oo2c/
> libraries to work with cc65 c compiler for 6502.
>
> That means, now it is possible to write and crosscompile Oberon-2
> sources for Oric, Apple, and other 6502 platforms
> Work will be published soon, but there is still some work to prepare
> reasonable standard library
>
>
> limitations: cc65 doesn't support float, i. e. no Oberon REAL,
> LONGREAL support.
> no garbage collection
>
> if anyone wish to help with writing libraries(using c, cc65 in-line
> assembly, and Oberon) please, feel free to write me
>
> I want to say that it is a real pleasure to write object oriented code
> for my favourite little Atmos :)
> regards
>
> Norayr Chilingaryan

Way cool. I've been using Oberon for a while, have tried oo2c a few years ago (without patching it) and thought again about it last week when reading "The School of Niklaus Wirth: The Art of Simplicity". Now it is done, thank you very much!

Carsten

310. Wall War Game

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-14 21:43:03 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <OnLAh.12495$0y4.48@newsfe14.phx>
Source record: 5093

Hi,
I recently found this game at
http://atari.fandal.cz/detail.php?files_id=3433 and was wondering if there is any documentation for playing this game and what kind of input[joystick or paddle] is needed. Nice graphics and I got a score and level 2, but I don't seem to have enough control..
RoyE

311. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-15 11:46:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0702150344090.9301-100000@onyx.spiritone.com>
Source record: 5094
Cross-posted to:
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Newsgroup: comp.sys.atari.8bit
Date: 2007-02-15 11:48:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0702150346320.9301-100000@onyx.spiritone.com>
Source record: 5095
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313. Re: ProSystem pinout?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-15 13:07:03 UTC
From: Matthias Reichl <usenet-200702@hias.horus.com>
Message-ID: <slrnet8mnn.53b.usenet-200702@camel.hias.horus.com>
Source record: 5096

Hi Rick!

On Tue, 13 Feb 2007 18:52:27 GMT, Rick Cortese wrote:
> I can't remember his name, ~JT131 from Poland I think, sold SIO2PC
> interface cables on eBay. I don't have a break down of his sales but I
> seem to recall he had something like 2,700 positive feedbacks. I think
> he may have had one negative feedback but its been a long time since I
> looked. Like I said, I don't have the details but it does look like his
> cables worked for 99.96% of the IBM compatibles and possibly 100% since
> you are bound to get a complainer in 2,700 sales. These were SIO2PC
> cables but they still do the ~.6 volt as logic 1 and ~2.4 to 5 volt as
> logic 0.

We are talking about different things. I don't doubt that your interface
works in some 99.something% of the cases. And I also don't doubt that
99.something% of the RS232 receivers are implemented in the way you
described.

I re-read the specs several times and thought about all this quite
a lot the last days. I have to admit that some of my conclusions
that I made in my first post aren't 100% accurate, but my basic
point (your interface being out of spec) still stands. And I think
now I know why it fails in some cases:

The original RS232 specifications were designed with a simple
principle in mind: reliability of an unbalanced connection.

The sender has to output at least +/-5V. The receiver has to
detect a signal of at least +/-3V. And, as a last fallback,
we have clause 7 (V.24 even says that this kind of fault handling
must be implemented for modem control lines - though it's not mandatory
for the RxD line, let's just assume RxD works the same way since in
most of the cases identical line receivers will be used for all inputs).

While a standard-conforming sender has a quite big safety region,
at least 2V without clause 7 and 6V for negative signals / 4V
for positive signals (with clause 7, assuming a switching point
of +1V), the ProSystem cable has a safety region of only ~0.5-1V.

And this reduced safety region will be a showstopper if we don't
have ideal conditions. Just think about interference, cross-talk,
ground-loops, a slight DC offset, ... We just don't live in
a perfect world.

During the last years I read approx. one posting per year
(here in this newsgroup and in web-forums) from someone having
problem with the ProSystem cable. Using a MAX232 based cable

always solved the issues.

You might say that this is not a lot, but for each individual
who experienced the problem it meant quite some time of frustration
tracking down the problem plus also a financial loss of some
10-20 EUR (or whatever they payed for the interface). And this
is one of the reasons why I don't recommend 14C89 based interfaces.

so long,

Hias

314. Re: Wall War Game

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-15 15:33:55 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <roadndTsFcfX4EnYRVnzvQ@telenor.com>
Source record: 5097

"RoyE" <r-dean@cox.net> skrev i melding
news:OnLAh.12495$0y4.48@newsfe14.phx...
> Hi,
> I recently found this game at
> http://atari.fandal.cz/detail.php?files_id=3433 and was wondering if there
> is any documentation for playing this game and what kind of input[joystick
> or paddle] is needed. Nice graphics and I got a score and level 2, but I
> don't seem to have enough control..
> RoyE

I think it's joystick. Push back on the stick to get a wall in front of you
I think. Don't remember, long time ago, so might be confusing with other
game. Shoot through the opponents wall and I think you shall hit him?

315. Re: ProSystem pinout?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-15 19:39:57 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <hG2Bh.1815$x74.963@newsread4.news.pas.earthlink.net>
Source record: 4998

Matthias Reichl wrote:
> Hi Rick!
>
<snip>
> I re-read the specs several times and thought about all this quite
> a lot the last days. I have to admit that some of my conclusions
> that I made in my first post aren't 100% accurate, but my basic
> point (your interface being out of spec) still stands. And I think
> now I know why it fails in some cases:
>
> The original RS232 specifications were designed with a simple
> principle in mind: reliability of an unbalanced connection.

If I have it right, clause 7 is in there so you could tell if a
receiving device is off. It was also there because some of the early
equipment used relays but that isn't the relevant point for this topic.
>
> The sender has to output at least +/-5V. The receiver has to
> detect a signal of at least +/-3V. And, as a last fallback,
> we have clause 7 (V.24 even says that this kind of fault handling
> must be implemented for modem control lines - though it's not mandatory
> for the RxD line, let's just assume RxD works the same way since in
> most of the cases identical line receivers will be used for all inputs).
>
> While a standard-conforming sender has a quite big safety region,
> at least 2V without clause 7 and 6V for negative signals / 4V
> for positive signals (with clause 7, assuming a switching point
> of +1V), the ProSystem cable has a safety region of only ~0.5-1V.

We are going to have to agree to disagree.

The topic is RS232 compatibility with the IBM, a clause 7 implementation
of RS232. If you really want to pull out the rule book, there is no Ring
Indicator in the RS232 standard ergo Nick's MAX232 version of the cable
and software is not RS232 compliant. AH! but there is in the IBM
implementation. If you want to say not all implementations of the RS232
standard follow clause 7, fine. If you want to say there are some after
market boards that don't follow the full RS232 standard w/clause 7,
fine but I would like to see an example.

In looking for a 1489 equivalent schematic I happened on a Mac site:
http://www.mactech.com/articles/mactech/Vol.01/01.08/SerialPortsasSlots/index.html

"The receivers do not operate in strict accordance with RS-232, since
their input switching threshold is around +1 volt. Therefore these
receivers will correctly respond not only to RS-232 input levels, but

TTL level inputs also. Like the drivers, the output is inverted from the input."

I think this is the only site I have seen where they say where the 1489 switches. They did forget to mention clause 7 though.<sigh>

I take slight exception to their "do not operate in strict accordance with RS-232" A specification says what something should do, i.e. treat -3V as logic one and +3V as logic 0 which the Mac complies fully with. To use their reasoning everything that switches in the undefined(ignoring clause 7) "do not operate in strict accordance with RS-232" Of course everything switches somewhere between -3V and +3V!!! It is an engineering/design decision to decide where and at your discretion. If you choose to switch at 0V or +2V or -1V you are still in accordance with RS-232 standard.
>
> And this reduced safety region will be a showstopper if we don't
> have ideal conditions. Just think about interference, cross-talk,
> ground-loops, a slight DC offset, ... We just don't live in
> a perfect world.

I found the 1489 schematic.
http://www.onsemi.com/pub/Collateral/MC1489-D.PDF

Look at the input stage. Pay particular attention to the 3.8k resistor going to diode which is connected to ground. All the talk about -3 volts or -25 volts really doesn't make a difference to the circuit. Anything below the forward voltage of that diode is tits on a bull to use my father's expression. It is clamped the way the MPP joystick modem clamped their inputs except they used a zener to limit the high side voltage too. Very common way of doing things. I believe diode clamping like this is standard on just about every IC to protect against static discharge.
>
> During the last years I read approx. one posting per year
> (here in this newsgroup and in web-forums) from someone having
> problem with the ProSystem cable. Using a MAX232 based cable
> always solved the issues.

This is WAY down from when 1489 SIO2PC/APE/Pro version cables became popular. Like I said about 70% of the people posting about SIO2PC were "This thing doesn't work."

I've offered to fix or exchange working cables to anyone who had trouble with either the 1489 or MAX. 100% of the problems I found were assembly. I stopped doing it when I put my 8 bit away maybe 5 years ago.

Just a side note, the 1489 stuff by everyone involved wasn't done to be perfect. The j131 or Tucker or Dyson or me or whoever were done because the people trying to make Nick's original MAX232 version couldn't do it. We are really talking first project, never seen a schematic type of person. I'm pretty sure that is why Steve puts up connection lists

rather then schematics. When I did a 4049 version people complained they couldn't find the chip. The MAX232 was even tougher to find and cost $6 back then. When I did the 74LS00 version I got a lot of "What's that?"s The best solution ended up being "Go to Radio Shack and buy a 1489." That some people still have trouble making them, bad parts find their way into assemblies, the occasional diode with too high a forward voltage, does not surprise me. I've even had new cable that had an internal break and at least one with an internal short. The manufacturing fallout is really quite low compared to just about any other electrical device.

This is an obtuse point, but stick with it please and it may make sense. I Nick said it best: I forgot his exact words. Something like, 'The first one you build is exciting. After you build 10 or more it just becomes boring work." He priced the ones he made to discourage people from ordering from him. Likewise Steve Tucker said something similar in that he enjoys programming but doesn't like soldering APE/Pro cables => another high pricer. I know I was toast after making/fixing a bunch.

That the price dropped and people were willing to make the 1489 versions was an unforeseen bonus.

316. Re: How many are left?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-16 03:58:31 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <45D52BE7.3E6D0956@a8maestro.com>
Source record: 4999

Judging from several sources..sales, newsgroups, chats, other sites...
I'd estimate only about 50 active users in the US/Canada. Maybe a few
hundred more in the rest of the world.
Probably a couple 1000 in the garage, attic, or closet with plans of
being used.

Rick D.
DO NOT REPLY TO a8maestro"a t"a8maestro.com.
Use rld2007 " a t " a8maestro.com instead.

Phantom wrote:

> Was wondering if anyone has any idea of about
> how many Atari 8-bit Active Users there are in the
> USA and World Wide?
>
> Also, is there any type of paper or disk based
> Atari 8-bit Magazine in the US or elsewhere?
>
> phantomm@bellsouth.net

317. Re: How many are left?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-16 05:19:31 UTC
From: Payton Byrd <plbyrd@bellsouth.no.spam.net>
Message-ID: <Z8bBh.10307$m7.5562@bignews5.bellsouth.net>
Source record: 5000

"Rick D" <a8maestro@a8maestro.com> wrote in message
news:45D52BE7.3E6D0956@a8maestro.com...
> Judging from several sources..sales, newsgroups, chats, other sites...
> I'd estimate only about 50 active users in the US/Canada. Maybe a few
> hundred more in the rest of the world.
> Probably a couple 1000 in the garage, attic, or closet with plans of
> being used.
>
> Rick D.
> DO NOT REPLY TO a8maestro"a t"a8maestro.com.
> Use rld2007 " a t " a8maestro.com instead.
>
>
> Phantom wrote:
>
>> Was wondering if anyone has any idea of about
>> how many Atari 8-bit Active Users there are in the
>> USA and World Wide?
>>
>> Also, is there any type of paper or disk based
>> Atari 8-bit Magazine in the US or elsewhere?
>>
>> phantomm@bellsouth.net
>

I suspect there are more than that. There are probably 10 to 20 people lurking and just casually using them when they get the chance. The Atari scene is a victim of it's own success. With APE it's so damn easy to just download and go play with emulated drives that getting support in these forums isn't that much of an issue. I know I find it far easier to get stuff running on my Atari's than my Commodores or Apples.

318. Re: How many are left?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-16 06:49:27 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001740b9@familynet-international.org>
Source record: 5001

FamilyNet International Newsgate

>>>
>>> phantomm@bellsouth.net
>>

> I suspect there are more than that. There are probably 10 to 20 people =
> lurking and just casually using them when they get the chance. The =
> Atari scene is a victim of it's own success. With APE it's so damn easy =
> to just download and go play with emulated drives that getting support =
> in these forums isn't that much of an issue. I know I find it far =
> easier to get stuff running on my Atari's than my Commodores or Apples.

Victim to its own success? I find that an interesting statement.

I think there might be 50 users in the US that actively USE the Atari 8-bits
say for anything business related or getting on the internet. I think there
are many other gamers and tinkers however. And those people step in and out of
active use all the time.

If it were not for chatting, Newsgroups, and BBS's, my Atari 800 would only be
occationally used. For me, computers have always been about communicating.
It's the interaction with other people that make a platform fun for me. ;)

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

319. Possible to hook Atari 2600 up to standard VGA monitor or DVI monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-17 06:36:20 UTC
From: MarkW <markwco@RemoveNoSpamcomcast.net>
Message-ID: <1h8dt2lhv76rqh4rd33qc6nlpmpb2m87lj@4ax.com>
Source record: 5002

I am going to purchase a Atari 2600 off or ebay for nostalgia reasons since I grew up on this. I have very limited space though and would love to share it with my computer on my VGA lcd monitor.
My question, can this be done? I know the monitor is very much overkill for it but is there an adaptor to adjust the output to this?

320. Atari 400/800 with dvi/vga monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-17 06:45:18 UTC
From: MarkW <markwco@RemoveNoSpamcomcast.net>
Message-ID: <f19dt21hu995hj47mkgs70lap349ucpm20@4ax.com>
Source record: 5003

I grew up during the age of the Atari 400/800 and never owned one but
I see many cheap on Ebay now and have thought about buying one but
don't want to have to get a monitor as well. Is it possible to share
my pc's vga/dvi monitor with it. Is there any way to do this?

321. Re: How many are left?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-17 07:47:48 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00176ae9@familynet-international.org>
Source record: 5004

```
FamilyNet International Newsgate

> From: "tatqoo@gmail.com" <tatqoo@gmail.com>
> Hi there,
> There are many active 8-bit sceners in Poland (few dozens of them for
> sure).
> Greetings
> tatqoo/taquart

And quite a few in TEXAS! (and immediate area.) ;)

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org
```

322. KK Hovercraft Service in Borneo launched

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-17 08:04:30 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00176b21@familynet-international.org>
Source record: 5005

FamilyNet International Newsgate

> From: KK<cheekymonkey4_u@yahoo.com>
> http://hanger36.blogspot.com/2007/02/hovercraft-service.html - The 15km
> hovercraft service from the city and 1Borneo (phase one development of this
>service) will only take 15 minutes (Confirmed) - or one km per minute. Alleged
>terror plot suspected http://hanger36.blogspot.com/2007/02/terror-plot-suspect
> d.html

This E-mail reported as spam to...

http://add2.dir.scd.yahoo.com/fast/help/us/mail/cgi_spam

This just mentioned in case anyone wants to report future spam from yahoo
accounts.

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

323. 6502 wiki

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-17 15:44:54 UTC
From: proteanthread <rtdos@rtdos>
Message-ID: <VYWdnTHLBdHXvkrYnZ2dnUVZ_hninZ2d@bresnan.com>
Source record: 5006

thought the group might be interested:

http://6502.wikispaces.com/

324. Dying 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-17 18:16:31 UTC
From: Thomas Wellicome <tjw@zetnet.co.uk>
Message-ID: <45d74565$0$760$4c56ba96@master.news.zetnet.net>
Source record: 5007

Hi,

I've got a Atari 800XL, which I haven't used for about a year after I moved house, unfortunately when I got it going this weekend the machine started playing up. The problem (according to the memory test) is related to bad memory, with many of the memory areas not working all the time and one of the ROM chips working intermittently. However some of the time a lot of the chips do pass the memory test, it just seems to be when I load anything they fail. Often when I turn the machine on the self test has nearly all the chips working.. I've had a look inside and the chips appear to be soldered onto the motherboard, so they can't have come loose in their sockets. When the memory plays up the machine goes bananas with all sorts of nonsense appearing on the screen. Sometimes it just locks up and others the option/start switches don't work..
Also I noticed while the machine was open the plastic 'circuit' from the keyboard to the motherboard was badly discoloured between the keyboard and the connector. Could this cause the above symptoms?
So the question is what can I do about it, or failing that, if there is anyone out there in the south or south midlands of the UK who would be able to fix it (obviously would pay for it). I'd rather get it fixed than lob it as it was my first 8bit.

Thanks for any advice,

Thomas W.

325. Re: Atari 400/800 with dvi/vga monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-17 19:16:41 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns98DA9145DC9ACemuslor@216.196.97.136>
Source record: 5008

Despite all prevention efforts, MarkW <markwco@RemoveNoSpamcomcast.net>
wrote in news:f19dt21hu995hj47mkgs70lap349ucpm20@4ax.com:

> I grew up during the age of the Atari 400/800 and never owned one but
> I see many cheap on Ebay now and have thought about buying one but
> don't want to have to get a monitor as well. Is it possible to share
> my pc's vga/dvi monitor with it. Is there any way to do this?

You have a couple options. One option is to play the the computer through
your PC using a TV/video capture card. The other option, and the one I
use, is an external upscaler that will take your composite output (some
even do RF) and upconvert it to VGA. Most of these devices also have VGA
passthrough so you can switch between your PC and the Atari. See
http://www.avtoolbox.com/upconpage.shtml for some sample devices.

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

326. Re: Atari 400/800 with dvi/vga monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-17 19:20:12 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns98DA91DEBDDC9emuslor@216.196.97.136>
Source record: 5009

Despite all prevention efforts, Slor <semaj@rols.ten> wrote in
news:Xns98DA9145DC9ACemuslor@216.196.97.136:

> Despite all prevention efforts, MarkW
> <markwco@RemoveNoSpamcomcast.net> wrote in
> news:f19dt21hu995hj47mkgs70lap349ucpm20@4ax.com:
>
>> I grew up during the age of the Atari 400/800 and never owned one but
>> I see many cheap on Ebay now and have thought about buying one but
>> don't want to have to get a monitor as well. Is it possible to
>> share my pc's vga/dvi monitor with it. Is there any way to do this?
>
> You have a couple options. One option is to play the the computer
> through your PC using a TV/video capture card. The other option, and
> the one I use, is an external upscaler that will take your composite
> output (some even do RF) and upconvert it to VGA. Most of these
> devices also have VGA passthrough so you can switch between your PC
> and the Atari. See http://www.avtoolbox.com/upconpage.shtml for some
> sample devices.
>

I forgot to mention as well that many Atari machines include chroma/luma
signals that will allow you to start with s-video output rather than RF or
composite. If you get an 800 or a 130XE, for example, you'll have these
signals and can buy or build yourself an s-video cable for better video
quality prior to upscaling.

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

327. Re: Possible to hook Atari 2600 up to standard VGA monitor or DVI monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-17 19:24:43 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns98DA92A2E2D90emuslor@216.196.97.136>
Source record: 5010

Despite all prevention efforts, MarkW <markwco@RemoveNoSpamcomcast.net>
wrote in news:1h8dt2lhv76rqh4rd33qc6nlpmpb2m87lj@4ax.com:

> I am going to purchase a Atari 2600 off or ebay for nostalgia reasons
> since I grew up on this. I have very limited space though and would
> love to share it with my computer on my VGA lcd monitor.
> My question, can this be done? I know the monitor is very much
> overkill for it but is there an adaptor to adjust the output to this?

See my reply to your 400/800 question for part of the answer. In addition,
since the 2600 does not inherently include a means to output anything but
RF output, you may need an intermediate step for doing that. As I
mentioned in the other post, some upscalers will handle RF, or you can use
an old VCR to do the conversion from RF to composite/s-video. There is
also a fairly simple modification you can buy for your 2600 that will give
you A/V output will little effort. Take a look at
http://www.8bitdomain.com/products.php?id=3 for details.

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

328. Re: Dying 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-17 19:26:43 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <TFIBh.34048$E02.13559@newsb.telia.net>
Source record: 5011

"Thomas Wellicome" <tjw@zetnet.co.uk> skrev i meddelandet
news:45d74565$0$760$4c56ba96@master.news.zetnet.net...
> I'd rather get it fixed than lob it as it was my first 8bit.

Thomas, I cannot give any advice about the techical problem. But
about your intention to fix this specific computer because it was
your first 8 bitter: I like that! I would do the same for my 600XL.

Anders

329. Re: Dying 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-17 21:27:10 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <OqKBh.15352$O02.5265@newssvr11.news.prodigy.net>
Source record: 5012

"Thomas Wellicome" <tjw@zetnet.co.uk> wrote in message news
> Hi,
>
> I've got a Atari 800XL, which I haven't used for about a year after I
> moved house, unfortunately when I got it going this weekend the machine
> started playing up. The problem (according to the memory test) is
> related to bad memory, with many of the memory areas not working all the
> time and one of the ROM chips working intermittently. However some of
> the time a lot of the chips do pass the memory test, it just seems to be
> when I load anything they fail. Often when I turn the machine on the
> self test has nearly all the chips working.. I've had a look inside and
> the chips appear to be soldered onto the motherboard, so they can't have
> come loose in their sockets. When the memory plays up the machine goes
> bananas with all sorts of nonsense appearing on the screen. Sometimes it
> just locks up and others the option/start switches don't work..
> Also I noticed while the machine was open the plastic 'circuit' from the
>
snip.
I'm not an expert, but here's what I'd do.
I'd unplug the keyboard and see if it will boot to READY.
Then, I'd get a second 800XL, (I already have several).
Then replace the Large 40 pin ICs one at a time with
known good ones, probably starting with the PIA and
POKEY, and assuming your LSIs are socketed. Also
try swapping the OS ROM, and I think there BASIC
ROM is separate. The idea being to swap chips, one
at a time, with known good ones.
Finally, maybe, get a logic probe and have the known
working XL and the problem one just the motherboard
and try comparing logic probe results between the computers. I you find a
big difference at one of the
chips, see if you can replace that chip.
Also, start with a known good power supply, again
using a second known working XL. Probably try
checking the PS first before the other ideas.
Or, hope someone who can fix it will respond.

330. Re: Dying 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-17 22:18:03 UTC
From: Thomas Wellicome <tjw@zetnet.co.uk>
Message-ID: <45d77e01$0$757$4c56ba96@master.news.zetnet.net>
Source record: 5013

Hi

> I'm not an expert, but here's what I'd do.
> I'd unplug the keyboard and see if it will boot to READY.
> Then, I'd get a second 800XL, (I already have several).

Sadly I've only got one XL (and an 800 and 65XE), maybe I should invest
in another one!

> Then replace the Large 40 pin ICs one at a time with
> known good ones, probably starting with the PIA and
> POKEY, and assuming your LSIs are socketed.

As far as I can remember from my inspection of the motherboard there was
only one central socketed chip, the rest were soldered on motherboard.
My soldering skills are no way good enough to start unsoldering chips.. :(

Also
> try swapping the OS ROM, and I think there BASIC
> ROM is separate. The idea being to swap chips, one
> at a time, with known good ones.
> Finally, maybe, get a logic probe and have the known
> working XL and the problem one just the motherboard
> and try comparing logic probe results between the computers. I you find a
> big difference at one of the
> chips, see if you can replace that chip.

Hhhmmm my slight problem with that one is that I have absolutely no idea
what a logic probe is (doh!). Is that like a voltage tester? (See why I
need someone else to fix it ;))

> Also, start with a known good power supply, again
> using a second known working XL. Probably try
> checking the PS first before the other ideas.
> Or, hope someone who can fix it will respond.

I've been using my 65XE power supply for it as I haven't managed to
track down the original in the stacks of boxes I've got lurking round
here.. it worked with the XE last time I checked, but that might have
been a while ago as well. I'll have to find the other one, didn't think
of that..

The memory test problems are entirely sporadic, I managed to get it to
pass all the memory test (getting the full 48 (or however many) green
lights for memory and the two green for ROM). I managed a few games of
Ork attack with no problems. I then reset and tried the 10 print "jimmy
is a twit", 20 goto 10, run. However it locked up during typing and is

back to sporadic behaviour again..

331. Re: Dying 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-17 22:35:14 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <BqLBh.6496$o61.1790@newssvr19.news.prodigy.net>
Source record: 5014

(snip other stuff)
OK, so it works sproadicly.
The power supply is easy enough to check, check it
on the 65XE. The 65XE is pretty much identical to
the 800XL, same chips, I think. Of course we're talking
UK models, which may be different from US ones.
A central socketed chip sounds quite different from
the five or six (hmm.. lemme see, Antic, GTIA, POKEY,
PIA, CPU, I think that's all) 40 pin LSIs.
So, you could use your 65XE as a comparison, if
you're willing to open up, unplug the keyboard, and
just work with the motherboards, and know which
chip is which, ... which is a problem, the CO numbers
on the chips indicate which is which.
A logic probe will tell you if the chip pin is HIGH,
LOW, or pulsing (digital).
Yes, check the PS first.

332. Re: Dying 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-18 00:53:34 UTC
From: Chuck B <cabacon@cox.net>
Message-ID: <jsNBh.28090$gT4.16127@newsfe18.lga>
Source record: 5015

I have 5 of them if you want to buy anothe one
"Thomas Wellicome" <tjw@zetnet.co.uk> wrote in message
news:45d74565$0$760$4c56ba96@master.news.zetnet.net...
> Hi,
>
> I've got a Atari 800XL, which I haven't used for about a year after I
> moved house, unfortunately when I got it going this weekend the machine
> started playing up. The problem (according to the memory test) is related
> to bad memory, with many of the memory areas not working all the time and
> one of the ROM chips working intermittently. However some of the time a
> lot of the chips do pass the memory test, it just seems to be when I load
> anything they fail. Often when I turn the machine on the self test has
> nearly all the chips working.. I've had a look inside and the chips appear
> to be soldered onto the motherboard, so they can't have come loose in
> their sockets. When the memory plays up the machine goes bananas with all
> sorts of nonsense appearing on the screen. Sometimes it just locks up and
> others the option/start switches don't work..
> Also I noticed while the machine was open the plastic 'circuit' from the
> keyboard to the motherboard was badly discoloured between the keyboard and
> the connector. Could this cause the above symptoms?
> So the question is what can I do about it, or failing that, if there is
> anyone out there in the south or south midlands of the UK who would be
> able to fix it (obviously would pay for it). I'd rather get it fixed than
> lob it as it was my first 8bit.
>
> Thanks for any advice,
>
> Thomas W.

333. Re: Atari 400/800 with dvi/vga monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-18 00:54:25 UTC
From: MarkW <markwco@RemoveNoSpamcomcast.net>
Message-ID: <8s8ft2pnlh6r6tsqctu5r0atrsrh4pb29u@4ax.com>
Source record: 5016

```
On Sat, 17 Feb 2007 13:20:12 -0600, Slor <semaj@rols.ten> wrote:

>Despite all prevention efforts, Slor <semaj@rols.ten> wrote in
>news:Xns98DA9145DC9ACemuslor@216.196.97.136:
>
>> Despite all prevention efforts, MarkW
>> <markwco@RemoveNoSpamcomcast.net> wrote in
>> news:f19dt21hu995hj47mkgs70lap349ucpm20@4ax.com:
>>
>>> I grew up during the age of the Atari 400/800 and never owned one but
>>> I see many cheap on Ebay now and have thought about buying one but
>>> don't want to have to get a monitor as well. Is it possible to
>>> share my pc's vga/dvi monitor with it. Is there any way to do this?
>>
>> You have a couple options. One option is to play the the computer
>> through your PC using a TV/video capture card. The other option, and
>> the one I use, is an external upscaler that will take your composite
>> output (some even do RF) and upconvert it to VGA. Most of these
>> devices also have VGA passthrough so you can switch between your PC
>> and the Atari. See http://www.avtoolbox.com/upconpage.shtml for some
>> sample devices.
>>
>
>I forgot to mention as well that many Atari machines include chroma/luma
>signals that will allow you to start with s-video output rather than RF or
>composite. If you get an 800 or a 130XE, for example, you'll have these
>signals and can buy or build yourself an s-video cable for better video
>quality prior to upscaling.
Thanks for the advice. I'm going to pick up a 2600 but not sure if
I'll get a 400 or 800. I'm just getting some of the computers from
that time, the Commodore 64, Apple II,etc. I'm going to do my best to
save space and share monitors. S-Video sounds like a great solution.
```

334. Re: Dying 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-18 03:29:48 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <_KPBh.115351$IL1.51020@newsfe13.lga>
Source record: 5017

Thomas i've worked on quite a few of these and repaired many. If the self test indicates bad ram at points you always start there. Replace them with 4164 rams and I bet you'll be good to go. In fact, if you want to send it to me (i'm in the states) i'll repair it for you. But I strongly feel start with the RAM and most if not all your problems may go away.

Thomas

"Thomas Wellicome" <tjw@zetnet.co.uk> wrote in message
news:45d77e01$0$757$4c56ba96@master.news.zetnet.net...
> Hi
>
>> I'm not an expert, but here's what I'd do.
>> I'd unplug the keyboard and see if it will boot to READY.
>> Then, I'd get a second 800XL, (I already have several).
>
> Sadly I've only got one XL (and an 800 and 65XE), maybe I should invest in
> another one!
>
>> Then replace the Large 40 pin ICs one at a time with
>> known good ones, probably starting with the PIA and
>> POKEY, and assuming your LSIs are socketed.
>
> As far as I can remember from my inspection of the motherboard there was
> only one central socketed chip, the rest were soldered on motherboard. My
> soldering skills are no way good enough to start unsoldering chips.. :(
>
> Also
>> try swapping the OS ROM, and I think there BASIC
>> ROM is separate. The idea being to swap chips, one
>> at a time, with known good ones.
>> Finally, maybe, get a logic probe and have the known
>> working XL and the problem one just the motherboard
>> and try comparing logic probe results between the computers. I you find
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>> big difference at one of the
>> chips, see if you can replace that chip.
>
> Hhhmmm my slight problem with that one is that I have absolutely no idea
> what a logic probe is (doh!). Is that like a voltage tester? (See why I
> need someone else to fix it ;))
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>> Also, start with a known good power supply, again
>> using a second known working XL. Probably try
>> checking the PS first before the other ideas.

>> Or, hope someone who can fix it will respond.
>
> I've been using my 65XE power supply for it as I haven't managed to track
> down the original in the stacks of boxes I've got lurking round here.. it
> worked with the XE last time I checked, but that might have been a while
> ago as well. I'll have to find the other one, didn't think of that..
>
> The memory test problems are entirely sporadic, I managed to get it to
> pass all the memory test (getting the full 48 (or however many) green
> lights for memory and the two green for ROM). I managed a few games of Ork
> attack with no problems. I then reset and tried the 10 print "jimmy is a
> twit", 20 goto 10, run. However it locked up during typing and is back to
> sporadic behaviour again..

335. Re: Dying 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-18 04:27:29 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <i9lft2pk2ssq74sfckcjao35o1rbup6048@4ax.com>
Source record: 5018

Thomas Wellicome <tjw@zetnet.co.uk>:

>time and one of the ROM chips working intermittently. However some of
>the time a lot of the chips do pass the memory test, it just seems to be
>when I load anything they fail. Often when I turn the machine on the
>self test has nearly all the chips working.. I've had a look inside and
>the chips appear to be soldered onto the motherboard, so they can't have
>come loose in their sockets. When the memory plays up the machine goes
>bananas with all sorts of nonsense appearing on the screen. Sometimes it
>just locks up and others the option/start switches don't work..

Do any of the RAM chips feel very hot to the touch maybe? (don't burn
yourself!) They shouldn't heat up excessively during normal operation.
That's one way to check that might work easily for you. Another is to
replace them all, but on an 800XL they are probably all soldered and you
said you didn't want to start desoldering chips in another message.

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

336. Re: How many are left?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-18 06:36:55 UTC
From: Nite Hacker <anonymous@qwest.net>
Message-ID: <45d7f409$0$25787$815e3792@news.qwest.net>
Source record: 5019

Yeah, I AGREE... I would say there probably is more than just 50 in the US/Canada! Out of the 2, though, it's HARD to say who has more active users... BUT I think I would have to lean towards the US, though!

You DON'T see them ALL on the internet and/or the newsgroups! You WON'T find ALL the users left on the internet, etc... and you CAN'T base it on sales either!!!

I am SURE there are several who DON'T have access or don't want to get on the internet or even use a PC for that matter... or even have time to, for that matter! It's HARD to really estimate just how many are still interested in and/or have an 8-bit laying around the house... BUT I am sure it probably has to be more in the neighborhood of a few hundred or so... that ARE STILL interested in it!!! There are alot of them who are not interested anymore and are trying to sell their stuff or it's just sitting somewhere... a closet, attic, shed or storage. There is an ABUNDANCE of stuff to get, if you are looking for it! Ebay is a prime example of it! Yeah, there ARE some hard-to-find items, BUT if you look long enough, you will probably find it sooner or later! Based on Ebay and other sites or users, I would have to say there are MORE users than you have estimated! However, I don't think anyone can really quantify this... unless you included it on a Census questioniare form!!! LMAO

--- Nite Hacker

"Payton Byrd" <plbyrd@bellsouth.no.spam.net> wrote in message news:Z8bBh.10307$m7.5562@bignews5.bellsouth.net...

"Rick D" <a8maestro@a8maestro.com> wrote in message news:45D52BE7.3E6D0956@a8maestro.com...
> Judging from several sources..sales, newsgroups, chats, other sites...
> I'd estimate only about 50 active users in the US/Canada. Maybe a few
> hundred more in the rest of the world.
> Probably a couple 1000 in the garage, attic, or closet with plans of
> being used.
>
> Rick D.
> DO NOT REPLY TO a8maestro"a t"a8maestro.com.
> Use rld2007 " a t " a8maestro.com instead.
>
>
> Phantom wrote:
>
>> Was wondering if anyone has any idea of about
>> how many Atari 8-bit Active Users there are in the
>> USA and World Wide?

>>
>> Also, is there any type of paper or disk based
>> Atari 8-bit Magazine in the US or elsewhere?
>>
>> phantomm@bellsouth.net
>

I suspect there are more than that. There are probably 10 to 20 people lurking and just casually using them when they get the chance. The Atari scene is a victim of it's own success. With APE it's so damn easy to just download and go play with emulated drives that getting support in these forums isn't that much of an issue. I know I find it far easier to get stuff running on my Atari's than my Commodores or Apples.

337. Re: Atari 400/800 with dvi/vga monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-18 07:51:42 UTC
From: heuser.marcus@freenet.de
Message-ID: <1171785102.740182.45840@a75g2000cwd.googlegroups.com>
Source record: 5020

On Feb 18, 1:54 am, MarkW <mark...@RemoveNoSpamcomcast.net> wrote:
> On Sat, 17 Feb 2007 13:20:12 -0600, Slor <s...@rols.ten> wrote:
> >
> >I forgot to mention as well that many Atari machines include chroma/luma
> >signals that will allow you to start with s-video output rather than RF or
> >composite. If you get an 800 or a 130XE, for example, you'll have these
> >signals and can buy or build yourself an s-video cable for better video
> >quality prior to upscaling.
>
> Thanks for the advice. I'm going to pick up a 2600 but not sure if
> I'll get a 400 or 800. I'm just getting some of the computers from
> that time, the Commodore 64, Apple II,etc. I'm going to do my best to
> save space and share monitors. S-Video sounds like a great solution.

The standard VCS2600 only has RF output and no other video connectors.

bye
Marcus

338. Re: Dying 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-18 12:42:30 UTC
From: Thomas Wellicome <tjw@zetnet.co.uk>
Message-ID: <45d8489a$0$764$4c56ba96@master.news.zetnet.net>
Source record: 5021

Hi all thanks for your replies :)

I found the other power supply for my 800XL and tried that and seem to be getting better results, the memory check has been on for about two hours and none of the memory seems to have failed yet, so it might be it's a power supply issue, though I've had no problems with the power supply when I was using it on the XE. I hadn't noticed any excessive heat coming from the machine, which seems to stay quite cool, unlike the 800! The machine still locks up when I try and load anything from tape, though I haven't had chance to check the 1050 with it. That might be down to a datacorder issue though. The one I got with it is slowly dying, while two others I got with my 800 seem to be on the way out as well. I have been using another one, which is the XE style one, but that draws power through the SIO port so it might be causing an issue that way. I suspect my keyboard is slightly to blame in this as well as the XL is having issues with start and option being held down on boot up. So I think I need to find another datacorder, another power supply and maybe replace the keyboard (or at least the plastic circuit strip in the keyboard) and see whether the problem clears up. I think I might invest in another XL as well, just to be on the safe side ;)
Actually I was wondering what is going to happen when all the datacorders die, is there another way of getting a normal tape player to feed the Atari (I have got a SIO2PC, but never seemed to have much luck with it (it's got an old ST style serial port connector which is twice the size of the newer ones and attempts with a converter were unsuccessful)).

regards

Thomas

Shawn Jefferson wrote:
> Thomas Wellicome <tjw@zetnet.co.uk>:
>
>> time and one of the ROM chips working intermittently. However some of
>> the time a lot of the chips do pass the memory test, it just seems to be
>> when I load anything they fail. Often when I turn the machine on the
>> self test has nearly all the chips working.. I've had a look inside and
>> the chips appear to be soldered onto the motherboard, so they can't have
>> come loose in their sockets. When the memory plays up the machine goes
>> bananas with all sorts of nonsense appearing on the screen. Sometimes it
>> just locks up and others the option/start switches don't work..
>
> Do any of the RAM chips feel very hot to the touch maybe? (don't burn
> yourself!) They shouldn't heat up excessively during normal operation.

> That's one way to check that might work easily for you. Another is to
> replace them all, but on an 800XL they are probably all soldered and you
> said you didn't want to start desoldering chips in another message.
>

339. Re: Wall War Game

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-18 17:34:16 UTC
From: Thomas Wellicome <tjw@zetnet.co.uk>
Message-ID: <45d88cfc$0$756$4c56ba96@master.news.zetnet.net>
Source record: 5022

RoyE wrote:
> Hi,
> I recently found this game at
> http://atari.fandal.cz/detail.php?files_id=3433 and was wondering if there
> is any documentation for playing this game and what kind of input[joystick
> or paddle] is needed. Nice graphics and I got a score and level 2, but I
> don't seem to have enough control..
> RoyE
>
>

I think the idea is to shoot through the bricks and then shoot into the fuzzy stuff behind the opposing gun. Left and right move you like that though you can only stop by pulling back on the stick, which stops you dead. You can block the enemies missiles with the beams that come out of you when your moving left and right and also with the body of your gun (not with the gun itself though). If you shoot the enemy in the gun or he shoots you then they cannot fire for a bit. Hope this helps.

340. Re: Dying 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-18 18:50:53 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <GsydnUTv3bySPUXYnZ2dnUVZ_sCinZ2d@adelphia.com>
Source record: 5023

I've got a similar problem with my original 130XE. A few years ago I started getting problems with garbage on the screen and the memory self test consistently showed a bunch of bad RAM blocks.

Although I have a working 130XE, I'd really like to repair my original one since it was the 2nd computer I owned (the first being an 800), and it has a Ramrod board with Omnimon, Omniview, and the standard OS.

Is there any easy way to see which specific RAM chips are the problem? I might be able to replace one or two chips, but I doubt my chances are good at successfully replacing all 16 of them.... my soldering skills just aren't that good.

Thanks.

-Jason Harmon

"Docrotcod" <rahbart@cox.net> wrote in message
news:_KPBh.115351$IL1.51020@newsfe13.lga...
> Thomas i've worked on quite a few of these and repaired many. If the self
> test indicates bad ram at points you always start there. Replace them
> with 4164 rams and I bet you'll be good to go. In fact, if you want to
> send it to me (i'm in the states) i'll repair it for you. But I strongly
> feel start with the RAM and most if not all your problems may go away.
>
> Thomas
>
> "Thomas Wellicome" <tjw@zetnet.co.uk> wrote in message
> news:45d77e01$0$757$4c56ba96@master.news.zetnet.net...
>> Hi
>>
>>> I'm not an expert, but here's what I'd do.
>>> I'd unplug the keyboard and see if it will boot to READY.
>>> Then, I'd get a second 800XL, (I already have several).
>>
>> Sadly I've only got one XL (and an 800 and 65XE), maybe I should invest
>> in another one!
>>
>>> Then replace the Large 40 pin ICs one at a time with
>>> known good ones, probably starting with the PIA and
>>> POKEY, and assuming your LSIs are socketed.
>>
>> As far as I can remember from my inspection of the motherboard there was
>> only one central socketed chip, the rest were soldered on motherboard. My
>> soldering skills are no way good enough to start unsoldering chips.. :(
>>

>> Also
>>> try swapping the OS ROM, and I think there BASIC
>>> ROM is separate. The idea being to swap chips, one
>>> at a time, with known good ones.
>>> Finally, maybe, get a logic probe and have the known
>>> working XL and the problem one just the motherboard
>>> and try comparing logic probe results between the computers. I you find
>>> a
>>> big difference at one of the
>>> chips, see if you can replace that chip.
>>
>> Hhhmmm my slight problem with that one is that I have absolutely no idea
>> what a logic probe is (doh!). Is that like a voltage tester? (See why I
>> need someone else to fix it ;))
>>
>>> Also, start with a known good power supply, again
>>> using a second known working XL. Probably try
>>> checking the PS first before the other ideas.
>>> Or, hope someone who can fix it will respond.
>>
>> I've been using my 65XE power supply for it as I haven't managed to track
>> down the original in the stacks of boxes I've got lurking round here.. it
>> worked with the XE last time I checked, but that might have been a while
>> ago as well. I'll have to find the other one, didn't think of that..
>>
>> The memory test problems are entirely sporadic, I managed to get it to
>> pass all the memory test (getting the full 48 (or however many) green
>> lights for memory and the two green for ROM). I managed a few games of
>> Ork attack with no problems. I then reset and tried the 10 print "jimmy
>> is a twit", 20 goto 10, run. However it locked up during typing and is
>> back to sporadic behaviour again..
>
>

341. St Guild BBS

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-18 19:50:46 UTC
From: Chuck B <cabacon@cox.net>
Message-ID: <o62Ch.10348$xJ6.2102@newsfe14.lga>
Source record: 5024

Everyone call.
telnet://stguild-bbs.dydns.org/

I want to get a 8-bit section if I can get enought 8-bit callers. 5 Gigs of ST files, and want to add 8-bit. Lets get it rolling.

342. Re: Dying 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-18 20:04:42 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <Jj2Ch.10547$xJ6.642@newsfe14.lga>
Source record: 5025

I would be willing to repair it for you. Keep in mind the 130XE has very
weak solder pads and traces and if you aren't skilled at
soldering/desoldering you risk damaging the board.

If your 130XE has the MT type RAM chips, these are notorious for failure and
they should ALL be replaced. Shoot me an e-mail if you'd like for me to fix
this for you.

Thomas

"Jason Harmon" <jharmon@us.net> wrote in message
news:GsydnUTv3bySPUXYnZ2dnUVZ_sCinZ2d@adelphia.com...
> I've got a similar problem with my original 130XE. A few years ago I
> started getting problems with garbage on the screen and the memory self
> test consistently showed a bunch of bad RAM blocks.
>
> Although I have a working 130XE, I'd really like to repair my original one
> since it was the 2nd computer I owned (the first being an 800), and it has
> a Ramrod board with Omnimon, Omniview, and the standard OS.
>
> Is there any easy way to see which specific RAM chips are the problem? I
> might be able to replace one or two chips, but I doubt my chances are good
> at successfully replacing all 16 of them.... my soldering skills just
> aren't that good.
>
> Thanks.
>
> -Jason Harmon
>
>
> "Docrotcod" <rahbart@cox.net> wrote in message
> news:_KPBh.115351$IL1.51020@newsfe13.lga...
>> Thomas i've worked on quite a few of these and repaired many. If the
>> self test indicates bad ram at points you always start there. Replace
>> them with 4164 rams and I bet you'll be good to go. In fact, if you want
>> to send it to me (i'm in the states) i'll repair it for you. But I
>> strongly feel start with the RAM and most if not all your problems may go
>> away.
>>
>> Thomas
>>
>> "Thomas Wellicome" <tjw@zetnet.co.uk> wrote in message
>> news:45d77e01$0$757$4c56ba96@master.news.zetnet.net...
>>> Hi
>>>

>>>> I'm not an expert, but here's what I'd do.
>>>> I'd unplug the keyboard and see if it will boot to READY.
>>>> Then, I'd get a second 800XL, (I already have several).
>>>
>>> Sadly I've only got one XL (and an 800 and 65XE), maybe I should invest
>>> in another one!
>>>
>>>> Then replace the Large 40 pin ICs one at a time with
>>>> known good ones, probably starting with the PIA and
>>>> POKEY, and assuming your LSIs are socketed.
>>>
>>> As far as I can remember from my inspection of the motherboard there was
>>> only one central socketed chip, the rest were soldered on motherboard.
>>> My soldering skills are no way good enough to start unsoldering chips..
>>> :(
>>>
>>> Also
>>>> try swapping the OS ROM, and I think there BASIC
>>>> ROM is separate. The idea being to swap chips, one
>>>> at a time, with known good ones.
>>>> Finally, maybe, get a logic probe and have the known
>>>> working XL and the problem one just the motherboard
>>>> and try comparing logic probe results between the computers. I you
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>>>> big difference at one of the
>>>> chips, see if you can replace that chip.
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>>> Hhhmmm my slight problem with that one is that I have absolutely no idea
>>> what a logic probe is (doh!). Is that like a voltage tester? (See why I
>>> need someone else to fix it ;))
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>>>> Also, start with a known good power supply, again
>>>> using a second known working XL. Probably try
>>>> checking the PS first before the other ideas.
>>>> Or, hope someone who can fix it will respond.
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>>> I've been using my 65XE power supply for it as I haven't managed to
>>> track down the original in the stacks of boxes I've got lurking round
>>> here.. it worked with the XE last time I checked, but that might have
>>> been a while ago as well. I'll have to find the other one, didn't think
>>> of that..
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>>> The memory test problems are entirely sporadic, I managed to get it to
>>> pass all the memory test (getting the full 48 (or however many) green
>>> lights for memory and the two green for ROM). I managed a few games of
>>> Ork attack with no problems. I then reset and tried the 10 print "jimmy
>>> is a twit", 20 goto 10, run. However it locked up during typing and is
>>> back to sporadic behaviour again..
>>
>>

>
>

343. Re: Dying 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-18 20:06:30 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <pl2Ch.10565$xJ6.2919@newsfe14.lga>
Source record: 5026

I wish you the best. However I have seen many an Atari that will show an OK
ram test for hours. But the very next time you cold boot it you may have
RAM issues again. If it were a power supply issue, I would expect you to
see more consistent issues and/or complete failure.

Thomas

"Thomas Wellicome" <tjw@zetnet.co.uk> wrote in message
news:45d8489a$0$764$4c56ba96@master.news.zetnet.net...
> Hi all thanks for your replies :)
>
> I found the other power supply for my 800XL and tried that and seem to be
> getting better results, the memory check has been on for about two hours
> and none of the memory seems to have failed yet, so it might be it's a
> power supply issue, though I've had no problems with the power supply when
> I was using it on the XE. I hadn't noticed any excessive heat coming from
> the machine, which seems to stay quite cool, unlike the 800! The machine
> still locks up when I try and load anything from tape, though I haven't
> had chance to check the 1050 with it. That might be down to a datacorder
> issue though. The one I got with it is slowly dying, while two others I
> got with my 800 seem to be on the way out as well. I have been using
> another one, which is the XE style one, but that draws power through the
> SIO port so it might be causing an issue that way. I suspect my keyboard
> is slightly to blame in this as well as the XL is having issues with start
> and option being held down on boot up. So I think I need to find another
> datacorder, another power supply and maybe replace the keyboard (or at
> least the plastic circuit strip in the keyboard) and see whether the
> problem clears up. I think I might invest in another XL as well, just to
> be on the safe side ;)
> Actually I was wondering what is going to happen when all the datacorders
> die, is there another way of getting a normal tape player to feed the
> Atari (I have got a SIO2PC, but never seemed to have much luck with it
> (it's got an old ST style serial port connector which is twice the size of
> the newer ones and attempts with a converter were unsuccessful)).
>
> regards
>
> Thomas
>
>
> Shawn Jefferson wrote:
>> Thomas Wellicome <tjw@zetnet.co.uk>:
>>
>>> time and one of the ROM chips working intermittently. However some of
>>> the time a lot of the chips do pass the memory test, it just seems to be

>>> when I load anything they fail. Often when I turn the machine on the
>>> self test has nearly all the chips working.. I've had a look inside and
>>> the chips appear to be soldered onto the motherboard, so they can't have
>>> come loose in their sockets. When the memory plays up the machine goes
>>> bananas with all sorts of nonsense appearing on the screen. Sometimes it
>>> just locks up and others the option/start switches don't work..
>>
>> Do any of the RAM chips feel very hot to the touch maybe? (don't burn
>> yourself!) They shouldn't heat up excessively during normal operation.
>> That's one way to check that might work easily for you. Another is to
>> replace them all, but on an 800XL they are probably all soldered and you
>> said you didn't want to start desoldering chips in another message.
>>

344. Re: Dying 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-18 20:11:21 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <Jp2Ch.28175$Fm2.66@newsfe1-gui.ntli.net>
Source record: 5027

Memory malfunctions may be a symptom rather than a cause.

I would replace any electrolytic capacitors, because these have the shortest life. They literally dry out over time. Silicon chips last far longer, especially if not used often.

> Also I noticed while the machine was open the plastic 'circuit' from the
> keyboard to the motherboard was badly discoloured between the keyboard and
> the connector. Could this cause the above symptoms?

No, it is just the printed conductors corroding, that would cause the keyboard to fail but not memory.

> So the question is what can I do about it

Stick a scope on the power rails and check they stay healthy looking. If they have big spike on them then it may well be the electrolytic decoupling caps have gone dry.

345. Re: Dying 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-18 20:19:10 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <2x2Ch.28178$Fm2.16056@newsfe1-gui.ntli.net>
Source record: 5028

"Thomas Wellicome" <tjw@zetnet.co.uk> wrote in message
news:45d8489a$0$764$4c56ba96@master.news.zetnet.net...

> I found the other power supply for my 800XL and tried that and seem to be
> getting better results, the memory check has been on for about two hours
> and none of the memory seems to have failed yet, so it might be it's a
> power supply issue

Yep, these have a big electrolytic cap and an inefficient linear power
supply getting hot and accelerating the cap-drying out.

In an ongoing effort to reduce the mass of my possessions, I replaced my
ancient heavy 5V 1.5A Atari PSU with a modern lightweight 5A switch-mode
PSU.

> datacorder issue though. The one I got with it is slowly dying, while two
> others I got with my 800 seem to be on the way out as well.

They are mechanical and will wear out faster than other kit.

Necessity is the mother of invention, so perhaps it is nature's way of
suggesting you upgrade your machine to an IDE drive or SD card interface?

346. Re: Atari 400/800 with dvi/vga monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-18 20:27:05 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <tE2Ch.24226$wP3.17668@newsfe7-gui.ntli.net>
Source record: 5029

"Slor" <semaj@rols.ten> wrote in message
news:Xns98DA91DEBDDC9emuslor@216.196.97.136...
> I forgot to mention as well that many Atari machines include chroma/luma
> signals that will allow you to start with s-video output rather than RF or
> composite.

Note that Atari forgot to connect the Chroma pin until very late models.
Nobody noticed because nobody used it - S-video wasn't around then.

The pin is simple to wire up if you are confident opening your machine.

Personally I'd forget trying to drive a DVI/VGA monitor, and just buy a
cheap LCD TV with a SCART or S-video socket. These will use the right
signals for the Atari, and as a bonus you can always use it to watch TV.

347. Re: Wall War Game

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-19 00:29:48 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <Oc6Ch.48025$0u1.22181@newsfe15.phx>
Source record: 5030

"Thomas Wellicome" <tjw@zetnet.co.uk> wrote in message
news:45d88cfc$0$756$4c56ba96@master.news.zetnet.net...
> RoyE wrote:
>> Hi,
>> I recently found this game at
>> http://atari.fandal.cz/detail.php?files_id=3433 and was wondering if
>> there is any documentation for playing this game and what kind of
>> input[joystick or paddle] is needed. Nice graphics and I got a score and
>> level 2, but I don't seem to have enough control..
>> RoyE
>>
>>
>
> I think the idea is to shoot through the bricks and then shoot into the
> fuzzy stuff behind the opposing gun. Left and right move you like that
> though you can only stop by pulling back on the stick, which stops you
> dead. You can block the enemies missiles with the beams that come out of
> you when your moving left and right and also with the body of your gun
> (not with the gun itself though). If you shoot the enemy in the gun or he
> shoots you then they cannot fire for a bit. Hope this helps.

Hi,
Yes this information helps a lot. Knowing about the stick being pulled back
to stop. Now I have a feeling of some control over my player now..
Thanks..
RoyE

348. Re: 65816

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-19 00:47:34 UTC
From: "buseyl@yahoo.com" <buseyl@yahoo.com>
Message-ID: <1171846054.434103.67800@j27g2000cwj.googlegroups.com>
Source record: 5031

On Feb 9, 12:24 pm, Rick Cortese <ricor...@earthlink.net> wrote:
> I have an 800 with the older version of the OS board. The older version
> has the necessary chips to use a standard 6502B and functions just fine
> with the 65C02.
>
> People that have been around here a while have heard me whine about the
> lack of a 65802. Tried for years to find one w/o any luck.
>
> Not sure why but it never occurred to me that the 65C816 comes in a 40
> pin DIP. I'm cruizing eBay for one reason or another so I look for
> 65C816 and a couple pop up. Opening bid is 99¢ but $10 shipping and
> handling! Ouch! I put in a hefty bid anyway and am awaiting the end of
> the auction.
>
> I figure since I know the 65C02 works and have been told the 65802 would
> work if I can buy one, the 65C816 should work as long as I don't do
> anything with the extending addressing modes. I've wanted a 65C816 for a
> couple of decades now, looks like I finally get one.
>
> I cruize over to the WDC web site and sure enough, not only are they
> still being made but the price is only $9.06! I bid on the eBay one
> because I thought they had discontinued the 40 pin DIP! I seem to recall
> last time I checked they wanted a fair but price for a single
> quantities. Something lost in the ozone of s senior momment like the
> only way to get single quanties was to buy a ~$75 developer kit that
> came with a single processor.
>
> All comes to he who waits.
>
> Rick

Hi Rick,

I'm afraid the 65816 is not pin compatible with the 6502. You'll need
to build an adaptor.

Here's a page describing one:
6502.org/mini-projects/816conv/conv.html

There was a lot of talk about it a couple of years ago on
comp.sys.apple2 but I'm not sure if anybody actually built one.

- Liam Busey

349. Re: Dying 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-19 01:28:01 UTC
From: Webster <timwmatpgtcdotnet>
Message-ID: <h-ednWRAOZUkZkXYnZ2dnUVZ_oGlnZ2d@pgtc.com>
Source record: 5032

Jason Harmon wrote:

> Is there any easy way to see which specific RAM chips are the problem? I
> might be able to replace one or two chips, but I doubt my chances are good
> at successfully replacing all 16 of them.... my soldering skills just aren't
> that good.
>
> Thanks.
>
> -Jason Harmon
>
This may not work all the time but it is worth a shot.
If the RAM isn't shorted and getting hot you can piggy back the new RAM
on top of the old.
Squeeze the pins to gather on the new RAM chip to form a snug fit and
with the computer off slide it over the suspected RAM making sure the
pins are aligned correctly.
Discharge your self before trying this, A static discharge can destroy
the new RAM!
I successfully diagnosed and repaired a TRS 80 video RAM problem using
this method.

350. for reggi: highly superb nntp groups - ecle - (1/1)

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-19 05:08:47 UTC
From: clay <hotchkiss@avertin.ca>
Message-ID: <89257y17295596A8962H35444m5m111257f634256271e53S@news.avertin.ca>
Source record: 5033

Hey.

They offer some of the best premium newsgroup access anywhere.
Great prices and support await you as you travel into the beautiful world of premium nntp access.
You can find almost anything you are looking for.
They give you access to some of the best groups others may not carry.
Take a look at all the great features below and imagine! You'll LOVE it.
With some of the fastest connections around it's no wonder people love it and keep coming back.
Images, video, mp3 music, the real news from around the world... it's all inside waiting for you.
Take a look, I know you'll love it as much as I do.

Posting allowed!
800 GIGS of new multimedia content each day
Very long retention
Blazing fast downloads
2,000,000 new posts each day
Convenient thumbnail indexes
Streaming audio and video
Keyword searchable

Everyone should check out http://www.newsdude.net

Enfiwonruc avzegotnen ahzu i aw esjedunsoc i zin
maz! Haf tis zahcu. Og ecni obpu fan hif ci wuyfabokyej saklu dozne. ...

351. nmos6502-oo2c beta published at sourceforge

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-19 11:57:24 UTC
From: gnorik@gmail.com
Message-ID: <1171886243.980323.269520@q2g2000cwa.googlegroups.com>
Source record: 5034
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

Hello!
It is my pleasure to inform that the beta version of oo2c oberon-2
compiler for nmos6502 published.
This version uses cc65 as a portable asebmler
You can download it at http://sf.net/projects/nmos6502-oo2c

Please, report bugs, write me your thoughts, suggestions.

Thank you

Norayr Chilingaryan

352. Re: nmos6502-oo2c beta published at sourceforge

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-19 13:37:08 UTC
From: BlackJack <blackjack@civitas64.de>
Message-ID: <pan.2007.02.19.13.37.07.453312@civitas64.de>
Source record: 5035
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

On Mon, 19 Feb 2007 03:57:24 -0800, gnorik wrote:

> It is my pleasure to inform that the beta version of oo2c oberon-2
> compiler for nmos6502 published.
> This version uses cc65 as a portable asebmler
> You can download it at http://sf.net/projects/nmos6502-oo2c
>
> Please, report bugs, write me your thoughts, suggestions.

Doesn't really work. If I'm not root when compiling (and I don't want to
be root just to compiler something) I get::

Fatal error: Cannot open output file
`/usr/local/nmos6502-oo2c/minilib/c64/Terminal.o': Permission denied

If I'm root then the compiler complains there is no `./Terminal.o`.

Ciao,
Marc 'BlackJack' Rintsch

353. Re: How many are left?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-19 14:51:37 UTC
From: user
Message-ID: <2007022001513775249-@news.giganews.com>
Source record: 5036

Mine is still on the desk in Sunny Australia, wrote a program to
entertain the kids just yesterday.

Any other Aussies out there? 8 bit stuff is really hard to find here,
even though they sold a lot.
I'm after a lot of old carts and bits and pieces but can't find them in
Australia :(

On 2007-02-18 17:36:55 +1100, "Nite Hacker" <anonymous@qwest.net> said:

> Yeah, I AGREE... I would say there probably is more than just 50 in the
> US/Canada! Out of the 2, though, it's HARD to say who has more active
> users... BUT I think I would have to lean towards the US, though!
>
> You DON'T see them ALL on the internet and/or the newsgroups! You
> WON'T find ALL the users left on the internet, etc... and you CAN'T
> base it on sales either!!!
>
> I am SURE there are several who DON'T have access or don't want to get
> on the internet or even use a PC for that matter... or even have time
> to, for that matter! It's HARD to really estimate just how many are
> still interested in and/or have an 8-bit laying around the house... BUT
> I am sure it probably has to be more in the neighborhood of a few
> hundred or so... that ARE STILL interested in it!!! There are alot of
> them who are not interested anymore and are trying to sell their stuff
> or it's just sitting somewhere... a closet, attic, shed or storage.
> There is an ABUNDANCE of stuff to get, if you are looking for it! Ebay
> is a prime example of it! Yeah, there ARE some hard-to-find items, BUT
> if you look long enough, you will probably find it sooner or later!
> Based on Ebay and other sites or users, I would have to say there are
> MORE users than you have estimated! However, I don't think anyone can
> really quantify this... unless you included it on a Census questioniare
> form!!! LMAO
>
> --- Nite Hacker
>
> "Payton Byrd" <plbyrd@bellsouth.no.spam.net> wrote in message
> news:Z8bBh.10307$m7.5562@bignews5.bellsouth.net...
>
>
> "Rick D" <a8maestro@a8maestro.com> wrote in message
> news:45D52BE7.3E6D0956@a8maestro.com...
>> Judging from several sources..sales, newsgroups, chats, other sites...
>> I'd estimate only about 50 active users in the US/Canada. Maybe a few
>> hundred more in the rest of the world.

>> Probably a couple 1000 in the garage, attic, or closet with plans of
>> being used.
>>
>> Rick D.
>> DO NOT REPLY TO a8maestro"a t"a8maestro.com.
>> Use rld2007 " a t " a8maestro.com instead.
>>
>>
>> Phantom wrote:
>>
>>> Was wondering if anyone has any idea of about
>>> how many Atari 8-bit Active Users there are in the
>>> USA and World Wide?
>>>
>>> Also, is there any type of paper or disk based
>>> Atari 8-bit Magazine in the US or elsewhere?
>>>
>>> phantomm@bellsouth.net
>>
>
> I suspect there are more than that. There are probably 10 to 20 people
> lurking and just casually using them when they get the chance. The
> Atari scene is a victim of it's own success. With APE it's so damn
> easy to just download and go play with emulated drives that getting
> support in these forums isn't that much of an issue. I know I find it
> far easier to get stuff running on my Atari's than my Commodores or
> Apples.

354. Re: nmos6502-oo2c beta published at sourceforge

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-19 17:21:25 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <p0lCh.4013$JI.1112@newsread3.news.pas.earthlink.net>
Source record: 5037
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

gnorik@gmail.com wrote:
> Hello!
> It is my pleasure to inform that the beta version of oo2c oberon-2
> compiler for nmos6502 published.
> This version uses cc65 as a portable asebmler
> You can download it at http://sf.net/projects/nmos6502-oo2c

Thanks for the reference, I bookmarked it!

It's been 20 years since I last looked at an Atari 800 schematic, mostly just hacked on the XL series. I seem to recall that the Atari Technical Reference had the schematics for the REV A OS board. The board differed from all later Atari 8 bits in that it used the 6502B with external rather then internal circuitry to get the 6502B to work with a !HALT signal.

The !HALT signal was added because the 6502 design did not lend itself to multiprocessor designs. ANTIC being a video co processor that needed to take over the buss.

As much as I can remember, I think they may have employed a 74LS245 in a similar fashion to isolate the 6502B from the buss. If that is the case it should make it a bit easier for me to tie in the phase 2 clock. If I get really lucky, there may be enough left over logic on the board I can use to get it functional.

Rick

355. Re: Dying 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-19 17:25:10 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <W3lCh.4016$JI.114@newsread3.news.pas.earthlink.net>
Source record: 5038

Docrotcod wrote:

> I would be willing to repair it for you. Keep in mind the 130XE has very
> weak solder pads and traces and if you aren't skilled at
> soldering/desoldering you risk damaging the board.
>
> If your 130XE has the MT type RAM chips, these are notorious for failure and
> they should ALL be replaced. Shoot me an e-mail if you'd like for me to fix
> this for you.

Just thought I would add: If the 6502C was made by Rockwell in Mexico
then that is another notorious failure mode.

356. Re: Dying 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-19 20:25:01 UTC
From: Thomas Wellicome <tjw@zetnet.co.uk>
Message-ID: <45da06e3$0$762$4c56ba96@master.news.zetnet.net>
Source record: 5039

I'll have to check the memory if all else fails I suppose.. It's much
safer for my XL if I don't start wielding a soldering iron next to it
just yet though! ;)
Anyone know where I can get one of those plastic strips for the keyboard
or do I need to buy the whole thing again?

Kryten wrote:
> Memory malfunctions may be a symptom rather than a cause.
>
> I would replace any electrolytic capacitors, because these have the shortest
> life. They literally dry out over time. Silicon chips last far longer,
> especially if not used often.
>
>> Also I noticed while the machine was open the plastic 'circuit' from the
>> keyboard to the motherboard was badly discoloured between the keyboard and
>> the connector. Could this cause the above symptoms?
>
> No, it is just the printed conductors corroding, that would cause the
> keyboard to fail but not memory.
>
>
>> So the question is what can I do about it
>
> Stick a scope on the power rails and check they stay healthy looking.
> If they have big spike on them then it may well be the electrolytic
> decoupling caps have gone dry.
>
>
>

357. Re: Dying 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-19 22:11:39 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <vgpCh.18113$OK6.17426@newsfe4-win.ntli.net>
Source record: 5040

"Thomas Wellicome" <tjw@zetnet.co.uk> wrote in message
news:45da06e3$0$762$4c56ba96@master.news.zetnet.net...
> I'll have to check the memory if all else fails I suppose.. It's much
> safer for my XL if I don't start wielding a soldering iron next to it just
> yet though! ;)

Hmm - it is that cold dry-air time of the year when static discharges are
big enough to be felt by humans, not a good time to prod those fingers all
over silicon chips.

Replacing the electrolytics in the PSU is far less hazardous.

As you said yourself, the problem diminishes with a different PSU, so you
don't have to be Sherlock Holmes to deduce that suspicion lies more with the
PSU than the 800.

> Anyone know where I can get one of those plastic strips for the keyboard
> or do I need to buy the whole thing again?

Try Best Electronics.

358. Re: nmos6502-oo2c beta published at sourceforge

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-20 07:25:57 UTC
From: gnorik@gmail.com
Message-ID: <1171956357.597476.40580@p10g2000cwp.googlegroups.com>
Source record: 5041
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

> > Please, report bugs, write me your thoughts, suggestions.

> Doesn't really work. If I'm not root when compiling (and I don't want to
> be root just to compiler something) I get::

If you noticed I am not using makefile yet.
That is why there are script build.sh to build and install the
compiler

> Fatal error: Cannot open output file
> `/usr/local/nmos6502-oo2c/minilib/c64/Terminal.o': Permission denied

Yes, if you want to use it as a user then you must change PREFIX
variable in the build script
> If I'm root then the compiler complains there is no `./Terminal.o`.

That is fine :)
I think it is a bug of cc65. option "-o" doesn't save Terminal.o in
the obj/$TARGET directory but instead in the directory where source
located.
That is why script moves Terminal.o and __oo2c.o files to the right
destination and then runs cc65 again.

359. Re: ProSystem pinout?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-20 09:23:58 UTC
From: Matthias Reichl <usenet-200702@hias.horus.com>
Message-ID: <slrnetlfhe.v3v.usenet-200702@camel.hias.horus.com>
Source record: 5042

On Thu, 15 Feb 2007 19:39:57 GMT, Rick Cortese wrote:
> It is an engineering/design decision to decide where and at your
> discretion. If you choose to switch at 0V or +2V or -1V you are still in
> accordance with RS-232 standard.

This is the crucial point and you are exactly right. And any
transmitter working with the +/- 5..15V standard will have no
problem with it. A transmitter shouldn't make any assumptions on
how the receiver is implemented.

That's how all RS232 interfaces (should) work. Either use a
14C88 + 14C89 combination or a MAX232. The 14C89 is a perfectly fine
RS232 _receiver_ and the 14C88 a perfectly fine _transmitter_.

> Just a side note, the 1489 stuff by everyone involved wasn't done to be
> perfect. The j131 or Tucker or Dyson or me or whoever were done because
> the people trying to make Nick's original MAX232 version couldn't do it.
> We are really talking first project, never seen a schematic type of
> person. I'm pretty sure that is why Steve puts up connection lists
> rather then schematics. When I did a 4049 version people complained they
> couldn't find the chip. The MAX232 was even tougher to find and cost $6
> back then.

You name it. Back then. Nowadays you can get a MAX232 clone like the
ST232 for approx. 1$. Even if we add the 4 caps we are still only
at ~$2 - which isn't that much considering total interface costs.

[as a side note: I know that you have to get +5V from somewhere for
1050-2-PC style interface, that's another issue]

I really don't say your interface can't work at all, hey I built one
myself and also use it quite frequently. It's just that I don't
recommend it because of it's compatibility issues (which I experienced
by myself - as I said it didn't work with any of my RS232 addon cards).

so long,

Hias

360. Resurrecting M.U.L.E. -- input needed

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-20 17:56:58 UTC
From: Joe Strout <joe@strout.net>
Message-ID: <joe-EDCD8B.10565820022007@comcast.dca.giganews.com>
Source record: 5043
Cross-posted to: comp.sys.atari.8bit,alt.atari,alt.games.atari

I'm leading a project to create a modern, open-source M.U.L.E. clone
that will adhere as closely as possible to the spirit and gameplay of
the original.

The most topic-specific place to discuss this would be at the World of
MULE "Future of M.U.L.E." forum:
<http://www.worldofmule.net/tiki-view_forum.php?forumId=2>

Unfortunately most of the membership there has gone snoozing. I know
there are more M.U.L.E. fans than the activity there would indicate.
So, if you remember (or still play!) this game, and want to contribute
ideas and discussion to the new version that's coming, please sign up
and participate in the forum.

Alternatively, if you happy to be a greybeard who wouldn't touch a forum
with a ten-foot pole, I can sympathize. :) I'll be happy to
participate in discussions here on Usenet, too. But most of my
announcements and new thread-starters will probably happen over at the
forum; it's just not practical to duplicate them all.

Many thanks,
- Joe Strout

361. Re: Resurrecting M.U.L.E. -- input needed

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-21 00:30:15 UTC
From: user
Message-ID: <20070221113015168 07-@news.giganews.com>
Source record: 5044
Cross-posted to: comp.sys.atari.8bit,alt.atari,alt.games.atari

On 2007-02-21 04:56:58 +1100, Joe Strout <joe@strout.net> said:

> I'm leading a project to create a modern, open-source M.U.L.E. clone
> that will adhere as closely as possible to the spirit and gameplay of
> the original.
>
> The most topic-specific place to discuss this would be at the World of
> MULE "Future of M.U.L.E." forum:
> <http://www.worldofmule.net/tiki-view_forum.php?forumId=2>
>
> Unfortunately most of the membership there has gone snoozing. I know
> there are more M.U.L.E. fans than the activity there would indicate.
> So, if you remember (or still play!) this game, and want to contribute
> ideas and discussion to the new version that's coming, please sign up
> and participate in the forum.
>
> Alternatively, if you happy to be a greybeard who wouldn't touch a
> forum with a ten-foot pole, I can sympathize. :) I'll be happy to
> participate in discussions here on Usenet, too. But most of my
> announcements and new thread-starters will probably happen over at the
> forum; it's just not practical to duplicate them all.
>
> Many thanks,
> - Joe Strout

I never played MULE, even they I was an avid 8bit fanatic in my day. I
am a programmer though, so if I can find a copy I'll check it out and
see if it is something I could contribute to.

Where can I find old 8 bit games these days?

362. Where to find 8bit software

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-21 00:33:51 UTC
From: user
Message-ID: <2007022111335175249-@news.giganews.com>
Source record: 5045

I'm in Australia so stuff rarely comes up on ebay here, and shipping from the states is insane.

Anyone know where I can find 8 bit software? I've just purchased a Prosystem serial doohickey to run stuff from the PC instead of my aging pair of 810s.

363. Re: Resurrecting M.U.L.E. -- input needed

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-21 03:35:58 UTC
From: Joe Strout <joe@strout.net>
Message-ID: <joe-9C26B9.20355820022007@comcast.dca.giganews.com>
Source record: 5046
Cross-posted to: comp.sys.atari.8bit,alt.atari,alt.games.atari

In article <20070221113015168 07-@news.giganews.com>, user wrote:

> I never played MULE, even they I was an avid 8bit fanatic in my day. I
> am a programmer though, so if I can find a copy I'll check it out and
> see if it is something I could contribute to.
>
> Where can I find old 8 bit games these days?

Just google for them -- it only took a few minutes for me to track it down last week, but I'm sorry to say I didn't right down the URL where I found it. But I'm sure your google-fu is as strong as mine!

Best,
- Joe

364. Re: Where to find 8bit software

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-21 04:49:44 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <IbQCh.26154$zH1.25536@newssvr29.news.prodigy.net>
Source record: 5047

<user> wrote in message news:> I'm in Australia so stuff rarely comes up on
ebay here, and shipping
> from the states is insane.
>
> Anyone know where I can find 8 bit software? I've just purchased a
> Prosystem serial doohickey to run stuff from the PC instead of my aging
> pair of 810s.
I'm not sure a Prosystem interface will do what you want,
to run programs using the PC as a hard drive.
Are you sure you have a Prosystem cable and not
a APE/SIO2PC cable?
I'm not sure, but the Prosystem cable is for hooking
your 810 to the PC and copying copy protected games
to the PC.....?
A Prosystem cable would be for people who have a
collection of original disks and want to copy to a
*.PRO file for use with a APE cable... no?

365. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-21 05:27:50 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1172035654@rtfm.mit.edu>
Source record: 4948
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 10, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE Game System.
Atari, headquartered at the time in Sunnyvale, California, USA, produced this
line of computers from 1979-1992.

To see what Atari, Inc. is up to today, visit: http://www.atari.com/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

Former (before 1987) Usenet newsgroups for Atari computer discussion:
net.micro.atari8 - created Feb 1986
net.micro.atari - created Nov 1982
net.micro - created Jan 1982

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board (B8MB): http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LISTS
atari8-l, kept by Maciej Grzeszczuk
```

To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

'atari', kept by Jeff Wood
'atari' is gatewayed bidirectionally with comp.sys.atari.8bit.
To subscribe, send a message to atari-request@rtdos.com with the
following in the subject (not the body) of the message:
subscribe
'atari' web page: http://rtdos.com/mailman/listinfo/atari_rtdos.com

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
Atarimania, http://www.atarimania.com/

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

ACGC - Atlantic Computer and Gaming Club
http://www.chebucto.ns.ca/Technology/NSACUG/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday
http://www.ataritoday.com/

366. Re: Where to find 8bit software

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-21 23:09:35 UTC
From: user
Message-ID: <20070222100935168O7-@news.giganews.com>
Source record: 4949

On 2007-02-21 15:49:44 +1100, "Russg" <russgilb@MUNGEsbcglobal.net> said:

>
> <user> wrote in message news:> I'm in Australia so stuff rarely comes up on
> ebay here, and shipping
>> from the states is insane.
>>
>> Anyone know where I can find 8 bit software? I've just purchased a
>> Prosystem serial doohickey to run stuff from the PC instead of my aging
>> pair of 810s.
> I'm not sure a Prosystem interface will do what you want,
> to run programs using the PC as a hard drive.
> Are you sure you have a Prosystem cable and not
> a APE/SIO2PC cable?
> I'm not sure, but the Prosystem cable is for hooking
> your 810 to the PC and copying copy protected games
> to the PC.....?
> A Prosystem cable would be for people who have a
> collection of original disks and want to copy to a
> *.PRO file for use with a APE cable... no?

It appears to be all of the above, so I hope I got the right thing - I
bought one of these ebay# 260089346202

http://cgi.ebay.com/Atari-400-800-XL-SIO2PC-Cable-FREE-6FT-CABLE_W0QQitemZ260089346202QQih
Z016QQcategoryZ82631QQssPageNameZWDVWQQrdZ1QQcmdZViewItem

367. Re: Resurrecting M.U.L.E. -- input needed

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-21 23:12:08 UTC
From: user
Message-ID: <2007022210120875249-@news.giganews.com>
Source record: 4950
Cross-posted to: comp.sys.atari.8bit,alt.atari,alt.games.atari

On 2007-02-21 14:35:58 +1100, Joe Strout <joe@strout.net> said:

> In article <2007022111301516807-@news.giganews.com>, user wrote:
>
>> I never played MULE, even they I was an avid 8bit fanatic in my day. I
>> am a programmer though, so if I can find a copy I'll check it out and
>> see if it is something I could contribute to.
>>
>> Where can I find old 8 bit games these days?
>
> Just google for them -- it only took a few minutes for me to track it
> down last week, but I'm sorry to say I didn't right down the URL where
> I found it. But I'm sure your google-fu is as strong as mine!
>
> Best,
> - Joe

Found it, now i just have to wait for my cable to arrive to play it on
the elderly beast.
I'm keen to finally play this game, I'm thinking that it would be a
good port for the XBOX360 via arcade.

I was hoping there would be some mega-archives somewhere so you didn't
have to download one game at a time, 100 games would only be around
32MB or so. I do miss the days where you could do something great in
48K or even 8K.

368. Re: How many are left?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-22 00:15:21 UTC
From: Nite Hacker <anonymous@qwest.net>
Message-ID: <45dce09c$0$25786$815e3792@news.qwest.net>
Source record: 4951

It may be hard to find in some areas so, although it may be a little risky, your best bet is to buy internationally from Ebay, or better yet, some place in the US such as B&C, Best Electronics or Bravo Computers. I think I would try the latter as you SHOULD know that these people *ARE* reputable and so you should NOT have any problems dealing with them!

Again, these places have been in business for quite awhile and so you SHOULD be re-assured that they will NOT do you wrong and so this would probably be the BEST bet for getting what you need without getting your arm and leg ripped off from a bad Ebay deal or you pay through your teeth getting something from there!!! ALL the places mentioned above are VERY reasonable and so it's WORTH checking them out if you need something and DON'T want to be ripped off or have to pay an arm and a leg to get it!!!

--- Nite Hacker

<user> wrote in message news:20070220015137752 49-@news.giganews.com...
> Mine is still on the desk in Sunny Australia, wrote a program to
> entertain the kids just yesterday.
>
> Any other Aussies out there? 8 bit stuff is really hard to find here,
> even though they sold a lot.
> I'm after a lot of old carts and bits and pieces but can't find them in
> Australia :(
>
>
> On 2007-02-18 17:36:55 +1100, "Nite Hacker" <anonymous@qwest.net> said:
>
>> Yeah, I AGREE... I would say there probably is more than just 50 in the
>> US/Canada! Out of the 2, though, it's HARD to say who has more active
>> users... BUT I think I would have to lean towards the US, though!
>>
>> You DON'T see them ALL on the internet and/or the newsgroups! You
>> WON'T find ALL the users left on the internet, etc... and you CAN'T
>> base it on sales either!!!
>>
>> I am SURE there are several who DON'T have access or don't want to get
>> on the internet or even use a PC for that matter... or even have time
>> to, for that matter! It's HARD to really estimate just how many are
>> still interested in and/or have an 8-bit laying around the house... BUT
>> I am sure it probably has to be more in the neighborhood of a few
>> hundred or so... that ARE STILL interested in it!!! There are alot of
>> them who are not interested anymore and are trying to sell their stuff
>> or it's just sitting somewhere... a closet, attic, shed or storage.
>> There is an ABUNDANCE of stuff to get, if you are looking for it! Ebay
>> is a prime example of it! Yeah, there ARE some hard-to-find items, BUT
>> if you look long enough, you will probably find it sooner or later!

>> Based on Ebay and other sites or users, I would have to say there are
>> MORE users than you have estimated! However, I don't think anyone can
>> really quantify this... unless you included it on a Census questioniare
>> form!!! LMAO
>>
>> --- Nite Hacker
>>
>> "Payton Byrd" <plbyrd@bellsouth.no.spam.net> wrote in message
>> news:Z8bBh.10307$m7.5562@bignews5.bellsouth.net...
>>
>>
>> "Rick D" <a8maestro@a8maestro.com> wrote in message
>> news:45D52BE7.3E6D0956@a8maestro.com...
>>> Judging from several sources..sales, newsgroups, chats, other sites...
>>> I'd estimate only about 50 active users in the US/Canada. Maybe a few
>>> hundred more in the rest of the world.
>>> Probably a couple 1000 in the garage, attic, or closet with plans of
>>> being used.
>>>
>>> Rick D.
>>> DO NOT REPLY TO a8maestro"a t"a8maestro.com.
>>> Use rld2007 " a t " a8maestro.com instead.
>>>
>>>
>>> Phantom wrote:
>>>
>>>> Was wondering if anyone has any idea of about
>>>> how many Atari 8-bit Active Users there are in the
>>>> USA and World Wide?
>>>>
>>>> Also, is there any type of paper or disk based
>>>> Atari 8-bit Magazine in the US or elsewhere?
>>>>
>>>> phantomm@bellsouth.net
>>>
>>
>> I suspect there are more than that. There are probably 10 to 20 people
>> lurking and just casually using them when they get the chance. The
>> Atari scene is a victim of it's own success. With APE it's so damn
>> easy to just download and go play with emulated drives that getting
>> support in these forums isn't that much of an issue. I know I find it
>> far easier to get stuff running on my Atari's than my Commodores or
>> Apples.
>
>

369. Re: Resurrecting M.U.L.E. -- input needed

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-22 00:24:08 UTC
From: Nite Hacker <anonymous@qwest.net>
Message-ID: <45dce2ab$0$25780$815e3792@news.qwest.net>
Source record: 4952
Cross-posted to: comp.sys.atari.8bit,alt.atari,alt.games.atari

I say... RESURRECT it!!!

I haven't looked recently, but there were a few sites that supported MULE and had a PC version of it and a couple were actually pretty good!!! I think I still have them on my old hd.

BUT that game was and *IS* still POPULAR!!! If you want to see how popular it is, try going to www.atariage.com and make a post there and see what kind of response you get from it! I think this is probably the biggest forum, on a website, in the US anyways, that have 8-bit and a mix of other users which probably WOULD be interested in this EXTREMELY popular game and it's a VERY active forum there!

I think it's probably in the Top 10 games of ALL time!!!

--- Nite Hacker

"Joe Strout" <joe@strout.net> wrote in message
news:joe-EDCD8B.10565820022007@comcast.dca.giganews.com...
> I'm leading a project to create a modern, open-source M.U.L.E. clone
> that will adhere as closely as possible to the spirit and gameplay of
> the original.
>
> The most topic-specific place to discuss this would be at the World of
> MULE "Future of M.U.L.E." forum:
> <http://www.worldofmule.net/tiki-view_forum.php?forumId=2>
>
> Unfortunately most of the membership there has gone snoozing. I know
> there are more M.U.L.E. fans than the activity there would indicate.
> So, if you remember (or still play!) this game, and want to contribute
> ideas and discussion to the new version that's coming, please sign up
> and participate in the forum.
>
> Alternatively, if you happy to be a greybeard who wouldn't touch a forum
> with a ten-foot pole, I can sympathize. :) I'll be happy to
> participate in discussions here on Usenet, too. But most of my
> announcements and new thread-starters will probably happen over at the
> forum; it's just not practical to duplicate them all.
>
> Many thanks,
> - Joe Strout

370. Re: Resurrecting M.U.L.E. -- input needed

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-22 00:38:39 UTC
From: Nite Hacker <anonymous@qwest.net>
Message-ID: <45dce611$0$25778$815e3792@news.qwest.net>
Source record: 4953
Cross-posted to: comp.sys.atari.8bit,alt.atari,alt.games.atari

If you are using a PC emulator, your BEST bet... then you can get just about ANY game from the following site... www.atari.fandal.cz/games.php

If you DON'T have an emulator, Atari800Win Plus, try this link. This link has been down or changed, but at the moment, it's working!

This would be the BEST bet if you want to check games out and want to get back into the experience of the games WITHOUT paying ALOT to acquire the original games, equipment! However, if you STILL want to acquire the originals, that is HIGHLY understandable! BUT, in the meantime, you can use the emulator to check out games BEFORE you buy them and gives you a QUICK fix until you can get an original! See my post elsewhere in the forum for links to buying original games/equipment.

I like to get an original setup too... when I can. There is NOTHING like playing a game on an ORIGINAL setup!!!

--- Nite Hacker

<user> wrote in message news:20070221113015168O7-@news.giganews.com...
> On 2007-02-21 04:56:58 +1100, Joe Strout <joe@strout.net> said:
>
>> I'm leading a project to create a modern, open-source M.U.L.E. clone
>> that will adhere as closely as possible to the spirit and gameplay of
>> the original.
>>
>> The most topic-specific place to discuss this would be at the World of
>> MULE "Future of M.U.L.E." forum:
>> <http://www.worldofmule.net/tiki-view_forum.php?forumId=2>
>>
>> Unfortunately most of the membership there has gone snoozing. I know
>> there are more M.U.L.E. fans than the activity there would indicate.
>> So, if you remember (or still play!) this game, and want to contribute
>> ideas and discussion to the new version that's coming, please sign up
>> and participate in the forum.
>>
>> Alternatively, if you happy to be a greybeard who wouldn't touch a
>> forum with a ten-foot pole, I can sympathize. :) I'll be happy to
>> participate in discussions here on Usenet, too. But most of my
>> announcements and new thread-starters will probably happen over at the
>> forum; it's just not practical to duplicate them all.
>>
>> Many thanks,
>> - Joe Strout
>
> I never played MULE, even they I was an avid 8bit fanatic in my day. I

> am a programmer though, so if I can find a copy I'll check it out and
> see if it is something I could contribute to.
>
> Where can I find old 8 bit games these days?
>

371. Re: Where to find 8bit software

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-22 00:59:23 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <LV5Dh.2002$8U4.304@news-server.bigpond.net.au>
Source record: 4954

user wrote:
> I'm in Australia so stuff rarely comes up on ebay here, and shipping
> from the states is insane.
>
> Anyone know where I can find 8 bit software? I've just purchased a
> Prosystem serial doohickey to run stuff from the PC instead of my aging
> pair of 810s.
>

I thought I was alone here, mate;-)

The SIO 2 PC is great stuff, makes life a whole lot easier. I built two
and put one inside my spare 800XL and the other hooked externally to my
130XE. I haven't used my 1050's in a while now.

Mark (in Melbourne)

372. Re: Where to find 8bit software

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-22 02:43:18 UTC
From: user
Message-ID: <20070222134318500073-@news.giganews.com>
Source record: 4955

On 2007-02-22 11:59:23 +1100, Mark Bedingfield
<mark@nomorespamplease.computercom.com.au> said:

> user wrote:
>> I'm in Australia so stuff rarely comes up on ebay here, and shipping
>> from the states is insane.
>>
>> Anyone know where I can find 8 bit software? I've just purchased a
>> Prosystem serial doohickey to run stuff from the PC instead of my aging
>> pair of 810s.
>>
>
> I thought I was alone here, mate;-)
>
> The SIO 2 PC is great stuff, makes life a whole lot easier. I built two
> and put one inside my spare 800XL and the other hooked externally to my
> 130XE. I haven't used my 1050's in a while now.
>
> Mark (in Melbourne)

Hey I'm only a 12hr drive from you ;^)

I'm running a 1980 built 800, you can't kill it with a stick, I have an
800XL for the few programs that require it and my old 400 is missing a
lot of keys so is in a box in the shed.

I'm hanging out to have all my proggies easily accessible.

373. Re: How many are left?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-22 02:46:28 UTC
From: user
Message-ID: <2007022213462843658-@news.giganews.com>
Source record: 4956
Body handling: HTML body converted to readable text

```
The prices are good but the shipping is a killer to Australia, I keep
hoping to find some gear at a garage sale or similar over here, there
must be thousands of items mouldering away in peoples cupboards...

On 2007-02-22 11:15:21 +1100, "Nite Hacker" said:

>
>
> It may be hard to find in some areas so, although it may be a little =
> risky, your best bet is to buy internationally from Ebay, or better yet, =
> some place in the US such as B&C, Best Electronics or Bravo Computers. =
> I think I would try the latter as you SHOULD know that these people =
> *ARE* reputable and so you should NOT have any problems dealing with =
> them!
>
> Again, these places have been in business for quite awhile and so you =
> SHOULD be re-assured that they will NOT do you wrong and so this would =
> probably be the BEST bet for getting what you need without getting your =
> arm and leg ripped off from a bad Ebay deal or you pay through your =
> teeth getting something from there!!! ALL the places mentioned above =
> are VERY reasonable and so it's WORTH checking them out if you need =
> something and DON'T want to be ripped off or have to pay an arm and a =
> leg to get it!!!
>
> --- Nite Hacker
>
> wrote in message news:2007022001513775249-@news.giganews.com...
>> Mine is still on the desk in Sunny Australia, wrote a program to=20
>> entertain the kids just yesterday.
>> =20
>> Any other Aussies out there? 8 bit stuff is really hard to find here,=20
>> even though they sold a lot.
>> I'm after a lot of old carts and bits and pieces but can't find them =
> in=20
>> Australia :(
>> =20
>> =20
>> On 2007-02-18 17:36:55 +1100, "Nite Hacker" =
> said:
>> =20
>>> Yeah, I AGREE... I would say there probably is more than just 50 in =
> the=20
>>> US/Canada! Out of the 2, though, it's HARD to say who has more =
> active=20
```

```
>>> users... BUT I think I would have to lean towards the US, though!
>>> =20
>>> You DON'T see them ALL on the internet and/or the newsgroups! You=20
>>> WON'T find ALL the users left on the internet, etc... and you CAN'T=20
>>> base it on sales either!!!
>>> =20
>>> I am SURE there are several who DON'T have access or don't want to =
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>
>>> to, for that matter! It's HARD to really estimate just how many are=20
>>> still interested in and/or have an 8-bit laying around the house... =
> BUT=20
>>> I am sure it probably has to be more in the neighborhood of a few=20
>>> hundred or so... that ARE STILL interested in it!!! There are alot =
> of=20
>>> them who are not interested anymore and are trying to sell their =
> stuff=20
>>> or it's just sitting somewhere... a closet, attic, shed or storage. =20
>>> There is an ABUNDANCE of stuff to get, if you are looking for it! =
> Ebay=20
>>> is a prime example of it! Yeah, there ARE some hard-to-find items, =
> BUT=20
>>> if you look long enough, you will probably find it sooner or later! =20
>>> Based on Ebay and other sites or users, I would have to say there are =
>
>>> MORE users than you have estimated! However, I don't think anyone can =
>
>>> really quantify this... unless you included it on a Census =
> questioniare=20
>>> form!!! LMAO
>>> =20
>>> --- Nite Hacker
>>> =20
>>> "Payton Byrd" wrote in message=20
>>> news:Z8bBh.10307$m7.5562@bignews5.bellsouth.net...
>>> =20
>>> =20
>>> "Rick D" wrote in message=20
>>> news:45D52BE7.3E6D0956@a8maestro.com...
>>>> Judging from several sources..sales, newsgroups, chats, other =
> sites...
>>>> I'd estimate only about 50 active users in the US/Canada. Maybe a =
> few
>>>> hundred more in the rest of the world.
>>>> Probably a couple 1000 in the garage, attic, or closet with plans of
>>>> being used.
>>>> =20
>>>> Rick D.
>>>> DO NOT REPLY TO a8maestro"a t"a8maestro.com.
```

>>>> Use rld2007 " a t " a8maestro.com instead.
>>>> =20
>>>> =20
>>>> Phantom wrote:
>>>> =20
>>>>> Was wondering if anyone has any idea of about
>>>>> how many Atari 8-bit Active Users there are in the
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>>>>> Also, is there any type of paper or disk based
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>>> Atari scene is a victim of it's own success. With APE it's so damn=20
>>> easy to just download and go play with emulated drives that getting=20
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>>> far easier to get stuff running on my Atari's than my Commodores or=20
>>> Apples.
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> place in the US such as B&C, =
> href=3D"http://www.best-electronics-ca.com/">Best Electronics or
href=3D"http://BensCatalogs.Atari.org ">Bravo Computers. I =
> think I would=20
> try the latter as you SHOULD know that these people *ARE* reputable and =
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>
--- Nite Hacker

>

>
<user> wrote in message
> href=3D"news:2007022001513775249-@news.giganews.com">
size=3D2>news:2007022001513775249-@news.giganews.com face=3DArial=20
> size=3D2>...
> Mine is still =
> on the desk in=20
> Sunny Australia, wrote a program to
> entertain the kids just=20
> yesterday.
>
> Any other Aussies out there? 8 bit stuff is =
> really=20
> hard to find here,
> even though they sold a lot.
> I'm =
> after a lot=20
> of old carts and bits and pieces but can't find them in
> =
> Australia=20
> :(
>
>
> On 2007-02-18 17:36:55 +1100, "Nite Hacker" =
>
> < size=3D2>anonymous@qwest.net> =
> said:
>=20
>
>> Yeah, I AGREE... I would say there probably is more than =
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> the
>> US/Canada! Out of the 2, though, it's HARD to say =

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> towards the=20
> US, though!
>>
>> You DON'T see them ALL on the =
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> and/or the newsgroups! You
>> WON'T find ALL the users =
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>> I am =
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> so... that ARE STILL interested in it!!! There are alot of =
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size=3D2>plbyrd@bellsouth.no.spam.net size=3D2>> wrote=20
> in message
>> href=3D"news:Z8bBh.10307$m7.5562@bignews5.bellsouth.net"> face=3DArial=20
> size=3D2>news:Z8bBh.10307$m7.5562@bignews5.bellsouth.net
> face=3DArial size=3D2>...
>>
>>
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>
> <
> size=3D2>a8maestro@a8maestro.com size=3D2>> wrote in=20
> message
>> href=3D"news:45D52BE7.3E6D0956@a8maestro.com"> face=3DArial =
> size=3D2>news:45D52BE7.3E6D0956@a8maestro.com face=3DArial size=3D2>...
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> wrote:
>>>
>>>> Was wondering if anyone has =
> any idea=20
> of about
>>>> how many Atari 8-bit Active Users there are =
> in=20
> the
>>>> USA and World Wide?
>>>>=20
>
>>>> Also, is there any type of paper or disk=20
> based
>>>> Atari 8-bit Magazine in the US or=20
> elsewhere?
>>>>
>>>> href=3D"mailto:phantomm@bellsouth.net"> size=3D2>phantomm@bellsouth.net
size=3D2>>>>=20
>
>>
>> I suspect there are more than that. =
> There are=20
> probably 10 to 20 people
>> lurking and just casually using =
> them when=20
> they get the chance. The
>> Atari scene is a victim of =
> it's own=20
> success. With APE it's so damn
>> easy to just download =
> and go=20
> play with emulated drives that getting
>> support in these =
> forums=20
> isn't that much of an issue. I know I find it
>> far =
> easier to=20
> get stuff running on my Atari's than my Commodores or
>>=20
> Apples.
>
>

374. Re: Where to find 8bit software

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-22 03:12:36 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <ES7Dh.2029$8U4.1863@news-server.bigpond.net.au>
Source record: 4957

user wrote:
> On 2007-02-22 11:59:23 +1100, Mark Bedingfield
> <mark@nomorespamplease.computercom.com.au> said:
>
>> user wrote:
>>> I'm in Australia so stuff rarely comes up on ebay here, and shipping
>>> from the states is insane.
>>>
>>> Anyone know where I can find 8 bit software? I've just purchased a
>>> Prosystem serial doohickey to run stuff from the PC instead of my
>>> aging pair of 810s.
>>>
>>
>> I thought I was alone here, mate;-)
>>
>> The SIO 2 PC is great stuff, makes life a whole lot easier. I built
>> two and put one inside my spare 800XL and the other hooked externally
>> to my 130XE. I haven't used my 1050's in a while now.
>>
>> Mark (in Melbourne)
>
> Hey I'm only a 12hr drive from you ;^)

Jeez, just around the corner. So now there are 2 users in Aussie. Mine doesn't get a lot of use these days unfortunately. I have a 256K 800XL, 64k 800XL, 128k 130XE, 64k XEGS and a 64k 600XL. I have a pair of 1050's and a 850 interface plus a couple of tape drives. Also a Lynx, Jaguar, 2 Falcon030's (one with a CT2), TT030, MegaSTE, 1040STE, 520STM and about half a dozen STFM's. Hell, Atari is some serious business;-)

>
> I'm running a 1980 built 800, you can't kill it with a stick, I have an
> 800XL for the few programs that require it and my old 400 is missing a
> lot of keys so is in a box in the shed.
>
> I'm hanging out to have all my proggies easily accessible.
>

Makes the PC soooo much more useful. Being able to run progs directly from a directory is pretty cool.

Mark

375. Re: How many are left?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-22 03:21:21 UTC
From: Nite Hacker <anonymous@qwest.net>
Message-ID: <45dd0c31$0$25787$815e3792@news.qwest.net>
Source record: 4958
Body handling: HTML body converted to readable text

Well, as you said, you are in Australia and so you may be more limited in finding the stuff there?

US/Canada - especially US, would give you MUCH more options! How about making a trip here sometime? LOL

Well, good luck in finding stuff there... I hope you can find some people who do have stuff in their attics/garage, etc!

Maybe you should try posting a local ad once or twice? Or ads in stores, if you are allowed to do that? Never know who might read it and you might find someone who has stuff!

--- Nite Hacker

wrote in message news:2007022213462843658-@news.giganews.com...
> The prices are good but the shipping is a killer to Australia, I keep
> hoping to find some gear at a garage sale or similar over here, there
> must be thousands of items mouldering away in peoples cupboards...
>
> On 2007-02-22 11:15:21 +1100, "Nite Hacker" said:
>
>>
>>
>> It may be hard to find in some areas so, although it may be a little =
>> risky, your best bet is to buy internationally from Ebay, or better yet, =
>> some place in the US such as B&C, Best Electronics or Bravo Computers. =
>> I think I would try the latter as you SHOULD know that these people =
>> *ARE* reputable and so you should NOT have any problems dealing with =
>> them!
>>
>> Again, these places have been in business for quite awhile and so you =
>> SHOULD be re-assured that they will NOT do you wrong and so this would =
>> probably be the BEST bet for getting what you need without getting your =
>> arm and leg ripped off from a bad Ebay deal or you pay through your =
>> teeth getting something from there!!! ALL the places mentioned above =
>> are VERY reasonable and so it's WORTH checking them out if you need =
>> something and DON'T want to be ripped off or have to pay an arm and a =
>> leg to get it!!!
>>
>> --- Nite Hacker
>>
>> wrote in message news:2007022001513775249-@news.giganews.com...
>>> Mine is still on the desk in Sunny Australia, wrote a program to=20
>>> entertain the kids just yesterday.
>>> =20

>>> Any other Aussies out there? 8 bit stuff is really hard to find here,=20
>>> even though they sold a lot.
>>> I'm after a lot of old carts and bits and pieces but can't find them =
>> in=20
>>> Australia :(
>>> =20
>>> =20
>>> On 2007-02-18 17:36:55 +1100, "Nite Hacker" =
>> said:
>>> =20
>>>> Yeah, I AGREE... I would say there probably is more than just 50 in =
>> the=20
>>>> US/Canada! Out of the 2, though, it's HARD to say who has more =
>> active=20
>>>> users... BUT I think I would have to lean towards the US, though!
>>>> =20
>>>> You DON'T see them ALL on the internet and/or the newsgroups! You=20
>>>> WON'T find ALL the users left on the internet, etc... and you CAN'T=20
>>>> base it on sales either!!!
>>>> =20
>>>> I am SURE there are several who DON'T have access or don't want to =
>> get=20
>>>> on the internet or even use a PC for that matter... or even have time =
>>
>>>> to, for that matter! It's HARD to really estimate just how many are=20
>>>> still interested in and/or have an 8-bit laying around the house... =
>> BUT=20
>>>> I am sure it probably has to be more in the neighborhood of a few=20
>>>> hundred or so... that ARE STILL interested in it!!! There are alot =
>> of=20
>>>> them who are not interested anymore and are trying to sell their =
>> stuff=20
>>>> or it's just sitting somewhere... a closet, attic, shed or storage. =20
>>>> There is an ABUNDANCE of stuff to get, if you are looking for it! =
>> Ebay=20
>>>> is a prime example of it! Yeah, there ARE some hard-to-find items, =
>> BUT=20
>>>> if you look long enough, you will probably find it sooner or later! =20
>>>> Based on Ebay and other sites or users, I would have to say there are =
>>
>>>> MORE users than you have estimated! However, I don't think anyone can =
>>
>>>> really quantify this... unless you included it on a Census =
>> questioniare=20
>>>> form!!! LMAO
>>>> =20
>>>> --- Nite Hacker
>>>> =20
>>>> "Payton Byrd" wrote in message=20
>>>> news:Z8bBh.10307$m7.5562@bignews5.bellsouth.net...

>>>> =20
>>>> =20
>>>> "Rick D" wrote in message=20
>>>> news:45D52BE7.3E6D0956@a8maestro.com...
>>>>> Judging from several sources..sales, newsgroups, chats, other =
>> sites...
>>>>> I'd estimate only about 50 active users in the US/Canada. Maybe a =
>> few
>>>>> hundred more in the rest of the world.
>>>>> Probably a couple 1000 in the garage, attic, or closet with plans of
>>>>> being used.
>>>>> =20
>>>>> Rick D.
>>>>> DO NOT REPLY TO a8maestro"a t"a8maestro.com.
>>>>> Use rld2007 " a t " a8maestro.com instead.
>>>>> =20
>>>>> =20
>>>>> Phantom wrote:
>>>>> =20
>>>>>> Was wondering if anyone has any idea of about
>>>>>> how many Atari 8-bit Active Users there are in the
>>>>>> USA and World Wide?
>>>>>> =20
>>>>>> Also, is there any type of paper or disk based
>>>>>> Atari 8-bit Magazine in the US or elsewhere?
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>>>>>> phantomm@bellsouth.net
>>>>> =20
>>>> =20
>>>> I suspect there are more than that. There are probably 10 to 20 =
>> people=20
>>>> lurking and just casually using them when they get the chance. The=20
>>>> Atari scene is a victim of it's own success. With APE it's so damn=20
>>>> easy to just download and go play with emulated drives that getting=20
>>>> support in these forums isn't that much of an issue. I know I find =
>> it=20
>>>> far easier to get stuff running on my Atari's than my Commodores or=20
>>>> Apples.
>>> =20
>>>
>>
>>
>>
>>
>>

>>
It may be hard to find in some areas so, although it may be a =
>> little=20
>> risky, your best bet is to buy internationally from Ebay, or better yet, =

>> some=20
>> place in the US such as B&C, =
>> > href=3D"http://www.best-electronics-ca.com/">Best Electronics or >
href=3D"http://BensCatalogs.Atari.org ">Bravo Computers. I =
>> think I would=20
>> try the latter as you SHOULD know that these people *ARE* reputable and =
>> so you=20
>> should NOT have any problems dealing with them!

>>

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Again, these places have been in business for quite awhile and so =
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>> SHOULD be re-assured that they will NOT do you wrong and so this would =
>> probably=20
>> be the BEST bet for getting what you need without getting your arm and =
>> leg=20
>> ripped off from a bad Ebay deal or you pay through your teeth getting =
>> something=20
>> from there!!! ALL the places mentioned above are VERY reasonable =
>> and so=20
>> it's WORTH checking them out if you need something and DON'T want to be =
>> ripped=20
>> off or have to pay an arm and a leg to get it!!!

>>

>>
--- Nite Hacker

>>

>>
<user> wrote in message >
>> href=3D"news:2007022001513775249-@news.giganews.com">>
size=3D2>news:2007022001513775249-@news.giganews.com> face=3DArial=20
>> size=3D2>...
> Mine is still =
>> on the desk in=20
>> Sunny Australia, wrote a program to
> entertain the kids just=20
>> yesterday.
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> Any other Aussies out there? 8 bit stuff is =
>> really=20
>> hard to find here,
> even though they sold a lot.
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>> after a lot=20
>> of old carts and bits and pieces but can't find them in
> =

>> Australia=20
>> :(
>
>
> On 2007-02-18 17:36:55 +1100, "Nite Hacker" =
>>
>> <> size=3D2>anonymous@qwest.net> =
>> said:
>=20
>>
>> Yeah, I AGREE... I would say there probably is more than =
>> just 50 in=20
>> the
>> US/Canada! Out of the 2, though, it's HARD to say =
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>> users... BUT I think I would have to lean =
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>> internet=20
>> and/or the newsgroups! You
>> WON'T find ALL the users =
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>> access or don't want to get
>> on the internet or even use a =
>> PC for=20
>> that matter... or even have time
>> to, for that matter! =
>> It's=20
>> HARD to really estimate just how many are
>> still interested =
>> in=20
>> and/or have an 8-bit laying around the house... BUT
>> I am =
>> sure it=20
>> probably has to be more in the neighborhood of a few
>> =
>> hundred or=20
>> so... that ARE STILL interested in it!!! There are alot of =
>>
>>=20
>> them who are not interested anymore and are trying to sell their stuff=20

>>
>> or it's just sitting somewhere... a closet, attic, shed or=20
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size=3D2>plbyrd@bellsouth.no.spam.net> size=3D2>> wrote=20
>> in message
>> > href=3D"news:Z8bBh.10307$m7.5562@bignews5.bellsouth.net">> face=3DArial=20
>> size=3D2>news:Z8bBh.10307$m7.5562@bignews5.bellsouth.net>
>> face=3DArial size=3D2>...
>>
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>> size=3D2>a8maestro@a8maestro.com> size=3D2>> wrote in=20
>> message
>> > href=3D"news:45D52BE7.3E6D0956@a8maestro.com">> face=3DArial =
>> size=3D2>news:45D52BE7.3E6D0956@a8maestro.com> face=3DArial size=3D2>...
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>>> I'd estimate only =
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>> active users in the US/Canada. Maybe a few
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>> the rest of the world.
>>> Probably a couple 1000 in the =
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>> I suspect there are more than that. =
>> There are=20
>> probably 10 to 20 people
>> lurking and just casually using =
>> them when=20
>> they get the chance. The
>> Atari scene is a victim of =
>> it's own=20
>> success. With APE it's so damn
>> easy to just download =
>> and go=20
>> play with emulated drives that getting
>> support in these =
>> forums=20

>> isn't that much of an issue. I know I find it
>> far =
>> easier to=20
>> get stuff running on my Atari's than my Commodores or
>>=20
>> Apples.
>
>
>
>

376. Re: Where to find 8bit software

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-22 03:33:25 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <9a8Dh.99$8x.15@newssvr14.news.prodigy.net>
Source record: 4959

<user> wrote in message news:
> On 2007-02-21 15:49:44 +1100, "Russg"
said:
>
> >
> > <user> wrote in message news:> I'm in Australia so stuff rarely comes up
on
snip
> >> Prosystem serial doohickey to run stuff from the PC instead of my aging
> >> pair of 810s.
> >

You got the right doohickey. I'd call it and APE/PRO
interface you got there.

>>I'm not sure a Prosystem interface will do what you want,
> > to run programs using the PC as a hard drive.
> copy to a
> > *.PRO file for use with a APE cable... no?
WRONG. You got the right doohickey.

> It appears to be all of the above, so I hope I got the right thing - I
> bought one of these ebay# 260089346202
>
>
http://cgi.ebay.com/Atari-400-800-XL-SIO2PC-Cable-FREE-6FT-CABLE_W0QQitemZ26
0089346202QQihZ016QQcategoryZ82631QQssPageNameZWDVWQQrdZ1QQcmdZViewItem
>
That's the same one I have. It works as an APE/SIO2PC
cable and as a PRO cable. I've never used its' PRO
features, maybe once or twice.
I'm sure you'll find plenty of stuff to use with it.

377. Re: Resurrecting M.U.L.E. -- input needed

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-23 00:40:05 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <45de37e1$0$28142$4c368faf@roadrunner.com>
Source record: 4960
Cross-posted to: comp.sys.atari.8bit,alt.atari,alt.games.atari

user wrote:

snip
>
> I was hoping there would be some mega-archives somewhere so you didn't
> have to download one game at a time, 100 games would only be around
> 32MB or so. I do miss the days where you could do something great in
> 48K or even 8K.

There is an archive, several probably. This one is about 163mb.

http://24.166.209.185/Atari.7z

I'll keep it up for a day or so, grab it, it's mostly everything. I don't have a big pipe, <insert weed joke here>, so be patient.

378. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-23 21:38:44 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0702231337310.4870-100000@onyx.spiritone.com>
Source record: 4961
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Find Books from ABACUS, ANTIC, COMPUTE, EVEN DE RE ATARI! ALL AT 20% OFF!

All books 20% OFF! Books for Classic Atari 8 Bit & Atari ST lines! Some
you wont find anywhere else but here! You would be surprised what I can do
to save on Postage! Atari, one of the most well documented Computers ever!
E-Mail Atari@aracnet.com or call Ben@(503)256-9974! Anytime!

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http://www.aracnet.com/~atari/8btbooks.htm 8 Bit Books Catalog!
http://www.aracnet.com/~atari/specials.htm Details on Sales!
http://www.aracnet.com/~atari/stbooks.htm ST Books Catalog!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

379. FS: 20% OFF ALL ATARI 8 BIT NIB GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-23 21:40:41 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0702231338550.4870-100000@onyx.spiritone.com>
Source record: 4962
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

NIB=NEW IN BOX|NIB=NEW IN BOX|NIB=NEW IN BOX|NIB=NEW IN BOX|NIB=NEW IN BOX

ORDERS OVER $50 GETS 20% OFF ALL GAMES FOR THE CLASSIC ATARI 8 BIT LINE! ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF ALL ATARI GAMES! Call Ben 24/7 @(503)256-9974! GOT ATARI? GET FREE ATARI CATALOGS AT http://BensCatalogs.Atari.org and/or E-Mail BenSells@Atari.org Most items I have 1, 2 or too few of. Get them While they last! Come for the Sales, Stay for the Service! If you dont buy from me, I cant save you any Money!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS! http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!

ALL GAMES 20% OFF! ALL GAMES 20% OFF!ALL GAMES 20% OFF! ALL GAMES 20% OFF! ATARI 8 BIT GAMES BELOW! ATARI 8 BIT GAMES BELOW! ATARI 8 BIT GAMES BELOW!

Ace of Aces; Aliants-The Desperate Battle for Earth!; Andromeda Conquest; Archon-The Light And The Dark; Asteroids; Astro Chase; Atlantis; Aztec Challenge; Ballblazer; Barnyard Blaster; Basketball; BattleZone; Beyond Castle Wolfenstein; Bill Budge. Pinball Construction Set; BUG attack; Casino Parlor Games; Castle Wolfenstein; Centipede; The ChildsPlay Jubilee; Controller; Crime Buster; Crossbow; Dark Chambers; David's Midnight Magic; Decision in the Desert; Demon Attack; DesertFalcon; Dig Dug; Dig Dug; Donkey Kong; Eastern Front (1941); F-15 Strike Eagle; Fight Night; Final Legacy; Five Card Draw Poker-Arcade Pak #2; Football; Frogger; Gateway to Apshai; GATO; Gorf; The Great American Cross-Country Road Race; HardBall!; INFIDEL; Journey to the Planets; Joust; Jumpman Junior; Kennedy Approach; K-RAZY SHOOT-OUT; Lode Runner; Lords of Conquest; Mah Jong; Millipede; Missile Command; Moon Patrol; Napolean in Russia; Ninja; The Official Moon Shuttle; One-on-One; Pacific Coast Hwy; Pac-Man; Paris in Danger; PitStop; PokerSAM; Pole Position; Preppie!; QIX; Racing Destruction Set; Rescue on Fractalus; Richard Petty's Talladega; Silent Service; Soccer; Space Invaders; Sports Illustrated Boxing/Computer Title Bout; Sports Illustrated Computer Football Strategy; Star Raiders; Star Raiders II; Star Wars-Return of the Jedi-Death Star Battle; Summer Games; Super Breakout; Superman The Game; TAC-Tactical Armor Command; Tennis; ThunderFox; Touchdown Football; Video Vegas; Winter Challenge; Wizard of Wor;

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

380. Re: Dying 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-25 19:18:27 UTC
From: Thomas Wellicome <tjw@zetnet.co.uk>
Message-ID: <45e1dfe6$0$758$4c56ba96@master.news.zetnet.net>
Source record: 4963

Kryten wrote:
> "Thomas Wellicome" <tjw@zetnet.co.uk> wrote in message
> news:45da06e3$0$762$4c56ba96@master.news.zetnet.net...
>> I'll have to check the memory if all else fails I suppose.. It's much
>> safer for my XL if I don't start wielding a soldering iron next to it just
>> yet though! ;)
>
> Hmm - it is that cold dry-air time of the year when static discharges are
> big enough to be felt by humans, not a good time to prod those fingers all
> over silicon chips.
>
> Replacing the electrolytics in the PSU is far less hazardous.
>
> As you said yourself, the problem diminishes with a different PSU, so you
> don't have to be Sherlock Holmes to deduce that suspicion lies more with the
> PSU than the 800.
>
>> Anyone know where I can get one of those plastic strips for the keyboard
>> or do I need to buy the whole thing again?
>
> Try Best Electronics.
>
>
>
>
>

Thanks, will have a look. Just got another XL from e-bay so hopefully I
can swap some bits off that if necessary. Got one of the tape drives
working, but the others appear dead or dying.

So my total collection is now...

1 x 65XE
2 x 800XL
1 x 800

1 psu for the XE and XL and one dying

3 x 1050 drives - One which likes wiping some sort of gunk over every
disk I put into it, one that works, but refuses to format everything and
one that seems to be fine.

One, maybe two working supplies for these

2 x 410 tape drives one dead, one half working
Fortunately I can get away with cheap adapters for these
1 x XC12 working
1 x unbranded tape drive, half working, built in power supply

The 800 and XL seem to have a bit of difficulty reading tapes, there's a lot more background noise coming through the TV speaker whenever they load something which isn't there on the XE so god knows what that is (obviously they're so old their hearing is going! ;))

Everything's starting to look a bit fragile..

381. Re: Where to find 8bit software

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-25 20:39:48 UTC
From: Chuck B <cabacon@cox.net>
Message-ID: <pumEh.29586$OY.696@newsfe20.lga>
Source record: 4964

OK so where can you get 8-bit software, where is a large list of the stuff?

<user> wrote in message news:2007022111335175249-@news.giganews.com...
> I'm in Australia so stuff rarely comes up on ebay here, and shipping from
> the states is insane.
>
> Anyone know where I can find 8 bit software? I've just purchased a
> Prosystem serial doohickey to run stuff from the PC instead of my aging
> pair of 810s.
>

382. Re: Dying 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-26 01:55:31 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <n6rEh.27875$Uy5.4036@newsfe2-win.ntli.net>
Source record: 4965

"Thomas Wellicome" <tjw@zetnet.co.uk> wrote in message
news:45e1dfe6$0$758$4c56ba96@master.news.zetnet.net...

> The 800 and XL seem to have a bit of difficulty reading tapes, there's a
> lot more background noise coming through the TV speaker whenever they load
> something which isn't there on the XE so god knows what that is (obviously
> they're so old their hearing is going! ;))

Yeah, sounds like dry electrolytics.

383. Auction: Vintage Avalon Hill, Epyx, and Infocom games!

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-26 04:44:47 UTC
From: momo <momo@nono.com>
Message-ID: <3BtEh.1574$m85.1381@newssvr29.news.prodigy.net>
Source record: 4966

Hey all! Pardon the spam but I just threw a whole slew of vintage games up on Ebay! Titles from Avalon Hill, Epyx, and Infocom! Check 'em out! http://tinyurl.com/2cb492

Thanks!
~Mo

384. Atari XEGS with no color in picture

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-26 15:50:36 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <1172505035.042655.110380@q2g2000cwa.googlegroups.com>
Source record: 4967
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

Both the RF and monitor outputs have no color in the signal. Any
ideas what could cause this? What chip does the video signal originate
from?

385. Re: Atari XEGS with no color in picture

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-26 16:08:37 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <bCDEh.84913$5F3.9835@newsfe14.lga>
Source record: 4968
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

There is a pot on the pcb of the XEGS, which I believe you can access with a small flatblade or plastic adjustment tool that adjusts the color. Could be the pot is bad also. I would start there. You can put a meter on the pot and check to see the value changes when turned.

Thomas

<super_stonic@yahoo.com> wrote in message
news:1172505035.042655.110380@q2g2000cwa.googlegroups.com...
> Both the RF and monitor outputs have no color in the signal. Any
> ideas what could cause this? What chip does the video signal originate
> from?
>

386. Re: ProSystem pinout?

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-27 13:31:43 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1172583103.580102.136500@8g2000cwh.googlegroups.com>
Source record: 4969

Hi guys-

First off, let me say that this is interesting, and I also am acutely aware that both of you know loads more about RS-232 than I will ever know (or care to know. :)

But perhaps my experiences might be of some value. I tied to build my first MAX-232 SIO2PC interface from Nick's schematics and failed miserably. It was as Rick said a "first project." I ended up buying one from Nick, and as soon as I saw the actual assembled part, I knew that I could easily duplicate it. I used the interface some, but didn't particularly care for the SIO2PC software (sorry, Nick). Then a surge took out the (Harris 232 (IIRC) IC. I did have a good surge protector. Nothing else damaged -- just the 232. Since I wasn't real thrilled with the actual operation of SIO2PC anyway, I boxed it up. Several years later, I read about an improved version of software called "APE" and I also read about a new 1489 interface.

So I downloaded the APE trial version, and went to my local Radio Shack to get a 1489. No problem building the interface, but by now, there would have been no problem with a 232 interface, either. Downloaded the trial APE software, and whoa -- it didn't work. It was built correctly, but just wouldn't work properly. Through trial and error and some valuable assistance from Rick, I found it would work if nothing else was connected on the SIO chain. Then someone suggested that I might have better luck with a 14C89. I got some true 14C89's and they worked perfectly. I tried some 14C89 substitutes. Some worked perfectly, and some didn't. Subsequent to that I built several more interfaces, including 232's. I've lost another 232 interface to a surge, but have never lost a 14C89. Now, for simplicity, I use Steve's dual interface.

My conclusions are 1) a 232 *always* works, 2) a (true) 14C89 *always* works. 3) a 14C89 substitute may or may not work. I've used these with on-board serial ports and also good add-on serial cards, and have found no differences.

I should add a fourth conclusion: 4) APE is great; APE for Windows is *awesome* and keeps on getting better!

FWIW...

-Larry

387. MI5 Persecution: Stand up for Free Speech 14/8/95 (384)

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-27 16:42:51 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07012716423997@4ax.com>
Source record: 4970
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.st

From: rji@cheetah.inmos.co.uk (Richard Ingram)
Newsgroups: uk.misc
Date: Mon Aug 14 10:08:32 1995

Some cencorship loving bore wrote :

> In article <GEVANS.95Aug14094119@mvagusta.uk.tele.nokia.fi>
gevans@mvagusta.uk.tele.nokia.fi (Gareth Evans) writes:
>
> His sysadmin is also next to useless, and has not replied to my request or
> even acknowledged it. Maybe this person *is* a sysadmin?
>
> He's not. It seems the public access site he uses has got no proper
> management over its users. Here's a copy of a reply I got from a
> complaint I made. [After returning every one of Corley's postings to

[snip a large pile of winging complaining drivel]

Geez what a bunch of tossers you all are - you don't like someones postings so
you try and get him evicted from the net, why not just use a kill file - you
DONT have to read his posts/threads now do you ?

Why is it the net is getting populated by the biggest bunch of self absorbed
little Hitlers ? You don't like someones posts so you bloody complain or mail
bomb them - grow up you bunch of fucking sad gits !

Richard.

384

388. MI5 Persecution: Troubling Censorship Issues 20/8/95 (3039)

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-27 18:02:57 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07012718024559@4ax.com>
Source record: 4971
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.st

Fred Read (postmaster@foxhouse.demon.co.uk) wrote:

: He posts this drivel every week or so to a number of groups that
: I subscribe to and nothing seems to stop him. *ALL* of his posts
: are off topic and unwelcome to the groups he posts to.

: We have complained about him to his postmaster on at least four
: previous occasions and he still posts the same crap. As his SP
: seem unwilling, or unable, to do anything about him, we were
: windering if there was anything you could do?

If he is not actively using tactics to avoid or sabotage killfiles
(posting from various systems, forging, massive crossposting to create
cross-newsgroup flame wars) then it should be quite easy to killfile
him.

It does seem that the frequency and the size of his posts are
approaching net abuse. However, IMHO, they aren't quite there yet. If
his postmaster were to act in this instance, it would raise troubling
censorship issues.

--
Karen Lofstrom lofstrom@lava.net

"Adventures for those of the inadmissable kind,
with no follow through."
--- a flaming bonzo beckwithian idiot

3039

389. Re: Where to find 8bit software

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-28 12:04:05 UTC
From: user
Message-ID: <20070228230405168O7-@news.giganews.com>
Source record: 4972

I've got god knows how many Lynxes, a dead jag with toilet seat and a
ton of games, had a TT030 when it came out, but sold it before it
became an anchor. Almost bought the flacon on ebay last month but
couldn't justify it. Had a lot of STs but they are all gone now...

On 2007-02-22 14:12:36 +1100, Mark Bedingfield
<mark@nomorespamplease.computercom.com.au> said:

> user wrote:
>> On 2007-02-22 11:59:23 +1100, Mark Bedingfield
>> <mark@nomorespamplease.computercom.com.au> said:
>>
>>> user wrote:
>>>> I'm in Australia so stuff rarely comes up on ebay here, and shipping
>>>> from the states is insane.
>>>>
>>>> Anyone know where I can find 8 bit software? I've just purchased a
>>>> Prosystem serial doohickey to run stuff from the PC instead of my aging
>>>> pair of 810s.
>>>>
>>>
>>> I thought I was alone here, mate;-)
>>>
>>> The SIO 2 PC is great stuff, makes life a whole lot easier. I built two
>>> and put one inside my spare 800XL and the other hooked externally to my
>>> 130XE. I haven't used my 1050's in a while now.
>>>
>>> Mark (in Melbourne)
>>
>> Hey I'm only a 12hr drive from you ;^)
>
> Jeez, just around the corner. So now there are 2 users in Aussie. Mine
> doesn't get a lot of use these days unfortunately. I have a 256K 800XL,
> 64k 800XL, 128k 130XE, 64k XEGS and a 64k 600XL. I have a pair of
> 1050's and a 850 interface plus a couple of tape drives. Also a Lynx,
> Jaguar, 2 Falcon030's (one with a CT2), TT030, MegaSTE, 1040STE, 520STM
> and about half a dozen STFM's. Hell, Atari is some serious business;-)
>
>>
>> I'm running a 1980 built 800, you can't kill it with a stick, I have an
>> 800XL for the few programs that require it and my old 400 is missing a
>> lot of keys so is in a box in the shed.
>>
>> I'm hanging out to have all my proggies easily accessible.
>>

>
> Makes the PC soooo much more useful. Being able to run progs directly
> from a directory is pretty cool.
>
> Mark

390. Re: Resurrecting M.U.L.E. -- input needed

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-28 12:05:44 UTC
From: user
Message-ID: <2007022823054475249-@news.giganews.com>
Source record: 4973
Cross-posted to: comp.sys.atari.8bit,alt.atari,alt.games.atari

On 2007-02-23 11:40:05 +1100, Charlie <charleycron@woh.rr.com> said:

> user wrote:
>
> snip
>>
>> I was hoping there would be some mega-archives somewhere so you didn't
>> have to download one game at a time, 100 games would only be around
>> 32MB or so. I do miss the days where you could do something great in
>> 48K or even 8K.
>
> There is an archive, several probably. This one is about 163mb.
> http://24.166.209.185/Atari.7z
> I'll keep it up for a day or so, grab it, it's mostly everything. I don't
> have a big pipe, <insert weed joke here>, so be patient.

Oops went to hospital and missed it!

391. Re: Resurrecting M.U.L.E. -- input needed

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-28 17:14:24 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <45e5b86d$0$16697$4c368faf@roadrunner.com>
Source record: 4974

user wrote:
>>
>> There is an archive, several probably. This one is about 163mb.
>> http://24.166.209.185/Atari.7z
>> I'll keep it up for a day or so, grab it, it's mostly everything. I don't
>> have a big pipe, <insert weed joke here>, so be patient.
>
> Oops went to hospital and missed it!

Allright, get it while the gettins good!

392. Re: Where to find 8bit software

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-28 23:06:03 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <vVnFh.5129$8U4.4100@news-server.bigpond.net.au>
Source record: 4975

```
user wrote:
> I've got god knows how many Lynxes, a dead jag with toilet seat and a
> ton of games, had a TT030 when it came out, but sold it before it became
> an anchor. Almost bought the flacon on ebay last month but couldn't
> justify it. Had a lot of STs but they are all gone now...

There is a Jag on ebay australia atm. A toilet seat eh;-). If you ever
want to sell it..... BTW the TT030 and Falcon are great fun. Got a
TTM195 ECL monitor for my TT. Huge screen. Must plug that in again.

Mark
>
>
> On 2007-02-22 14:12:36 +1100, Mark Bedingfield
> <mark@nomorespamplease.computercom.com.au> said:
>
>> user wrote:
>>> On 2007-02-22 11:59:23 +1100, Mark Bedingfield
>>> <mark@nomorespamplease.computercom.com.au> said:
>>>
>>>> user wrote:
>>>>> I'm in Australia so stuff rarely comes up on ebay here, and
>>>>> shipping from the states is insane.
>>>>>
>>>>> Anyone know where I can find 8 bit software? I've just purchased a
>>>>> Prosystem serial doohickey to run stuff from the PC instead of my
>>>>> aging pair of 810s.
>>>>>
>>>>
>>>> I thought I was alone here, mate;-)
>>>>
>>>> The SIO 2 PC is great stuff, makes life a whole lot easier. I built
>>>> two and put one inside my spare 800XL and the other hooked
>>>> externally to my 130XE. I haven't used my 1050's in a while now.
>>>>
>>>> Mark (in Melbourne)
>>>
>>> Hey I'm only a 12hr drive from you ;^)
>>
>> Jeez, just around the corner. So now there are 2 users in Aussie. Mine
>> doesn't get a lot of use these days unfortunately. I have a 256K
>> 800XL, 64k 800XL, 128k 130XE, 64k XEGS and a 64k 600XL. I have a pair
>> of 1050's and a 850 interface plus a couple of tape drives. Also a
>> Lynx, Jaguar, 2 Falcon030's (one with a CT2), TT030, MegaSTE, 1040STE,
>> 520STM and about half a dozen STFM's. Hell, Atari is some serious
```

>> business;-)
>>
>>>
>>> I'm running a 1980 built 800, you can't kill it with a stick, I have
>>> an 800XL for the few programs that require it and my old 400 is
>>> missing a lot of keys so is in a box in the shed.
>>>
>>> I'm hanging out to have all my proggies easily accessible.
>>>
>>
>> Makes the PC soooo much more useful. Being able to run progs directly
>> from a directory is pretty cool.
>>
>> Mark
>
>

393. Disk transfer

Newsgroup: comp.sys.atari.8bit
Date: 2007-02-28 23:09:24 UTC
From: fcohen@pushtotest.com
Message-ID: <1172704164.565642.311240@v33g2000cwv.googlegroups.com>
Source record: 4976

Hi Atari-istas!

Michael Current recommended I post to comp.sys.atari.8bit. Some of you may know my early work on 8-bit Atari systems. I wrote Clowns and Balloons for DataSoft, Cohen's Towers for DataMost, and a bunch of others. The source code to these games is sitting in a large box in my garage. The code is yearning to be released to the public domain. The problem is I do not have a way to transfer the files from the original 5 1/4" floppy disks. I am searching for someone to transfer the files. I will then make all of the files available to the public.

If this interests you then please contact me at fcohen@pushtotest.com or by calling me at 408 374 7426.

Thanks!

-Frank Cohen
http://www.pushtotest.com/About/bio.html

394. Re: Disk transfer

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-01 02:59:51 UTC
From: user
Message-ID: <20070301135951116807-@news.giganews.com>
Source record: 4977

On 2007-03-01 10:09:24 +1100, fcohen@pushtotest.com said:

> Hi Atari-istas!
>
> Michael Current recommended I post to comp.sys.atari.8bit. Some of you
> may know my early work on 8-bit Atari systems. I wrote Clowns and
> Balloons for DataSoft, Cohen's Towers for DataMost, and a bunch of
> others. The source code to these games is sitting in a large box in my
> garage. The code is yearning to be released to the public domain. The
> problem is I do not have a way to transfer the files from the original
> 5 1/4" floppy disks. I am searching for someone to transfer the files.
> I will then make all of the files available to the public.
>
> If this interests you then please contact me at fcohen@pushtotest.com
> or by calling me at 408 374 7426.
>
> Thanks!
>
> -Frank Cohen
> http://www.pushtotest.com/About/bio.html

Great news, I'll help if none of your fellow country men can!

Or you could buy the cable I did for $30 if you wanted to have a go yourself.

395. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-01 05:29:24 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1172726944@rtfm.mit.edu>
Source record: 4978
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 22, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.
Atari, headquartered at the time in Sunnyvale, California, USA, produced this
line of computers from 1979-1992.

To see what Atari, Inc. is up to today, visit: http://www.atari.com/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

Former (before 1987) Usenet newsgroups for Atari computer discussion:
net.micro.atari8 - created Feb 1986
net.micro.atari - created Nov 1982
net.micro - created Jan 1982

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LISTS
atari8-l, kept by Maciej Grzeszczuk
```

To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

'atari', kept by Jeff Wood
'atari' is gatewayed bidirectionally with comp.sys.atari.8bit.
To subscribe, send a message to atari-request@rtdos.com with the
following in the subject (not the body) of the message:
subscribe
'atari' web page: http://rtdos.com/mailman/listinfo/atari_rtdos.com

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/

http://atari.fandal.cz/

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

ACGC - Atlantic Computer and Gaming Club
http://www.chebucto.ns.ca/Technology/NSACUG/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Atari computers news aggregator site)
http://www.ataritoday.com/

396. Re: Disk transfer

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-01 09:48:00 UTC
From: ilaskey@cix.co.uk
Message-ID: <memo.20070301094820.728C@cix.co.uk>
Source record: 4979

In article <1172704164.565642.311240@v33g2000cwv.googlegroups.com>,
fcohen@pushtotest.com () wrote:
> Michael Current recommended I post to comp.sys.atari.8bit. Some of you
> may know my early work on 8-bit Atari systems. I wrote Clowns and
> Balloons for DataSoft
Wow, THE Frank Cohen <respect>!

Iain

397. Re: Disk transfer

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-01 10:36:00 UTC
From: "winston19842005@yahoo.com" <winston19842005@yahoo.com>
Message-ID: <1172745360.865270.95080@q2g2000cwa.googlegroups.com>
Source record: 4980

On Feb 28, 9:59 pm, user wrote:
> On 2007-03-01 10:09:24 +1100, fco...@pushtotest.com said:
>
>
>
> > Hi Atari-istas!
>
> > Michael Current recommended I post to comp.sys.atari.8bit. Some of you
> > may know my early work on 8-bit Atari systems. I wrote Clowns and
> > Balloons for DataSoft, Cohen's Towers for DataMost, and a bunch of
> > others. The source code to these games is sitting in a large box in my
> > garage. The code is yearning to be released to the public domain. The
> > problem is I do not have a way to transfer the files from the original
> > 5 1/4" floppy disks. I am searching for someone to transfer the files.
> > I will then make all of the files available to the public.
>
> > If this interests you then please contact me at fco...@pushtotest.com
> > or by calling me at 408 374 7426.
>
> > Thanks!
>
> > -Frank Cohen
> >http://www.pushtotest.com/About/bio.html
>
> Great news, I'll help if none of your fellow country men can!
>
> Or you could buy the cable I did for $30 if you wanted to have a go yourself.

Why not send it to him for free? Seeing as he is giving something to
the community himself?

398. Atari800WinPlus Keyboard Issues

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-01 15:33:31 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <W92dnZ-P-43eb3vYnZ2dnUVZ_vmqnZ2d@adelphia.com>
Source record: 4981

Has anyone out there successfully used programs like Action! under Atari800WinPlus?

Specifically, it doesn't seem that the emulator recognizes Shift-Ctrl-key commands used by this program, and probably many others.

-Jason

399. Re: Disk transfer

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-01 15:50:25 UTC
From: fcohen@pushtotest.com
Message-ID: <1172764225.733669.108470@31g2000cwt.googlegroups.com>
Source record: 4982

As a follow-up, I immediately received 4 offers to do the transfer. I am going to send a few source disks out to see how successful they are. (These are 20 year old floppies after all.) I'll post what I get back here.

Also, thank you to everyone for your kind and appreciative words. I love the games and am so glad the community formed to support them.

-Frank

400. Re: Disk transfer

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-01 15:57:25 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <6ZidnTsX-u1DanvYnZ2dnUVZ_uCinZ2d@adelphia.com>
Source record: 4983

Frank,

Thanks for offering to do this. It would be nice if more of the creators of vintage software would be willing to do this.

I have the equipment to do this - to convert physical disks into ATR disk images that can be used by emulators and distributed online. Do you have any idea of the number of disks that need to be converted?

Thanks.

Jason Harmon

<fcohen@pushtotest.com> wrote in message news:1172704164.565642.311240@v33g2000cwv.googlegroups.com...
> Hi Atari-istas!
>
> Michael Current recommended I post to comp.sys.atari.8bit. Some of you
> may know my early work on 8-bit Atari systems. I wrote Clowns and
> Balloons for DataSoft, Cohen's Towers for DataMost, and a bunch of
> others. The source code to these games is sitting in a large box in my
> garage. The code is yearning to be released to the public domain. The
> problem is I do not have a way to transfer the files from the original
> 5 1/4" floppy disks. I am searching for someone to transfer the files.
> I will then make all of the files available to the public.
>
> If this interests you then please contact me at fcohen@pushtotest.com
> or by calling me at 408 374 7426.
>
> Thanks!
>
> -Frank Cohen
> http://www.pushtotest.com/About/bio.html
>

401. Re: Disk transfer

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-01 20:00:05 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <9hGFh.55$BX.7@newssvr11.news.prodigy.net>
Source record: 4984

>
> Why not send it to him for free? Seeing as he is giving something to
> the community himself?
>

I would have been happy to loan him the required items, but I got
the impression he just wanted the disks transferred, so thats what
I offered to do. ;)

Its also pretty common for someone to have a lot of disks to
transfer, but the hardware was left behind long ago.

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

402. Re: Atari XEGS with no color in picture

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-02 02:05:32 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <1172801132.002347.58880@j27g2000cwj.googlegroups.com>
Source record: 4985
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

On Feb 26, 11:08 am, "Docrotcod" <rahb...@cox.net> wrote:
> There is a pot on the pcb of the XEGS, which I believe you can access with a
> small flatblade or plastic adjustment tool that adjusts the color. Could be
> the pot is bad also. I would start there. You can put a meter on the pot
> and check to see the value changes when turned.
>
Tried that already. Couldn't be that simple ;)

> Thomas
>
> <super_sto...@yahoo.com> wrote in message
>
> news:1172505035.042655.110380@q2g2000cwa.googlegroups.com...
>
>
>
> > Both the RF and monitor outputs have no color in the signal. Any
> > ideas what could cause this? What chip does the video signal originate
> > from?- Hide quoted text -
>
> - Show quoted text -

403. Re: Atari XEGS with no color in picture

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-02 02:25:43 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <HWLFh.3047$M65.2716@newssvr21.news.prodigy.net>
Source record: 4986
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

<super_stonic@yahoo.com> wrote in message news:
> Both the RF and monitor outputs have no color in the signal. Any
> ideas what could cause this? What chip does the video signal originate
> from?
GTIA and Antic are the two graphics chips.
Antic controls GTIA, so I'd guess GTIA is the
low level color controller.
I had a GTIA that wouldn't detect collisions

404. Re: Atari XEGS with no color in picture

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-02 06:29:33 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <ovPFh.6165$TF4.2123@newsfe16.lga>
Source record: 4987
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

It could very well be the pot is shot.. i've had that happen on XEGS.

Thomas

<super_stonic@yahoo.com> wrote in message
news:1172801132.002347.58880@j27g2000cwj.googlegroups.com...
> On Feb 26, 11:08 am, "Docrotcod" <rahb...@cox.net> wrote:
>> There is a pot on the pcb of the XEGS, which I believe you can access
>> with a
>> small flatblade or plastic adjustment tool that adjusts the color. Could
>> be
>> the pot is bad also. I would start there. You can put a meter on the
>> pot
>> and check to see the value changes when turned.
>>
> Tried that already. Couldn't be that simple ;)
>
>> Thomas
>>
>> <super_sto...@yahoo.com> wrote in message
>>
>> news:1172505035.042655.110380@q2g2000cwa.googlegroups.com...
>>
>>
>>
>> > Both the RF and monitor outputs have no color in the signal. Any
>> > ideas what could cause this? What chip does the video signal originate
>> > from?- Hide quoted text -
>>
>> - Show quoted text -
>
>

405. FS: 20% OFF ALL CLASSIC ATARI 8 BIT!

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-02 11:14:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0703020312160.26949-100000@onyx.spiritone.com>
Source record: 4988
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ALL ATARI 20% OFF! ALL ATARI 20% OFF! ALL ATARI 20% OFF!ALL ATARI 20% OFF!

ORDERS OVER $50 GETS 20% OFF OF ALL THE CLASSIC ATARI 8 BIT COMPUTER LINE!
ORDERS OVER $100 GETS BRAND NEW FREE GAME & STILL GETS 20% OFF ALL USED &
NEW ATARI GAMES/SOFTWARE, HARDWARE, BOOKS & ACCESSORIES 4 THE ATARI 8 BIT
COMPUTER LINE! Call (503)256-9974!GOT ATARI?GET NEW FREE ATARI CATALOGS AT
http://BensCatalogs.Atari.org and/or E-Mail BenSells@Atari.org Most items
I have 1, 2 or too few of. Get them While they last! Come for the Sales,
Stay for the Service! If you dont buy from me, I cant save you any Money!

http://BensCatalogs.Atari.org NEW FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/birthday.htm Ben's Birthday Bash!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ALL 8BT GAMES/SOFTWARE
http://www.aracnet.com/~atari/8bt_hard.htm 20% OFF ALL 8BT HARDWARE
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ALL 8BT BOOKS!

This March I'm celebrating my Birthday! Bless me with your ATARI business
as I raise the Capital to buy out an Atari Dealer of his Atari goods!

Your Atari gifts are appreciated!It's like Christmas & my Birthday in one!

So bless me with your Atari business, send your Atari friends my way and
help save good Ataris from extinction, buying from Ben Saves Atari Lives!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

406. Feb 2007 winner/March 2007 prize!

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-02 22:34:58 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2007.03.02.22.34.58.437565@charter.net>
Source record: 4989

```
Our winner for February 2007 is:

Jelle!

Jelle wins the 3 month subscription to ST Magazine!

March 2007's prize is:

Another 3 month subscription to ST Magazine!

Congratulations to our winner, and good luck to
this months callers! :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org
```

407. OpenMULE (M.U.L.E. remake) web site up

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-02 23:11:39 UTC
From: Joe Strout <joe@strout.net>
Message-ID: <joe-CA56C9.16113802032007@comcast.dca.giganews.com>
Source record: 4990
Cross-posted to: comp.sys.atari.8bit,alt.atari,alt.games.atari

I've made a home page for the M.U.L.E. remake I'm working on:

http://www.codenautics.com/openmule/

It includes a couple of screen shots, as well as a new hi-res animated M.U.L.E. from our artist (Jeff Quan). Please have a look, and if you have any input, I'd love to hear it.

Best,
- Joe

408. Re: Disk transfer

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-03 13:20:44 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1172928044.345788.52960@p10g2000cwp.googlegroups.com>
Source record: 4991

On Mar 1, 10:50 am, fco...@pushtotest.com wrote:
> As a follow-up, I immediately received 4 offers to do the transfer. I
> am going to send a few source disks out to see how successful they
> are. (These are 20 year old floppies after all.) I'll post what I get
> back here.
>
> Also, thank you to everyone for your kind and appreciative words. I
> love the games and am so glad the community formed to support them.
>
> -Frank

Hopefully there will be no big issues in transferring the disks, but
if there are -- *generally* an XF551 will read disks better than other
Atari drives due to better electronics/data separation. So if some
disks have "unreadable" sectors, don't necessarily throw in the towel.
-Larry

409. Re: Disk transfer

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-03 15:12:22 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <PcOdnd4iot68DXTYRVnzvA@telenor.com>
Source record: 4992

> Hopefully there will be no big issues in transferring the disks, but
> if there are -- *generally* an XF551 will read disks better than other
> Atari drives due to better electronics/data separation. So if some
> disks have "unreadable" sectors, don't necessarily throw in the towel.
> -Larry

That works both ways, Larry. I have disks my 551 won't read, the 1050 does
and vice versa. Also have a DTI duplicator in one, that reads others.
Luckily I have 6 drives (Indus probably read some too, that others don't) to
try out

410. Star Trux Cart for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-04 06:13:34 UTC
From: Tom Tom <sometomtom@tomtom.com>
Message-ID: <istGh.629$9g5.285@trnddc08>
Source record: 4993

John Skruch, former Atari employee, has a rare 8bit title up on Ebay. He's selling it thru B&C.

Here's a link to the auction.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&ih=004&sspagename=STRK%3AMESE%3AIT&viewitem=&item=140092386159&rd=1&rd=1

Item # is: 140092386159

Regards,
Glenn

411. Re: Disk transfer

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-05 12:23:28 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1173097408.206100.141510@s48g2000cws.googlegroups.com>
Source record: 4994

On Mar 3, 10:12 am, "Vidar Olavesen" <olav...@online.no> wrote:
> > Hopefully there will be no big issues in transferring the disks, but
> > if there are -- *generally* an XF551 will read disks better than other
> > Atari drives due to better electronics/data separation. So if some
> > disks have "unreadable" sectors, don't necessarily throw in the towel.
> > -Larry
>
> That works both ways, Larry. I have disks my 551 won't read, the 1050 does
> and vice versa. Also have a DTI duplicator in one, that reads others.
> Luckily I have 6 drives (Indus probably read some too, that others don't) to
> try out

Hi Vidar-
Yes, it certainly helps to be able have multiple drives (and sometimes
even set at slightly different speeds) to read disks that were not
written perfectly. I've run across a few old disks that caused me to
go through my whole "stable!"
-Larry

412. 800XL memory problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-05 18:23:50 UTC
From: Vit Herman <V.Herman@sh.cvut.cz>
Message-ID: <eshn75$2vt1$1@news.vol.cz>
Source record: 4995

Hi

I know this topic has been discussed in the "Dying 800XL" thread as
well, but that thread was rather long and my question is of a bit
different kind, so I decided to start another thread.

The problem is: few days ago, I got one 800XL (for a bottle of wine ;)
and it seems ok except for the fact, that right upon power-up, it goes
to memory test, which shows almost all squares red, so I guess my
problem is with the memory. So I've opened the machine, to check whether
some of the chips is getting hot - none of them does. So I guess I'll
have to replace all of them.

My question therefore is: The memory chips in my 800XL are labeled MT
4264-15 - which spare should I use? I'm able to get some 4164 for a
bargain price - will they do? Any suggestions on other suitable chips?
Another question - is their timing (I guess the -15 means 150ns)
critical or is it possible to replace them with chips with another timing?

I guess I'll leave the soldering to somebody more skilled, but anyway -
is soldering in some sockets and putting the new chips into sockets a
good or bad idea?

Is there anything other I should check prior to replacing the ram chips?

Many thanks for your answers.

Vit Herman

413. Re: 800XL memory problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-05 19:11:43 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <XVZGh.7244$zJ1.3202@newsfe24.lga>
Source record: 4996

I'll say it once and i'll say it again, those MT ram chips are crap.

If it goes straight to memory test and shows red, i'm sure the problem is in your RAM.

You can use 4164 DRAMS no problem, 150NS is fine, I think 80-150NS will do you fine.

Be aware some DRAMS have a slow bleed effect, meaning if you turn your Atari off and right back on, it might not come up correctly because the RAM has not had enough time to bleed down to 0. Just be aware of this when you try the bargain RAM out.

I would say if they aren't socketed to go ahead and replace them with sockets and try the RAM, that way if they don't work how you want then you can just buy the correct replacements and do a simple swap.

I'd be happy to do this for you, I just repaired Jason Harmon's 130XE and it's on its way back to him now. He had MT type RAM and I removed, socketed, and replaced the RAM.. Works like a champ.

E-Mail me.

Thomas

"Vit Herman" <V.Herman@sh.cvut.cz> wrote in message
news:eshn75$2vt1$1@news.vol.cz...
> Hi
>
> I know this topic has been discussed in the "Dying 800XL" thread as
> well, but that thread was rather long and my question is of a bit
> different kind, so I decided to start another thread.
>
> The problem is: few days ago, I got one 800XL (for a bottle of wine ;)
> and it seems ok except for the fact, that right upon power-up, it goes
> to memory test, which shows almost all squares red, so I guess my
> problem is with the memory. So I've opened the machine, to check whether
> some of the chips is getting hot - none of them does. So I guess I'll
> have to replace all of them.
>
> My question therefore is: The memory chips in my 800XL are labeled MT
> 4264-15 - which spare should I use? I'm able to get some 4164 for a
> bargain price - will they do? Any suggestions on other suitable chips?
> Another question - is their timing (I guess the -15 means 150ns)
> critical or is it possible to replace them with chips with another timing?
>
> I guess I'll leave the soldering to somebody more skilled, but anyway -

> is soldering in some sockets and putting the new chips into sockets a
> good or bad idea?
>
> Is there anything other I should check prior to replacing the ram chips?
>
> Many thanks for your answers.
>
> Vit Herman

414. Re: 800XL memory problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-05 19:52:19 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <Tx_Gh.104$FG1.56@newssvr27.news.prodigy.net>
Source record: 4997

"Docrotcod" <
> I'll say it once and i'll say it again, those MT ram chips are crap.
>
> If it goes straight to memory test and shows red, i'm sure the problem is
> in your RAM.
>
> You can use 4164 DRAMS no problem, 150NS is fine, I think 80-150NS will do
> you fine.
>
>
How does the OS do the self test if there's
no good RAM? If the original poster said that
all RAM blocks in the self test are red, I'd suspect
some other source of the problem.

415. Re: 800XL memory problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-05 19:56:53 UTC
From: Vit Herman <dragvit@volny.cz>
Message-ID: <eshslj$463$1@news.vol.cz>
Source record: 4898

Russg wrote:
> "Docrotcod" <
>
>>I'll say it once and i'll say it again, those MT ram chips are crap.
>>
>>If it goes straight to memory test and shows red, i'm sure the problem is
>>in your RAM.
>>
>>You can use 4164 DRAMS no problem, 150NS is fine, I think 80-150NS will do
>>you fine.
>>
>>
>
> How does the OS do the self test if there's
> no good RAM? If the original poster said that
> all RAM blocks in the self test are red, I'd suspect
> some other source of the problem.
>
>

I said "almost all", not all :) However, any other ideas what may cause
this problem? I would be glad to hear them, because I would like to
avoid any soldering if possible.

Thanks for your answer
Vit Herman

416. Re: 800XL memory problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-05 19:59:36 UTC
From: Vit Herman <dragvit@volny.cz>
Message-ID: <eshsqm$463$2@news.vol.cz>
Source record: 4899

Hi

I tried to reply in mail, but it has bounced back off, so I send it here:

I greatly appreciate your offer, however - where are you from? I'm from
Czech Republic, so postage fees might be nasty when sending this for
example overseas.

Anyway, if we would be going to do such a deal - will sending the
mainboard alone be ok? Whole computer is quite heavy so postage will be
higher. If so, should I buy those chips and send them to you, or will
you get them and I'll pay them for you?

Thanks for your answer
Vit Herman

Docrotcod wrote:
> I'll say it once and i'll say it again, those MT ram chips are crap.
>
> If it goes straight to memory test and shows red, i'm sure the problem is in
> your RAM.
>
> You can use 4164 DRAMS no problem, 150NS is fine, I think 80-150NS will do
> you fine.
>
> Be aware some DRAMS have a slow bleed effect, meaning if you turn your Atari
> off and right back on, it might not come up correctly because the RAM has
> not had enough time to bleed down to 0. Just be aware of this when you try
> the bargain RAM out.
>
> I would say if they aren't socketed to go ahead and replace them with
> sockets and try the RAM, that way if they don't work how you want then you
> can just buy the correct replacements and do a simple swap.
>
> I'd be happy to do this for you, I just repaired Jason Harmon's 130XE and
> it's on its way back to him now. He had MT type RAM and I removed,
> socketed, and replaced the RAM.. Works like a champ.
>
> E-Mail me.
>
> Thomas
>
> "Vit Herman" <V.Herman@sh.cvut.cz> wrote in message
> news:eshn75$2vt1$1@news.vol.cz...
>
>>Hi

>>
>>I know this topic has been discussed in the "Dying 800XL" thread as
>>well, but that thread was rather long and my question is of a bit
>>different kind, so I decided to start another thread.
>>
>>The problem is: few days ago, I got one 800XL (for a bottle of wine ;)
>>and it seems ok except for the fact, that right upon power-up, it goes
>>to memory test, which shows almost all squares red, so I guess my
>>problem is with the memory. So I've opened the machine, to check whether
>>some of the chips is getting hot - none of them does. So I guess I'll
>>have to replace all of them.
>>
>>My question therefore is: The memory chips in my 800XL are labeled MT
>>4264-15 - which spare should I use? I'm able to get some 4164 for a
>>bargain price - will they do? Any suggestions on other suitable chips?
>>Another question - is their timing (I guess the -15 means 150ns)
>>critical or is it possible to replace them with chips with another timing?
>>
>>I guess I'll leave the soldering to somebody more skilled, but anyway -
>>is soldering in some sockets and putting the new chips into sockets a
>>good or bad idea?
>>
>>Is there anything other I should check prior to replacing the ram chips?
>>
>>Many thanks for your answers.
>>
>>Vit Herman
>
>
>

417. Re: 800XL memory problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-05 20:11:59 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <qO_Gh.48442$TF4.2893@newsfe16.lga>
Source record: 4900

Just the motherboard would be fine, in fact preferred.

If it isn't the RAM (which i'm sure it is), I can still fix the problem.

Thomas

"Vit Herman" <dragvit@volny.cz> wrote in message
news:eshsqm$463$2@news.vol.cz...
> Hi
>
> I tried to reply in mail, but it has bounced back off, so I send it here:
>
> I greatly appreciate your offer, however - where are you from? I'm from
> Czech Republic, so postage fees might be nasty when sending this for
> example overseas.
>
> Anyway, if we would be going to do such a deal - will sending the
> mainboard alone be ok? Whole computer is quite heavy so postage will be
> higher. If so, should I buy those chips and send them to you, or will you
> get them and I'll pay them for you?
>
> Thanks for your answer
> Vit Herman
>
> Docrotcod wrote:
>> I'll say it once and i'll say it again, those MT ram chips are crap.
>>
>> If it goes straight to memory test and shows red, i'm sure the problem is
>> in your RAM.
>>
>> You can use 4164 DRAMS no problem, 150NS is fine, I think 80-150NS will
>> do you fine.
>>
>> Be aware some DRAMS have a slow bleed effect, meaning if you turn your
>> Atari off and right back on, it might not come up correctly because the
>> RAM has not had enough time to bleed down to 0. Just be aware of this
>> when you try the bargain RAM out.
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>> I would say if they aren't socketed to go ahead and replace them with
>> sockets and try the RAM, that way if they don't work how you want then
>> you can just buy the correct replacements and do a simple swap.
>>
>> I'd be happy to do this for you, I just repaired Jason Harmon's 130XE
>> and it's on its way back to him now. He had MT type RAM and I removed,
>> socketed, and replaced the RAM.. Works like a champ.

>>
>> E-Mail me.
>>
>> Thomas
>>
>> "Vit Herman" <V.Herman@sh.cvut.cz> wrote in message
>> news:eshn75$2vt1$1@news.vol.cz...
>>
>>>Hi
>>>
>>>I know this topic has been discussed in the "Dying 800XL" thread as
>>>well, but that thread was rather long and my question is of a bit
>>>different kind, so I decided to start another thread.
>>>
>>>The problem is: few days ago, I got one 800XL (for a bottle of wine ;)
>>>and it seems ok except for the fact, that right upon power-up, it goes
>>>to memory test, which shows almost all squares red, so I guess my
>>>problem is with the memory. So I've opened the machine, to check whether
>>>some of the chips is getting hot - none of them does. So I guess I'll
>>>have to replace all of them.
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>>>My question therefore is: The memory chips in my 800XL are labeled MT
>>>4264-15 - which spare should I use? I'm able to get some 4164 for a
>>>bargain price - will they do? Any suggestions on other suitable chips?
>>>Another question - is their timing (I guess the -15 means 150ns)
>>>critical or is it possible to replace them with chips with another
>>>timing?
>>>
>>>I guess I'll leave the soldering to somebody more skilled, but anyway -
>>>is soldering in some sockets and putting the new chips into sockets a
>>>good or bad idea?
>>>
>>>Is there anything other I should check prior to replacing the ram chips?
>>>
>>>Many thanks for your answers.
>>>
>>>Vit Herman
>>
>>

418. Re: 800XL memory problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-05 20:15:23 UTC
From: Vit Herman <dragvit@volny.cz>
Message-ID: <eshto9$55c$1@news.vol.cz>
Source record: 4902

```
Ok, I'll se if I can get the chips and if none of my friends experienced
in soldering will be able to do it, I'll contact you for sure.

Thanks again

Vit Herman

Docrotcod wrote:
> Just the motherboard would be fine, in fact preferred.
>
> If it isn't the RAM (which i'm sure it is), I can still fix the problem.
>
> Thomas
>
> "Vit Herman" <dragvit@volny.cz> wrote in message
> news:eshsqm$463$2@news.vol.cz...
>
>>Hi
>>
>>I tried to reply in mail, but it has bounced back off, so I send it here:
>>
>>I greatly appreciate your offer, however - where are you from? I'm from
>>Czech Republic, so postage fees might be nasty when sending this for
>>example overseas.
>>
>>Anyway, if we would be going to do such a deal - will sending the
>>mainboard alone be ok? Whole computer is quite heavy so postage will be
>>higher. If so, should I buy those chips and send them to you, or will you
>>get them and I'll pay them for you?
>>
>>Thanks for your answer
>>Vit Herman
>>
>>Docrotcod wrote:
>>
>>>I'll say it once and i'll say it again, those MT ram chips are crap.
>>>
>>>If it goes straight to memory test and shows red, i'm sure the problem is
>>>in your RAM.
>>>
>>>You can use 4164 DRAMS no problem, 150NS is fine, I think 80-150NS will
>>>do you fine.
>>>
>>>Be aware some DRAMS have a slow bleed effect, meaning if you turn your
>>>Atari off and right back on, it might not come up correctly because the
```

>>>RAM has not had enough time to bleed down to 0. Just be aware of this
>>>when you try the bargain RAM out.
>>>
>>>I would say if they aren't socketed to go ahead and replace them with
>>>sockets and try the RAM, that way if they don't work how you want then
>>>you can just buy the correct replacements and do a simple swap.
>>>
>>>I'd be happy to do this for you, I just repaired Jason Harmon's 130XE
>>>and it's on its way back to him now. He had MT type RAM and I removed,
>>>socketed, and replaced the RAM.. Works like a champ.
>>>
>>>E-Mail me.
>>>
>>>Thomas
>>>
>>>"Vit Herman" <V.Herman@sh.cvut.cz> wrote in message
>>>news:eshn75$2vt1$1@news.vol.cz...
>>>
>>>
>>>>Hi
>>>>
>>>>I know this topic has been discussed in the "Dying 800XL" thread as
>>>>well, but that thread was rather long and my question is of a bit
>>>>different kind, so I decided to start another thread.
>>>>
>>>>The problem is: few days ago, I got one 800XL (for a bottle of wine ;)
>>>>and it seems ok except for the fact, that right upon power-up, it goes
>>>>to memory test, which shows almost all squares red, so I guess my
>>>>problem is with the memory. So I've opened the machine, to check whether
>>>>some of the chips is getting hot - none of them does. So I guess I'll
>>>>have to replace all of them.
>>>>
>>>>My question therefore is: The memory chips in my 800XL are labeled MT
>>>>4264-15 - which spare should I use? I'm able to get some 4164 for a
>>>>bargain price - will they do? Any suggestions on other suitable chips?
>>>>Another question - is their timing (I guess the -15 means 150ns)
>>>>critical or is it possible to replace them with chips with another
>>>>timing?
>>>>
>>>>I guess I'll leave the soldering to somebody more skilled, but anyway -
>>>>is soldering in some sockets and putting the new chips into sockets a
>>>>good or bad idea?
>>>>
>>>>Is there anything other I should check prior to replacing the ram chips?
>>>>
>>>>Many thanks for your answers.
>>>>
>>>>Vit Herman
>>>
>>>

>

419. Re: 800XL memory problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-05 20:15:31 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <MR_Gh.48443$TF4.15199@newsfe16.lga>
Source record: 4901

I agree that if the RAM were 100% failed in each chip there would be no self-test screen or anything. However, it sounds like several banks must be at least intermittently working. The clues that I am looking at are:

1) They are MT type RAM chips - these are KNOWN for failure
2) The RAM test DOES indicate bad RAM.
3) Obviously the main IC's are functioning - OS, CPU, GTIA, MMU, ETC. or he wouldn't get the self test.
4) They are not socketed which means they are OEM.

"Russg" <russgilb@MUNGEsbcyahoo.net> wrote in message news:Tx_Gh.104$FG1.56@newssvr27.news.prodigy.net...
>
> "Docrotcod" <
>> I'll say it once and i'll say it again, those MT ram chips are crap.
>>
>> If it goes straight to memory test and shows red, i'm sure the problem is
>> in your RAM.
>>
>> You can use 4164 DRAMS no problem, 150NS is fine, I think 80-150NS will
>> do you fine.
>>
>>
> How does the OS do the self test if there's
> no good RAM? If the original poster said that
> all RAM blocks in the self test are red, I'd suspect
> some other source of the problem.
>

420. Re: 800XL memory problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-05 22:21:45 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <ZJ0Hh.1526$8i6.1312@newssvr29.news.prodigy.net>
Source record: 4903

"Vit Herman" wrote in message news:
> Russg wrote:
>> "Docrotcod" wrote<
>>
>>>I'll say it once and i'll say it again, those MT ram chips are crap.
>>>
>>>If it goes straight to memory test and shows red, i'm sure the problem is
>>>in your RAM.
>>>
>>>You can use 4164 DRAMS no problem, 150NS is fine, I think 80-150NS will
>>>do you fine.
>>>
>>>
>>
>> How does the OS do the self test if there's
>> no good RAM? If the original poster said that
>> all RAM blocks in the self test are red, I'd suspect
>> some other source of the problem.
>
> I said "almost all", not all :) However, any other ideas what may cause
> this problem? I would be glad to hear them, because I would like to avoid
> any soldering if possible.
I have a general method of repairing, which is
replace chips with known good ones, which you can't do probably no second
800XL.
I don't deny docrotcod's idea that one or more RAM may be bad. But......
I'm thinking the
BASIC ROM. The OS is trying to boot and it goes to the self test, as if you
held down OPTION to start. If the BASIC ROM is socketed, that would be a
good one to try with a good one, I think. You really don't want to be
de-soldering a bunch of things if you can avoid it. Uhm... Here's an
idea.... Get a cartridge, any cartridge, and see if that will boot properly.
I think that would bypass the BASIC ROM.

421. Re: 800XL memory problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-05 22:55:24 UTC
From: Vit Herman <dragvit@volny.cz>
Message-ID: <esi74a$cj2$1@news.vol.cz>
Source record: 4904

Hi

I have a cartridge (Turbo 2000 loader) but pluging it in changes
nothing. However this doesn't prove anything as I'm not sure about way
to "activate" the cartridge at boot time, because I have no docs for it.

In fact, I have another working 800XL, but I'm not going to cripple it
to repair another one - no win, just lots of work. I saw some guy's page
on the net, where he described the same problem I have and changing the
RAM solved it for him. In fact, I'm pretty much sure his memory test
showed errors in the same places as mine does, but I can't check this
because I don't have my Atari here.

Vit Herman

Russg wrote:
> "Vit Herman" wrote in message news:
>
>>Russg wrote:
>>
>>>"Docrotcod" wrote<
>>>
>>>>I'll say it once and i'll say it again, those MT ram chips are crap.
>>>>
>>>>If it goes straight to memory test and shows red, i'm sure the problem is
>>>>in your RAM.
>>>>
>>>>You can use 4164 DRAMS no problem, 150NS is fine, I think 80-150NS will
>>>>do you fine.
>>>>
>>>>
>>>
>>>How does the OS do the self test if there's
>>>no good RAM? If the original poster said that
>>>all RAM blocks in the self test are red, I'd suspect
>>>some other source of the problem.
>>
>>I said "almost all", not all :) However, any other ideas what may cause
>>this problem? I would be glad to hear them, because I would like to avoid
>>any soldering if possible.
>
> I have a general method of repairing, which is
> replace chips with known good ones, which you can't do probably no second
> 800XL.
> I don't deny docrotcod's idea that one or more RAM may be bad. But......

> I'm thinking the
> BASIC ROM. The OS is trying to boot and it goes to the self test, as if you
> held down OPTION to start. If the BASIC ROM is socketed, that would be a
> good one to try with a good one, I think. You really don't want to be
> de-soldering a bunch of things if you can avoid it. Uhm... Here's an
> idea.... Get a cartridge, any cartridge, and see if that will boot properly.
> I think that would bypass the BASIC ROM.
>
>

422. Re: 800XL memory problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-05 23:36:50 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <uO1Hh.1899$Gr.1247@newsfe21.lga>
Source record: 4905

Normally there is nothing to 'activate' on a cartridge. You just plug it in
and turn the Atari on. I live in Oklahoma, US. I'd be happy to fix this
for you if you like. Even if it isn't the RAM, i'll be able to further
diagnose it and fix it for you.

People can vouch for me on here if you need personal references.

Thomas

P.S. I'm just trying to help you fix your Atari, I hate seeing dead Atari's.
It's kind of like my mission ;)

"Vit Herman" <dragvit@volny.cz> wrote in message
news:esi74a$cj2$1@news.vol.cz...
> Hi
>
> I have a cartridge (Turbo 2000 loader) but pluging it in changes nothing.
> However this doesn't prove anything as I'm not sure about way to
> "activate" the cartridge at boot time, because I have no docs for it.
>
> In fact, I have another working 800XL, but I'm not going to cripple it to
> repair another one - no win, just lots of work. I saw some guy's page on
> the net, where he described the same problem I have and changing the RAM
> solved it for him. In fact, I'm pretty much sure his memory test showed
> errors in the same places as mine does, but I can't check this because I
> don't have my Atari here.
>
> Vit Herman
>
> Russg wrote:
>> "Vit Herman" wrote in message news:
>>
>>>Russg wrote:
>>>
>>>>"Docrotcod" wrote<
>>>>
>>>>>I'll say it once and i'll say it again, those MT ram chips are crap.
>>>>>
>>>>>If it goes straight to memory test and shows red, i'm sure the problem
>>>>>is in your RAM.
>>>>>
>>>>>You can use 4164 DRAMS no problem, 150NS is fine, I think 80-150NS will
>>>>>do you fine.
>>>>>
>>>>>

>>>>
>>>>How does the OS do the self test if there's
>>>>no good RAM? If the original poster said that
>>>>all RAM blocks in the self test are red, I'd suspect
>>>>some other source of the problem.
>>>
>>>I said "almost all", not all :) However, any other ideas what may cause
>>>this problem? I would be glad to hear them, because I would like to avoid
>>>any soldering if possible.
>>
>> I have a general method of repairing, which is
>> replace chips with known good ones, which you can't do probably no second
>> 800XL.
>> I don't deny docrotcod's idea that one or more RAM may be bad. But......
>> I'm thinking the
>> BASIC ROM. The OS is trying to boot and it goes to the self test, as if
>> you held down OPTION to start. If the BASIC ROM is socketed, that would
>> be a good one to try with a good one, I think. You really don't want to
>> be de-soldering a bunch of things if you can avoid it. Uhm... Here's an
>> idea.... Get a cartridge, any cartridge, and see if that will boot
>> properly. I think that would bypass the BASIC ROM.

423. Re: 800XL memory problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-06 00:10:36 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <0k2Hh.7311$re4.3116@newssvr12.news.prodigy.net>
Source record: 4906

"Vit Herman" <dragvit@volny.cz> wrote in message
news:esi74a$cj2$1@news.vol.cz...
> Hi
>
> I have a cartridge (Turbo 2000 loader) but pluging it in changes nothing.
> However this doesn't prove anything as I'm not sure about way to
> "activate" the cartridge at boot time, because I have no docs for it.
I think that the cart you have is good enough to test my theory. It sounds like a DOS cartridge. Hmm.
A DOS cartridge may try to load BASIC if OPTION isn't pressed. How about holding OPTION and boot the cartridge. If it is a DOS cart, it might come up with a menu if OPTION is held down at boot time. Jindroush Kubec, from the Czech Republic, but no longer accepts and communication about Atari. There are some very knowledgable people in Germany at the ABBUC group. Some read here in csa8. You might be better seeing if someone from ABBUC could help.
It is www.abbuc.de they have enthusiasts from all over the world and may be able to put you in touch with someone local to you.

424. Re: 800XL memory problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-06 01:03:59 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <363Hh.7317$re4.7003@newssvr12.news.prodigy.net>
Source record: 4907

Turbo 2000 loader is a tape drive loader for
fast tape loading. I think it would not necessarily
disable the built in BASIC ROM. Maybe try
holding START with the cart in and turning on.
It might give a beep sound. The cart is for
Czech tape drives, modified for use with the Atari.
I still recommend ABBUC. Andreas Magenheimer is a member there.
wburger@t-onlineREMOVE.de
is the president or something, remove REMOVE.

425. Re: Atari XEGS with no color in picture

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-06 03:52:17 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <1173153137.779905.172300@p10g2000cwp.googlegroups.com>
Source record: 4908
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

Not in my case, as I said I already tested it.

On Mar 2, 1:29 am, "Docrotcod" <rahb...@cox.net> wrote:
> It could very well be the pot is shot.. i've had that happen on XEGS.
>
> Thomas
>
> <super_sto...@yahoo.com> wrote in message
>
> news:1172801132.002347.58880@j27g2000cwj.googlegroups.com...
>
>
>
> > On Feb 26, 11:08 am, "Docrotcod" <rahb...@cox.net> wrote:
> >> There is a pot on the pcb of the XEGS, which I believe you can access
> >> with a
> >> small flatblade or plastic adjustment tool that adjusts the color. Could
> >> be
> >> the pot is bad also. I would start there. You can put a meter on the
> >> pot
> >> and check to see the value changes when turned.
>
> > Tried that already. Couldn't be that simple ;)
>
> >> Thomas
>
> >> <super_sto...@yahoo.com> wrote in message
>
> >>news:1172505035.042655.110380@q2g2000cwa.googlegroups.com...
>
> >> > Both the RF and monitor outputs have no color in the signal. Any
> >> > ideas what could cause this? What chip does the video signal originate
> >> > from?- Hide quoted text -
>
> >> - Show quoted text -- Hide quoted text -
>
> - Show quoted text -

426. Re: Atari XEGS with no color in picture

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-06 04:17:08 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <gV5Hh.276345$IL1.95613@newsfe13.lga>
Source record: 4909
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

Ok I didn't know in your prior post if you meant you had adjusted it or
ohmed it out. I had an XE with no color once and one of the resistors in
the video circuit was blocking the color from reaching the monitor. You
might check the resistors in the color circuit and see if they are in spec.

Thomas

<super_stonic@yahoo.com> wrote in message
news:1173153137.779905.172300@p10g2000cwp.googlegroups.com...
> Not in my case, as I said I already tested it.
>
> On Mar 2, 1:29 am, "Docrotcod" <rahb...@cox.net> wrote:
>> It could very well be the pot is shot.. i've had that happen on XEGS.
>>
>> Thomas
>>
>> <super_sto...@yahoo.com> wrote in message
>>
>> news:1172801132.002347.58880@j27g2000cwj.googlegroups.com...
>>
>>
>>
>> > On Feb 26, 11:08 am, "Docrotcod" <rahb...@cox.net> wrote:
>> >> There is a pot on the pcb of the XEGS, which I believe you can access
>> >> with a
>> >> small flatblade or plastic adjustment tool that adjusts the color.
>> >> Could
>> >> be
>> >> the pot is bad also. I would start there. You can put a meter on the
>> >> pot
>> >> and check to see the value changes when turned.
>>
>> > Tried that already. Couldn't be that simple ;)
>>
>> >> Thomas
>>
>> >> <super_sto...@yahoo.com> wrote in message
>>
>> >>news:1172505035.042655.110380@q2g2000cwa.googlegroups.com...
>>
>> >> > Both the RF and monitor outputs have no color in the signal. Any
>> >> > ideas what could cause this? What chip does the video signal
>> >> > originate
>> >> > from?- Hide quoted text -

>>
>> >> - Show quoted text -- Hide quoted text -
>>
>> - Show quoted text -
>
>

427. Re: 800XL memory problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-06 08:45:11 UTC
From: Vit Herman <dragvit@volny.cz>
Message-ID: <esj9m3$1avs$1@news.vol.cz>
Source record: 4911

Docrotcod wrote:
> Normally there is nothing to 'activate' on a cartridge. You just plug it in
> and turn the Atari on. I live in Oklahoma, US. I'd be happy to fix this
> for you if you like. Even if it isn't the RAM, i'll be able to further
> diagnose it and fix it for you.

I understand, but sending it overseas and back would cost more than
buying another working Atari here. However, one of my friends kindly
agreed to do the ram exchange for me, so I will let him do it. There's
also chance he will keep the Atari once it is working, because we both
collect those old machines, and he has one Didaktik Gama to spare and I
have two Atari - so we may do some kind of an exchange.

> People can vouch for me on here if you need personal references.

I trust you, all right :))

> Thomas
>
>
> P.S. I'm just trying to help you fix your Atari, I hate seeing dead Atari's.
> It's kind of like my mission ;)

I understand, it's just that shiping overseas is so expensive. However,
if my friend will be unable to fix it, I would consider sending it to you :)

Thanks a lot for your help.

Vit Herman

>
> "Vit Herman" <dragvit@volny.cz> wrote in message
> news:esi74a$cj2$1@news.vol.cz...
>
>>Hi
>>
>>I have a cartridge (Turbo 2000 loader) but pluging it in changes nothing.
>>However this doesn't prove anything as I'm not sure about way to
>>"activate" the cartridge at boot time, because I have no docs for it.
>>
>>In fact, I have another working 800XL, but I'm not going to cripple it to
>>repair another one - no win, just lots of work. I saw some guy's page on
>>the net, where he described the same problem I have and changing the RAM
>>solved it for him. In fact, I'm pretty much sure his memory test showed
>>errors in the same places as mine does, but I can't check this because I
>>don't have my Atari here.
>>

>>Vit Herman
>>
>>Russg wrote:
>>
>>>"Vit Herman" wrote in message news:
>>>
>>>
>>>>Russg wrote:
>>>>
>>>>
>>>>>"Docrotcod" wrote<
>>>>>
>>>>>I'll say it once and i'll say it again, those MT ram chips are crap.
>>>>>
>>>>>If it goes straight to memory test and shows red, i'm sure the problem
>>>>>is in your RAM.
>>>>>
>>>>>You can use 4164 DRAMS no problem, 150NS is fine, I think 80-150NS will
>>>>>do you fine.
>>>>>
>>>>>
>>>>>
>>>>>How does the OS do the self test if there's
>>>>>no good RAM? If the original poster said that
>>>>>all RAM blocks in the self test are red, I'd suspect
>>>>>some other source of the problem.
>>>>
>>>>I said "almost all", not all :) However, any other ideas what may cause
>>>>this problem? I would be glad to hear them, because I would like to avoid
>>>>any soldering if possible.
>>>
>>>I have a general method of repairing, which is
>>>replace chips with known good ones, which you can't do probably no second
>>>800XL.
>>>I don't deny docrotcod's idea that one or more RAM may be bad. But......
>>>I'm thinking the
>>>BASIC ROM. The OS is trying to boot and it goes to the self test, as if
>>>you held down OPTION to start. If the BASIC ROM is socketed, that would
>>>be a good one to try with a good one, I think. You really don't want to
>>>be de-soldering a bunch of things if you can avoid it. Uhm... Here's an
>>>idea.... Get a cartridge, any cartridge, and see if that will boot
>>>properly. I think that would bypass the BASIC ROM.
>
>
>

428. Re: 800XL memory problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-06 08:48:20 UTC
From: Vit Herman <dragvit@volny.cz>
Message-ID: <esj9s1$1avs$2@news.vol.cz>
Source record: 4912

Russg wrote:
> Turbo 2000 loader is a tape drive loader for
> fast tape loading. I think it would not necessarily
> disable the built in BASIC ROM. Maybe try
> holding START with the cart in and turning on.
> It might give a beep sound. The cart is for
> Czech tape drives, modified for use with the Atari.
> I still recommend ABBUC. Andreas Magenheimer is a member there.
> wburger@t-onlineREMOVE.de
> is the president or something, remove REMOVE.

I know what Turbo 2000 is :)) As I said, my friend will try to fix it,
he has done such things before and has all the necesary equipment, so I
he'll be able to do it. If he fails, I'll look for somebody else :)

Anyway, thanks for all the information.

Vit Herman

429. Re: 800XL memory problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-06 08:52:26 UTC
From: Thomas Richter <thor@math.TU-Berlin.DE>
Message-ID: <554oeaF23ip4nU1@mid.dfncis.de>
Source record: 4910

Vit Herman wrote:

> The problem is: few days ago, I got one 800XL (for a bottle of wine ;)
> and it seems ok except for the fact, that right upon power-up, it goes
> to memory test, which shows almost all squares red, so I guess my
> problem is with the memory. So I've opened the machine, to check whether
> some of the chips is getting hot - none of them does. So I guess I'll
> have to replace all of them.

Not necessarely true that the RAM is bad. I also had a broken 800XL and
the RAM decoder was bad, not the RAM. That's additional logic that
decodes the addresses from the CPU and drives the RAM.

> My question therefore is: The memory chips in my 800XL are labeled MT
> 4264-15 - which spare should I use? I'm able to get some 4164 for a
> bargain price - will they do? Any suggestions on other suitable chips?

As long as the memory organization is the same, IIRC 64Kx1Bit, and the
pinout is identical (likely) and they are 150ns or faster, then this
shouldn`t be a problem.

> Another question - is their timing (I guess the -15 means 150ns)
> critical or is it possible to replace them with chips with another timing?

It's possible to replace them with faster chips.

> I guess I'll leave the soldering to somebody more skilled, but anyway -
> is soldering in some sockets and putting the new chips into sockets a
> good or bad idea?

Sockets are a good idea, you cannot burn the chips when replacing them.
Just don't try to de-solder the old chips. Use a wire-cutter to cut all
pins off, then solder the pins out. Otherwise, you likely damage the board.

> Is there anything other I should check prior to replacing the ram chips?

Is there anything else socketed? The CPU could be bad (address lines,
power), ANTIC could be bad (DMA logic faulty). Yes, I know, it sounds
that then the computer shouldn't power on, but that's not so easy,
depending on what exactly is broken.

Could be even a faulty basic ROM that doesn't disable itself on the bus
and thus confuses the timing only for RAM. On my bad 800XL, I had the
symtom that the RAM test failed often, not always. The Basic ROM was bad
(really!), and the RAM decoder was bad. The RAM was fine.

So long,
Thomas

430. Re: 800XL memory problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-06 09:00:37 UTC
From: Vit Herman <dragvit@volny.cz>
Message-ID: <esjaj1$1avs$3@news.vol.cz>
Source record: 4913

> Not necessarely true that the RAM is bad. I also had a broken 800XL and
> the RAM decoder was bad, not the RAM. That's additional logic that
> decodes the addresses from the CPU and drives the RAM.

I hope that's not the case because I don't know where to get spare one :)

> As long as the memory organization is the same, IIRC 64Kx1Bit, and the
> pinout is identical (likely) and they are 150ns or faster, then this
> shouldn`t be a problem.

The guy who offers them says he doesn't know their timing but says they
should be OK for 8bit computers. I will check the details today. But he
offers them for 2 CZK each (aprox. 10 cents each) so if they won;t work,
no damage done - at least no economical damage :)

> Sockets are a good idea, you cannot burn the chips when replacing them.
> Just don't try to de-solder the old chips. Use a wire-cutter to cut all
> pins off, then solder the pins out. Otherwise, you likely damage the board.

Ok, will do :)

> Is there anything else socketed? The CPU could be bad (address lines,
> power), ANTIC could be bad (DMA logic faulty). Yes, I know, it sounds
> that then the computer shouldn't power on, but that's not so easy,
> depending on what exactly is broken.

If it is, I'm unable to check :(

> Could be even a faulty basic ROM that doesn't disable itself on the bus
> and thus confuses the timing only for RAM. On my bad 800XL, I had the
> symtom that the RAM test failed often, not always. The Basic ROM was bad
> (really!), and the RAM decoder was bad. The RAM was fine.

I can't check - however the machine goes to memory test right upon
power-up and it the memory test fails - always (I had tried at least 10
times).

Thanks for information and advice
Vit Herman

431. Re: 800XL memory problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-06 15:48:21 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <i1gHh.2604$Gr.1981@newsfe21.lga>
Source record: 4914

While I agree with what everyone says, I think we're thinking it to death.
Sockets are not a bad idea. Start simple and swap the RAM.

Thomas

"Vit Herman" <dragvit@volny.cz> wrote in message
news:esjaj1$1avs$3@news.vol.cz...
>> Not necessarely true that the RAM is bad. I also had a broken 800XL and
>> the RAM decoder was bad, not the RAM. That's additional logic that
>> decodes the addresses from the CPU and drives the RAM.
>
> I hope that's not the case because I don't know where to get spare one :)
>
>
>> As long as the memory organization is the same, IIRC 64Kx1Bit, and the
>> pinout is identical (likely) and they are 150ns or faster, then this
>> shouldn`t be a problem.
>
> The guy who offers them says he doesn't know their timing but says they
> should be OK for 8bit computers. I will check the details today. But he
> offers them for 2 CZK each (aprox. 10 cents each) so if they won;t work,
> no damage done - at least no economical damage :)
>
>> Sockets are a good idea, you cannot burn the chips when replacing them.
>> Just don't try to de-solder the old chips. Use a wire-cutter to cut all
>> pins off, then solder the pins out. Otherwise, you likely damage the
>> board.
>
> Ok, will do :)
>
>> Is there anything else socketed? The CPU could be bad (address lines,
>> power), ANTIC could be bad (DMA logic faulty). Yes, I know, it sounds
>> that then the computer shouldn't power on, but that's not so easy,
>> depending on what exactly is broken.
>
> If it is, I'm unable to check :(
>
>> Could be even a faulty basic ROM that doesn't disable itself on the bus
>> and thus confuses the timing only for RAM. On my bad 800XL, I had the
>> symtom that the RAM test failed often, not always. The Basic ROM was bad
>> (really!), and the RAM decoder was bad. The RAM was fine.
>
> I can't check - however the machine goes to memory test right upon
> power-up and it the memory test fails - always (I had tried at least 10
> times).

>
> Thanks for information and advice
> Vit Herman

432. Re: 800XL memory problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-06 15:54:47 UTC
From: Vit Herman <dragvit@volny.cz>
Message-ID: <esk2rj$1mtv$2@news.vol.cz>
Source record: 4915

Docrotcod wrote:
> While I agree with what everyone says, I think we're thinking it to death.
> Sockets are not a bad idea. Start simple and swap the RAM.
>
> Thomas

Yes sir :))

Will do

Vit Herman
>
> "Vit Herman" <dragvit@volny.cz> wrote in message
> news:esjaj1$1avs$3@news.vol.cz...
>
>>>Not necessarely true that the RAM is bad. I also had a broken 800XL and
>>>the RAM decoder was bad, not the RAM. That's additional logic that
>>>decodes the addresses from the CPU and drives the RAM.
>>
>>I hope that's not the case because I don't know where to get spare one :)
>>
>>
>>
>>>As long as the memory organization is the same, IIRC 64Kx1Bit, and the
>>>pinout is identical (likely) and they are 150ns or faster, then this
>>>shouldn`t be a problem.
>>
>>The guy who offers them says he doesn't know their timing but says they
>>should be OK for 8bit computers. I will check the details today. But he
>>offers them for 2 CZK each (aprox. 10 cents each) so if they won;t work,
>>no damage done - at least no economical damage :)
>>
>>
>>>Sockets are a good idea, you cannot burn the chips when replacing them.
>>>Just don't try to de-solder the old chips. Use a wire-cutter to cut all
>>>pins off, then solder the pins out. Otherwise, you likely damage the
>>>board.
>>
>>Ok, will do :)
>>
>>
>>>Is there anything else socketed? The CPU could be bad (address lines,
>>>power), ANTIC could be bad (DMA logic faulty). Yes, I know, it sounds
>>>that then the computer shouldn't power on, but that's not so easy,
>>>depending on what exactly is broken.

>>
>>If it is, I'm unable to check :(
>>
>>
>>>Could be even a faulty basic ROM that doesn't disable itself on the bus
>>>and thus confuses the timing only for RAM. On my bad 800XL, I had the
>>>symtom that the RAM test failed often, not always. The Basic ROM was bad
>>>(really!), and the RAM decoder was bad. The RAM was fine.
>>
>>I can't check - however the machine goes to memory test right upon
>>power-up and it the memory test fails - always (I had tried at least 10
>>times).
>>
>>Thanks for information and advice
>>Vit Herman
>
>
>

433. Re: 800XL memory problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-06 16:30:09 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <uEgHh.3342$C_.974@newsfe22.lga>
Source record: 4916

Sorry i'm not trying to be sarcastic, just trying to help out.

:)

Thomas

"Vit Herman" <dragvit@volny.cz> wrote in message
news:esk2rj$1mtv$2@news.vol.cz...
> Docrotcod wrote:
>> While I agree with what everyone says, I think we're thinking it to
>> death. Sockets are not a bad idea. Start simple and swap the RAM.
>>
>> Thomas
>
> Yes sir :))
>
> Will do
>
> Vit Herman
>>
>> "Vit Herman" <dragvit@volny.cz> wrote in message
>> news:esjaj1$1avs$3@news.vol.cz...
>>
>>>>Not necessarely true that the RAM is bad. I also had a broken 800XL and
>>>>the RAM decoder was bad, not the RAM. That's additional logic that
>>>>decodes the addresses from the CPU and drives the RAM.
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>>>I hope that's not the case because I don't know where to get spare one :)
>>>
>>>
>>>
>>>>As long as the memory organization is the same, IIRC 64Kx1Bit, and the
>>>>pinout is identical (likely) and they are 150ns or faster, then this
>>>>shouldn`t be a problem.
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>>>The guy who offers them says he doesn't know their timing but says they
>>>should be OK for 8bit computers. I will check the details today. But he
>>>offers them for 2 CZK each (aprox. 10 cents each) so if they won;t work,
>>>no damage done - at least no economical damage :)
>>>
>>>
>>>>Sockets are a good idea, you cannot burn the chips when replacing them.
>>>>Just don't try to de-solder the old chips. Use a wire-cutter to cut all
>>>>pins off, then solder the pins out. Otherwise, you likely damage the
>>>>board.

>>>
>>>Ok, will do :)
>>>
>>>
>>>>Is there anything else socketed? The CPU could be bad (address lines,
>>>>power), ANTIC could be bad (DMA logic faulty). Yes, I know, it sounds
>>>>that then the computer shouldn't power on, but that's not so easy,
>>>>depending on what exactly is broken.
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>>>If it is, I'm unable to check :(
>>>
>>>
>>>>Could be even a faulty basic ROM that doesn't disable itself on the bus
>>>>and thus confuses the timing only for RAM. On my bad 800XL, I had the
>>>>symtom that the RAM test failed often, not always. The Basic ROM was bad
>>>>(really!), and the RAM decoder was bad. The RAM was fine.
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>>>I can't check - however the machine goes to memory test right upon
>>>power-up and it the memory test fails - always (I had tried at least 10
>>>times).
>>>
>>>Thanks for information and advice
>>>Vit Herman
>>
>>

434. Re: 800XL memory problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-06 19:31:24 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <d92dnYdNz74ZXHDYnZ2dnUVZ_qOpnZ2d@adelphia.com>
Source record: 4917

Vit,

Thomas (docrotcod) just replaced bad RAM in my 130XE... it had almost identical symptoms to your 800XL. The sockets are nice in that if a RAM chip ever goes bad again, its a very easy fix. From the time I sent him my 130XE, I had it back working in 9 days. Being overseas, I know shipping is an issue, but Thomas did first class work very quickly.

-Jason

"Vit Herman" <dragvit@volny.cz> wrote in message
news:esjaj1$1avs$3@news.vol.cz...
>> Not necessarely true that the RAM is bad. I also had a broken 800XL and
>> the RAM decoder was bad, not the RAM. That's additional logic that
>> decodes the addresses from the CPU and drives the RAM.
>
> I hope that's not the case because I don't know where to get spare one :)
>
>
>> As long as the memory organization is the same, IIRC 64Kx1Bit, and the
>> pinout is identical (likely) and they are 150ns or faster, then this
>> shouldn`t be a problem.
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> The guy who offers them says he doesn't know their timing but says they
> should be OK for 8bit computers. I will check the details today. But he
> offers them for 2 CZK each (aprox. 10 cents each) so if they won;t work,
> no damage done - at least no economical damage :)
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>> Sockets are a good idea, you cannot burn the chips when replacing them.
>> Just don't try to de-solder the old chips. Use a wire-cutter to cut all
>> pins off, then solder the pins out. Otherwise, you likely damage the
>> board.
>
> Ok, will do :)
>
>> Is there anything else socketed? The CPU could be bad (address lines,
>> power), ANTIC could be bad (DMA logic faulty). Yes, I know, it sounds
>> that then the computer shouldn't power on, but that's not so easy,
>> depending on what exactly is broken.
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> If it is, I'm unable to check :(
>
>> Could be even a faulty basic ROM that doesn't disable itself on the bus
>> and thus confuses the timing only for RAM. On my bad 800XL, I had the
>> symtom that the RAM test failed often, not always. The Basic ROM was bad

>> (really!), and the RAM decoder was bad. The RAM was fine.
>
> I can't check - however the machine goes to memory test right upon
> power-up and it the memory test fails - always (I had tried at least 10
> times).
>
> Thanks for information and advice
> Vit Herman

435. Re: Atari XEGS with no color in picture

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-06 19:53:13 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <JEjHh.6399$jx3.4936@newssvr25.news.prodigy.net>
Source record: 4918
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

"Docrotcod" <rahbart@cox.net> wrote in message news:
> Ok I didn't know in your prior post if you meant you had adjusted it or
> ohmed it out. I had an XE with no color once and one of the resistors in
> the video circuit was blocking the color from reaching the monitor. You
> might check the resistors in the color circuit and see if they are in
> spec.
>
> Thomas
>
> <super_stonic@yahoo.com> wrote in message
<rahb...@cox.net> wrote:
>>> >> There is a pot on the pcb of the XEGS, which I believe you can access
>>> >> with a
>>> >> small flatblade or plastic adjustment tool that adjusts the color.
>>> >> Could
>>> >> be
>>> >> the pot is bad also. I would start there. You can put a meter on
>>> >> the
>>> >> pot
>>> >> and check to see the value changes when
I always had a problem telling if a resistor or
capacitor was open or shorted. If you put the
VOM accross the resistor, it will go backwards
thru the system. You don't want to go clipping
resistors to check them..?

436. Re: 800XL memory problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-06 21:42:26 UTC
From: Vit Herman <dragvit@volny.cz>
Message-ID: <eskn7c$2i69$1@news.vol.cz>
Source record: 4919

I understood, I was just in good mood hence joking :)

Vit Herman

Docrotcod wrote:
> Sorry i'm not trying to be sarcastic, just trying to help out.
>
> :)
>
> Thomas
>
> "Vit Herman" <dragvit@volny.cz> wrote in message
> news:esk2rj$1mtv$2@news.vol.cz...
>
>>Docrotcod wrote:
>>
>>>While I agree with what everyone says, I think we're thinking it to
>>>death. Sockets are not a bad idea. Start simple and swap the RAM.
>>>
>>>Thomas
>>
>>Yes sir :))
>>
>>Will do
>>
>>Vit Herman
>>
>>>"Vit Herman" <dragvit@volny.cz> wrote in message
>>>news:esjaj1$1avs$3@news.vol.cz...
>>>
>>>
>>>>>Not necessarely true that the RAM is bad. I also had a broken 800XL and
>>>>>the RAM decoder was bad, not the RAM. That's additional logic that
>>>>>decodes the addresses from the CPU and drives the RAM.
>>>>
>>>>I hope that's not the case because I don't know where to get spare one :)
>>>>
>>>>
>>>>
>>>>
>>>>>As long as the memory organization is the same, IIRC 64Kx1Bit, and the
>>>>>pinout is identical (likely) and they are 150ns or faster, then this
>>>>>shouldn`t be a problem.
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>>>>The guy who offers them says he doesn't know their timing but says they

>>>>should be OK for 8bit computers. I will check the details today. But he
>>>>offers them for 2 CZK each (aprox. 10 cents each) so if they won;t work,
>>>>no damage done - at least no economical damage :)
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>>>>
>>>>
>>>>>Sockets are a good idea, you cannot burn the chips when replacing them.
>>>>>Just don't try to de-solder the old chips. Use a wire-cutter to cut all
>>>>>pins off, then solder the pins out. Otherwise, you likely damage the
>>>>>board.
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>>>>Ok, will do :)
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>>>>
>>>>>Is there anything else socketed? The CPU could be bad (address lines,
>>>>>power), ANTIC could be bad (DMA logic faulty). Yes, I know, it sounds
>>>>>that then the computer shouldn't power on, but that's not so easy,
>>>>>depending on what exactly is broken.
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>>>>If it is, I'm unable to check :(
>>>>
>>>>
>>>>
>>>>>Could be even a faulty basic ROM that doesn't disable itself on the bus
>>>>>and thus confuses the timing only for RAM. On my bad 800XL, I had the
>>>>>symtom that the RAM test failed often, not always. The Basic ROM was bad
>>>>>(really!), and the RAM decoder was bad. The RAM was fine.
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>>>>I can't check - however the machine goes to memory test right upon
>>>>power-up and it the memory test fails - always (I had tried at least 10
>>>>times).
>>>>
>>>>Thanks for information and advice
>>>>Vit Herman
>>>
>>>
>

437. Re: 800XL memory problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-06 23:13:08 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <nymHh.290627$IL1.78154@newsfe13.lga>
Source record: 4920

Thanks for the kind words Jason. It was a pleasure working with you on the
130XE. I hope it works for years to come.

Thomas

"Jason Harmon" <jharmon@us.net> wrote in message
news:d92dnYdNz74ZXHDYnZ2dnUVZ_qOpnZ2d@adelphia.com...
> Vit,
>
> Thomas (docrotcod) just replaced bad RAM in my 130XE... it had almost
> identical symptoms to your 800XL. The sockets are nice in that if a RAM
> chip ever goes bad again, its a very easy fix. From the time I sent him
> my 130XE, I had it back working in 9 days. Being overseas, I know
> shipping is an issue, but Thomas did first class work very quickly.
>
> -Jason
>
> "Vit Herman" <dragvit@volny.cz> wrote in message
> news:esjaj1$1avs$3@news.vol.cz...
>>> Not necessarely true that the RAM is bad. I also had a broken 800XL and
>>> the RAM decoder was bad, not the RAM. That's additional logic that
>>> decodes the addresses from the CPU and drives the RAM.
>>
>> I hope that's not the case because I don't know where to get spare one :)
>>
>>
>>> As long as the memory organization is the same, IIRC 64Kx1Bit, and the
>>> pinout is identical (likely) and they are 150ns or faster, then this
>>> shouldn`t be a problem.
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>> The guy who offers them says he doesn't know their timing but says they
>> should be OK for 8bit computers. I will check the details today. But he
>> offers them for 2 CZK each (aprox. 10 cents each) so if they won;t work,
>> no damage done - at least no economical damage :)
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>>> Sockets are a good idea, you cannot burn the chips when replacing them.
>>> Just don't try to de-solder the old chips. Use a wire-cutter to cut all
>>> pins off, then solder the pins out. Otherwise, you likely damage the
>>> board.
>>
>> Ok, will do :)
>>
>>> Is there anything else socketed? The CPU could be bad (address lines,
>>> power), ANTIC could be bad (DMA logic faulty). Yes, I know, it sounds
>>> that then the computer shouldn't power on, but that's not so easy,

>>> depending on what exactly is broken.
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>> If it is, I'm unable to check :(
>>
>>> Could be even a faulty basic ROM that doesn't disable itself on the bus
>>> and thus confuses the timing only for RAM. On my bad 800XL, I had the
>>> symtom that the RAM test failed often, not always. The Basic ROM was bad
>>> (really!), and the RAM decoder was bad. The RAM was fine.
>>
>> I can't check - however the machine goes to memory test right upon
>> power-up and it the memory test fails - always (I had tried at least 10
>> times).
>>
>> Thanks for information and advice
>> Vit Herman
>
>

438. Letter/Data Perfect

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-07 00:54:30 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <dImdnbN7zqihkHPYnZ2dnUVZ_q6vnZ2d@adelphia.com>
Source record: 4921

Does anyone out there have a disk image of them 80 column versions of LJK Data Perfect and/or Letter Perfect? These were versions designed to work with the Bit-3 80 column board for the 800.

If you do, please ping me.

Thanks.

Jason Harmon

439. FS: 20% OFF ALL CLASSIC ATARI 8 BIT!

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-08 11:30:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0703080326460.3139-100000@onyx.spiritone.com>
Source record: 4922
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ALL ATARI 20% OFF! ALL ATARI 20% OFF! ALL ATARI 20% OFF!ALL ATARI 20% OFF!

ORDERS OVER $50 GETS 20% OFF OF ALL THE CLASSIC ATARI 8 BIT COMPUTER LINE!
ORDERS OVER $100 GETS BRAND NEW FREE GAME & STILL GETS 20% OFF ALL USED &
NEW ATARI GAMES/SOFTWARE, HARDWARE, BOOKS & ACCESSORIES 4 THE ATARI 8 BIT
COMPUTER LINE! Call (503)256-9974!GOT ATARI?GET NEW FREE ATARI CATALOGS AT
http://BensCatalogs.Atari.org and/or E-Mail BenSells@Atari.org Most items
I have 1, 2 or too few of. Get them While they last! Come for the Sales,
Stay for the Service! If you dont buy from me, I cant save you any Money!

http://BensCatalogs.Atari.org NEW FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/birthday.htm Ben's Birthday Bash!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ALL 8BT GAMES/SOFTWARE
http://www.aracnet.com/~atari/8bt_hard.htm 20% OFF ALL 8BT HARDWARE
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ALL 8BT BOOKS!

This March I'm celebrating my Birthday! Bless me with your ATARI business
as I raise the Capital to buy out an Atari Dealer of his Atari goods!

Your Atari gifts are appreciated!It's like Christmas & my Birthday in one!

So bless me with your Atari business, send your Atari friends my way and
help save good Ataris from extinction, buying from Ben Saves Atari Lives!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

440. Atari BBS List 03/07/2007

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-08 16:33:14 UTC
From: Trevor <trevor.holyoak@gmail.com>
Message-ID: <1173371594.848538.178460@c51g2000cwc.googlegroups.com>
Source record: 4923

Atari BBS List 03/07/2007

http://www.atariplanet.info/ATARIBBS.TXT

Maintained by Trevor Holyoak <trevor@holyoak.com> and Greg Goodwin
<Greg.Goodwin@familynet-international.net>

(Greg single-handedly called and verified that all the dial-up BBSs in
the United States and Canada are
now either down or wrong numbers. He also came up with the new list of
systems accessible on the Internet
that are dedicated to the Atari 8-bit. Thanks for all the work, Greg!)

```
*******************************
* Atari 8bit Support Systems *
* and Chat *
* available via the Internet *
* as of 03-07-2007 *
* *
*******************************
```

```
-------------------------------------
8 Systems Listed
-------------------------------------
```

01 The Boot Factory
WEB: http://bf.amfband.com
A8bit BBS: telnet://bfbbs.no-ip.com
or: telnet://bfbbs.dtdns.net

02 Inside The 8-bit - (2 lines)
telnet://TCPIPExpress.dyndns.org:8888
:8889
expresspro.dyndns.org:8888

03 MouseNet BBS
telnet://atari-bbs.kicks-ass.net

04 Dark Force BBS (Run on a Mega 2 ST)
telnet://darkforce-bbs.dyndns.org

05 ST Guild BBS
stguild-bbs.dyndns.org

06 Closer to Home BBS
cth.dtdns.net

07 telnet://irc.atarichat.net
(Enter "atari" at login, skip the password (enter), and then enter a
name..
will take you straight to the IRC chat.)
Someone is there most of the time.

08 telnet://www.atarinews.org
(Enter in this order... "bbs", "Bbs", enter name and password at the
next
login, enter, t for talk, c for chat, then a name and you're in)
Chat times 7:00 PM CST Tuesday nights
10:00 am CST Sunday (EuroChat)

```
*****************************
* Atari 8bit Support BBSs *
* (dial-up list) *
* *
*****************************
```

(The following list is of boards that are located in the Eastern
Hemisphere
and have not been verified in many years. It is included for the
benefit of
those that live there in case they are still operational.)

Please keep me informed with updates to the list and I'll post
revisions
as necessary. In particular, if one of the BBS's is within your local
calling area, please give them a call and let me know whether they're
currently operational.

All boards are assumed to be operational 24 hours a day, 7 days
a week unless otherwise noted.

The format of the individual entries is below.
Note that each entry uses at least five lines (all of which are
less than 40-columns in order to make this easily 8bit readable):
"Type" indicates the type of hardware used to run the board.
"Status" is whether the board was up or not the last time it was
checked.
"Status Date" tells you when the entry was last updated.
--
There can be one or more lines of "Notes".

An asterisk (*) next to the board's phone number indicates that entry
has been updated since the last version of this list.

<BBS name> : <phone number> [*]
<location>
<type> : <status> : <status date>
--
<notes>

```
-------------------------------------
4 Systems Listed
-------------------------------------

01 ABBUC Box : +49-5439-3265
Bersenbrueck (?), Germany
Atari-8 : OK : 96-03-13
--
M-F 19:00-07:00; S-S 15:00-08:00 MET

02 ASB Zan Sweeds : +46-3145-8807
?
? : ? : 96-03-10
--
ProNode 463

03 Beco Tel : +31-2063-26859 *
Amsterdam, The Netherlands
Atari-8 : OK : 96-11-24
--
Bernard Kok. Hours - 17:00-06:00 GMT
http://www.becotel.demon.nl/
Apparently down, but is supposed to be
returning on an Amiga soon.

04 Simplicity : +643-352-0688
Christchurch, New Zealand
Atari-8 : OK : 96-03-19
--
Oasis 4.8 - Total 8-bit support
```

441. Re: Atari BBS List 03/07/2007

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-08 20:08:14 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2007.03.08.20.08.14.513307@charter.net>
Source record: 4924

On Thu, 08 Mar 2007 08:33:14 -0800, Trevor wrote:

> Atari BBS List 03/07/2007
>
> http://www.atariplanet.info/ATARIBBS.TXT
>
> Maintained by Trevor Holyoak <trevor@holyoak.com> and Greg Goodwin
> <Greg.Goodwin@familynet-international.net>
>
> (Greg single-handedly called and verified that all the dial-up BBSs in
> the United States and Canada are
> now either down or wrong numbers. He also came up with the new list of
> systems accessible on the Internet
> that are dedicated to the Atari 8-bit. Thanks for all the work, Greg!)

I'd like to thank him as well - I try to maintain a similiar list on
DarkForce, and a random logoff screen that lists other (still) working
BBss that user may be interested in contacting.

Oh for the record, DarkForce is run on a Mega ST2, upgraded to 4 megs, and
with a 16 mhz Adspeed accelerator, 4 gig HD, and a CDRW...and all Atari ST
software - no emulation. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

442. 8-Bit Utilities

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-08 22:29:38 UTC
From: Chuck B <cabacon@cox.net>
Message-ID: <e70Ih.62$TK5.50@newsfe13.lga>
Source record: 4925

Ok So I am going though all my 8-bit stuff. I was wondering, what hardware/software do I need to copy protected 8-bit disks, and what great utilities out there are a must have?

Also anyone have the Holmes CD's then can send me a copy of upload them to me somehow?

443. Re: Atari BBS List 03/07/2007

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-09 00:34:39 UTC
From: Chuck B <cabacon@cox.net>
Message-ID: <vY1lh.18517$oJ1.16998@newsfe18.lga>
Source record: 4926

```
Great Work Trevor. You should make a WIKI list also on WIKI for the bbs
systems.
"Trevor" <trevor.holyoak@gmail.com> wrote in message
news:1173371594.848538.178460@c51g2000cwc.googlegroups.com...
> Atari BBS List 03/07/2007
>
> http://www.atariplanet.info/ATARIBBS.TXT
>
> Maintained by Trevor Holyoak <trevor@holyoak.com> and Greg Goodwin
> <Greg.Goodwin@familynet-international.net>
>
> (Greg single-handedly called and verified that all the dial-up BBSs in
> the United States and Canada are
> now either down or wrong numbers. He also came up with the new list of
> systems accessible on the Internet
> that are dedicated to the Atari 8-bit. Thanks for all the work, Greg!)
>
> ********************************
> * Atari 8bit Support Systems *
> * and Chat *
> * available via the Internet *
> * as of 03-07-2007 *
> * *
> ********************************
>
> ------------------------------------
> 8 Systems Listed
> ------------------------------------
>
> 01 The Boot Factory
> WEB: http://bf.amfband.com
> A8bit BBS: telnet://bfbbs.no-ip.com
> or: telnet://bfbbs.dtdns.net
>
> 02 Inside The 8-bit - (2 lines)
> telnet://TCPIPExpress.dyndns.org:8888
> :8889
> expresspro.dyndns.org:8888
>
> 03 MouseNet BBS
> telnet://atari-bbs.kicks-ass.net
>
> 04 Dark Force BBS (Run on a Mega 2 ST)
> telnet://darkforce-bbs.dyndns.org
```

>
> 05 ST Guild BBS
> stguild-bbs.dyndns.org
>
> 06 Closer to Home BBS
> cth.dtdns.net
>
> 07 telnet://irc.atarichat.net
> (Enter "atari" at login, skip the password (enter), and then enter a
> name..
> will take you straight to the IRC chat.)
> Someone is there most of the time.
>
> 08 telnet://www.atarinews.org
> (Enter in this order... "bbs", "Bbs", enter name and password at the
> next
> login, enter, t for talk, c for chat, then a name and you're in)
> Chat times 7:00 PM CST Tuesday nights
> 10:00 am CST Sunday (EuroChat)
>
>
>
> ******************************
> * Atari 8bit Support BBSs *
> * (dial-up list) *
> * *
> ******************************
>
> (The following list is of boards that are located in the Eastern
> Hemisphere
> and have not been verified in many years. It is included for the
> benefit of
> those that live there in case they are still operational.)
>
> Please keep me informed with updates to the list and I'll post
> revisions
> as necessary. In particular, if one of the BBS's is within your local
> calling area, please give them a call and let me know whether they're
> currently operational.
>
> All boards are assumed to be operational 24 hours a day, 7 days
> a week unless otherwise noted.
>
> The format of the individual entries is below.
> Note that each entry uses at least five lines (all of which are
> less than 40-columns in order to make this easily 8bit readable):
> "Type" indicates the type of hardware used to run the board.
> "Status" is whether the board was up or not the last time it was
> checked.
> "Status Date" tells you when the entry was last updated.

> --
> There can be one or more lines of "Notes".
>
> An asterisk (*) next to the board's phone number indicates that entry
> has been updated since the last version of this list.
>
>
> ## <BBS name> : <phone number> [*]
> <location>
> <type> : <status> : <status date>
> --
> <notes>
>
> ------------------------------------
> 4 Systems Listed
> ------------------------------------
>
> 01 ABBUC Box : +49-5439-3265
> Bersenbrueck (?), Germany
> Atari-8 : OK : 96-03-13
> --
> M-F 19:00-07:00; S-S 15:00-08:00 MET
>
> 02 ASB Zan Sweeds : +46-3145-8807
> ?
> ? : ? : 96-03-10
> --
> ProNode 463
>
> 03 Beco Tel : +31-2063-26859 *
> Amsterdam, The Netherlands
> Atari-8 : OK : 96-11-24
> --
> Bernard Kok. Hours - 17:00-06:00 GMT
> http://www.becotel.demon.nl/
> Apparently down, but is supposed to be
> returning on an Amiga soon.
>
> 04 Simplicity : +643-352-0688
> Christchurch, New Zealand
> Atari-8 : OK : 96-03-19
> --
> Oasis 4.8 - Total 8-bit support
>

444. Re: 8-Bit Utilities

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-09 03:43:40 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <RJ4lh.3515$iw4.1264@newssvr23.news.prodigy.net>
Source record: 4927

"Chuck B" <> wrote in message news:
> Ok So I am going though all my 8-bit stuff. I was wondering, what
> hardware/software do I need to copy protected 8-bit disks, and what great
> utilities out there are a must have?
>
> Also anyone have the Holmes CD's then can send me a copy of upload them to
> me somehow?
>
There's lots of ways to copy protected commercial
A8 disks. The most challenging, to use a disassembler and modify the
protection code on the disk. The simplest, as you ask, download the already
protection removed disk images someplace, like Holmes disks.
But I would recommend the PRO system from www.atarimax.com it will make a
bootable image you can use with an APE/PRO interface. I haven't used it,
but I think it would give you 100% compatible results, and would probably
be legal, as you are making a backup of software you own.

445. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-09 05:26:41 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1173417987@rtfm.mit.edu>
Source record: 4928
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 8, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.
Atari, headquartered at the time in Sunnyvale, California, USA, produced this
line of computers from 1979-1992.

To see what Atari, Inc. is up to today, visit: http://www.atari.com/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

Former (before 1987) Usenet newsgroups for Atari computer discussion:
net.micro.atari8 - created Feb 1986
net.micro.atari - created Nov 1982
net.micro - created Jan 1982

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LISTS
atari8-l, kept by Maciej Grzeszczuk
```

To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

'atari', kept by Jeff Wood
'atari' is gatewayed bidirectionally with comp.sys.atari.8bit.
To subscribe, send a message to atari-request@rtdos.com with the
following in the subject (not the body) of the message:
subscribe
'atari' web page: http://rtdos.com/mailman/listinfo/atari_rtdos.com

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/

http://atari.fandal.cz/

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

USER GROUPS
ABACUS - Atari Bay Area Computer User Society

http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

ACGC - Atlantic Computer and Gaming Club
http://www.chebucto.ns.ca/Technology/NSACUG/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Atari computers news aggregator site)
http://www.ataritoday.com/

446. Re: 8-Bit Utilities

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-09 11:20:00 UTC
From: ilaskey@cix.co.uk
Message-ID: <memo.20070309112035.4944C@cix.co.uk>
Source record: 4929

In article <RJ4Ih.3515$iw4.1264@newssvr23.news.prodigy.net>,
russgilb@MUNGEsbcyahoo.net (Russg) wrote:
> and would probably be legal, as you are making a backup of
> software you own.
Depends on the country you are in.

Iain

447. Re: 8-Bit Utilities

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-09 13:19:38 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <b4SdnceJHLJ8w2zYnZ2dnUVZ_t6qnZ2d@adelphia.com>
Source record: 4930

I had always used the Happy enhanced 1050 and its software for this. I was able to copy most protected disks at the time.

There was also a software-only package I used 20-something years ago, called Chipmunk I believe, that had patches for many protected packages and created non-protected disks from them.

-Jason

"Chuck B" <cabacon@cox.net> wrote in message
news:e70Ih.62$TK5.50@newsfe13.lga...
> Ok So I am going though all my 8-bit stuff. I was wondering, what
> hardware/software do I need to copy protected 8-bit disks, and what great
> utilities out there are a must have?
>
> Also anyone have the Holmes CD's then can send me a copy of upload them to
> me somehow?
>
>
>

448. Re: 8-Bit Utilities

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-09 13:49:51 UTC
From: Chuck B <cabacon@cox.net>
Message-ID: <XBdIh.299$Ju2.38@newsfe16.lga>
Source record: 4931

Ahh where can you get chipmonk?

"Jason Harmon" <jharmon@us.net> wrote in message
news:b4SdnceJHLJ8w2zYnZ2dnUVZ_t6qnZ2d@adelphia.com...
>I had always used the Happy enhanced 1050 and its software for this. I was
>able to copy most protected disks at the time.
>
> There was also a software-only package I used 20-something years ago,
> called Chipmunk I believe, that had patches for many protected packages
> and created non-protected disks from them.
>
> -Jason
>
> "Chuck B" <cabacon@cox.net> wrote in message
> news:e70Ih.62$TK5.50@newsfe13.lga...
>> Ok So I am going though all my 8-bit stuff. I was wondering, what
>> hardware/software do I need to copy protected 8-bit disks, and what great
>> utilities out there are a must have?
>>
>> Also anyone have the Holmes CD's then can send me a copy of upload them
>> to me somehow?
>>
>>
>>
>
>

449. Atari Reference Books on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-10 04:08:19 UTC
From: Greg Andrzejewski <pressyourluck85@yahoo.com>
Message-ID: <C9edne824LGysm_YnZ2dnUVZ_riknZ2d@comcast.com>
Source record: 4932

I've listed some Atari Computer reference books on eBay. All starting bids
at or below $.99 no reserve, just trying to get the books in the hands of
someone who can use them. Will combine items to save on shipping.

COMPUTE!'s First, Second, and Third Book of Atari
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=280091954110
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=280091954974
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=280091956382

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=280091957772
COMPUTE!'s First Book of Atari Graphics

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=280091959944
Atari BASIC, A Self-Teaching Guide

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=280091961141
Your Atari Computer- a guide to 400/800 personal computers

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=280091964296
Atari Sound and Graphics- A Self-Teaching Guide

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=280091966262
Atari 400/800 Technical Reference Notes C016555. Not sure what to make of
these. It's about 500 pages of what look to be ROM listings, schematics, and
pinouts. Some pages marked "Reproduction Prohibited without Publication
Dept. Approval." PM me if you want more info/pics. I'd imagine this would be
pretty useful to someone on these boards, if the info isn't easily available
online.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=280091966841
Atari BASIC Reference Manual with 400 or
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=280091967715
800 Owner's Manual

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=280091968536
Atari Product Catalog, Unused Warranty Card, etc.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=280091975636
Machine Language for Beginners

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=280091971946
6502 Assembly Language Programming

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=280091976675
Atari 7800- Pole Position II

Thanks,

Greg

450. Auction:Vintage Thorn EMI games for 400/800

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-10 04:32:03 UTC
From: ghostlymo@yahoo.com
Message-ID: <1173501123.658538.213190@h3g2000cwc.googlegroups.com>
Source record: 4933

Hey all, I threw another batch of games up on Ebay!
Here's my view all url:
http://tinyurl.com/2cb492

Check 'em out, there's also a nice copy of Lords of Karma by Avalon
Hill.
Thanks, see ya soon!
~momo

451. Any way to put lots of Atari 800 software on a single "cart"?

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-10 16:52:01 UTC
From: OhioGuy <none@none.net>
Message-ID: <esunninlb1@aioe.org>
Source record: 4934

I was remembering the days when I got to play around with my cousin's Atari 800 XL computer for a week or two. It had loads and loads of classic games on cartridges and disks. It was a lot of fun to mess with.

Here's my question. Now that backup ROM images are easily available on the net, has anyone ever made something like a cartridge that you can load gobs of ROM images to some sort of cartridge based reader?

I don't know exactly what it would be - same size as a cartridge, but you can insert an SD card into it, or something like that, and use it for storage?

452. Re: Any way to put lots of Atari 800 software on a single "cart"?

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-10 17:49:08 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <rcCIh.57858$dO6.20699@newsfe07.phx>
Source record: 4935

"OhioGuy" <none@none.net> wrote in message news:esunninlb1@aioe.org...
> I was remembering the days when I got to play around with my cousin's
> Atari 800 XL computer for a week or two. It had loads and loads of
> classic games on cartridges and disks. It was a lot of fun to mess with.
>
> Here's my question. Now that backup ROM images are easily available on
> the net, has anyone ever made something like a cartridge that you can load
> gobs of ROM images to some sort of cartridge based reader?
>
> I don't know exactly what it would be - same size as a cartridge, but you
> can insert an SD card into it, or something like that, and use it for
> storage?
>
Hi,

U can check with www.atarimax.com and also www.mr-atari.com for cartridge
SDcard readers.

RoyE

453. Re: 8-Bit Utilities

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-10 18:26:54 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <OLCIh.5059$FG1.2002@newssvr27.news.prodigy.net>
Source record: 4936

"Iain Laskey" <> wrote in message
> In article < (Russg) wrote:
>> and would probably be legal, as you are making a backup of
>> software you own.
> Depends on the country you are in.
>
> Iain
Yes, I suspect the original poster is talking about
commercial software published and copyrighted
in the US. US copyright law allows making a backup of copyrighted 'media'
you own.
Even tho the publishers didn't want it copied
successfully, it is legal to make a copy.
This made/makes sense as almost all media,
tapes, floppy disks, CDs, DVDs are subject
to accidental or time related failure.
Today, most software is 'licensed' in order to
get around the copyright backup provision I guess.
Even though, I believe, US copyright law permits
making a backup of music/software, the new
Digital Millenium Copyright act makes it illegal
to even discuss ways to circumvent copy protection.
I'm sure the DRM features of Windows, OS X
are designed to limit and/or prohibit making
backups, say, to be able to play the same tune
on more than one iPod/ZUNE/MP3.
The publishers and Microsoft in particular are
more and more limiting what someone can do
with the device they purchase, ie. it is the publishers
who own the computer/music player you use,
and they have control over what you can do, when
you can do it, where you can do it, ie. they own
your device. Similar to the property taxes on
real estate, in the time it takes to pay off a loan
on real estate, you've paid the cost of the property
in real estate taxes, so it is the municipality that
actually owns the property, and you just rent it.

454. Re: Any way to put lots of Atari 800 software on a single "cart"?

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-10 21:09:10 UTC
From: Philsan <XXXfilsanXXX@XXXtiscaliXXX.it>
Message-ID: <45f31e87_2@news.bluewin.ch>
Source record: 4937

Someone is working on it:
http://www.atariage.com/forums/index.php?showtopic=102068

455. Re: Atari BBS List 03/07/2007

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-10 21:59:40 UTC
From: Trevor <trevor.holyoak@gmail.com>
Message-ID: <1173563980.014746.112100@q40g2000cwq.googlegroups.com>
Source record: 4938

Are you talking about a particular wiki (such as wikipedia), or
creating a new one for this purpose?

Thanks,
Trevor

On Mar 8, 5:34 pm, "Chuck B" <caba...@cox.net> wrote:
> Great Work Trevor. You should make a WIKI list also on WIKI for the bbs
> systems."Trevor" <trevor.holy...@gmail.com> wrote in message
>
> news:1173371594.848538.178460@c51g2000cwc.googlegroups.com...
>
> > Atari BBS List 03/07/2007
>
> >http://www.atariplanet.info/ATARIBBS.TXT
>
> > Maintained by Trevor Holyoak <tre...@holyoak.com> and Greg Goodwin
> > <Greg.Good...@familynet-international.net>
>
> > (Greg single-handedly called and verified that all the dial-up BBSs in
> > the United States and Canada are
> > now either down or wrong numbers. He also came up with the new list of
> > systems accessible on the Internet
> > that are dedicated to the Atari 8-bit. Thanks for all the work, Greg!)
>
> > ********************************
> > * Atari 8bit Support Systems *
> > * and Chat *
> > * available via the Internet *
> > * as of 03-07-2007 *
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>
> > ------------------------------------
> > 8 Systems Listed
> > ------------------------------------
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> > A8bit BBS: telnet://bfbbs.no-ip.com
> > or: telnet://bfbbs.dtdns.net
>
> > 02 Inside The 8-bit - (2 lines)
> > telnet://TCPIPExpress.dyndns.org:8888
> > :8889

> > expresspro.dyndns.org:8888
>
> > 03 MouseNet BBS
> > telnet://atari-bbs.kicks-ass.net
>
> > 04 Dark Force BBS (Run on a Mega 2 ST)
> > telnet://darkforce-bbs.dyndns.org
>
> > 05 ST Guild BBS
> > stguild-bbs.dyndns.org
>
> > 06 Closer to Home BBS
> > cth.dtdns.net
>
> > 07 telnet://irc.atarichat.net
> > (Enter "atari" at login, skip the password (enter), and then enter a
> > name..
> > will take you straight to the IRC chat.)
> > Someone is there most of the time.
>
> > 08 telnet://www.atarinews.org
> > (Enter in this order... "bbs", "Bbs", enter name and password at the
> > next
> > login, enter, t for talk, c for chat, then a name and you're in)
> > Chat times 7:00 PM CST Tuesday nights
> > 10:00 am CST Sunday (EuroChat)
>
> > ******************************
> > * Atari 8bit Support BBSs *
> > * (dial-up list) *
> > * *
> > ******************************
>
> > (The following list is of boards that are located in the Eastern
> > Hemisphere
> > and have not been verified in many years. It is included for the
> > benefit of
> > those that live there in case they are still operational.)
>
> > Please keep me informed with updates to the list and I'll post
> > revisions
> > as necessary. In particular, if one of the BBS's is within your local
> > calling area, please give them a call and let me know whether they're
> > currently operational.
>
> > All boards are assumed to be operational 24 hours a day, 7 days
> > a week unless otherwise noted.
>
> > The format of the individual entries is below.
> > Note that each entry uses at least five lines (all of which are

> > less than 40-columns in order to make this easily 8bit readable):
> > "Type" indicates the type of hardware used to run the board.
> > "Status" is whether the board was up or not the last time it was
> > checked.
> > "Status Date" tells you when the entry was last updated.
> > --
> > There can be one or more lines of "Notes".
>
> > An asterisk (*) next to the board's phone number indicates that entry
> > has been updated since the last version of this list.
>
> > ## <BBS name> : <phone number> [*]
> > <location>
> > <type> : <status> : <status date>
> > --
> > <notes>
>
> > ------------------------------------
> > 4 Systems Listed
> > ------------------------------------
>
> > 01 ABBUC Box : +49-5439-3265
> > Bersenbrueck (?), Germany
> > Atari-8 : OK : 96-03-13
> > --
> > M-F 19:00-07:00; S-S 15:00-08:00 MET
>
> > 02 ASB Zan Sweeds : +46-3145-8807
> > ?
> > ? : ? : 96-03-10
> > --
> > ProNode 463
>
> > 03 Beco Tel : +31-2063-26859 *
> > Amsterdam, The Netherlands
> > Atari-8 : OK : 96-11-24
> > --
> > Bernard Kok. Hours - 17:00-06:00 GMT
> > http://www.becotel.demon.nl/
> > Apparently down, but is supposed to be
> > returning on an Amiga soon.
>
> > 04 Simplicity : +643-352-0688
> > Christchurch, New Zealand
> > Atari-8 : OK : 96-03-19
> > --
> > Oasis 4.8 - Total 8-bit support

456. Re: Atari BBS List 03/07/2007

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-10 22:03:40 UTC
From: Trevor <trevor.holyoak@gmail.com>
Message-ID: <1173564220.166664.19730@8g2000cwh.googlegroups.com>
Source record: 4939

Greg has informed me that after sending me the current changes he was
told that the remaining dial-ups left on the list are also no longer
functional. It's kind of sad to think that there are no dial-up
systems left anywhere in the world.

- Trevor

On Mar 8, 9:33 am, "Trevor" <trevor.holy...@gmail.com> wrote:
> Atari BBS List 03/07/2007
>
> http://www.atariplanet.info/ATARIBBS.TXT
>
> Maintained by Trevor Holyoak <tre...@holyoak.com> and Greg Goodwin
> <Greg.Good...@familynet-international.net>
>
> (Greg single-handedly called and verified that all the dial-up BBSs in
> the United States and Canada are
> now either down or wrong numbers. He also came up with the new list of
> systems accessible on the Internet
> that are dedicated to the Atari 8-bit. Thanks for all the work, Greg!)
>
> ********************************
> * Atari 8bit Support Systems *
> * and Chat *
> * available via the Internet *
> * as of 03-07-2007 *
> * *
> ********************************
>
> ------------------------------------
> 8 Systems Listed
> ------------------------------------
>
> 01 The Boot Factory
> WEB:http://bf.amfband.com
> A8bit BBS: telnet://bfbbs.no-ip.com
> or: telnet://bfbbs.dtdns.net
>
> 02 Inside The 8-bit - (2 lines)
> telnet://TCPIPExpress.dyndns.org:8888
> :8889
> expresspro.dyndns.org:8888
>
> 03 MouseNet BBS
> telnet://atari-bbs.kicks-ass.net

>
> 04 Dark Force BBS (Run on a Mega 2 ST)
> telnet://darkforce-bbs.dyndns.org
>
> 05 ST Guild BBS
> stguild-bbs.dyndns.org
>
> 06 Closer to Home BBS
> cth.dtdns.net
>
> 07 telnet://irc.atarichat.net
> (Enter "atari" at login, skip the password (enter), and then enter a
> name..
> will take you straight to the IRC chat.)
> Someone is there most of the time.
>
> 08 telnet://www.atarinews.org
> (Enter in this order... "bbs", "Bbs", enter name and password at the
> next
> login, enter, t for talk, c for chat, then a name and you're in)
> Chat times 7:00 PM CST Tuesday nights
> 10:00 am CST Sunday (EuroChat)
>
> ******************************
> * Atari 8bit Support BBSs *
> * (dial-up list) *
> * *
> ******************************
>
> (The following list is of boards that are located in the Eastern
> Hemisphere
> and have not been verified in many years. It is included for the
> benefit of
> those that live there in case they are still operational.)
>
> Please keep me informed with updates to the list and I'll post
> revisions
> as necessary. In particular, if one of the BBS's is within your local
> calling area, please give them a call and let me know whether they're
> currently operational.
>
> All boards are assumed to be operational 24 hours a day, 7 days
> a week unless otherwise noted.
>
> The format of the individual entries is below.
> Note that each entry uses at least five lines (all of which are
> less than 40-columns in order to make this easily 8bit readable):
> "Type" indicates the type of hardware used to run the board.
> "Status" is whether the board was up or not the last time it was
> checked.

> "Status Date" tells you when the entry was last updated.
> --
> There can be one or more lines of "Notes".
>
> An asterisk (*) next to the board's phone number indicates that entry
> has been updated since the last version of this list.
>
> ## <BBS name> : <phone number> [*]
> <location>
> <type> : <status> : <status date>
> --
> <notes>
>
> ------------------------------------
> 4 Systems Listed
> ------------------------------------
>
> 01 ABBUC Box : +49-5439-3265
> Bersenbrueck (?), Germany
> Atari-8 : OK : 96-03-13
> --
> M-F 19:00-07:00; S-S 15:00-08:00 MET
>
> 02 ASB Zan Sweeds : +46-3145-8807
> ?
> ? : ? : 96-03-10
> --
> ProNode 463
>
> 03 Beco Tel : +31-2063-26859 *
> Amsterdam, The Netherlands
> Atari-8 : OK : 96-11-24
> --
> Bernard Kok. Hours - 17:00-06:00 GMT
> http://www.becotel.demon.nl/
> Apparently down, but is supposed to be
> returning on an Amiga soon.
>
> 04 Simplicity : +643-352-0688
> Christchurch, New Zealand
> Atari-8 : OK : 96-03-19
> --
> Oasis 4.8 - Total 8-bit support

457. Re: Atari BBS List 03/07/2007

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-10 22:30:28 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2007.03.10.22.30.28.47409@charter.net>
Source record: 4940

On Sat, 10 Mar 2007 14:03:40 -0800, Trevor wrote:

> Greg has informed me that after sending me the current changes he was
> told that the remaining dial-ups left on the list are also no longer
> functional. It's kind of sad to think that there are no dial-up
> systems left anywhere in the world.
>
> - Trevor

That is a bummer. When I resurrected my BBS, I thought about doing
dial-up, but the advantages of Telnet were just too many. I still do miss
that warbling sound, and the ability (on DarkForce at least) of playing
music through your modems speaker (if it was so equipped). :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

458. Re: 8-Bit Utilities

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-11 04:11:43 UTC
From: Chuck B <cabacon@cox.net>
Message-ID: <6kLIh.4530$Gr.2984@newsfe21.lga>
Source record: 4941

Um why did I get this lesson?

"Russg" <russgilb@MUNGEsbcyahoo.net> wrote in message
news:OLCIh.5059$FG1.2002@newssvr27.news.prodigy.net...
>
> "Iain Laskey" <> wrote in message
>> In article < (Russg) wrote:
>>> and would probably be legal, as you are making a backup of
>>> software you own.
>> Depends on the country you are in.
>>
>> Iain
> Yes, I suspect the original poster is talking about
> commercial software published and copyrighted
> in the US. US copyright law allows making a backup of copyrighted 'media'
> you own.
> Even tho the publishers didn't want it copied
> successfully, it is legal to make a copy.
> This made/makes sense as almost all media,
> tapes, floppy disks, CDs, DVDs are subject
> to accidental or time related failure.
> Today, most software is 'licensed' in order to
> get around the copyright backup provision I guess.
> Even though, I believe, US copyright law permits
> making a backup of music/software, the new
> Digital Millenium Copyright act makes it illegal
> to even discuss ways to circumvent copy protection.
> I'm sure the DRM features of Windows, OS X
> are designed to limit and/or prohibit making
> backups, say, to be able to play the same tune
> on more than one iPod/ZUNE/MP3.
> The publishers and Microsoft in particular are
> more and more limiting what someone can do
> with the device they purchase, ie. it is the publishers
> who own the computer/music player you use,
> and they have control over what you can do, when
> you can do it, where you can do it, ie. they own
> your device. Similar to the property taxes on
> real estate, in the time it takes to pay off a loan
> on real estate, you've paid the cost of the property
> in real estate taxes, so it is the municipality that
> actually owns the property, and you just rent it.
>

459. Re: Atari BBS List 03/07/2007

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-11 04:12:17 UTC
From: Chuck B <cabacon@cox.net>
Message-ID: <GkLIh.4532$Gr.1254@newsfe21.lga>
Source record: 4942

yes wikipedia

"Trevor" <trevor.holyoak@gmail.com> wrote in message
news:1173563980.014746.112100@q40g2000cwq.googlegroups.com...
> Are you talking about a particular wiki (such as wikipedia), or
> creating a new one for this purpose?
>
> Thanks,
> Trevor
>
> On Mar 8, 5:34 pm, "Chuck B" <caba...@cox.net> wrote:
>> Great Work Trevor. You should make a WIKI list also on WIKI for the bbs
>> systems."Trevor" <trevor.holy...@gmail.com> wrote in message
>>
>> news:1173371594.848538.178460@c51g2000cwc.googlegroups.com...
>>
>> > Atari BBS List 03/07/2007
>>
>> >http://www.atariplanet.info/ATARIBBS.TXT
>>
>> > Maintained by Trevor Holyoak <tre...@holyoak.com> and Greg Goodwin
>> > <Greg.Good...@familynet-international.net>
>>
>> > (Greg single-handedly called and verified that all the dial-up BBSs in
>> > the United States and Canada are
>> > now either down or wrong numbers. He also came up with the new list of
>> > systems accessible on the Internet
>> > that are dedicated to the Atari 8-bit. Thanks for all the work, Greg!)
>>
>> > ********************************
>> > * Atari 8bit Support Systems *
>> > * and Chat *
>> > * available via the Internet *
>> > * as of 03-07-2007 *
>> > * *
>> > ********************************
>>
>> > ------------------------------------
>> > 8 Systems Listed
>> > ------------------------------------
>>
>> > 01 The Boot Factory
>> > WEB:http://bf.amfband.com
>> > A8bit BBS: telnet://bfbbs.no-ip.com

>> > or: telnet://bfbbs.dtdns.net
>>
>> > 02 Inside The 8-bit - (2 lines)
>> > telnet://TCPIPExpress.dyndns.org:8888
>> > :8889
>> > expresspro.dyndns.org:8888
>>
>> > 03 MouseNet BBS
>> > telnet://atari-bbs.kicks-ass.net
>>
>> > 04 Dark Force BBS (Run on a Mega 2 ST)
>> > telnet://darkforce-bbs.dyndns.org
>>
>> > 05 ST Guild BBS
>> > stguild-bbs.dyndns.org
>>
>> > 06 Closer to Home BBS
>> > cth.dtdns.net
>>
>> > 07 telnet://irc.atarichat.net
>> > (Enter "atari" at login, skip the password (enter), and then enter a
>> > name..
>> > will take you straight to the IRC chat.)
>> > Someone is there most of the time.
>>
>> > 08 telnet://www.atarinews.org
>> > (Enter in this order... "bbs", "Bbs", enter name and password at the
>> > next
>> > login, enter, t for talk, c for chat, then a name and you're in)
>> > Chat times 7:00 PM CST Tuesday nights
>> > 10:00 am CST Sunday (EuroChat)
>>
>> > ******************************
>> > * Atari 8bit Support BBSs *
>> > * (dial-up list) *
>> > * *
>> > ******************************
>>
>> > (The following list is of boards that are located in the Eastern
>> > Hemisphere
>> > and have not been verified in many years. It is included for the
>> > benefit of
>> > those that live there in case they are still operational.)
>>
>> > Please keep me informed with updates to the list and I'll post
>> > revisions
>> > as necessary. In particular, if one of the BBS's is within your local
>> > calling area, please give them a call and let me know whether they're
>> > currently operational.
>>

>> > All boards are assumed to be operational 24 hours a day, 7 days
>> > a week unless otherwise noted.
>>
>> > The format of the individual entries is below.
>> > Note that each entry uses at least five lines (all of which are
>> > less than 40-columns in order to make this easily 8bit readable):
>> > "Type" indicates the type of hardware used to run the board.
>> > "Status" is whether the board was up or not the last time it was
>> > checked.
>> > "Status Date" tells you when the entry was last updated.
>> > --
>> > There can be one or more lines of "Notes".
>>
>> > An asterisk (*) next to the board's phone number indicates that entry
>> > has been updated since the last version of this list.
>>
>> > ## <BBS name> : <phone number> [*]
>> > <location>
>> > <type> : <status> : <status date>
>> > --
>> > <notes>
>>
>> > ------------------------------------
>> > 4 Systems Listed
>> > ------------------------------------
>>
>> > 01 ABBUC Box : +49-5439-3265
>> > Bersenbrueck (?), Germany
>> > Atari-8 : OK : 96-03-13
>> > --
>> > M-F 19:00-07:00; S-S 15:00-08:00 MET
>>
>> > 02 ASB Zan Sweeds : +46-3145-8807
>> > ?
>> > ? : ? : 96-03-10
>> > --
>> > ProNode 463
>>
>> > 03 Beco Tel : +31-2063-26859 *
>> > Amsterdam, The Netherlands
>> > Atari-8 : OK : 96-11-24
>> > --
>> > Bernard Kok. Hours - 17:00-06:00 GMT
>> > http://www.becotel.demon.nl/
>> > Apparently down, but is supposed to be
>> > returning on an Amiga soon.
>>
>> > 04 Simplicity : +643-352-0688
>> > Christchurch, New Zealand
>> > Atari-8 : OK : 96-03-19

>> > --
>> > Oasis 4.8 - Total 8-bit support
>
>

460. Auction: Former Atari Employee Items

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-11 07:01:41 UTC
From: Tom Tom <sometomtom@tomtom.com>
Message-ID: <pPNIh.296$Bi2.79@trnddc01>
Source record: 4943
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

I've posted onto Jaguar Sector II (http://jaysmith2000.ipbhost.com/) and
Atari Age (http://www.atariage.com/) info about auctions being conducted by
B&C (www.myatari.com) on behalf of John Skruch.

Here's a link to the Atari Age site posting about the auctions where you can
find links for more info.
http://www.atariage.com/forums/index.php?showtopic=103426

Enjoy.
Glenn

461. FS eBay: Atari 8-bit SCART / RCA Phono Cables

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-11 10:08:48 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1173607729.8226.0@proxy02.news.clara.net>
Source record: 4944

Hello All,

I have new batches of Atari 800/XL/XE to SCART or RCA cables. These are currently being sold on eBay at a fixed price. Link is:

UK/Europe: http://search.ebay.co.uk/_W0QQsassZdeangarraghty

US/Canada: http://search.ebay.com/_W0QQsassZdeangarraghty

Sorry I'm having to promote these on here, but eBay's crazy decision to stop listing UK auctions on eBay.com has meant that nobody outside of the UK ever gets to see the listings.

Dean Garraghty

462. Re: 8-Bit Utilities

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-11 16:23:00 UTC
From: Chuck B <cabacon@cox.net>
Message-ID: <J1WIh.9037$_R.6889@newsfe23.lga>
Source record: 4945

what software did you use with the happy I have 4 of those drives
"Jason Harmon" <jharmon@us.net> wrote in message
news:b4SdnceJHLJ8w2zYnZ2dnUVZ_t6qnZ2d@adelphia.com...
>I had always used the Happy enhanced 1050 and its software for this. I was
>able to copy most protected disks at the time.
>
> There was also a software-only package I used 20-something years ago,
> called Chipmunk I believe, that had patches for many protected packages
> and created non-protected disks from them.
>
> -Jason
>
> "Chuck B" <cabacon@cox.net> wrote in message
> news:e70Ih.62$TK5.50@newsfe13.lga...
>> Ok So I am going though all my 8-bit stuff. I was wondering, what
>> hardware/software do I need to copy protected 8-bit disks, and what great
>> utilities out there are a must have?
>>
>> Also anyone have the Holmes CD's then can send me a copy of upload them
>> to me somehow?
>>
>>
>>
>
>

463. Holmes CD

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-11 19:03:12 UTC
From: Chuck B <cabacon@cox.net>
Message-ID: <QnYIh.6414$Gr.3062@newsfe21.lga>
Source record: 4946

Anyone have them?

464. Re: 8-Bit Utilities

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-11 19:44:39 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <H_YIh.6703$M65.1063@newssvr21.news.prodigy.net>
Source record: 4947

"Chuck B" <cabacon@cox.net> wrote in message
news:6kLIh.4530$Gr.2984@newsfe21.lga...
> Um why did I get this lesson?
>
Sorry, I just got into a rambling rant.

465. Re: FS eBay: Atari 8-bit SCART / RCA Phono Cables

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-11 19:49:40 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <o3ZIh.6706$M65.5090@newssvr21.news.prodigy.net>
Source record: 4849

"Dean Garraghty"
> Hello All,
>
> I have new batches of Atari 800/XL/XE to SCART or RCA cables. These are
> currently being sold on eBay at a fixed price. Link is:
>
> UK/Europe: http://search.ebay.co.uk/_W0QQsassZdeangarraghty
>
> US/Canada: http://search.ebay.com/_W0QQsassZdeangarraghty
>
> Sorry I'm having to promote these on here, but eBay's crazy decision to
> stop
> listing UK auctions on eBay.com has meant that nobody outside of the UK
> ever
> gets to see the listings.
>
> Dean Garraghty
That is bad news. I've gotten hard to find stuff
from the UK, only last month. I have a search
for certain items, and the UK was included in
my search results. I'm sure it was a www.ebay.uk or something like that.

466. Re: Holmes CD

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-11 22:47:57 UTC
From: nt1 <nt1@nospamhereplease.com>
Message-ID: <45f4871c$0$8748$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 4850

"Chuck B" <cabacon@cox.net> wrote in message
news:QnYIh.6414$Gr.3062@newsfe21.lga...
> Anyone have them?
>

they are here:
http://www.langesite.com/atari/Holmes/

467. Re: Atari BBS List 03/07/2007

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-11 23:31:10 UTC
From: proteanthread <rtdos@rtdos>
Message-ID: <9p-dnSndkMY3DGnYnZ2dnUVZ_h7inZ2d@bresnan.com>
Source record: 4851

Wow! Thanks, guys! Hope your fone bill hasn't been too high Greg :-)

How you been Trevor?

-Woodzy
http://www.rtdos.com

Trevor wrote:
> Atari BBS List 03/07/2007
>
> http://www.atariplanet.info/ATARIBBS.TXT
>
> Maintained by Trevor Holyoak <trevor@holyoak.com> and Greg Goodwin
> <Greg.Goodwin@familynet-international.net>
>
> (Greg single-handedly called and verified that all the dial-up BBSs in
> the United States and Canada are
> now either down or wrong numbers. He also came up with the new list of
> systems accessible on the Internet
> that are dedicated to the Atari 8-bit. Thanks for all the work, Greg!)
>

468. Re: Holmes CD

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-12 03:22:46 UTC
From: Chuck B <cabacon@cox.net>
Message-ID: <aI3Jh.5391$Ng1.252@newsfe19.lga>
Source record: 4852

Thank you, I am trying to find them in 1 file or ftp. I do not want to click over 1 gig of linkes to 92 k files.

"nt1" <nt1@nospamhereplease.com> wrote in message news:45f4871c$0$8748$ed2619ec@ptn-nntp-reader02.plus.net...
> "Chuck B" <cabacon@cox.net> wrote in message
> news:QnYIh.6414$Gr.3062@newsfe21.lga...
>> Anyone have them?
>>
>
> they are here:
> http://www.langesite.com/atari/Holmes/
>
>

469. Re: Holmes CD

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-12 07:55:48 UTC
From: Jochen <spam@joschs-robotics.de>
Message-ID: <45F50784.4010305@joschs-robotics.de>
Source record: 4853

Chuck B schrieb:
> Thank you, I am trying to find them in 1 file or ftp. I do not want to click
> over 1 gig of linkes to 92 k files.
Use WGET.

470. Re: 8-Bit Utilities

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-12 16:11:08 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <dbydnet6SMIL5mjYnZ2dnUVZ_u6rnZ2d@adelphia.com>
Source record: 4854

I don't have the Happy 1050 any more, but I believe the software came with
the upgrade. Something like Happy 7.1 software.

-Jason

"Chuck B" <cabacon@cox.net> wrote in message
news:J1WIh.9037$_R.6889@newsfe23.lga...
> what software did you use with the happy I have 4 of those drives
> "Jason Harmon" <jharmon@us.net> wrote in message
> news:b4SdnceJHLJ8w2zYnZ2dnUVZ_t6qnZ2d@adelphia.com...
>>I had always used the Happy enhanced 1050 and its software for this. I
>>was able to copy most protected disks at the time.
>>
>> There was also a software-only package I used 20-something years ago,
>> called Chipmunk I believe, that had patches for many protected packages
>> and created non-protected disks from them.
>>
>> -Jason
>>
>> "Chuck B" <cabacon@cox.net> wrote in message
>> news:e70Ih.62$TK5.50@newsfe13.lga...
>>> Ok So I am going though all my 8-bit stuff. I was wondering, what
>>> hardware/software do I need to copy protected 8-bit disks, and what
>>> great utilities out there are a must have?
>>>
>>> Also anyone have the Holmes CD's then can send me a copy of upload them
>>> to me somehow?
>>>
>>>
>>>
>>
>>
>
>

471. Re: 8-Bit Utilities

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-12 19:40:10 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <MfidnQP18fASMWjYnZ2dnUVZ_rKvnZ2d@adelphia.com>
Source record: 4855

http://www.atarimax.com/usb5200/documentation/

"Chuck B" <cabacon@cox.net> wrote in message
news:J1WIh.9037$_R.6889@newsfe23.lga...
> what software did you use with the happy I have 4 of those drives
> "Jason Harmon" <jharmon@us.net> wrote in message
> news:b4SdnceJHLJ8w2zYnZ2dnUVZ_t6qnZ2d@adelphia.com...
>>I had always used the Happy enhanced 1050 and its software for this. I
>>was able to copy most protected disks at the time.
>>
>> There was also a software-only package I used 20-something years ago,
>> called Chipmunk I believe, that had patches for many protected packages
>> and created non-protected disks from them.
>>
>> -Jason
>>
>> "Chuck B" <cabacon@cox.net> wrote in message
>> news:e70Ih.62$TK5.50@newsfe13.lga...
>>> Ok So I am going though all my 8-bit stuff. I was wondering, what
>>> hardware/software do I need to copy protected 8-bit disks, and what
>>> great utilities out there are a must have?
>>>
>>> Also anyone have the Holmes CD's then can send me a copy of upload them
>>> to me somehow?
>>>
>>>
>>>
>>
>>
>
>

472. Re: 8-Bit Utilities

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-12 23:04:00 UTC
From: ilaskey@cix.co.uk
Message-ID: <memo.20070312230405.10140A@cix.co.uk>
Source record: 4856

In article <H_YIh.6703$M65.1063@newssvr21.news.prodigy.net>,
russgilb@MUNGEsbcyahoo.net (Russg) wrote:
> Sorry, I just got into a rambling rant.
And why not ;-)

Iain

473. Re: Holmes CD

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-13 00:58:18 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns98F1D55C9E19Cemuslor@216.196.97.136>
Source record: 4857

Despite all prevention efforts, "Chuck B" <cabacon@cox.net> wrote in
news:QnYIh.6414$Gr.3062@newsfe21.lga:

> Anyone have them?
>
>

I dropped you an email a few days offering to send you a copy.

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

474. Re: 800XL memory problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-13 10:54:25 UTC
From: Vit Herman <dragvit@volny.cz>
Message-ID: <et5vsv$29im$1@news.vol.cz>
Source record: 4858

My 800XL is undegoing surgery right now so keep your fingers crossed, I
will inform you how it went on Friday :)

Vit Herman

Vit Herman wrote:
> Ok, I'll se if I can get the chips and if none of my friends experienced
> in soldering will be able to do it, I'll contact you for sure.
>
> Thanks again
>
> Vit Herman
>
> Docrotcod wrote:
>
>> Just the motherboard would be fine, in fact preferred.
>>
>> If it isn't the RAM (which i'm sure it is), I can still fix the problem.
>>
>> Thomas
>>
>> "Vit Herman" <dragvit@volny.cz> wrote in message
>> news:eshsqm$463$2@news.vol.cz...
>>
>>> Hi
>>>
>>> I tried to reply in mail, but it has bounced back off, so I send it
>>> here:
>>>
>>> I greatly appreciate your offer, however - where are you from? I'm
>>> from Czech Republic, so postage fees might be nasty when sending this
>>> for example overseas.
>>>
>>> Anyway, if we would be going to do such a deal - will sending the
>>> mainboard alone be ok? Whole computer is quite heavy so postage will
>>> be higher. If so, should I buy those chips and send them to you, or
>>> will you get them and I'll pay them for you?
>>>
>>> Thanks for your answer
>>> Vit Herman
>>>
>>> Docrotcod wrote:
>>>
>>>> I'll say it once and i'll say it again, those MT ram chips are crap.
>>>>

>>>> If it goes straight to memory test and shows red, i'm sure the
>>>> problem is in your RAM.
>>>>
>>>> You can use 4164 DRAMS no problem, 150NS is fine, I think 80-150NS
>>>> will do you fine.
>>>>
>>>> Be aware some DRAMS have a slow bleed effect, meaning if you turn
>>>> your Atari off and right back on, it might not come up correctly
>>>> because the RAM has not had enough time to bleed down to 0. Just be
>>>> aware of this when you try the bargain RAM out.
>>>>
>>>> I would say if they aren't socketed to go ahead and replace them
>>>> with sockets and try the RAM, that way if they don't work how you
>>>> want then you can just buy the correct replacements and do a simple
>>>> swap.
>>>>
>>>> I'd be happy to do this for you, I just repaired Jason Harmon's
>>>> 130XE and it's on its way back to him now. He had MT type RAM and I
>>>> removed, socketed, and replaced the RAM.. Works like a champ.
>>>>
>>>> E-Mail me.
>>>>
>>>> Thomas
>>>>
>>>> "Vit Herman" <V.Herman@sh.cvut.cz> wrote in message
>>>> news:eshn75$2vt1$1@news.vol.cz...
>>>>
>>>>
>>>>> Hi
>>>>>
>>>>> I know this topic has been discussed in the "Dying 800XL" thread as
>>>>> well, but that thread was rather long and my question is of a bit
>>>>> different kind, so I decided to start another thread.
>>>>>
>>>>> The problem is: few days ago, I got one 800XL (for a bottle of wine ;)
>>>>> and it seems ok except for the fact, that right upon power-up, it goes
>>>>> to memory test, which shows almost all squares red, so I guess my
>>>>> problem is with the memory. So I've opened the machine, to check
>>>>> whether
>>>>> some of the chips is getting hot - none of them does. So I guess I'll
>>>>> have to replace all of them.
>>>>>
>>>>> My question therefore is: The memory chips in my 800XL are labeled MT
>>>>> 4264-15 - which spare should I use? I'm able to get some 4164 for a
>>>>> bargain price - will they do? Any suggestions on other suitable chips?
>>>>> Another question - is their timing (I guess the -15 means 150ns)
>>>>> critical or is it possible to replace them with chips with another
>>>>> timing?
>>>>>
>>>>> I guess I'll leave the soldering to somebody more skilled, but

>>>>> anyway -
>>>>> is soldering in some sockets and putting the new chips into sockets a
>>>>> good or bad idea?
>>>>>
>>>>> Is there anything other I should check prior to replacing the ram
>>>>> chips?
>>>>>
>>>>> Many thanks for your answers.
>>>>>
>>>>> Vit Herman
>>>>
>>>>
>>>>
>>

475. Re: FS eBay: Atari 8-bit SCART / RCA Phono Cables

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-13 15:51:01 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1173801061.873106.201920@q40g2000cwq.googlegroups.com>
Source record: 4859

On 11 Mar, 19:49, "Russg" <russg...@MUNGEsbcyahoo.net> wrote:
>
> That is bad news. I've gotten hard to find stuff
> from the UK, only last month. I have a search
> for certain items, and the UK was included in
> my search results. I'm sure it was awww.ebay.ukor something like that.- Hide quoted text
-

They are no longer including UK listings as standard unless the user
selects Worldwide from the search options. This isn't done by default
and nobody would generally bother or know anything about it.

Here's a link to eBay's blurb about it:
http://www2.ebay.com/aw/uk/200702.shtml#2007-02-16181558

476. Re: Holmes CD

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-13 20:53:10 UTC
From: Chuck B <cabacon@cox.net>
Message-ID: <WaEJh.51313$Ju2.5308@newsfe16.lga>
Source record: 4860

```
Did you??? How can I get them?

Email me again
"Slor" <semaj@rols.ten> wrote in message
news:Xns98F1D55C9E19Cemuslor@216.196.97.136...
> Despite all prevention efforts, "Chuck B" <cabacon@cox.net> wrote in
> news:QnYIh.6414$Gr.3062@newsfe21.lga:
>
>> Anyone have them?
>>
>>
>
> I dropped you an email a few days offering to send you a copy.
>
> --
> James
> http://www.e-host-direct.com
> Reliable web hosting from $12/year.
```

477. FS: 20% OFF ALL CLASSIC ATARI 8 BIT!

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-15 14:23:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0703150720140.30617-100000@onyx.spiritone.com>
Source record: 4861
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ALL ATARI 20% OFF! ALL ATARI 20% OFF! ALL ATARI 20% OFF!ALL ATARI 20% OFF!

ORDERS OVER $50 GETS 20% OFF OF ALL THE CLASSIC ATARI 8 BIT COMPUTER LINE!
ORDERS OVER $100 GETS BRAND NEW FREE GAME & STILL GETS 20% OFF ALL USED &
NEW ATARI GAMES/SOFTWARE, HARDWARE, BOOKS & ACCESSORIES 4 THE ATARI 8 BIT
COMPUTER LINE! Call (503)256-9974!GOT ATARI?GET NEW FREE ATARI CATALOGS AT
http://BensCatalogs.Atari.org and/or E-Mail BenSells@Atari.org Most items
I have 1, 2 or too few of. Get them While they last! Come for the Sales,
Stay for the Service! If you dont buy from me, I cant save you any Money!

http://BensCatalogs.Atari.org NEW FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/birthday.htm Ben's Birthday Bash!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ALL 8BT GAMES/SOFTWARE
http://www.aracnet.com/~atari/8bt_hard.htm 20% OFF ALL 8BT HARDWARE
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ALL 8BT BOOKS!

This March I'm celebrating my Birthday! Bless me with your ATARI business
as I raise the Capital to buy out an Atari Dealer of his Atari goods!

Your Atari gifts are appreciated!It's like Christmas & my Birthday in one!

So bless me with your Atari business, send your Atari friends my way and
help save good Ataris from extinction, buying from Ben Saves Atari Lives!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

478. Whither game megadisks?

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-16 01:12:03 UTC
From: Chris <cchiesa1@rochester.rr.com>
Message-ID: <1174007523.604944.176360@l77g2000hsb.googlegroups.com>
Source record: 4862

Hi all...

A couple of years ago I found-and-downloaded twenty or so "megadisk" images, named Games001.atr, Games002.atr, ... etc. Since then, my copy of Games003.atr seems to have gotten corrupted, and Games004.atr and Games007.atr have gone missing entirely. Worse, a Google search fails to find a source for these images anywhere on the Web.

Anybody got 'em and could send 'em? Please e-mail me even if you also post here, as my news feed is remarkably unreliable, as also is my ability to contact Google Groups at the present time.

Thanks in advance,

Chris Chiesa

479. FA: Seriously Rare Games

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-16 01:52:30 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <dJCdnT9724__ZWTYnZ2dnUVZ_riknZ2d@comcast.com>
Source record: 4863

24 games up now...more to come. Search often.

http://search.ebay.com/_W0QQsassZhughfalkQQhtZ-1

480. Re: Atari BBS List 03/07/2007

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-16 06:14:12 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001b8992@familynet-international.org>
Source record: 4864

FamilyNet International Newsgate

> From: "Trevor" <trevor.holyoak@gmail.com>
> Greg has informed me that after sending me the current changes he was
> told that the remaining dial-ups left on the list are also no longer
> functional. It's kind of sad to think that there are no dial-up
> systems left anywhere in the world.
> - Trevor

Phones are old tech. It really is easier for me to call BBS's on my Atari 800 with ETHERNET than phone. :) Strange eh?

Well, anyway, I haven't given up hope that as I try to nail down a good BBS list of ALL United States BBS's that I will find an Atari BBS still off the network.

I look forward to bring them back into the Atari fold. :D

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

481. Re: Atari BBS List 03/07/2007

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-16 06:14:12 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001b8993@familynet-international.org>
Source record: 4865

FamilyNet International Newsgate

> From: "Ronald J. Hall" <dark_lord@charter.net>
> On Sat, 10 Mar 2007 14:03:40 -0800, Trevor wrote:
>> Greg has informed me that after sending me the current changes he was
>> told that the remaining dial-ups left on the list are also no longer
>> functional. It's kind of sad to think that there are no dial-up
>> systems left anywhere in the world.
>>
>> - Trevor
> That is a bummer. When I resurrected my BBS, I thought about doing
> dial-up, but the advantages of Telnet were just too many. I still do miss
> that warbling sound, and the ability (on DarkForce at least) of playing
> music through your modems speaker (if it was so equipped). :)
> --
> Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
> An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

Oh the modem music. How did that work again? I haven't heard of that feature on any other BBS. Would it play through the speakers of a conventional hayes modem?

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

482. Re: Atari BBS List 03/07/2007

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-16 06:14:12 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001b8991@familynet-international.org>
Source record: 4866

FamilyNet International Newsgate

> From: "Ronald J. Hall" <dark_lord@charter.net>
> On Thu, 08 Mar 2007 08:33:14 -0800, Trevor wrote:
>> Atari BBS List 03/07/2007
>>
>> http://www.atariplanet.info/ATARIBBS.TXT
>>
>> Maintained by Trevor Holyoak <trevor@holyoak.com> and Greg Goodwin
>> <Greg.Goodwin@familynet-international.net>
>>
>> (Greg single-handedly called and verified that all the dial-up BBSs in
>> the United States and Canada are
>> now either down or wrong numbers. He also came up with the new list of
>> systems accessible on the Internet
>> that are dedicated to the Atari 8-bit. Thanks for all the work, Greg!)
> I'd like to thank him as well - I try to maintain a similiar list on
> DarkForce, and a random logoff screen that lists other (still) working
> BBss that user may be interested in contacting.
> Oh for the record, DarkForce is run on a Mega ST2, upgraded to 4 megs, and
> with a 16 mhz Adspeed accelerator, 4 gig HD, and a CDRW...and all Atari ST
> software - no emulation. :)
> --
> Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
> An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

Thanks for hosting the Atari list Trevor, and Ronald, thanks for hosting Darkforces, perhaps the best Atari BBS I've been on since I got back into Atari in 1999. Of course then I was calling long distnace. ;)

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

483. Re: Atari BBS List 03/07/2007

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-16 17:46:20 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2007.03.16.17.46.20.344844@charter.net>
Source record: 4867

On Fri, 16 Mar 2007 06:14:12 +0000, Greg Goodwin wrote:

> Oh the modem music. How did that work again? I haven't heard of that feature
> on any other BBS. Would it play through the speakers of a conventional hayes
> modem?

I had a small program, activated by the caller from the main menu, that
would play small music files by using the callers modem's speaker. The
modem did have to have a speaker to work though. I believe I had something
like 8 or 10 songs setup. I don't have that menu option listed anymore
(doesn't work with telnet), but I've still got the software itself.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

484. Re: Whither game megadisks?

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-16 19:05:53 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <lUBKh.10625$jx3.7561@newssvr25.news.prodigy.net>
Source record: 4868

```
"Chris" <> wrote in message >
> A couple of years ago I found-and-downloaded twenty or so
> "megadisk" images, named Games001.atr, Games002.atr, ... etc. Since
> then, my copy of Games003.atr seems to have gotten corrupted, and
> Games004.atr and Games007.atr have gone missing entirely. Worse, a
> Google search fails to find a source for these images anywhere on the
> Web.
>
> Anybody got 'em and could send 'em? Please e-mail me even if you
> also post here, as my news feed is remarkably unreliable, as also is
> my ability to contact Google Groups at the present time.
>
> Thanks in advance,
>
> Chris Chiesa
There are three such compilations I'm aware of.
I think you got the mega image from the CTH
archive .atrs. Then there's the Yogi compilation
mega images. And then there's the Holmes
mega images, some for the ST DI images,
and I think Holmes also has the Yogi images.
The Holme's archive is on the net. CTH arcive
used to be at ftp.spudster.org, but I think it is gone.
```

485. Re: Whither game megadisks?

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-16 19:07:42 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <2WBKh.10626$jx3.2201@newssvr25.news.prodigy.net>
Source record: 4869

No, the spudster site is still there.

486. Re: 800XL memory problem

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-16 23:11:58 UTC
From: Vit Herman <dragvit@volny.cz>
Message-ID: <etf87f$14j8$1@news.vol.cz>
Source record: 4870

Hi

I'm happy to announce that my 800XL is now in full working order,
replacing memory chips solved the problem. Total cost of repair:

16 CZK (0.8 USD) for 8x Tesla MHB4164
24 CZK (1.2 USD) for 8 sockets
1 hour of my friends work.

Thanks for all your hints, comments and advices, they were very helpful!

Regards
Vit Herman

Vit Herman wrote:
> My 800XL is undegoing surgery right now so keep your fingers crossed, I
> will inform you how it went on Friday :)
>
> Vit Herman
>

487. Re: Atari BBS List 03/07/2007

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-17 03:53:38 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001bab28@familynet-international.org>
Source record: 4871

FamilyNet International Newsgate

> From: "Ronald J. Hall" <dark_lord@charter.net>

> On Fri, 16 Mar 2007 06:14:12 +0000, Greg Goodwin wrote:

>> Oh the modem music. How did that work again? I haven't heard of that
> feature
>>on any other BBS. Would it play through the speakers of a conventional hayes
>> modem?

> I had a small program, activated by the caller from the main menu, that
> would play small music files by using the callers modem's speaker. The
> modem did have to have a speaker to work though. I believe I had something
> like 8 or 10 songs setup. I don't have that menu option listed anymore
> (doesn't work with telnet), but I've still got the software itself.

That would be worth a long distance call just to try that once.

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

488. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-17 04:24:10 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1174105433@rtfm.mit.edu>
Source record: 4872
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 8, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.
Atari, headquartered at the time in Sunnyvale, California, USA, produced this
line of computers from 1979-1992.

To see what Atari, Inc. is up to today, visit: http://www.atari.com/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

Former (before 1987) Usenet newsgroups for Atari computer discussion:
net.micro.atari8 - created Feb 1986
net.micro.atari - created Nov 1982
net.micro - created Jan 1982

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LISTS
atari8-l, kept by Maciej Grzeszczuk
```

To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

'atari', kept by Jeff Wood
'atari' is gatewayed bidirectionally with comp.sys.atari.8bit.
To subscribe, send a message to atari-request@rtdos.com with the
following in the subject (not the body) of the message:
subscribe
'atari' web page: http://rtdos.com/mailman/listinfo/atari_rtdos.com

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/

http://atari.fandal.cz/

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

USER GROUPS
ABACUS - Atari Bay Area Computer User Society

http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

ACGC - Atlantic Computer and Gaming Club
http://www.chebucto.ns.ca/Technology/NSACUG/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Atari computers news aggregator site)
http://www.ataritoday.com/

489. Re: Seriously Rare Games

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-17 12:03:41 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <xOQKh.36562$E02.14778@newsb.telia.net>
Source record: 4873

"Hugh Falk" <hughfalk@mindspring.com> skrev i meddelandet
news:dJCdnT9724__ZWTYnZ2dnUVZ_riknZ2d@comcast.com...
> 24 games up now...more to come. Search often.
>
> http://search.ebay.com/_W0QQsassZhughfalkQQhtZ-1

Look at that, "Transylvania" for the Atari ST. I was not aware that
game title was released for the ST. According to Wikipedia there
were three games in the Transylvania series.

I still like adventure games with text input/output and static
graphics images.

Anders

490. Re: Whither game megadisks?

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-18 08:22:39 UTC
From: Helge Sjoestroem <helgesjoestroem@ki.tng.de>
Message-ID: <etisp8tel1@ulric.tng.de>
Source record: 4874

Chris schrieb:
> Hi all...
>
> A couple of years ago I found-and-downloaded twenty or so
> "megadisk" images, named Games001.atr, Games002.atr, ... etc. Since
> then, my copy of Games003.atr seems to have gotten corrupted, and
> Games004.atr and Games007.atr have gone missing entirely. Worse, a
> Google search fails to find a source for these images anywhere on the
> Web.
>
> Anybody got 'em and could send 'em? Please e-mail me even if you
> also post here, as my news feed is remarkably unreliable, as also is
> my ability to contact Google Groups at the present time.
>
> Thanks in advance,
>
> Chris Chiesa
>
Hallo Chris,

do you mean the f.i.
Games001:
- Alley Cat
- Archon I+2
- Avalanche
- Baja Buggies
...

Games 002:
- Blueprint
- Adventure Writer
- Crash Dive
- Death Star
....

?

I`ve them, so if these file are correct, i'll sent them to you.

Helge

491. Brown Bag software?

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-18 14:06:34 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1174226794.153874.117480@y66g2000hsf.googlegroups.com>
Source record: 4875

I recall back in 1983 / 84 an Atari store in San Diego that used to
sell software for the Atari from an outfit called Brown Bag software.
The software was on tape or disk with a simple printed instructions in
a stapled brown lunch bag. Was this something locally or did others
ever recall seeing this?

Bill H

492. Re: Amdek 3 Inch Floppys

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-18 22:08:01 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1174255681.79288.0@iris.uk.clara.net>
Source record: 4876

Your best chance of getting 3" disks is here in the UK. A few long-forgotton Amstrad machines used them (the Spectrum +3, Amstrad CPC 664, Amstrad CPC 6128, Amstrad PCW 9512). A quick search on eBay (UK) shows quite a few games for these old things going on 3" disks for as little as $1. Try item numbers 330082337935, or 120096665304 for 10 blanks for about $15.

"Jason Harmon" <jharmon@us.net> wrote in message
news:PK-dnZOBK4ZlMGDYnZ2dnUVZ_ternZ2d@adelphia.com...
> Does anyone else have one of these? I've heard of them but never seen one
> before. I wonder if there are any sources for the disks...
>
>
http://cgi.ebay.com/Amdek-Amdisk-III-dual-3-disk-drive-for-Atari-800-XL-XE_W
0QQitemZ190093481029QQcategoryZ82631QQssPageNameZWDVWQQrdZ1QQcmdZViewItem
>
> -Jason
>
>

493. Re: Whither game megadisks?

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-19 04:35:03 UTC
From: Chris <cchiesa1@rochester.rr.com>
Message-ID: <1174278903.333628.206980@l75g2000hse.googlegroups.com>
Source record: 4877

Very interesting.

I've heard from several people since I first posted; thank you all! Helge, you are correct, the disks you describe are the first two in the series I am talking about. Russg, I'm not sure WHERE I originally got 'em.

Steven Tucker, "Charlie," Stephen Shepard, and Vidar Olavesen all e-mailed me copies of the specific disks (by number) I originally mentioned. I haven't looked at anything but Games003.atr, thus far -- but guess what? EVERYBODY's copy of Games003.atr appears to be corrupted just like the one I started with! Apparently the original megadisk image file we all downloaded from a common source 'way back when, was already corrupt when we obtained it! :-(

But don't take MY word for it; maybe something's wrong with my emulator, my DOS image, etc. Try it yourselves-- PLEASE! I am running Atari800Win PLus 4.0. I attach a MyDOS 4.53 disk image as drive 1, and Games003.atr as drive 2, then cold-boot the emulated Atari with Basic disabled. At the DOS menu, I (L)oad "D2:MILLIPED.E" -- and instead of the game "Millipede," I am immediately returned to the DOS menu with an "Error 136" message.

Analysis reveals that the third or fourth data sector of the file is corrupted, in such a way that the "next sector" field contains 0000, terminating the file prematurely. (Sectors beyond the bad one appear to be okay and properly "chained," such that ONLY this single sector is bad.)

A full-on analysis of the entire Games003.atr image indicates that MILLIPED.E is _not_ the only corrupted file on this megadisk. :-(

Further bulletins as I refine my analyzer program.

Unfortunately I am going to be moving, so may not have time to get into this in any greater detail for anywhere from a week to several months, if I don't get to it TONIGHT... and it's past midnight NOW. :-P

But I digress. I also heard from "scott" <seymour-shabow@excite.com>, who identifies himself as the creator of these megadisks. Scott, I have been on vacation all week with barely enough Internet connectivity to post here, and NOT enough to e-mail you directly. I would be EXTREMELY interested in hearing whether YOUR ORIGINAL copy of, say, Games003.atr has the problems I see in all copies to date -- and if so, whether you could conceivably re-create and reissue it. I plan to check all the other images in the series, too, as time

permits.

Further bulletins as events warrant, and thanks to all who will
undoubtedly be pricking up their ears and digging deeper into this!

C.

494. Re: Whither game megadisks?

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-19 05:12:18 UTC
From: Chris <cchiesa1@rochester.rr.com>
Message-ID: <1174281138.871540.292220@y66g2000hsf.googlegroups.com>
Source record: 4878

Okay, I was able to pound the last few nails into the lid of my
megadisk-image analyzer (it's a Perl script if anyone cares), and
check _all_ of the Games###.atr images I have.

The good news is that there are only two corrupted images out of the
twenty (Games001.atr through Games020.atr) I have; the grand total is
three corrupted files:

Games003.atr:
MILLIPED.E - sector 951 links to sector 5269
PREXOR. - sector 951 links to sector 5269

(Note that the bad sector is the SAME sector in both files
-- there are subtler problems here than just one bad sector...)

Games008.atr:
ANTEATER. - sector 3550 links to sector 42441

I'll be interested to see if others of you can reproduce these
results, using whatever MyDOS-disk-analysis tools you have. Scott, we
definitely need a rebuild of images 3 and 8! (And if there are disks
beyond #20, I'd love to receive them so I can check them too!)

Chris

495. NEW SERVICE... ATARI BBS GATEWAY!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-19 05:47:51 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001bf102@familynet-international.org>
Source record: 4879

FamilyNet International Newsgate

A long time & stable Dallas BBS has offered to provide a "Favorites page" for the Atari BBs users. Basically I provided a up to date BBS list of the active Atari sites out there, and he created a place you can go to, bring up an Atari telnet menu, and go to an Atari BBS. :)

Ever been curious to see the online world of Atari computers? Come check out the Prison Board BBS:

972-329-0781 (this number good for people want to try out Atari modems, and dialup means.)
216.62.20.217 (This IP number is great for Lantronix users, and has not changed for a considerable time.)

Never has the online Atari world been so easy to access from your Atari computer. Simply call up the above system, get to the main menu, X for the internet menu, and then A for the Atari menu. From there, it is simply a matter of hitting 1 through 9 for the Atari BBS's. Atari BBS's in many cases run on real Atari computers like the one you're calling with.

And the Prison board makes a great E-mail service too. :)

Let me know here if you have any questions, and many thanks to the Prison Board BBS for this awesome service.

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

496. Re: Whither game megadisks?

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-19 13:06:05 UTC
From: seymour-shabow@excite.com
Message-ID: <1174309565.387467.325790@n76g2000hsh.googlegroups.com>
Source record: 4880

On Mar 19, 1:12 am, "Chris" <cchie...@rochester.rr.com> wrote:
> MILLIPED.E - sector 951 links to sector 5269
> PREXOR. - sector 951 links to sector 5269
>
> (Note that the bad sector is the SAME sector in both files
> -- there are subtler problems here than just one bad sector...)
>
> Games008.atr:
> ANTEATER. - sector 3550 links to sector 42441
>
> I'll be interested to see if others of you can reproduce these
> results, using whatever MyDOS-disk-analysis tools you have. Scott, we
> definitely need a rebuild of images 3 and 8! (And if there are disks
> beyond #20, I'd love to receive them so I can check them too!)
>

Hmmmm I'll check those when I get home from work today - I can see why
I never noticed if they were bad because all 3 are games I never
play. I'll have to rediscover how I made those images but pretty sure
you can just take an image file, "format" it with mydos, and then copy
the files up to it. It's possible also that the sector links are just
bad and can be fixed. Tell you for sure that all the images were
created "fresh" so the sector links SHOULD be sequential. It's been
ten years or so since they were created so memory is a bit hazy on
this.

I think they go to #22 or 23.... I almost never play anything over
mega #9 anyway. The later disks had more of the larger sector count
programs on them and it was getting harder to maximize the space. The
earlier disks have more of the stuff I liked to play hence their
layout.

I didn't think they would catch on the way they did - at the time I
just wanted to set up an old PC with APE/SIO2PC without a hard drive
and with 2 floppies, that's why I picked the size they are, so would
fit on a PC hi density floppy.

-scott

497. Re: Amdek 3 Inch Floppys

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-19 14:19:53 UTC
From: micrologix1500@yahoo.com
Message-ID: <1174313993.644332.88990@y66g2000hsf.googlegroups.com>
Source record: 4881

On Mar 18, 6:08 pm, "Dean Garraghty" <d...@clara.net> wrote:
> Your best chance of getting 3" disks is here in the UK. A few long-forgotton
> Amstrad machines used them (the Spectrum +3, Amstrad CPC 664, Amstrad CPC
> 6128, Amstrad PCW 9512). A quick search on eBay (UK) shows quite a few games
> for these old things going on 3" disks for as little as $1. Try item numbers
> 330082337935, or 120096665304 for 10 blanks for about $15.
>
> "Jason Harmon" <jhar...@us.net> wrote in message
>
> news:PK-dnZOBK4ZlMGDYnZ2dnUVZ_ternZ2d@adelphia.com...> Does anyone else have one of
these? I've heard of them but never seen one
> > before. I wonder if there are any sources for the disks...
>
> http://cgi.ebay.com/Amdek-Amdisk-III-dual-3-disk-drive-for-Atari-800-...
> 0QQitemZ190093481029QQcategoryZ82631QQssPageNameZWDVWQQrdZ1QQcmdZViewItem
>
>
>
> > -Jason

I wonder what it sold for. I had one just like that, but sold it
about 10 years ago. I think I got $15 for it :) I've still got one
or two of the floppies somewhere. I should have kept it; It was a
VERY well engineered piece of hardware. Too bad it was little more
than a paperweight.

498. Atari 520 with strange keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-19 16:50:59 UTC
From: "Grzegorz K." <grego69@gazeta.pl>
Message-ID: <etmf1i$s0n$2@inews.gazeta.pl>
Source record: 4882

Hello Everybody,
I found something interesting:
http://homecomputer.pl/tommark/sprzet/202
Does any one see this Atari 520 with strange square keyboard?
Anybody know something and can write about it?
This is my friend's computer and he can't find any information.
Best regards,
Grzegorz

=-=-=-=-=-=-=-=-=-=--=-=-=-=-=
http://www.8-bit.interbit.com.pl

499. Re: Brown Bag software?

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-19 18:50:27 UTC
From: Payton Byrd <plbyrd@bellsouth.no.spam.net>
Message-ID: <ZXALh.24571$68.6305@bignews8.bellsouth.net>
Source record: 4883

"Bill H" <bill@ts1000.us> wrote in message
news:1174226794.153874.117480@y66g2000hsf.googlegroups.com...
>I recall back in 1983 / 84 an Atari store in San Diego that used to
> sell software for the Atari from an outfit called Brown Bag software.
> The software was on tape or disk with a simple printed instructions in
> a stapled brown lunch bag. Was this something locally or did others
> ever recall seeing this?
>
> Bill H
>

I've seen displays in small computer shops with similar marketing. I've seen everything from paper lunch backs with a sticker describing the contents to close the bags to pre-printed disk mailers with the contents described on one side and a mailing label on the other side (perfect for quick gifts of shareware).

500. Re: Whither game megadisks?

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-19 23:47:39 UTC
From: seymour-shabow@excite.com
Message-ID: <1174348059.223488.264810@e65g2000hsc.googlegroups.com>
Source record: 4884

They go to games 022, which is not even full. my copies of 3 and 8 have the same corruptions - odd as I remember testing them extensively when I made them (on a real atari). Anteater I have as a standalone .atr file (which will need conversion back) I'll have to look for the other files, but I can tell you that I got ALL of the files from someone on the internet way back when and merely put them on the mega images.

Email me and I'll send you the 21 and 22 mega disks. I'll have to re-figure out how I made the images in the first place since making a "big disk" in mydos did squat.... I think there was a program that did it would have to delve into it. Hell, I have to even find my registered copy of Ape to try and duplicate anything off my real ataris.... (and my sio2pc cable.....)

I probably have some of the files on disks from way back when but would have to check.

501. Re: Whither game megadisks?

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-20 00:58:17 UTC
From: user
Message-ID: <20070320115817716807-@news.giganews.com>
Source record: 4885

On 2007-03-20 10:47:39 +1100, seymour-shabow@excite.com said:

> They go to games 022, which is not even full. my copies of 3 and 8
> have the same corruptions - odd as I remember testing them extensively
> when I made them (on a real atari). Anteater I have as a
> standalone .atr file (which will need conversion back) I'll have to
> look for the other files, but I can tell you that I got ALL of the
> files from someone on the internet way back when and merely put them
> on the mega images.
>
> Email me and I'll send you the 21 and 22 mega disks. I'll have to re-
> figure out how I made the images in the first place since making a
> "big disk" in mydos did squat.... I think there was a program that did
> it would have to delve into it. Hell, I have to even find my
> registered copy of Ape to try and duplicate anything off my real
> ataris.... (and my sio2pc cable.....)
>
> I probably have some of the files on disks from way back when but
> would have to check.

Hows about posting your proggy here along with the archives?

502. Re: how many 8-bit games?

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-20 01:02:33 UTC
From: user
Message-ID: <2007032012023375249-@news.giganews.com>
Source record: 4886

Wow, do you do any sort of Pay it forward system with your archive, or
have you ever posted it on usenet for others?

On 2007-02-08 14:28:27 +1100, "Russg" <russgilb@sbcglobalMUNGE.net> said:

>
> "Paul Didden" wrote in message news:
>> Hi,
>>
>> I think I found a forum with alot of wisdom about Atari.
>> Maybe you can help me with a question from a quiz.
>> I'd like to know how many gametitles were released for Atari's 8-bit
>> gameconsole?
>> I got four choices: more then 90, more then 900, more then 9000 or more
> then
>> 90,000?
>> Anybody who can help me with the right answer?
>>
>> thanx
>>
>> Paul
> It's a funny question. more than 9000, probably
> not more than 90,000. However, there could be
> more than 90,000. I have three compilations,
> the CTH archive, Holmes archives and another.
> If you count all the BASIC games that appeared
> in magazines and from user groups, US, UK, Germany, Czech Republic, all
> over, then probably approaches 50,000.
> I've been around the Atari 8-bit for many years, and I'm still finding BASIC
> games, pretty decent ones, that I never saw before (mostly from Europe now.)
> My personal archives are on about 5 CDs, about 500 megs each, many repeats,
> many in .zip files and megaimages.
> If you're talking commercial games like MULE, infocom, Pacman, Missle
> Command, then maybe less than 9,000, but certainly more than 900.

503. Re: how many 8-bit games?

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-20 01:10:28 UTC
From: user
Message-ID: <20070320121028500 73-@news.giganews.com>
Source record: 4887

It depends if you count type in games from the magazines.
Does anyone else remember 'Medieval Combat' from creative computing. My
brother and I spent a *month* typing that sucker in and debugging it,
and it used to take around half an hour to load from tape.

But it was worth it!

On 2007-02-06 05:37:04 +1100, "Paul Didden" <paul.didden@planet.nl> said:

> Hi,
>
> I think I found a forum with alot of wisdom about Atari.
> Maybe you can help me with a question from a quiz.
> I'd like to know how many gametitles were released for Atari's 8-bit
> gameconsole?
> I got four choices: more then 90, more then 900, more then 9000 or more
> then 90,000?
> Anybody who can help me with the right answer?
>
> thanx
>
> Paul

504. Re: Whither game megadisks?

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-20 12:27:39 UTC
From: seymour-shabow@excite.com
Message-ID: <1174393659.331286.51080@d57g2000hsg.googlegroups.com>
Source record: 4888

On Mar 19, 8:58 pm, user wrote:
> Hows about posting your proggy here along with the archives?

No binaries in this group and I don't have other newsgroup access any longer other than google anyway. The program I used someone else wrote and is probably in the umich archive.

There's nothing in those disks including the utilties that isn't available in other formats if you search around. There are still tons of sites that host it.

-scott

505. Re: how many 8-bit games?

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-20 20:04:24 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <l7XLh.5825$tv6.5342@newssvr19.news.prodigy.net>
Source record: 4889

<user> wrote in message
> Wow, do you do any sort of Pay it forward system with your archive, or
> have you ever posted it on usenet for others?
Original message follows.
I don't know if you mean do I send copies of
my CDs for Pay. I don't have my archives on
the internet, but they are pretty much available.
There was another thread that mentions the
Holmes and CTH archives whereabouts.
It's not that I have anything agianst making copies
of my CDs, I'm just too lazy I guess, there seems
to be others who will mail out Holme's archive
for instance. And Tom Hunt charged, well,
$50 for his archives mailed to me, so I guess
there's a little reluctance, even tho Tom probably
wouldn't mail them today, but, ftp.spudster.org
has the CTH archive. I'm pretty sure the spudster
site has updated the CTH archive with new files.
But I ramble.
Regards

On 2007-02-08 14:28:27 +1100, "Russg"
said:
>
>>
>> "Paul Didden" wrote in message news:
>>> Hi,
>>>
snip
>>> I got four choices: more then 90, more then 900, more then 9000 or more
>> then
>>> 90,000?
>>> Anybody who can help me with the right answer?
>>>
>>> thanx
>>> Paul
>> It's a funny question. more than 9000, probably
>> not more than 90,000. However, there could be
>> more than 90,000. I have three compilations,
>> the CTH archive, Holmes archives and another.
>> If you count all the BASIC games that appeared
>> in magazines and from user groups, US, UK, Germany, Czech Republic, all
>> over, then probably approaches 50,000.
>> I've been around the Atari 8-bit for many years, and I'm still finding

>> BASIC
>> games, pretty decent ones, that I never saw before (mostly from Europe
>> now.)
>> My personal archives are on about 5 CDs, about 500 megs each, many
>> repeats,
>> many in .zip files and megaimages.
>> If you're talking commercial games like MULE, infocom, Pacman, Missle
>> Command, then maybe less than 9,000, but certainly more than 900.

506. Re: Brown Bag software?

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-21 00:13:54 UTC
From: Video61@tcq.net
Message-ID: <1174436034.850616.320940@n76g2000hsh.googlegroups.com>
Source record: 4890
Body handling: HTML body converted to readable text

On Mar 18, 9:06 am, "Bill H" wrote:
> I recall back in 1983 / 84 an Atari store in San Diego that used to
> sell software for the Atari from an outfit called Brown Bag software.
> The software was on tape or disk with a simple printed instructions in
> a stapled brown lunch bag. Was this something locally or did others
> ever recall seeing this?
>
> Bill H

there was a company called white bag software. i used to carry their
stuff. i still might have some somewhere stored for posterity. the
games came in a white bag, sometimes the bag was shrink wrapped,
sometimes not. some had hanger hooks on the bags, some not.
thanks,
lance
www.atarisales.com

507. Re: how many 8-bit games?

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-21 02:15:58 UTC
From: bebing <a@b.c>
Message-ID: <20070320221817.5a0f79c3.a@b.c>
Source record: 4891

Has anyone been able to connect to spudster recently? I can't even get
a successful ping.

508. Re: 8-Bit Utilities

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-21 04:15:59 UTC
From: Chuck B <cabacon@cox.net>
Message-ID: <3k2Mh.24739$mJ1.24040@newsfe22.lga>
Source record: 4892

```
anyone have happy 7.1 they can send me?
"Jason Harmon" <jharmon@us.net> wrote in message
news:MfidnQP18fASMWjYnZ2dnUVZ_rKvnZ2d@adelphia.com...
> http://www.atarimax.com/usb5200/documentation/
>
>
> "Chuck B" <cabacon@cox.net> wrote in message
> news:J1WIh.9037$_R.6889@newsfe23.lga...
>> what software did you use with the happy I have 4 of those drives
>> "Jason Harmon" <jharmon@us.net> wrote in message
>> news:b4SdnceJHLJ8w2zYnZ2dnUVZ_t6qnZ2d@adelphia.com...
>>>I had always used the Happy enhanced 1050 and its software for this. I
>>>was able to copy most protected disks at the time.
>>>
>>> There was also a software-only package I used 20-something years ago,
>>> called Chipmunk I believe, that had patches for many protected packages
>>> and created non-protected disks from them.
>>>
>>> -Jason
>>>
>>> "Chuck B" <cabacon@cox.net> wrote in message
>>> news:e70Ih.62$TK5.50@newsfe13.lga...
>>>> Ok So I am going though all my 8-bit stuff. I was wondering, what
>>>> hardware/software do I need to copy protected 8-bit disks, and what
>>>> great utilities out there are a must have?
>>>>
>>>> Also anyone have the Holmes CD's then can send me a copy of upload them
>>>> to me somehow?
>>>>
>>>>
>>>>
>>>
>>>
>>
>>
>
>
```

509. zx spectrum emulator on atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-21 07:15:44 UTC
From: Jan <q@q.pl>
Message-ID: <etr369$pj2$1@atlantis.news.tpi.pl>
Source record: 4894

http://youtube.com/watch?v=ksoIdQ-p910

510. Atari 520 with strange keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-21 07:25:20 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001c415b@familynet-international.org>
Source record: 4893

FamilyNet International Newsgate

> From: "Grzegorz K." <grego69@gazeta.pl>

> Hello Everybody,
> I found something interesting:
> http://homecomputer.pl/tommark/sprzet/202
> Does any one see this Atari 520 with strange square keyboard?
> Anybody know something and can write about it?

Nada... and I don't see the picture here. Was this some after market external keyboard? A lot of us ST users were craving for a external keyboard solution after a while. :)

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

511. Re: how many 8-bit games?

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-21 19:08:38 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <WofMh.9722$Um6.8549@newssvr12.news.prodigy.net>
Source record: 4895

"bebing" <> wrote in message > Has anyone been able to connect to spudster recently? I can't even get
> a successful ping.
I connected to it. Are you sure you're doing the
right URL? It is ftp://ftp.spudster.org

512. Re: I'm the ATARI Ripper and I torture and kill ATARI Users!

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-21 20:56:32 UTC
From: Bernd Mueller <ragnar76@googlemail.com>
Message-ID: <46019beb$0$23149$9b4e6d93@newsspool1.arcor-online.net>
Source record: 4896
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.hardware

Hi there

ATARI Ripper schrieb:
> X-No-Archive:yes
>
> I'm a serial killer and my victims are ATARI users, I'm
> a follower of the Commodore god and it's my holy
> mission to torture and kill EVERY SINGLE ATARI
> USER ON THIS PLANET.
>
> I will either strangle you with an AMIGA mouse-
> cable or I will beat you to death with an old 1541!
>
> If you are an ATARI user, please prepare to die!
>
> Your last chance to throw away your ATARI crap!
> Worship Commodore or you'll die! Commodore is GOD!

What a funny joke! I laughted my a.. off that shi... Commodore is GOD! Sure! And Bill Gates is my brother. BTW Bill Gates : Why do you use Microsoft Outlook Express 6.00.2800.1409 then and no Commodore stuff? Ahh... I know, your god has no connection to the internet. :D

Bye from Germany

513. Re: I'm the ATARI Ripper and I torture and kill ATARI Users!

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-21 21:08:47 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <z9hMh.36828$E02.14955@newsb.telia.net>
Source record: 4897
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.hardware

"ATARI Ripper" <atariripper@onlyadeadATARIuser.isagoodATARIuser> skrev i
meddelandet news:ets274$c7s$1@aioe.org...
>> ...
> Your last chance to throw away your ATARI crap!
> Worship Commodore or you'll die! Commodore is GOD!

OK, I have thrown away my complete collection of Atari items now.

Anders

514. Re: I'm the ATARI Ripper and I torture and kill ATARI Users!

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-21 21:57:17 UTC
From: proteanthread <rtdos@rtdos>
Message-ID: <FdqdnYVGsaMxN5zbnZ2dnUVZ_g6dnZ2d@bresnan.com>
Source record: 4799
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.hardware

```
Anders Skelander wrote:
> "ATARI Ripper" <atariripper@onlyadeadATARIuser.isagoodATARIuser> skrev i
> meddelandet news:ets274$c7s$1@aioe.org...
>>> ...
>> Your last chance to throw away your ATARI crap!
>> Worship Commodore or you'll die! Commodore is GOD!
>
> OK, I have thrown away my complete collection of Atari items now.
>
> Anders
>
>

Damn, time to go dumpster diving again. :-)
```

515. Re: zx spectrum emulator on atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-22 02:04:43 UTC
From: user
Message-ID: <20070322130443168O7-@news.giganews.com>
Source record: 4800

On 2007-03-21 18:15:44 +1100, "Jan" <q@q.pl> said:

> http://youtube.com/watch?v=ksoIdQ-p910

Woah, that is madness!

Where can you get it?

516. Atari on the PSP?

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-22 02:05:53 UTC
From: user
Message-ID: <2007032213055375249-@news.giganews.com>
Source record: 4801

http://zx81.zx81.free.fr/serendipity/index.php?/archives/154-PSPAtari-Atari-8001305200-Emulator-for-PSP-v1.0.7.html

Has

anyone tried this out?

517. Re: zx spectrum emulator on atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-22 02:29:10 UTC
From: Jan <q@q.pl>
Message-ID: <ettbid$n5b$1@nemesis.news.tpi.pl>
Source record: 4802

```
> > http://youtube.com/watch?v=ksoIdQ-p910
>
> Woah, that is madness!
>
> Where can you get it?

www.atari.online.pl - news
```

518. FA: ATARI 400/800 Sales Leaflet

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-22 10:35:36 UTC
From: Josey <jc@xnowhere.com>
Message-ID: <46025bf9$0$8744$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 4803

Something from my box or Early 80's stuff that is taking up space:

http://search.ebay.co.uk/search/search.dll?from=R40&satitle=atari+sales+leaflet

I'm in the UK but ship most places. I have a few '80s magazines listed too.

Jc.

519. FS: 20% OFF ALL CLASSIC ATARI 8 BIT!

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-22 12:38:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0703220534300.18597-100000@onyx.spiritone.com>
Source record: 4804
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ALL ATARI 20% OFF! ALL ATARI 20% OFF! ALL ATARI 20% OFF!ALL ATARI 20% OFF!

ORDERS OVER $50 GETS 20% OFF OF ALL THE CLASSIC ATARI 8 BIT COMPUTER LINE!
ORDERS OVER $100 GETS BRAND NEW FREE GAME & STILL GETS 20% OFF ALL USED &
NEW ATARI GAMES/SOFTWARE, HARDWARE, BOOKS & ACCESSORIES 4 THE ATARI 8 BIT
COMPUTER LINE! Call (503)256-9974!GOT ATARI?GET NEW FREE ATARI CATALOGS AT
http://BensCatalogs.Atari.org and/or E-Mail BenSells@Atari.org Most items
I have 1, 2 or too few of. Get them While they last! Come for the Sales,
Stay for the Service! If you dont buy from me, I cant save you any Money!

http://BensCatalogs.Atari.org NEW FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/birthday.htm Ben's Birthday Bash!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ALL 8BT GAMES/SOFTWARE
http://www.aracnet.com/~atari/8bt_hard.htm 20% OFF ALL 8BT HARDWARE
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ALL 8BT BOOKS!

This March I'm celebrating my Birthday! Bless me with your ATARI business
as I raise the Capital to buy out an Atari Dealer of his Atari goods!

Your Atari gifts are appreciated!It's like Christmas & my Birthday in one!

So bless me with your Atari business, send your Atari friends my way and
help save good Ataris from extinction, buying from Ben Saves Atari Lives!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

520. Re: how many 8-bit games?

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-22 13:13:36 UTC
From: bebing <a@b.c>
Message-ID: <20070322091607.586fc311.a@b.c>
Source record: 4805

On Wed, 21 Mar 2007 19:08:38 GMT
"Russg" <russgilb@MUNGEsbcyahoo.net> wrote:

>
> "bebing" <> wrote in message > Has anyone been able to connect to spudster
> recently? I can't even get
> > a successful ping.
> I connected to it. Are you sure you're doing the
> right URL? It is ftp://ftp.spudster.org

Thank you for the reply, it confirms what I suspected, that the problem
is local to me. I ftp routinely to various sites and this is the only
site that this happens on. Could it be they use a certain port I need to
specify? I will double check my router settings to
see if it is somehow getting filtered, other than that it I guess it would be
Verizon dsl doing something funky. Luckily, I was able to locate all
my favorite software(except for a amateur anti c64 demo-not the one
on the abbuc disks) so I am good to go, but wanted to solve the mystery.

Since I'm on linux I usually use ftp to connect to
ftp sites, I'll cut and paste an example:

<deleted>@onyx:~$ ftp mirrors.kernel.org
Connected to mirrors.kernel.org.
220 Welcome to mirrors.kernel.org.
Name (mirrors.kernel.org:bingham): anonymous
331 Please specify the password.
Password:
230- Welcome to the mirror archives of the
230- LINUX KERNEL ARCHIVES
230- mirrors.kernel.org
230-
230-This site contains mirrors of other archives. If you are looking for
230- the Linux Kernel Archives, please go to ftp.kernel.org instead.
230-
<snip>

When I do it for spudster it just hangs:
<deleted>@onyx:~$ ftp ftp.spudster.org

So thats when I tried pinging(I'll do successful example first):

<deleted>@onyx:~$ ping mirrors.kernel.org
PING mirrors.kernel.org (204.152.191.39): 56 data bytes
64 bytes from 204.152.191.39: icmp_seq=0 ttl=49 time=101.824 ms
64 bytes from 204.152.191.39: icmp_seq=1 ttl=49 time=105.023 ms

```
64 bytes from 204.152.191.39: icmp_seq=2 ttl=49 time=102.391 ms
64 bytes from 204.152.191.39: icmp_seq=3 ttl=49 time=103.110 ms
--- mirrors.kernel.org ping statistics ---
4 packets transmitted, 4 packets received, 0% packet loss
round-trip min/avg/max/stddev = 101.824/103.087/105.023/1.207 ms

<deleted>@onyx:~$ ping ftp.spudster.org
PING HOUSE.spudster.org (68.190.83.42): 56 data bytes
--- HOUSE.spudster.org ping statistics ---
12 packets transmitted, 0 packets received, 100% packet loss

<deleted>@onyx:~$ ping spudster.org
PING spudster.org (68.190.83.42): 56 data bytes
--- spudster.org ping statistics ---
9 packets transmitted, 0 packets received, 100% packet loss
```

521. Home-Made Axlon Compatible Memory Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-22 17:36:59 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <7qmdnTmJedsmI5_bnZ2dnUVZ_qCmnZ2d@adelphia.com>
Source record: 4806

I've been looking for some time for an Axlon compatible memory upgrade for my 800. As I haven't found one, I have been looking into a home made solution instead. I have seen plans for a 256K board made from an old 16K 800 board, but have seen it stated that this board is not 100% Axlon compatible unless modified.

Has anyone built one of these boards, and more importantly, have the information on how to make it 100% Axlon compatible?

Any info would be appreciated.

-Jason

522. Re: I'm the ATARI Ripper and I torture and kill ATARI Users!

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-22 22:12:46 UTC
From: Payton Byrd <plbyrd@bellsouth.no.spam.net>
Message-ID: <qbDMh.26751$sC.14331@bignews2.bellsouth.net>
Source record: 4807
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.hardware

```
"Bernd Mueller" <ragnar76@googlemail.com> wrote in message
news:46019beb$0$23149$9b4e6d93@newsspool1.arcor-online.net...
> Hi there
>
> ATARI Ripper schrieb:
>> X-No-Archive:yes
>>
>> I'm a serial killer and my victims are ATARI users, I'm
>> a follower of the Commodore god and it's my holy
>> mission to torture and kill EVERY SINGLE ATARI
>> USER ON THIS PLANET.
>>
>> I will either strangle you with an AMIGA mouse-
>> cable or I will beat you to death with an old 1541!
>>
>> If you are an ATARI user, please prepare to die!
>>
>> Your last chance to throw away your ATARI crap!
>> Worship Commodore or you'll die! Commodore is GOD!
>
> What a funny joke! I laughted my a.. off that shi... Commodore is GOD! Sure! And
> Bill Gates is my brother. BTW Bill Gates : Why do you use Microsoft Outlook
> Express 6.00.2800.1409 then and no Commodore stuff? Ahh... I know, your god has
> no connection to the internet. :D
>

Ever heard of Contiki? Or The Wave? We have ethernet carts, IDE carts, just about
everything!
```

523. Re: I'm the ATARI Ripper and I torture and kill ATARI Users!

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-23 02:36:14 UTC
From: Tarkin <Tarkin000@gmail.com>
Message-ID: <1174617374.303784.16640@n76g2000hsh.googlegroups.com>
Source record: 4808
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.hardware

On Mar 21, 2:36 pm, "ATARI Ripper"
<ataririp...@onlyadeadATARIuser.isagoodATARIuser> wrote:
> X-No-Archive:yes
>

<translation>

> I'm a serial killer and my victims are ATARI users, I'm
> a follower of the Commodore god and it's my holy
> mission to torture and kill EVERY SINGLE ATARI
> USER ON THIS PLANET.
>

I am on a soft cereal diet after some eight graders
knocked out my teeth at the safeway. Gosh, did it
hurt!

> I will either strangle you with an AMIGA mouse-
> cable or I will beat you to death with an old 1541!
>

My Mommy's new boybriend beats me with coat
hangers every morning. But it's ok, Mommy
will have a new one soon.

> If you are an ATARI user, please prepare to die!
>

I am preparing the paperwork to submit to the
Government to claim SSI. My closed head
trauma causes me to post obnoxious nonsense
to USENET, which get's me fired from every job
I've ever held. Even the guy at the porn store
fired me, saying I was too idiotic, and he
watches streaming goat porn!!

> Your last chance to throw away your ATARI crap!
> Worship Commodore or you'll die! Commodore is GOD!

Thi is my last desperate chance to get the attention I
crave before Mommy's boyfriend beats me again.

</translation>

HAND,
Tarkin

524. Updated MyIDE Image Manager and MyIDE Config

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-23 05:53:49 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <0qq6039l7bk9gutlvl4p1dbpeju845fi5h@4ax.com>
Source record: 4809

I just posted the updated versions of these two programs on my website.

http://jeffersonsauctioneering.com/atari/

The MyIDE Image Manager has had some significant changes, at least under the hood. I've moved the image table to the last image slot of the hard drive and taken the descriptions out of the image table so that I only use the Mr. Atari descriptions. This makes the image table smaller, but it does increase the time taken to search or scroll a screen at a time through the image list. Since there is more disk seeking going on, I sped up the screen scrolling considerably in this version.

I'm still undecided whether or not only using the Mr.Atari Image Manager descriptions was a good idea or not. I dislike the speed hit searching and sorting takes, but I suppose it makes things easier overall.

Anyway, let me know what you think. Here's the complete list of what's new:

version 4.0 (02/20/2007):

- moved image table to last image slot on drive (not compatible with myideman 3.3)
- created utility to convert image table from version 3.3 to version 4.0
- removed descriptions from image table, uses only Mr.Atari description
- removed ability to number disks by pressing 1-9 (useless feature)
- faster screen scrolling!
- cosmetic changes in utility menu, removed Sync START description option
- fixed sort function to ignore case
- can minimize screen while sorting, to help speed up sort
- better progress indication in sort screen

PS. I will be releasing the source code soon, on the website, but just want to clean it up a little first and add some comments here and there.

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

525. Re: Home-Made Axlon Compatible Memory Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-23 18:26:38 UTC
From: stephensheppard@hotmail.com
Message-ID: <1174674398.411238.255140@d57g2000hsg.googlegroups.com>
Source record: 4810

On Mar 22, 1:36 pm, "Jason Harmon" <jhar...@us.net> wrote:
> I've been looking for some time for an Axlon compatible memory upgrade for
> my 800. As I haven't found one, I have been looking into a home made
> solution instead. I have seen plans for a 256K board made from an old 16K
> 800 board, but have seen it stated that this board is not 100% Axlon
> compatible unless modified.
>
> Has anyone built one of these boards, and more importantly, have the
> information on how to make it 100% Axlon compatible?
>
> Any info would be appreciated.
>
> -Jason

I found this in my mess (literally) of documentation.

AXLON RAMDISK COMPATIBLE MODIFICATION FOR 800+ 256K DAVID BYRD For complete compatibility with any software written for the AXLON system memory expansion, the modifications shown in FIG. 8 must be made to the ROM board.THESE ARE NOT REQUIRED for non-AXLON mode of operation, but if you have SYNFILE, SYNCALC, or any other software that supports the AXLON system (including the AXLONRAMDOS) then these additions areneeded. (the SYN- programs will recognize all 288k!!) Obtain a 74LS00 and a 74LS30 chip. remove the jumper (if you installed it in the regular mod) from Z401pin 7 to pin 20 on the edge card.Mount the new chips "feet up" deadbug style and do the wiring shown in FIG. 8 carefully! Note that A402 and Z401 are already part of the ROM board.Good luck! All Art and this file Supplied by the CHAOS BBS [phone number withheld]

- Steve Sheppard

526. Re: Home-Made Axlon Compatible Memory Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-23 18:35:19 UTC
From: stephensheppard@hotmail.com
Message-ID: <1174674918.997492.175500@e65g2000hsc.googlegroups.com>
Source record: 4811

On Mar 23, 2:26 pm, stephenshepp...@hotmail.com wrote:
> On Mar 22, 1:36 pm, "Jason Harmon" <jhar...@us.net> wrote:
>
> > I've been looking for some time for an Axlon compatible memory upgrade for
> > my 800. As I haven't found one, I have been looking into a home made
> > solution instead. I have seen plans for a 256K board made from an old 16K
> > 800 board, but have seen it stated that this board is not 100% Axlon
> > compatible unless modified.
>
> > Has anyone built one of these boards, and more importantly, have the
> > information on how to make it 100% Axlon compatible?
>
> > Any info would be appreciated.
>
> > -Jason
>
> I found this in my mess (literally) of documentation.
>
> AXLON RAMDISK COMPATIBLE MODIFICATION FOR 800+ 256K DAVID BYRD For
> complete compatibility with any software written for the AXLON system
> memory expansion, the modifications shown in FIG. 8 must be made to
> the ROM board.THESE ARE NOT REQUIRED for non-AXLON mode of operation,
> but if you have SYNFILE, SYNCALC, or any other software that supports
> the AXLON system (including the AXLONRAMDOS) then these additions
> areneeded. (the SYN- programs will recognize all 288k!!) Obtain a
> 74LS00 and a 74LS30 chip. remove the jumper (if you installed it in
> the regular mod) from Z401pin 7 to pin 20 on the edge card.Mount the
> new chips "feet up" deadbug style and do the wiring shown in FIG. 8
> carefully! Note that A402 and Z401 are already part of the ROM
> board.Good luck! All Art and this file Supplied by the CHAOS BBS
> [phone number withheld]
>
> - Steve Sheppard

p.s. Jason sorry, that was a terrible teaser! I'll email you the pics
ASAP.

527. Re: FA: ATARI 400/800 Sales Leaflet

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-23 20:48:25 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.tpntfgl4gaat7c@mdc>
Source record: 4812

On Thu, 22 Mar 2007 05:35:36 -0500, Josey <jc@xnowhere.com> wrote:

> I'm in the UK but ship most places.

...but under Terms and Conditions it says, "UK Buyers only." .....?

528. Re: I'm the ATARI Ripper and I torture and kill ATARI Users!

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-24 01:53:13 UTC
From: Scotty <sirscottyREMOVETHIS@hotmail.com>
Message-ID: <dw%Mh.10324$Um6.5499@newssvr12.news.prodigy.net>
Source record: 4813
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.hardware

ATARI Ripper wrote:
> X-No-Archive:yes
>
> I'm a serial killer and my victims are ATARI users, I'm
> a follower of the Commodore god and it's my holy
> mission to torture and kill EVERY SINGLE ATARI
> USER ON THIS PLANET.
>
> I will either strangle you with an AMIGA mouse-
> cable or I will beat you to death with an old 1541!
>
> If you are an ATARI user, please prepare to die!
>
> Your last chance to throw away your ATARI crap!
> Worship Commodore or you'll die! Commodore is GOD!
>
>
>
>
The thing I find funny, is Jay Miner, the guy who invented the AMIGA, is the same Jay Miner that invented the Atari 400/800 line.

Jack Tramiel and his people who was responsible for the C-64 are the same ones who created the Atari ST. If you were a *real* fan of the earlier machine, you should have switched companies, and stayed with the people who designed your beloved machine. What would have been funny, is if Commodore did not sneak in at the 11th hour, and steal Amiga from under Atari's nose, and it would have been the Atari Amiga and the Commodore ST.

529. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-24 04:25:48 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1174710334@rtfm.mit.edu>
Source record: 4814
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 8, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.
Atari, headquartered at the time in Sunnyvale, California, USA, produced this
line of computers from 1979-1992.

To see what Atari, Inc. is up to today, visit: http://www.atari.com/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

Former (before 1987) Usenet newsgroups for Atari computer discussion:
net.micro.atari8 - created Feb 1986
net.micro.atari - created Nov 1982
net.micro - created Jan 1982

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LISTS
atari8-l, kept by Maciej Grzeszczuk
```

To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

'atari', kept by Jeff Wood
'atari' is gatewayed bidirectionally with comp.sys.atari.8bit.
To subscribe, send a message to atari-request@rtdos.com with the
following in the subject (not the body) of the message:
subscribe
'atari' web page: http://rtdos.com/mailman/listinfo/atari_rtdos.com

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/

http://atari.fandal.cz/

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

USER GROUPS
ABACUS - Atari Bay Area Computer User Society

http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

ACGC - Atlantic Computer and Gaming Club
http://www.chebucto.ns.ca/Technology/NSACUG/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Atari computers news aggregator site)
http://www.ataritoday.com/

530. Re: FA: ATARI 400/800 Sales Leaflet

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-24 18:11:37 UTC
From: Josey <jc@xnowhere.com>
Message-ID: <460569de$0$8735$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 4815

"Michael Current" <michael@mcurrent.name> wrote in message
news:op.tpntfgl4gaat7c@mdc...
> On Thu, 22 Mar 2007 05:35:36 -0500, Josey <jc@xnowhere.com> wrote:
>
>> I'm in the UK but ship most places.
>
> ...but under Terms and Conditions it says, "UK Buyers only." .....?

Apologies, I will amend it shortly. wrong template.

Jc.

531. FA: TV Gamer Magazine Issue 1

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-24 18:16:34 UTC
From: Josey <jc@xnowhere.com>
Message-ID: <46056b03$0$8711$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 4816

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=260100699447

For the ATARI 2600, Colecovision, Vectrex etc.

Thanks for looking. I ship most places (from the UK).

Jc.

532. Re: I'm the ATARI Ripper and I torture and kill ATARI Users!

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-25 04:51:47 UTC
From: Payton Byrd <plbyrd@bellsouth.no.spam.net>
Message-ID: <qdnNh.15620$B7.5915@bigfe9>
Source record: 4817
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.hardware

"Scotty" <sirscottyREMOVETHIS@hotmail.com> wrote in message
news:dw%Mh.10324$Um6.5499@newssvr12.news.prodigy.net...
> ATARI Ripper wrote:
>> X-No-Archive:yes
>>
>> I'm a serial killer and my victims are ATARI users, I'm
>> a follower of the Commodore god and it's my holy
>> mission to torture and kill EVERY SINGLE ATARI
>> USER ON THIS PLANET.
>>
>> I will either strangle you with an AMIGA mouse-
>> cable or I will beat you to death with an old 1541!
>>
>> If you are an ATARI user, please prepare to die!
>>
>> Your last chance to throw away your ATARI crap!
>> Worship Commodore or you'll die! Commodore is GOD!
>>
>>
>>
>>
> The thing I find funny, is Jay Miner, the guy who invented the AMIGA, is
> the same Jay Miner that invented the Atari 400/800 line.
>
> Jack Tramiel and his people who was responsible for the C-64 are the
> same ones who created the Atari ST. If you were a *real* fan of the
> earlier machine, you should have switched companies, and stayed with the
> people who designed your beloved machine. What would have been funny,
> is if Commodore did not sneak in at the 11th hour, and steal Amiga from
> under Atari's nose, and it would have been the Atari Amiga and the
> Commodore ST.

A Commodore ST would probably have used a 16-bit 6502 variant and probably would have helped MOS Tech stay relevant much longer than it did. If Commodore had been capable of keeping it's talent around a Commodore ST would have been an absolutely awesome machine. But, Jack and Irving had a knack of running everyone off until online Irving was left.

533. Re: Holmes CD

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-25 16:41:45 UTC
From: T0M <viepriv&#65533;e@fra>
Message-ID: <i69d035cd89niud2vs35dm93q8j7pg79lt@4ax.com>
Source record: 4818

Slor a ï¿½crit:

>>Despite all prevention efforts, "Chuck B" <cabacon@cox.net> wrote in
>>news:QnYIh.6414$Gr.3062@newsfe21.lga:
>>
>>> Anyone have them?
>>>
>>>
>>
>>I dropped you an email a few days offering to send you a copy.

I've just checked the link given a few days ago and waou.. too much
files for my very bad connection :(

Could you please also send me a email to know if it's possible to
receive a copy ? my email is darkgenesis@REPLACE.com with replace =
ifrance.

tnx very much in advance,

T0M

534. STGUILD! BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-26 01:38:55 UTC
From: Chuck B <cabacon@cox.net>
Message-ID: <QuFNh.56346$mJ1.19417@newsfe22.lga>
Source record: 4819

Everyone call.
telnet://stguild-bbs.dydns.org/

I want to get a 8-bit section if I can get enought 8-bit callers. 5 Gigs of ST files, and want to add 8-bit. Lets get it rolling.

535. Re: I'm the ATARI Ripper and I torture and kill ATARI Users!

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-26 01:52:18 UTC
From: proteanthread <rtdos@rtdos>
Message-ID: <efWdnQ9zva1UuprbnZ2dnUVZ_g6dnZ2d@bresnan.com>
Source record: 4820
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.hardware

```
Payton Byrd wrote:
>
> "Scotty" <sirscottyREMOVETHIS@hotmail.com> wrote in message
news:dw%Mh.10324$Um6.5499@newssvr12.news.prodigy.net...
>> ATARI Ripper wrote:
>>> X-No-Archive:yes
>>>
>>> I'm a serial killer and my victims are ATARI users, I'm
>>> a follower of the Commodore god and it's my holy
>>> mission to torture and kill EVERY SINGLE ATARI
>>> USER ON THIS PLANET.
>>>
>>> I will either strangle you with an AMIGA mouse-
>>> cable or I will beat you to death with an old 1541!
>>>
>>> If you are an ATARI user, please prepare to die!
>>>
>>> Your last chance to throw away your ATARI crap!
>>> Worship Commodore or you'll die! Commodore is GOD!
>>>
>>>
>>>
>>>
>> The thing I find funny, is Jay Miner, the guy who invented the AMIGA, is
>> the same Jay Miner that invented the Atari 400/800 line.
>>
>> Jack Tramiel and his people who was responsible for the C-64 are the
>> same ones who created the Atari ST. If you were a *real* fan of the
>> earlier machine, you should have switched companies, and stayed with the
>> people who designed your beloved machine. What would have been funny,
>> is if Commodore did not sneak in at the 11th hour, and steal Amiga from
>> under Atari's nose, and it would have been the Atari Amiga and the
>> Commodore ST.
>
> A Commodore ST would probably have used a 16-bit 6502 variant and probably would have
helped MOS Tech stay relevant much longer than it did. If Commodore had been capable of
keeping it's talent around a Commodore ST would have been an absolutely awesome machine.
But, Jack and Irving had a knack of running everyone off until online Irving was left.

Is Jay Miner still around ?
```

536. Re: I'm the ATARI Ripper and I torture and kill ATARI Users!

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-26 02:06:54 UTC
From: Mark McDougall <markm@vl.com.au>
Message-ID: <46072a4c$0$7420$5a62ac22@per-qv1-newsreader-01.iinet.net.au>
Source record: 4821
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.hardware

proteanthread wrote:

> Is Jay Miner still around ?

<http://en.wikipedia.org/wiki/Jay_Miner>

--
Mark McDougall, Engineer
Virtual Logic Pty Ltd, <http://www.vl.com.au>
21-25 King St, Rockdale, 2216
Ph: +612-9599-3255 Fax: +612-9599-3266

537. FA: Seriously Rare Games -- Infocom, Ultima, SSI, Epyx, Etc.

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-26 02:35:23 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <dq2dnTJQstHprJrbnZ2dnUVZ_qiqnZ2d@comcast.com>
Source record: 4822
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.commodore64.marketplace,comp.sys.apple2.marketplace

Some seriously rare items in this lot. If you're into Infocom, Ultima, SSI
or Epyx...you'll find something interesting here.

http://search.ebay.com/_W0QQsassZhughfalkQQhtZ-1

Best regards,
Hugh

538. Re: Atari BBS List 03/07/2007

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-26 18:15:42 UTC
From: Trevor <trevor.holyoak@gmail.com>
Message-ID: <1174932942.427985.255680@n76g2000hsh.googlegroups.com>
Source record: 4823

I've been well. Things have been as busy as ever, and I'm not doing
Atari-related stuff as often as I used to, but I do still try to get
into it every now and then.

My kids have actually gotten interested in playing Atari games, so
I'll probably be spending more time in this area again for a while.

- Trevor

On Mar 11, 5:31 pm, proteanthread <rtdos@rtdos> wrote:
> Wow! Thanks, guys! Hope your fone bill hasn't been too high Greg :-)
>
> How you been Trevor?
>
> -Woodzyhttp://www.rtdos.com
>
> Trevor wrote:
> > Atari BBS List 03/07/2007
>
> >http://www.atariplanet.info/ATARIBBS.TXT
>
> > Maintained by Trevor Holyoak <tre...@holyoak.com> and Greg Goodwin
> > <Greg.Good...@familynet-international.net>
>
> > (Greg single-handedly called and verified that all the dial-up BBSs in
> > the United States and Canada are
> > now either down or wrong numbers. He also came up with the new list of
> > systems accessible on the Internet
> > that are dedicated to the Atari 8-bit. Thanks for all the work, Greg!)

539. Clarence Dyson Atari mods - offline

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-27 19:14:34 UTC
From: lbaeza@usa.net
Message-ID: <1175022874.177718.199220@d57g2000hsg.googlegroups.com>
Source record: 4824

Hi

What happened to the excelent Clarence Dyson site with the Atari mods?

These URLs no longer work:

http://www.geocities.com/atari
http://www.wolfpup.net/atari/atari.html

There's just the Archive.org backup:

http://web.archive.org/web/20050209151624/http://www.geocities.com/atarimods/

Will this site be back online again?

Regards

540. Re: Clarence Dyson Atari mods - offline

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-27 21:18:22 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1175030302.181662.326050@y80g2000hsf.googlegroups.com>
Source record: 4825

```
On Mar 27, 3:14 pm, lba...@usa.net wrote:
> Hi
>
> What happened to the excelent Clarence Dyson site with the Atari mods?
>
> These URLs no longer work:
>
> http://www.geocities.com/atarihttp://www.wolfpup.net/atari/atari.html
>
> There's just the Archive.org backup:
>
> http://web.archive.org/web/20050209151624/http://www.geocities.com/at...
>
> Will this site be back online again?
>
> Regards

Dont know what happend to them, but if his home page is any indication
- maritial problems?

This is the home page:

"I don't mind if everything is a lie,

as long as you love me forever."

at: http://www.wolfpup.net/

Bill H
```

541. Re: STGUILD! BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-27 22:59:24 UTC
From: Chuck B <cabacon@cox.net>
Message-ID: <glhOh.225$YJ4.114@newsfe23.lga>
Source record: 4826

Yea I screwed it up again its this one.

telnet://stguild-bbs.dyndns.org

"Chuck B" <cabacon@cox.net> wrote in message
news:QuFNh.56346$mJ1.19417@newsfe22.lga...
> Everyone call.
> telnet://stguild-bbs.dydns.org/
>
>
> I want to get a 8-bit section if I can get enought 8-bit callers. 5 Gigs
> of
> ST files, and want to add 8-bit. Lets get it rolling.
>
>

542. Re: Home-Made Axlon Compatible Memory Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-28 00:49:49 UTC
From: FujiMan <Rory.A.McMahon@gmail.com>
Message-ID: <1175042989.591332.61070@n76g2000hsh.googlegroups.com>
Source record: 4827

```
On Mar 23, 1:35 pm, stephenshepp...@hotmail.com wrote:
> On Mar 23, 2:26 pm, stephenshepp...@hotmail.com wrote:
>
>
>
> > On Mar 22, 1:36 pm, "Jason Harmon" <jhar...@us.net> wrote:
>
> > > I've been looking for some time for an Axlon compatible memory upgrade for
> > > my 800. As I haven't found one, I have been looking into a home made
> > > solution instead. I have seen plans for a 256K board made from an old 16K
> > > 800 board, but have seen it stated that this board is not 100% Axlon
> > > compatible unless modified.
>
> > > Has anyone built one of these boards, and more importantly, have the
> > > information on how to make it 100% Axlon compatible?
>
> > > Any info would be appreciated.
>
> > > -Jason
>
> > I found this in my mess (literally) of documentation.
>
> > AXLON RAMDISK COMPATIBLE MODIFICATION FOR 800+ 256K DAVID BYRD For
> > complete compatibility with any software written for the AXLON system
> > memory expansion, the modifications shown in FIG. 8 must be made to
> > the ROM board.THESE ARE NOT REQUIRED for non-AXLON mode of operation,
> > but if you have SYNFILE, SYNCALC, or any other software that supports
> > the AXLON system (including the AXLONRAMDOS) then these additions
> > areneeded. (the SYN- programs will recognize all 288k!!) Obtain a
> > 74LS00 and a 74LS30 chip. remove the jumper (if you installed it in
> > the regular mod) from Z401pin 7 to pin 20 on the edge card.Mount the
> > new chips "feet up" deadbug style and do the wiring shown in FIG. 8
> > carefully! Note that A402 and Z401 are already part of the ROM
> > board.Good luck! All Art and this file Supplied by the CHAOS BBS
> > [phone number withheld]
>
> > - Steve Sheppard
>
> p.s. Jason sorry, that was a terrible teaser! I'll email you the pics
> ASAP.

Hi,

Could you post them for all 8 bitter?
```

Thanks
Rory

543. This is worth a trip to the museum

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-28 01:35:36 UTC
From: user
Message-ID: <2007032811353675249-@news.giganews.com>
Source record: 4828

http://www.8bitmovie.com

544. Re: Home-Made Axlon Compatible Memory Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-28 17:31:23 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <LDxOh.15902$PL.14680@newsread4.news.pas.earthlink.net>
Source record: 4829

FujiMan wrote:
> On Mar 23, 1:35 pm, stephenshepp...@hotmail.com wrote:

Somewhere lost in time a guy added a 256k static RAM to an 800 memory board. I looked for it but couldn't find it. Looked like a really neat hack since I am used to seeing rows of chips and support chips on an 800 RAM board. This just had the static RAM and a support chip or two so it looked kind of lonely. I can't remember how he banked it but I thought he did something tricky like Axlon compatibility and allowed it to be the only memory board in the computer.

Rick

545. Re: Home-Made Axlon Compatible Memory Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-28 19:21:56 UTC
From: stephensheppard@hotmail.com
Message-ID: <1175109716.954090.225300@p15g2000hsd.googlegroups.com>
Source record: 4830

On Mar 27, 8:49 pm, "FujiMan" <Rory.A.McMa...@gmail.com> wrote:
> On Mar 23, 1:35 pm, stephenshepp...@hotmail.com wrote:
>
>
>
> > On Mar 23, 2:26 pm, stephenshepp...@hotmail.com wrote:
>
> > > On Mar 22, 1:36 pm, "Jason Harmon" <jhar...@us.net> wrote:
>
> > > > I've been looking for some time for an Axlon compatible memory upgrade for
> > > > my 800. As I haven't found one, I have been looking into a home made
> > > > solution instead. I have seen plans for a 256K board made from an old 16K
> > > > 800 board, but have seen it stated that this board is not 100% Axlon
> > > > compatible unless modified.
>
> > > > Has anyone built one of these boards, and more importantly, have the
> > > > information on how to make it 100% Axlon compatible?
>
> > > > Any info would be appreciated.
>
> > > > -Jason
>
> > > I found this in my mess (literally) of documentation.
>
> > > AXLON RAMDISK COMPATIBLE MODIFICATION FOR 800+ 256K DAVID BYRD For
> > > complete compatibility with any software written for the AXLON system
> > > memory expansion, the modifications shown in FIG. 8 must be made to
> > > the ROM board.THESE ARE NOT REQUIRED for non-AXLON mode of operation,
> > > but if you have SYNFILE, SYNCALC, or any other software that supports
> > > the AXLON system (including the AXLONRAMDOS) then these additions
> > > areneeded. (the SYN- programs will recognize all 288k!!) Obtain a
> > > 74LS00 and a 74LS30 chip. remove the jumper (if you installed it in
> > > the regular mod) from Z401pin 7 to pin 20 on the edge card.Mount the
> > > new chips "feet up" deadbug style and do the wiring shown in FIG. 8
> > > carefully! Note that A402 and Z401 are already part of the ROM
> > > board.Good luck! All Art and this file Supplied by the CHAOS BBS
> > > [phone number withheld]
>
> > > - Steve Sheppard
>
> > p.s. Jason sorry, that was a terrible teaser! I'll email you the pics
> > ASAP.
>
> Hi,

>
> Could you post them for all 8 bitter?
>
> Thanks
> Rory

I'm sorry but I don't have a server where I can host the files but I will be happy to email them to anyone who requests them. (Check your inbox!)

The .PICs turned out to be Koala pictures, btw. I used Atari800win plus to make screen captures (.PNG). I put them with the other files for convenience.

- Steve Sheppard

546. Re: Home-Made Axlon Compatible Memory Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-28 19:24:45 UTC
From: stephensheppard@hotmail.com
Message-ID: <1175109885.460854.224530@r56g2000hsd.googlegroups.com>
Source record: 4831

On Mar 28, 1:31 pm, Rick Cortese <ricor...@earthlink.net> wrote:
> FujiMan wrote:
> > On Mar 23, 1:35 pm, stephenshepp...@hotmail.com wrote:
>
> Somewhere lost in time a guy added a 256k static RAM to an 800 memory
> board. I looked for it but couldn't find it. Looked like a really neat
> hack since I am used to seeing rows of chips and support chips on an 800
> RAM board. This just had the static RAM and a support chip or two so it
> looked kind of lonely. I can't remember how he banked it but I thought
> he did something tricky like Axlon compatibility and allowed it to be
> the only memory board in the computer.
>
> Rick

I'd really be interested in this if anyone happens to rediscover the
article!

- Steve Sheppard

547. FS: 20% OFF ALL CLASSIC ATARI 8 BIT!

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-29 16:35:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0703290934100.5291-100000@onyx.spiritone.com>
Source record: 4832
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ALL ATARI 20% OFF! ALL ATARI 20% OFF! ALL ATARI 20% OFF!ALL ATARI 20% OFF!

ORDERS OVER $50 GETS 20% OFF OF ALL THE CLASSIC ATARI 8 BIT COMPUTER LINE!
ORDERS OVER $100 GETS BRAND NEW FREE GAME & STILL GETS 20% OFF ALL USED &
NEW ATARI GAMES/SOFTWARE, HARDWARE, BOOKS & ACCESSORIES 4 THE ATARI 8 BIT
COMPUTER LINE! Call (503)256-9974!GOT ATARI?GET NEW FREE ATARI CATALOGS AT
http://BensCatalogs.Atari.org and/or E-Mail BenSells@Atari.org Most items
I have 1, 2 or too few of. Get them While they last! Come for the Sales,
Stay for the Service! If you dont buy from me, I cant save you any Money!

http://BensCatalogs.Atari.org NEW FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/birthday.htm Ben's Birthday Bash!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ALL 8BT GAMES/SOFTWARE
http://www.aracnet.com/~atari/8bt_hard.htm 20% OFF ALL 8BT HARDWARE
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ALL 8BT BOOKS!

This March I'm celebrating my Birthday! Bless me with your ATARI business
as I raise the Capital to buy out an Atari Dealer of his Atari goods!

Your Atari gifts are appreciated!It's like Christmas & my Birthday in one!

So bless me with your Atari business, send your Atari friends my way and
help save good Ataris from extinction, buying from Ben Saves Atari Lives!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

548. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-29 16:39:49 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0703290938010.5291-100000@onyx.spiritone.com>
Source record: 4833
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

549. TurboPrint/A centronics parallel printer interface on sale

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-30 19:54:18 UTC
From: Rajni <krishnasoft@gmail.com>
Message-ID: <1175284458.360774.217170@l77g2000hsb.googlegroups.com>
Source record: 4834

Okay, if you still use printers with your Atari computers, this would
be of interest to you:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=320098761685

550. Re: Clarence Dyson Atari mods - offline

Newsgroup: comp.sys.atari.8bit
Date: 2007-03-31 14:08:29 UTC
From: Slor <emuslor@gmail.com>
Message-ID: <1175350109.257819.326460@l77g2000hsb.googlegroups.com>
Source record: 4835

On Mar 27, 2:14 pm, lba...@usa.net wrote:
> Hi
>
> What happened to the excelent Clarence Dyson site with the Atari mods?
>
> These URLs no longer work:
>
> http://www.geocities.com/atarihttp://www.wolfpup.net/atari/atari.html
>
> There's just the Archive.org backup:
>
> http://web.archive.org/web/20050209151624/http://www.geocities.com/at...
>
> Will this site be back online again?
>
> Regards

http://www.wolfpup.net/atarimods/

551. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-01 04:22:37 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1175401330@rtfm.mit.edu>
Source record: 4836
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 8, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.
Atari, headquartered at the time in Sunnyvale, California, USA, produced this
line of computers from 1979-1992.

To see what Atari, Inc. is up to today, visit: http://www.atari.com/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

Former (before 1987) Usenet newsgroups for Atari computer discussion:
net.micro.atari8 - created Feb 1986
net.micro.atari - created Nov 1982
net.micro - created Jan 1982

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LISTS
atari8-l, kept by Maciej Grzeszczuk
```

To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

'atari', kept by Jeff Wood
'atari' is gatewayed bidirectionally with comp.sys.atari.8bit.
To subscribe, send a message to atari-request@rtdos.com with the
following in the subject (not the body) of the message:
subscribe
'atari' web page: http://rtdos.com/mailman/listinfo/atari_rtdos.com

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/

http://atari.fandal.cz/

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

USER GROUPS
ABACUS - Atari Bay Area Computer User Society

http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

ACGC - Atlantic Computer and Gaming Club
http://www.chebucto.ns.ca/Technology/NSACUG/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Atari computers news aggregator site)
http://www.ataritoday.com/

552. Duke Nukem released for ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-01 06:48:23 UTC
From: Rob Pilay <realm_spirit@yahoo.co.uk>
Message-ID: <eunlc1jq1@aioe.org>
Source record: 4837
Cross-posted to: comp.sys.atari.8bit,alt.april.fool

Duke Nukem has just been released for ATARI 800.

It will be sold on 643 floppy disks or on cartridge.

A cassette version will not be released.

553. Re: Duke Nukem released for ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-01 08:01:19 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <jFJPh.37633$E02.15224@newsb.telia.net>
Source record: 4838

"Rob Pilay" <realm_spirit@yahoo.co.uk> skrev i meddelandet
news:eunlc1jq1@aioe.org...
> Duke Nukem has just been released for ATARI 800.

Duke who?

Anders

554. Re: Duke Nukem released for ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-01 15:59:38 UTC
From: John Selck <selck__j@t-online.de>
Message-ID: <op.tp331ozsoz2ggb@gott.mshome.net>
Source record: 4839

On Sun, 01 Apr 2007 10:01:19 +0200, Anders Skelander <ansk@hotmail.com>
wrote:

> "Rob Pilay" <realm_spirit@yahoo.co.uk> skrev i meddelandet
> news:eunlc1jq1@aioe.org...
>> Duke Nukem has just been released for ATARI 800.
>
> Duke who?

http://de.wikipedia.org/wiki/Duke_Nukem

555. Re: Duke Nukem released for ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-01 16:00:54 UTC
From: John Selck <selck__j@t-online.de>
Message-ID: <op.tp333s14oz2ggb@gott.mshome.net>
Source record: 4840
Cross-posted to: comp.sys.atari.8bit,alt.april.fool

On Sun, 01 Apr 2007 08:48:23 +0200, Rob Pilay <realm_spirit@yahoo.co.uk>
wrote:

> Duke Nukem has just been released for ATARI 800.
>
> It will be sold on 643 floppy disks or on cartridge.
>
> A cassette version will not be released.

Actually I think Duke Nukem would be possible on 1 disk. After all it is
just a simple platform game from 1991.

556. Old topic: Cybiko

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-01 19:31:58 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <OMTPh.17275$PL.6108@newsread4.news.pas.earthlink.net>
Source record: 4841

Short story goes long. Trust me, it does wind around eventually.

My family has been pestering me about my old high school in particular. Seems it is now the lowest rated school in the district. Achieved national recognition because of a couple of stories: With the 'No Child Left Behind' rule pretty much any kid that wants to get out can transfer. Of course the only kid who wanted to transfer was a top student so the principal wouldn't let him leave because it would drop the school even farther down academically. The other story was about a student that was here illegally and had a Coca Cola scholarship to Harvard or some such withdrawn.

So my family says ~Seeing as how you are sorta retired/not doing much, why don't you get your teaching credential and see what you can do? Yeah right! I am the least likely candidate for the role of Jesus <pronounced Heysoos> cleansing the temple you have ever seen.

So I sign up for my CBEST. I figure I can just flunk that sucker and any talk of me being a teacher will be squashed like a pancake. Naturally I lose my drivers licence the week before the test so I goes looking for my passport, you need photo ID. Turns out the little woman apparently through away my passport. She throws away everything important and keeps bits of string and feathers. Threw away my income tax returns two years running when I took a break from working on them at my desk. Tossed them in the fireplace and burned them she did, not joking but I wish I was. Isn't creeping senility grand?

w/o photo ID it was a problem taking my CBEST. I explain my problem, that is the state takes 6 weeks to replace your drivers licence and after being shuttled around to the administration building I am told. "We just need any photo of you to allow you to take the test. Even a Cosco card would be OK if you can leave it with us." So I says, "How about if I just go to Walgreen's and buy a Poloroid camera?" and they give me the OK. I get back, they take a snap shot, I fill out some forms, they say I can take the test. I am an hour late for a 3 hour test but I have kind of a cavaleer 'tude so I breeze through it in about an hour.

My drivers licence comes, I fill out more paper work, notory public cosigns the forms, et cetera. Few weeks pass and suprise of suprises I pass the CBEST! Not exactly flying colors, I thought I didn't miss any on the math but only got 66 out of 80! I must of gotten off a row on the answer sheet, but still good enough to pass.

So now it becomes time to send in my credential package. They expect transcripts from every college I attended. They don't have enough room

on the forms for the number of colleges I went to. Just a bachelor's from St. Mary's College but I also did stuff like took a C programming class at West Valley College, a local JC, to the tune of ~200 units in total.

But heck, for me no problemo. I keep transcripts of all my college course work going back to 1968. Only transcripts that weren't in my double secret probation hiding location were my St. Mary's ones. You can see where this is going: Little woman found them and tossed them. Must be some real odd wiring going on in that brain that says "These look important so I must do something important like sacrifice them to the fire gods."

She's starting to feel just a little bit self concious about throwing away and/or burning my important papers so she actually helps me look for the transcripts. Guess what she pulls out? My old Cybiko!

For those of you that aren't familiar with Cybiko, it was a 11 mHz H8 hand held computer. The H8 is cousin to the 68000 series of micros so you pretty much have the processing power of an ST in your hand. There were several serious faults with the thing, like small low rez 160x100 screen in 4 shades of gray, tiny keyboard. What it had going in its favor was built in radio networking for chat, serial port, free C cross development package.

I start trying to revive the thing. I have to pull the NiMH cells and clean up the mess they leaked. I find a charger that is about the right size and voltage and sure enough, the thing leaps to life. Then our story takes another twist. I have what is probably the worlds oldest and fattest weimeriener. He's 15 years old and last time I took him to the vet he weighed just over 112 lbs. Being 15 years old he is kind of hard of hearing and can't see. He plows into the Cybiko/recharger cable and pulls it off the table and onto the ground. He's not quite as quick witted as he used to be so he just keeps plowing forward with me yelling at him to stop until the Cybiko disintegrates. Broke the damn mother board. I was thinking maybe just hot wire it.

I start looking on the web for Cybiko and predictably enough, defunct. Not only that, but there are few and far between fan sites. I do find an archive where I can get some of the Cybiko software but I know I will need the RS232 cable to port anything over. I do my eBay thing and like everything else that has been relegated to the junk heap, there is tons of things Cybiko there.

I get a model like my dog trashed. I buy a 1 meg memory expansion but heck, I don't know if it is for the model I just bought or the latest greatest Cybiko Extreme with 18 mHz processor and USB interface so I had better get one of those too. There is a MP3 player available but only in England so I pass. The good news is the price on this stuff has dropped to less then $10. The bad news is most of the sellers seem to inflate the shipping on a 1/3 lb device the size of a pack of cigarettes to $25.

Anyway I am looking forward to hacking the device. I am thinking since there is software for one Cybiko to be hooked to an IBM to work as a radio network file server there ought to be something I can do with my Atari. I don't think they have enough pins coming out of the RS232 connector to do a SIO2PC interface but I should be able to get one to radio modem type file access on the IBM.

Rick

557. Re: Old topic: Cybiko

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 02:39:29 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <B1_Ph.12774$Um6.9781@newssvr12.news.prodigy.net>
Source record: 4842

"Rick Cortese" <> wrote in message
> Short story goes long. Trust me, it does wind around eventually.
>
> My family has been pestering me about my old high school in particular.
>
snip
> development package.
>
> I start trying to revive the thing. I have to pull the NiMH cells and
> clean up the mess they leaked. I find a charger that is about the right
snip to get to my contribution

> better get one of those too. There is a MP3 player available but only in
> England so I pass. The good news is the price on this stuff has dropped
> to less then $10. The bad news is most of the sellers seem to inflate
snip some more.
> Rick
Rick, I don't understand what the Cybiko has to do
with your public school teacher's license.
I understand playing with old hand helds. I just
put a HP41 emulator on my Palm Tungsten E.
And I put new batteries in my HP41C, just to
keep it going. The HP41C probably pre-dates
your Cybiko.
So, you take the test, pass it, now are you ready
to start teaching? Teach what? I substitued in
the Cleveland Public School system (Ohio), but
gave it up. I couldn't manage getting the kids
to behave moderately acceptably, and didn't follow
the regular teacher's class plan.

558. Re: Duke Nukem released for ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 02:57:55 UTC
From: proteanthread <rtdos@rtdos>
Message-ID: <KJqdnSHDAPYv7I3bnZ2dnUVZ_rjinZ2d@bresnan.com>
Source record: 4843
Cross-posted to: comp.sys.atari.8bit,alt.april.fool

John Selck wrote:
> On Sun, 01 Apr 2007 08:48:23 +0200, Rob Pilay <realm_spirit@yahoo.co.uk>
> wrote:
>
>> Duke Nukem has just been released for ATARI 800.
>>
>> It will be sold on 643 floppy disks or on cartridge.
>>
>> A cassette version will not be released.
>
> Actually I think Duke Nukem would be possible on 1 disk. After all it is
> just a simple platform game from 1991.

I think he meant duke nukem 3d :-)

559. Still need an ATARI 1200XL!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 06:19:09 UTC
From: ramswell <shifty_butch@hotmail.com>
Message-ID: <1175494749.422234.240830@o5g2000hsb.googlegroups.com>
Source record: 4844

Does anyone out there have one lying around in a basement, under a bed, or hiding behind clothes in a closet or someplace else? Also, can you please sell it to me for "FAIR" price?

I have seen many go on eBay for the past 3 years and ALL ARE OVERBIDDED ON! I am going to use it for development and designs so I really can't pay $200.00 for a mere 8-Bit Computer Keyboard.

Please let me know if you have one for sale before throwing it up on than DAMN EBAY!

Thanks a lot!

Charles>8-Bit Designs

http://www.8bitprodserv.spaces.live.com

shifty_butch@hotmail.com

(909) 350-9987

560. Re: Still need an ATARI 1200XL!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 10:18:40 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1175509120.613356.280750@y80g2000hsf.googlegroups.com>
Source record: 4845

On Apr 2, 2:19 am, "ramswell" <shifty_bu...@hotmail.com> wrote:
> Does anyone out there have one lying around in a basement, under a
> bed, or hiding behind clothes in a closet or someplace else? Also, can
> you please sell it to me for "FAIR" price?
>
> I have seen many go on eBay for the past 3 years and ALL ARE
> OVERBIDDED ON! I am going to use it for development and designs so I
> really can't pay $200.00 for a mere 8-Bit Computer Keyboard.
>
> Please let me know if you have one for sale before throwing it up on
> than DAMN EBAY!
>
> Thanks a lot!
>
> Charles>8-Bit Designs
>
> http://www.8bitprodserv.spaces.live.com
>
> shifty_bu...@hotmail.com
>
> (909) 350-9987

How hard would it be (or is it possible) to convert an 800xl to a 1200
xl?

Bill H

561. Re: Still need an ATARI 1200XL!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 11:06:38 UTC
From: "winston19842005@yahoo.com" <winston19842005@yahoo.com>
Message-ID: <1175511998.914781.30710@n59g2000hsh.googlegroups.com>
Source record: 4846
Body handling: HTML body converted to readable text

On Apr 2, 6:18 am, "Bill H" wrote:
> On Apr 2, 2:19 am, "ramswell" wrote:
>
>
>
> > Does anyone out there have one lying around in a basement, under a
> > bed, or hiding behind clothes in a closet or someplace else? Also, can
> > you please sell it to me for "FAIR" price?
>
> > I have seen many go on eBay for the past 3 years and ALL ARE
> > OVERBIDDED ON! I am going to use it for development and designs so I
> > really can't pay $200.00 for a mere 8-Bit Computer Keyboard.
>
> > Please let me know if you have one for sale before throwing it up on
> > than DAMN EBAY!
>
> > Thanks a lot!
>
> > Charles>8-Bit Designs
>
> > http://www.8bitprodserv.spaces.live.com
>
> > shifty_bu...@hotmail.com
>
> > (909) 350-9987
>
> How hard would it be (or is it possible) to convert an 800xl to a 1200
> xl?
>

Why not just an a 400? ;)

562. Re: Still need an ATARI 1200XL!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 11:07:42 UTC
From: "winston19842005@yahoo.com" <winston19842005@yahoo.com>
Message-ID: <1175512062.461100.25270@e65g2000hsc.googlegroups.com>
Source record: 4847
Body handling: HTML body converted to readable text

On Apr 2, 7:06 am, "winston19842...@yahoo.com"
wrote:
> On Apr 2, 6:18 am, "Bill H" wrote:
>
>
>
> > On Apr 2, 2:19 am, "ramswell" wrote:
>
> > > Does anyone out there have one lying around in a basement, under a
> > > bed, or hiding behind clothes in a closet or someplace else? Also, can
> > > you please sell it to me for "FAIR" price?
>
> > > I have seen many go on eBay for the past 3 years and ALL ARE
> > > OVERBIDDED ON! I am going to use it for development and designs so I
> > > really can't pay $200.00 for a mere 8-Bit Computer Keyboard.
>
> > > Please let me know if you have one for sale before throwing it up on
> > > than DAMN EBAY!
>
> > > Thanks a lot!
>
> > > Charles>8-Bit Designs
>
> > > http://www.8bitprodserv.spaces.live.com
>
> > > shifty_bu...@hotmail.com
>
> > > (909) 350-9987
>
> > How hard would it be (or is it possible) to convert an 800xl to a 1200
> > xl?
>
> Why not just an a 400? ;)

I know that said "add" not "an" before I sent it... kinda ruined
now... damned Google!

563. Re: Duke Nukem released for ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 12:06:12 UTC
From: John Selck <selck__j@t-online.de>
Message-ID: <op.tp5nwmpboz2ggb@gott.mshome.net>
Source record: 4848
Cross-posted to: comp.sys.atari.8bit,alt.april.fool

On Mon, 02 Apr 2007 04:57:55 +0200, proteanthread <rtdos@rtdos> wrote:

> John Selck wrote:
>> Actually I think Duke Nukem would be possible on 1 disk. After all
>> it is just a simple platform game from 1991.
>
> I think he meant duke nukem 3d :-)

I know, but he didn't say it :D

Well, actually I think he meant Duke Nukem Forever...

564. Re: Old topic: Cybiko

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 15:15:09 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <169Qh.18832$tD2.17485@newsread1.news.pas.earthlink.net>
Source record: 4749

Russg wrote:
> "Rick Cortese" <> wrote in message
<snip>
> Rick, I don't understand what the Cybiko has to do
> with your public school teacher's license.

Did you happen to see that movie or are you familiar with
the term "Butterfly Effect"? Goes something like: A
butterfly flaps its wings in China and the resulting
wind currents and eddies cause crop failures in the USA.
There's also the "For want of a nail a horseshoe was lost.
For want of a shoe a horse was lost. For want of a horse a
rider was lost, ..."

The teaching credential set in motion a goofy chain of events
that ended with 'the little woman' finding my Cybiko. I
guess its just me but I find that type of causality
interesting. I'm a slave to serendipity.<grin>
> I understand playing with old hand helds. I just
> put a HP41 emulator on my Palm Tungsten E.
> And I put new batteries in my HP41C, just to
> keep it going. The HP41C probably pre-dates
> your Cybiko.

I've found recently that I don't just miss some of the
older stuff because of nostalgia, but because there
were practical needs that were served by old hardware
that aren't being addressed now. Cell phones are
coming close though.
> So, you take the test, pass it, now are you ready
> to start teaching? Teach what? I substitued in
> the Cleveland Public School system (Ohio), but
> gave it up. I couldn't manage getting the kids
> to behave moderately acceptably, and didn't follow
> the regular teacher's class plan.

It'll be another couple of weeks while the state
does a back ground check before I'll get the
credential.

I hear what you are saying about the current state
of the school system. California is so bad they are
trying to recruit teachers from the mid west. We are
rated something like 48th out of 51 states in education.

The joke was the California Teacher's Association<the union> had the saying "Thank heavens for Mississippi!" about 10 years ago as Mississippi was the only state that consistently scored lower then California. The irony is we are now ranked below Mississippi.

I don't expect to do well, it is just I am expected by family and friends to try. I'm pretty good dealing with failure. Three members of my family are/were teachers and one gave it up because of the problems with students like you mentioned and autocratic faculty.

I am sort of qualified IMNSHO to teach most subjects except English, a foreign language of any kind, and history. I have had literature courses through the graduate level but I suck! I've had a year of both German and Spanish but forgot everything I ever knew. It isn't easy taking 200 college units and only having a bachelors. You got to take a lot of stuff outside your major!

Strangely enough, my Sister in Law who was a phys ed major ended up being a history teacher. I could fumble my way through most science, math, shop, type stuff w/o too much trouble. I wouldn't mind coaching a sport a bit either. Figure I am close enough to collecting social security that I don't have enough time to make it a real career.

Starting pay for a teacher sucks so bad I can see why they are having problems. You need to make ~$160k/year to qualify for the average California home. Starting pay for a teacher is only ~$40k/year so no one in their right mind would take a job here. Pay is 20 years behind the private sector. I mean illegal alien day laborers typically get $80-$130/day. Substitute teachers with their degrees, credentials, and legal status only get ~$125. Since I am not of a right mind, I am a perfect candidate!

Rick

565. Cost Whiners

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 15:15:24 UTC
From: Payton Byrd <plbyrd@bellsouth.no.spam.net>
Message-ID: <lb9Qh.24593$nV1.11347@bignews6.bellsouth.net>
Source record: 4750
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

One thing I've noticed is the large amount of whining going on in these groups about the cost of classic computer items. I don't know what people expect, but I expect that the majority of people have no clue how much old stuff is worth, don't want to be bothered with figuring it out, and definitely don't want to be bothered with selling it in any way more complex than a yard sale. So, I would say 95% (or more) of the classic computers sitting in closes the last 20 years have made their way to the local landfill. Given that some things like Atari 1200XL and Commodore Plus/4 systems didn't exactly set sales records, I find it amusing (and a little annoying) when people complain about the prices these now rare items fetch on eBay.

Personally, I see a hobby--any hobby--as a way to spend money to get pleasure and have fun. We certainly don't collect classic computers for the economic benefit because even if you can sell an item for 100% of your acquisition cost on eBay, most of the items you can do that with are so rarely available that you can't sustain an economy on such activity. So, you have to think about __why__ you collect older computers and whether or not your budget and lifestyle can support that hobby. Collecting Commodore 64s is a lot cheaper than collecting Atari 1200XLs. Why? Even if 95% have been chucked in the garbage, 5% of 22 million is still 1.1 million samples available. I would imagine the number of 1200XLs available numbers in the thousands, if not hundreds.

If you cannot afford this hobby, you should consider something a little less economically taxing. I can understand the love of the computers and the experience, but almost everyone has a PC and the emulators are so good for these classic computers that anyone who's financially strapped could get just as much usage enjoyment from emulators as with the real thing. If you've got to touch a machine to be happy, then you need to figure out a way to make the economics work for you and deal with the reality that any item is worth what its purchaser will pay for it. If a PET goes for $1700 on eBay, then that's what that PET was worth.

--
Payton Byrd
Homepage - <http://www.paytonbyrd.com>
Blog - <http://blogs.ittoolbox.com/visualbasic/dotnet/>

566. Re: Cost Whiners

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 15:24:40 UTC
From: Mike Spurgeon <mike@spurgeon.net>
Message-ID: <46112038.6030209@spurgeon.net>
Source record: 4751
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

Payton Byrd wrote:

> If a PET goes for $1700 on eBay, then that's what that PET was worth.

A little Econ 101 would help.

It's what it was worth to *that buyer*...

567. Re: Still need an ATARI 1200XL!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 15:42:49 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <Pv9Qh.9885$YJ4.1348@newsfe23.lga>
Source record: 4752

I have one fully working - what's it worth to you?

Thomas

"ramswell" <shifty_butch@hotmail.com> wrote in message
news:1175494749.422234.240830@o5g2000hsb.googlegroups.com...
>
>
> Does anyone out there have one lying around in a basement, under a
> bed, or hiding behind clothes in a closet or someplace else? Also, can
> you please sell it to me for "FAIR" price?
>
> I have seen many go on eBay for the past 3 years and ALL ARE
> OVERBIDDED ON! I am going to use it for development and designs so I
> really can't pay $200.00 for a mere 8-Bit Computer Keyboard.
>
>
> Please let me know if you have one for sale before throwing it up on
> than DAMN EBAY!
>
>
> Thanks a lot!
>
> Charles>8-Bit Designs
>
> http://www.8bitprodserv.spaces.live.com
>
> shifty_butch@hotmail.com
>
> (909) 350-9987
>

568. Re: Still need an ATARI 1200XL!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 15:56:34 UTC
From: Payton Byrd <plbyrd@bellsouth.no.spam.net>
Message-ID: <oI9Qh.570$P04.477@bignews1.bellsouth.net>
Source record: 4753

"Docrotcod" <rahbart@cox.net> wrote in message news:Pv9Qh.9885$YJ4.1348@newsfe23.lga...
>I have one fully working - what's it worth to you?

I'd give $125 for a functioning (with all connectors) 1200XL. I'd give $200 for one in great condition in its original box.

Payton Byrd

569. Re: Cost Whiners

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 16:07:24 UTC
From: Payton Byrd <plbyrd@bellsouth.no.spam.net>
Message-ID: <zS9Qh.573$P04.154@bignews1.bellsouth.net>
Source record: 4754
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

"Mike Spurgeon" <mike@spurgeon.net> wrote in message news:46112038.6030209@spurgeon.net...
> Payton Byrd wrote:
>
>> If a PET goes for $1700 on eBay, then that's what that PET was worth.
>
> A little Econ 101 would help.
>
> It's what it was worth to *that buyer*...

If that was a case we wouldn't have a stock market. The stock market's whole premise is to set and track the value of a share of stock of each listed company. If I pay X, and you are willing to pay X+1, then the new price is X+1 and the index goes up. If you can't sell it at X+1, then the stock becomes devalued to X-D where D is the devaluation of the stock.

The point is that you can't whine about a stock being $100 a share when you think it should be $20. The same holds true for every other product in a capitalist society.

570. Re: Cost Whiners

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 16:15:36 UTC
From: Mike Spurgeon <mike@spurgeon.net>
Message-ID: <46112C0B.7030503@spurgeon.net>
Source record: 4755
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

```
Payton Byrd wrote:
>
> "Mike Spurgeon" <mike@spurgeon.net> wrote in message
news:46112038.6030209@spurgeon.net...
>> Payton Byrd wrote:
>>
>>> If a PET goes for $1700 on eBay, then that's what that PET was worth.
>> A little Econ 101 would help.
>>
>> It's what it was worth to *that buyer*...
>
> If that was a case we wouldn't have a stock market.

Sorry. It *is* the case.

If 50 sold for $1700, it would be closer to what it is worth in the
market place..
```

571. Re: Cost Whiners

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 16:18:08 UTC
From: Tempest <tempest@atariprotos.com>
Message-ID: <1175530688.054169.318390@p15g2000hsd.googlegroups.com>
Source record: 4756
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

And the point of your post was??? As far as I can tell your advice to everyone is that if you can't afford to buy things at ebay prices, then go do something else? Wow, thanks for that little nugget of wisdom. I think my life is now complete...

On a side note, I don't recall too many people here complaining about prices. Maybe the odd "Why does an old Apple II go for so much?" type of thread, but that's about it. Aside from original Apple II's and maybe some of the Applied Engineering cards, Apple II collecting is actually pretty cheap.

572. Re: Cost Whiners

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 16:25:02 UTC
From: vic20owner <vic20owner@yahoo.com>
Message-ID: <1175531102.765797.231120@n59g2000hsh.googlegroups.com>
Source record: 4757
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

> If you cannot afford this hobby, you should consider something a little less economically taxing. I can understand the love of the computers and the experience, but almost everyone has a PC and the emulators are so good for these classic computers that anyone who's financially strapped could get just as much usage enjoyment from emulators as with the real thing. If you've got to touch a machine to be happy, then you need to figure out a way to make the economics work for you and deal with the reality that any item is worth what its purchaser will pay for it. If a PET goes for $1700 on eBay, then that's what that PET was worth.
>

No, the problem is that certain "collectors" like to buy up every single SX64 or other collectible item that they can find at average prices, and then list them one after another or even at the same time at very high prices.

What this does is effectively make it *LOOK* like these computers are worth is a lot more than they really are (whether they actually sell or not). Other sellers see the auctions and think that they too should list a C128 for $269. It's obvious they are trying to over inflate prices so they can turn over old hardware rescued from a dumpster or good will for fat profit.

573. Re: Cost Whiners

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 17:00:29 UTC
From: heuser.marcus@freenet.de
Message-ID: <1175533229.586545.302510@o5g2000hsb.googlegroups.com>
Source record: 4758
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

On Apr 2, 5:15 pm, "Payton Byrd" <plb...@bellsouth.no.spam.net> wrote:
>
> Given that some things like Atari 1200XL and Commodore Plus/4
> systems didn't exactly set sales records, I find it amusing (and a
> little annoying) when people complain about the prices these now
> rare items fetch on eBay.

Personally I find $200 for a 1200XL "in great condition in its
original
box" rather cheap. Its ok to try to negotiate a low price, of
course... ;-)

Also I thought you might find this amusing:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=280098089557

bye
Marcus

574. Re: Cost Whiners

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 17:13:49 UTC
From: Payton Byrd <plbyrd@bellsouth.no.spam.net>
Message-ID: <0MaQh.14354$5i7.12364@bignews4.bellsouth.net>
Source record: 4759
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

<heuser.marcus@freenet.de> wrote in message
news:1175533229.586545.302510@o5g2000hsb.googlegroups.com...
> On Apr 2, 5:15 pm, "Payton Byrd" <plb...@bellsouth.no.spam.net> wrote:
>>
>> Given that some things like Atari 1200XL and Commodore Plus/4
>> systems didn't exactly set sales records, I find it amusing (and a
>> little annoying) when people complain about the prices these now
>> rare items fetch on eBay.
>
> Personally I find $200 for a 1200XL "in great condition in its
> original
> box" rather cheap. Its ok to try to negotiate a low price, of
> course... ;-)
>
> Also I thought you might find this amusing:
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=280098089557
>
> bye
> Marcus
>

If I can't get the 1200XL for that price then I won't complain.

575. Re: Cost Whiners

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 17:16:17 UTC
From: Payton Byrd <plbyrd@bellsouth.no.spam.net>
Message-ID: <kOaQh.14374$5i7.9013@bignews4.bellsouth.net>
Source record: 4760
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

"vic20owner" <vic20owner@yahoo.com> wrote in message
news:1175531102.765797.231120@n59g2000hsh.googlegroups.com...
>
>> If you cannot afford this hobby, you should consider something a little less economically taxing. I can understand the love of the computers and the experience, but almost everyone has a PC and the emulators are so good for these classic computers that anyone who's financially strapped could get just as much usage enjoyment from emulators as with the real thing. If you've got to touch a machine to be happy, then you need to figure out a way to make the economics work for you and deal with the reality that any item is worth what its purchaser will pay for it. If a PET goes for $1700 on eBay, then that's what that PET was worth.
>>
>
> No, the problem is that certain "collectors" like to buy up every
> single SX64 or other collectible item that they can find at average
> prices, and then list them one after another or even at the same time
> at very high prices.

If you are buying stuff on eBay, and you don't look at the actual selling prices of items, then you are the problem, not the seller.

>
> What this does is effectively make it *LOOK* like these computers are
> worth is a lot more than they really are (whether they actually sell
> or not). Other sellers see the auctions and think that they too
> should list a C128 for $269. It's obvious they are trying to over
> inflate prices so they can turn over old hardware rescued from a
> dumpster or good will for fat profit.
>
>

It's been many years since I've seen Commodore, Apple or Atari hardware at a Goodwill. Thrift stores have typically caught on to their value and don't even bother trying to put the items on their shelves, it goes straight to eBay. Yes, you an occasionally find a nugget hidden away by a hermit, but it's the exception and not the rule.

576. Re: Cost Whiners

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 17:16:33 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <vpKdnUCsLNLnp4zbnZ2dnUVZ_rqhnZ2d@comcast.com>
Source record: 4761
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

```
Mike Spurgeon wrote:
> Payton Byrd wrote:
>
>>
>> "Mike Spurgeon" <mike@spurgeon.net> wrote in message
>> news:46112038.6030209@spurgeon.net...
>>
>>> Payton Byrd wrote:
>>>
>>>> If a PET goes for $1700 on eBay, then that's what that PET was worth.
>>>
>>> A little Econ 101 would help.
>>>
>>> It's what it was worth to *that buyer*...
>>
>>
>> If that was a case we wouldn't have a stock market.
>
>
> Sorry. It *is* the case.
>
> If 50 sold for $1700, it would be closer to what it is worth in the
> market place..

And, just for precision, the selling price of an item on eBay is set
by the *second highest bidder*, not the highest bidder.

BTW, this thread is much less relevant to the comp.sys.apple2 group,
since I see practically no whining about prices here (maybe some mild
amusement about every month or two). Crossposting a thread like this
(with an emotional level of 8 on a scale of 10) seems more like a
troll than a post. Each old computer's market is quite different
in its dynamics, so, if necessary (?), it would have been better to
introduce this question *separately* to the various forums, rather
than crossposting.

As it is, I expect a small torrent of postings to csa2 that are almost
totally unrelated to the Apple II or its "marketplace".

Future responders may wish to consider "turning off" some of the
crossposting...

-michael
```

NadaNet networking for Apple II computers!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it's seriously underused."

577. Re: Cost Whiners

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 17:19:58 UTC
From: Mark Percival <percivm@gmail.com>
Message-ID: <1175534398.730664.150050@p15g2000hsd.googlegroups.com>
Source record: 4762
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

On Apr 2, 1:00 pm, heuser.mar...@freenet.de wrote:

> Also I thought you might find this
amusing:http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=280098089557

Ultima stuff has been very collectible for a long time. The big box
version of Ultima][in this condition I would expect to fetch the
$493.88 that it received.

-- Mark

DiskMaker 8
http://mark.gamebits.net/DM8/

578. Re: Cost Whiners

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 17:21:04 UTC
From: Payton Byrd <plbyrd@bellsouth.no.spam.net>
Message-ID: <PSaQh.14410$5i7.11010@bignews4.bellsouth.net>
Source record: 4763
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

"Michael J. Mahon" <mjmahon@aol.com> wrote in message
news:vpKdnUCsLNLnp4zbnZ2dnUVZ_rqhnZ2d@comcast.com...

> And, just for precision, the selling price of an item on eBay is set
> by the *second highest bidder*, not the highest bidder.

Indeed, it's not just "one buyer" causing the inflation.

>
> BTW, this thread is much less relevant to the comp.sys.apple2 group,
> since I see practically no whining about prices here (maybe some mild
> amusement about every month or two). Crossposting a thread like this
> (with an emotional level of 8 on a scale of 10) seems more like a
> troll than a post. Each old computer's market is quite different
> in its dynamics, so, if necessary (?), it would have been better to
> introduce this question *separately* to the various forums, rather
> than crossposting.
>
> As it is, I expect a small torrent of postings to csa2 that are almost
> totally unrelated to the Apple II or its "marketplace".
>

To be fair, I've noticed a slightly higher level of maturity on the topic in c.s.a2, but the post was meant more as a retro-collector topic than a topic specific to any one machine or newsgroup.

579. Re: Cost Whiners

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 17:23:45 UTC
From: MSauer <mary-sauer@mycolumbus.rr.com>
Message-ID: <46113cbc$0$18852$4c368faf@roadrunner.com>
Source record: 4764
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

Are the Ultima games really worth that much?

Might be time to sell mine and retire. I have Akalabeth, Ultima (before it was a
One), big box Ultima 2, Ultimas 3, 4, 5, 6... All but six is for the Apple. All
the bits and pieces too. I even have the poster that was in one of the computer
magazines.
I also have Martian Dreams. I really liked that game.
--
MSauer
<heuser.marcus@freenet.de> wrote in message
news:1175533229.586545.302510@o5g2000hsb.googlegroups.com...
> On Apr 2, 5:15 pm, "Payton Byrd" <plb...@bellsouth.no.spam.net> wrote:
>>
>> Given that some things like Atari 1200XL and Commodore Plus/4
>> systems didn't exactly set sales records, I find it amusing (and a
>> little annoying) when people complain about the prices these now
>> rare items fetch on eBay.
>
> Personally I find $200 for a 1200XL "in great condition in its
> original
> box" rather cheap. Its ok to try to negotiate a low price, of
> course... ;-)
>
> Also I thought you might find this amusing:
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=280098089557
>
> bye
> Marcus
>

580. Re: Cost Whiners

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 17:39:37 UTC
From: rusure <r_u_sure@mybluelight.com>
Message-ID: <1175535577.659594.202890@p15g2000hsd.googlegroups.com>
Source record: 4765
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

On Apr 2, 9:24 am, Mike Spurgeon <m...@spurgeon.net> wrote:
> Payton Byrd wrote:
> > If a PET goes for $1700 on eBay, then that's what that PET was worth.
>
> A little Econ 101 would help.
>
> It's what it was worth to *that buyer*...

My whining is not so much what others are paying for their
Commodore stuff, Its just that I can't find *that buyer*. Recently,
a SCPU128 installed in a flat C128 went for over $1100 on EBAY.
About 10 years ago, I sold roughly the same item for $300. At the
time, I was stupid enough to be glad that I got that. Sombody paid
$60 for my AMIGA 500 with an with mouse, original work bench 1.3
disk, external disk drive, and an AMIGA 1200 baud modem.ten minutes
later somebody sold his A500 with over a hundred games for more thaqn
$150. How come that guy chose to post his item 10 minutes after I
posted mine? Our items reduced the price of the other guy's item.

It's NOT FAIR!!!

I NEVER have no FUN!!!

581. Re: Cost Whiners

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 17:52:42 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <mdednQk9mf1p34zbnZ2dnUVZ_tKjnZ2d@comcast.com>
Source record: 4766
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

Payton Byrd wrote:
>
> "Michael J. Mahon" <mjmahon@aol.com> wrote in message
news:vpKdnUCsLNLnp4zbnZ2dnUVZ_rqhnZ2d@comcast.com...
>
>
>>And, just for precision, the selling price of an item on eBay is set
>>by the *second highest bidder*, not the highest bidder.
>
>
> Indeed, it's not just "one buyer" causing the inflation.
>
>
>>BTW, this thread is much less relevant to the comp.sys.apple2 group,
>>since I see practically no whining about prices here (maybe some mild
>>amusement about every month or two). Crossposting a thread like this
>>(with an emotional level of 8 on a scale of 10) seems more like a
>>troll than a post. Each old computer's market is quite different
>>in its dynamics, so, if necessary (?), it would have been better to
>>introduce this question *separately* to the various forums, rather
>>than crossposting.
>>
>>As it is, I expect a small torrent of postings to csa2 that are almost
>>totally unrelated to the Apple II or its "marketplace".
>>
>
>
> To be fair, I've noticed a slightly higher level of maturity on the topic in c.s.a2, but
the post was meant more as a retro-collector topic than a topic specific to any one machine
or newsgroup.

While we're being fair ;-), I note that the Apple II community is quite
distinct from the C64 and Atari communities, with only occasional points
of contact that tend to be quite pragmatic--like 6502 interfacing or
mutually relevant documentation.

This is why I suggested separate posts to relevant newsgroups, since
most market-related discussion will not be relevant to other groups.

-michael

NadaNet networking for Apple II computers!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it's seriously underused."

582. Re: Cost Whiners

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 17:53:07 UTC
From: Mark Percival <percivm@gmail.com>
Message-ID: <1175536387.449229.58340@b75g2000hsg.googlegroups.com>
Source record: 4767
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

On Apr 2, 1:23 pm, "MSauer" <mary-sa...@mycolumbus.rr.com> wrote:
> Are the Ultima games really worth that much?

Yes, Ultima games are very popular for collectors. The CPC version of Ultima, in good shape can fetch in the $1000 range these days. Either one of the two versions of Akalabeth that CPC released for even more. However the Holy Grail of Ultima collecting is the self-published version of Akalabeth that Richard Garriott sold on his own when he was in high school. He only made about 20 copies.

-- Mark

DiskMaker 8
http://mark.gamebits.net/DM8/

583. Re: Cost Whiners

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 17:59:21 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <B-mdnWG9gOgf2YzbnZ2dnUVZ_uejnZ2d@comcast.com>
Source record: 4768
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

Payton Byrd wrote:

> It's been many years since I've seen Commodore, Apple or Atari
> hardware at a Goodwill. Thrift stores have typically caught on
> to their value and don't even bother trying to put the items on
> their shelves, it goes straight to eBay. Yes, you an occasionally
> find a nugget hidden away by a hermit, but it's the exception and
> not the rule.

I have also noted the recent absence of older computer items from
the local thrift stores.

However, they seem to be going straight to electronics recyclers.
They are deemed "obviously worthless" since you can't surf the web
with them. ;-)

Only a tiny percentage of donated old machines ever find their way
to any "marketplace".

-michael

NadaNet networking for Apple II computers!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it's seriously underused."

584. Re: Atari BBS List 03/07/2007

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 18:42:17 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001df472@familynet-international.org>
Source record: 4769

FamilyNet International Newsgate

Actually only the Canadian numbers would have cost me. :) Not too bad. I really want to find a dialup Atari BBS, but in the meantime we are blessed with about eight Atari BBS's over telnet. And after the last busy week and before the next busy week, I will try to jump in tonight and see how everyone is doing. ;)

Doc Clu

>> Wow! Thanks, guys! Hope your fone bill hasn't been too high Greg :-)
>>
>> How you been Trevor?
>>
>> -Woodzyhttp://www.rtdos.com
>>
>> Trevor wrote:
>> > Atari BBS List 03/07/2007
>>
>> >http://www.atariplanet.info/ATARIBBS.TXT
>>
>> > Maintained by Trevor Holyoak <tre...@holyoak.com> and Greg Goodwin
>> > <Greg.Good...@familynet-international.net>
>>
>> > (Greg single-handedly called and verified that all the dial-up BBSs in
>> > the United States and Canada are
>> > now either down or wrong numbers. He also came up with the new list of
>> > systems accessible on the Internet
>> > that are dedicated to the Atari 8-bit. Thanks for all the work, Greg!)

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

585. Duke Nukem released for ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 18:42:17 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001df473@familynet-international.org>
Source record: 4770

FamilyNet International Newsgate

This was funny!!! Thanks!

Doc Clu

> From: "Rob Pilay" <realm_spirit@yahoo.co.uk>

> Duke Nukem has just been released for ATARI 800.

> It will be sold on 643 floppy disks or on cartridge.

> A cassette version will not be released.

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

586. Re: Cost Whiners

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 18:43:31 UTC
From: Craig Taylor <ctalkobt@gmail.com>
Message-ID: <1175539411.221905.21050@y66g2000hsf.googlegroups.com>
Source record: 4771
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

On Apr 2, 1:59 pm, "Michael J. Mahon" <mjma...@aol.com> wrote:
> Payton Byrd wrote:
> > It's been many years since I've seen Commodore, Apple or Atari
>
> > hardware at a Goodwill. Thrift stores have typically caught on
> > to their value and don't even bother trying to put the items on
> > their shelves, it goes straight to eBay. Yes, you an occasionally
> > find a nugget hidden away by a hermit, but it's the exception and
> > not the rule.
>
> I have also noted the recent absence of older computer items from
> the local thrift stores.
>
> However, they seem to be going straight to electronics recyclers.
> They are deemed "obviously worthless" since you can't surf the web
> with them. ;-)
>
> Only a tiny percentage of donated old machines ever find their way
> to any "marketplace".
>
> -michael
>
> NadaNet networking for Apple II computers!
> Home page: http://members.aol.com/MJMahon/
>
> "The wastebasket is our most important design
> tool--and it's seriously underused."

Do what I did - post to the relevant newsgroup and go through
responses to try and find someone that is not collecting them for
resale or closet storage. I've got too many C= 64's and would gladly
sell some except that there are too many of them on the market; the
Vic20 package though - maybe not.

If enough of a given group (atari, apple, commodore) start bypassing
ebay and sell their stuff reasonably of with additional conditions
(eg: good home) then this problem will go away.

- Craig Taylor
http://www.ctalkobt.net/cbm

587. Cost Whiners

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 18:56:31 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001df4e4@familynet-international.org>
Source record: 4772

FamilyNet International Newsgate

Actually retro computing needs to be seen like antique car collecting. When I see a model T on the road on a night day where people go cruising that is about how I feel taking my Atari 800 out onto the internet.

Not a cheap hobby, but fun.

Doc Clu

> From: "Payton Byrd" <plbyrd@bellsouth.no.spam.net>

> If you cannot afford this hobby, you should consider something a little =
> less economically taxing. I can understand the love of the computers =
> and the experience, but almost everyone has a PC and the emulators are =
> so good for these classic computers that anyone who's financially =
> strapped could get just as much usage enjoyment from emulators as with =
> the real thing. If you've got to touch a machine to be happy, then you =
> need to figure out a way to make the economics work for you and deal =
> with the reality that any item is worth what its purchaser will pay for =
> it. If a PET goes for $1700 on eBay, then that's what that PET was =
> worth.

> --=20
> Payton Byrd
> Homepage - <http://www.paytonbyrd.com>
> Blog - <http://blogs.ittoolbox.com/visualbasic/dotnet/>

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

588. Re: Duke Nukem released for ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 18:56:31 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001df4e3@familynet-international.org>
Source record: 4773

FamilyNet International Newsgate

He was talking about Duke Nukem *3D*!!!

Yeh, you know, such a game, once you got past the loopholes you'd have to
jump through converting a game usually on a low end 386 to a high end 8-bit
computer... you could probably put this on a 8-16 mb compact flash card that
could be plugged into the MyIde/compact flash-IDE converter combo that many
8-bit Atari users are using these days. :) To matter the fact many
complex LARGE image games could be sold this way.

And why hasn't anyone hacked a DAT player to work on the cassette channels
yet? Think of all the days of music you could pipe in that way? :D

Doc Clu

> From: "John Selck" <selck__j@t-online.de>

> On Sun, 01 Apr 2007 08:48:23 +0200, Rob Pilay <realm_spirit@yahoo.co.uk>
> wrote:

>> Duke Nukem has just been released for ATARI 800.
>>
>> It will be sold on 643 floppy disks or on cartridge.
>>
>> A cassette version will not be released.

> Actually I think Duke Nukem would be possible on 1 disk. After all it is
> just a simple platform game from 1991.

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

589. Re: Duke Nukem released for ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 19:09:32 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <MxcQh.37761$E02.15276@newsb.telia.net>
Source record: 4774

"John Selck" <selck__j@t-online.de> skrev i meddelandet
news:op.tp331ozsoz2ggb@gott.mshome.net...
>> ...
>> Duke who?
>
> http://de.wikipedia.org/wiki/Duke_Nukem

I know, I was playing ignorant instead of admitting Duke Nukem (3D) cannot
be implemented (at least not for 16k Ataris).

Anders

590. Re: Whither game megadisks?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 19:16:51 UTC
From: Chris <cchiesa1@rochester.rr.com>
Message-ID: <1175541410.968931.287980@b75g2000hsg.googlegroups.com>
Source record: 4775

On Mar 19, 1:12 am, I myself <cchie...@rochester.rr.com> wrote:
>
>
> Games003.atr:
> MILLIPED.E - sector 951 links to sector 5269
> PREXOR. - sector 951 links to sector 5269
>
> Games008.atr:
> ANTEATER. - sector 3550 links to sector 42441

I'm pleased to report that I've found an uncorrupted, working copy of
Millipede on one of my floppies (unfortunately while packing up all
kinds of stuff to move out of my home to take a new job). I took a
moment to place it onto an MS-DOS floppy (g-- bless Bob Puff and the
Black Box!) and hope to rework at least -that- part of Games003.atr
when I get to the new digs. Unfortunately the new digs will be
temporary so it will be -at least- three-to-six months before I can
even SET UP the Atari-with-BB again -- and then we'll find out if it
survived the move. If it doesn't, I may need to recruit some of you
(esp. with HD interfaces or other path-to-Windows) to image some of my
>1200 floppies... :-) Anybody here in the Central New York area?
I'll be in the Canastota/Cazenovia area unless something changes
drastically.

Chris

591. WTB: Assembler Cart

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 19:18:29 UTC
From: Payton Byrd <plbyrd@bellsouth.no.spam.net>
Message-ID: <JFcQh.28253$nV1.260@bignews6.bellsouth.net>
Source record: 4776

I'm looking for the Assembler cartridge for the Atari 8-bitters. If anyone has one they are willing to part with, please send me an email.

Thanks!
--
Payton Byrd
Homepage - <http://www.paytonbyrd.com>
Blog - <http://blogs.ittoolbox.com/visualbasic/dotnet/>

592. Re: Cost Whiners

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-02 22:50:18 UTC
From: James Littlejohn <narguthru@yahoo.com>
Message-ID: <1175554218.472777.89330@o5g2000hsb.googlegroups.com>
Source record: 4777
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

On Apr 2, 11:18 am, "Tempest" <temp...@atariprotos.com> wrote:

> On a side note, I don't recall too many people here complaining about
> prices. Maybe the odd "Why does an old Apple II go for so much?" type
> of thread, but that's about it.

And when these threads come up, we all get to learn something we did
not know, like the color of the expansion plugs, the hand written
numbers on the boards, and hardware versions we might have over looked
before.

593. Re: Cost Whiners

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-03 00:38:16 UTC
From: Chris <cchiesa1@rochester.rr.com>
Message-ID: <1175560696.034102.49720@n76g2000hsh.googlegroups.com>
Source record: 4778
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

On Apr 2, 11:15 am, "Payton Byrd" <plb...@bellsouth.no.spam.net>
wrote:
> One thing I've noticed is the large amount of whining going on in these groups about the cost of classic computer items. I don't know what people expect, but I expect that the majority of people have no clue how much old stuff is worth, don't want to be bothered with figuring it out, and definitely don't want to be bothered with selling it in any way more complex than a yard sale. So, I would say 95% (or more) of the classic computers sitting in closes the last 20 years have made their way to the local landfill.

Funny you should say that. I just threw out a *HUGE* number of items
in the last two weeks since I am forced by circumstances to relocate a
4-bedroom household into a 2-bedroom apartment. Given more time, I
might have gone to the trouble of offering various items for sale,
but my experience on that point over the last ten years has been
firmly that "it's not worth the effort." People mock me for even
having this stuff, let alone for actually *using* it, heaven forbid
enjoying it. I know I'm not the only Atari/Amiga/VAX/VMS diehard
out here, but it sure seems like it sometimes, and that's
discouraging.

> Given that some things like Atari 1200XL and Commodore Plus/4 systems didn't exactly set sales records, I find it amusing (and a little annoying) when people complain about the prices these now rare items fetch on eBay.

Do I even want to *know* what an Atari 800XL or a 1050 disk drive is
selling for, these days? :-(I haven't QUITE gotten to the point of
throwing those away -- I have a 130 XE with Black Box that I need to
make sure I have a backup for, for a while yet -- but the last *I*
heard, about eight years ago, was that Atari computers were going for
a quarter -- yes, twenty-five CENTS -- at thrift stores. Since then,
even the thrift stores, VOA, and Salvation Army have been refusing to
take computer items more than just a few years old; the only things
they'll take, apparently, are those that can be sold as "relatively
modern" Windows PeeCees.

So has that turned around? If so, when did it happen? I don't have
the time, myself, to hang around eBay (or here, usually, for that
matter) to keep tabs on the industry.

C.

594. Controllers for Give

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-03 00:40:30 UTC
From: Chris <cchiesa1@rochester.rr.com>
Message-ID: <1175560830.321255.54610@n76g2000hsh.googlegroups.com>
Source record: 4779

Yes, "for Give," as opposed to "for Sale."

I'm cleaning out my basement and, although I'm keeping most of my
Atari stuff a little bit longer, I do have a bag containing two Atari
joysticks, two Atari paddle controllers, and two third-party paddle
controllers.

Anybody in the Rochester, NY area who wants to come pick them up?

C.

595. Re: Old topic: Cybiko

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-03 01:36:27 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <xbiQh.1056$zC.872@newssvr22.news.prodigy.net>
Source record: 4780

I think you are going to be a substitue teacher.
All those hours you have, probably don't include
enough education courses to qualify as a regular teacher.
I was a sub. You will be interviewed by a school
system administrator. Then you wait for the phone
call at 6AM to what school you are going to. I didn't
get much primary school assignments, the kids put
chalk on my shirt and generally ran amuck, and I didn't
teach them anything, just sort of watched them for the day. You'll have a
choice of joining the union, unless
it is a closed shop. I joined the union.
High school kids behaved some better. Maybe because
I was 6'3" and 220 pounds and a reach of 4' or so.
Good luck with it.

596. Atari 9-pin joystick +5V mA?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-03 09:23:09 UTC
From: Daniel O'Shea <user@example.net>
Message-ID: <46121ceb@news.eftel.com.au>
Source record: 4781

```
...the C64 User Manual states that the +5V on joystick pin 7 is MAX.
100mA, does anybody know if this is the same for the Atari? is there
information about this online somewhere? thanks!
```

597. Re: Cost Whiners

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-03 14:25:00 UTC
From: Pheuque <Ratteler@gmail.com>
Message-ID: <1175610300.845188.134310@o5g2000hsb.googlegroups.com>
Source record: 4782
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

Sorry... but this sounds like a big whine. "No one wants to pay me
what my collectibles are worth."

It's you hobbyist collectors that are killing the hobby. No one can
get in and see what the nostalgia was all about. You can't put
together a working system cause some fanboi has stocked it all away in
attic/basement/closet and wants you to pay and extra digit in front of
the decimal point for the privilege of having it finally break in your
hands. That means people like me will eventually LEAVE the hobby, and
you're going to be left with the 5 to 6 of you who have collected
everything trying to rip each other off. Eventually you'll die and
there will be NO ONE LEFT who knows or cares what these "Commodore's"
were.

I've seen CMD HD's and RAMlinks go for more than entire modern PC
systems. I'm wondering what kind of moron pays that much for something
that can't be fixed.
Maurice STILL has my RAMlink that I sent him in 2004. I'm NEVER
getting that back, so what's the point?

Hell... Maurice was the ultimate Commodore "Collector/Hobbyist". He
'Collected" CMD and killed it. You should worship him. Now your 40MB
Hard drive will be worth more than a New Mac Tower, as long as it
runs.
As far as supporting the community, Maurice was a nail in the coffin.
Any hope that we might be able to keep our stuff running died when he
buried CMD in his private collection.

I've been looking for a 1750 for about 4 years now. Without one...
it's just not worth my actually keeping my Commodore collection
usable.
The MAX I intend to go for a 1750, or expanded 1764 is $75.

512K for $75 is ridiculous. I can get 4GB flash drive for that now.

My collection is shelf junk, and very soon, I will be getting rid of
what doesn't hold any real value for me. THE INSIDES!!!!

I can't even find reliable 5.25" floppies any more, so what good are
my 1571's? They make great MiniITX project boxes... that's what.
Same for my old Commodore 64's and 128's. I'll make a bunch of core2
duo system in old Commodore cases and hide my PC hobby in nostalgia
plastic.

You've "collected" me out of the hobby keeping a working C= and
eventually it's going to get about 7 vintage machines shelled and

tossed.

Any one want SX-64 innards? I bought a semi busted one to turn into my LAN box. Make me an offer, and pay shipping.

You guys wanna horde like dragons, you're going to face the same end. Extinction. Your "horde" will be buried or pilfered in the end.

Supporting your hobby doesn't just mean buying it all up. It means keeping it alive and letting people get the Commodore Experience. When you untighten your grip, you may get some new blood. Otherwise, you'll have the honor of the owning the last C= and people will laugh at you cause their cell phone has better graphics.

598. Re: Cost Whiners

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-03 15:46:48 UTC
From: David Murray <adric22@yahoo.com>
Message-ID: <1175615208.061146.41380@o5g2000hsb.googlegroups.com>
Source record: 4783
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

Hmm.. Lots of opinions here.. I'll state mine.

First.. simple economics. The value of ANY ITEM is whatever the highest price somebody is willing to pay for it. If there is only one person willing to pay $1,000 for a Vic-20, then that is the value of the Vic-20 at that time.

For me.. I like to collect stuff but only what I personally need.. there are several reasons for that..

1) I don't have the money

2) There is NO POINT in trying to preserve as much hardware as you can. I know that my children aren't going to ever feel the same way about Commodore stuff as I do. At some point in time, the stuff is going to get thrown out, even if it is after I die. At least most of it. So why fill my house with it today? and of course..

3) Much better to use the space for something else.

Now, I wouldn't mind having an SX-64. That is about the only thing my collection is missing. But I'm not generally willing to pay the price to aquire one. If I found one for $50 or less, I might reconsider. However, that is unlikely as there aren't many left in existence (only a few thousand were made, right?) and their value keeps going up, not down. I'd also like to have a flat 128 (I have a 128D, but not a flat one) but I just keep holding out for one at a flee market or garage sale or something.

599. Re: Cost Whiners

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-03 16:30:06 UTC
From: Golan Klinger <no@sp.am>
Message-ID: <slrnf1508e.6t.no@trout.local>
Source record: 4784
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

I think you're confusing collectors and speculators. The former aren't hurting anyone. Their collections are labours of love and you shouldn't begrudge them their hobby. While you and I might not be willing to pay such large sums for retro computers, they are. Such is the benefit of a free market economy. As for your arguement that collecting will result in the extinction of retro computers, it's the worst kind of hyperbole; that spurred by sour grapes.

For those on nostalgic kicks, emulation offers an easy and inexpensive way to relive one's (misspent) youth. The availability of such emulators is boon to both the collect and the interloper and further weakens your argument about extinction.

As for speculators, they're a byproduct of the free market economy that I spoke of earlier. Parasites exist in all ecosystems and there's little that can be done about them.

I wonder what you'll do when (if) you liquidate your remaining original hardware. Will you sell it for a pittance to a newcomer or will you sell it to the highest bidder (who will most likely be a collector or worse, a speculator)? Yeah, I thought so.

--
Golan Klinger
Dark is the suede that mows like a harvest.

600. Re: Atari 9-pin joystick +5V mA?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-03 16:33:51 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <PIvQh.20654$JI.1360@newsread3.news.pas.earthlink.net>
Source record: 4785

Daniel O'Shea wrote:
> ...the C64 User Manual states that the +5V on joystick pin 7 is MAX.
> 100mA, does anybody know if this is the same for the Atari? is there
> information about this online somewhere? thanks!

There is a general rule of thumb that says don't draw more then 200 amp
from an Atari. They burn out power supplies as it is so that would
definately be my upper limit w/o switching to a different power supply.

601. Re: Atari 9-pin joystick +5V mA?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-03 16:42:15 UTC
From: "micrologix1500@yahoo.com" <micrologix1500@yahoo.com>
Message-ID: <1175618535.404445.294780@y80g2000hsf.googlegroups.com>
Source record: 4786

On Apr 3, 12:33 pm, Rick Cortese <ricor...@earthlink.net> wrote:
> Daniel O'Shea wrote:
> > ...the C64 User Manual states that the +5V on joystick pin 7 is MAX.
> > 100mA, does anybody know if this is the same for the Atari? is there
> > information about this online somewhere? thanks!
>
> There is a general rule of thumb that says don't draw more then 200 amp
> from an Atari. They burn out power supplies as it is so that would
> definately be my upper limit w/o switching to a different power supply.

i hope you meant 200 mA :)

602. Re: Whither game megadisks?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-03 17:45:11 UTC
From: seymour-shabow@excite.com
Message-ID: <1175622311.777656.39880@d57g2000hsg.googlegroups.com>
Source record: 4787

On Apr 2, 3:16 pm, "Chris" <cchie...@rochester.rr.com> wrote:
> On Mar 19, 1:12 am, I myself <cchie...@rochester.rr.com> wrote:
>
>
>
> > Games003.atr:
> > MILLIPED.E - sector 951 links to sector 5269
> > PREXOR. - sector 951 links to sector 5269
>
> > Games008.atr:
> > ANTEATER. - sector 3550 links to sector 42441
>
> I'm pleased to report that I've found an uncorrupted, working copy of
> Millipede on one of my floppies (unfortunately while packing up all
> kinds of stuff to move out of my home to take a new job). I took a
> moment to place it onto an MS-DOS floppy (g-- bless Bob Puff and the
> Black Box!) and hope to rework at least -that- part of Games003.atr
> when I get to the new digs. Unfortunately the new digs will be
> temporary so it will be -at least- three-to-six months before I can
> even SET UP the Atari-with-BB again -- and then we'll find out if it
> survived the move. If it doesn't, I may need to recruit some of you
> (esp. with HD interfaces or other path-to-Windows) to image some of my>1200 floppies...
:-) Anybody here in the Central New York area?

By coincidence Steven Tucker (of APE fame) won an auction from me for
a dead 1200xl - so I was able to get a copy of APE back (I registered
years ago but lost it to moving a couple times/hard drive crashes).
EVENTUALLY, when I'm done going through all my back atari stuff, I'm
keeping at least 2 systems so I'll be able to furthur the archive
cause.

If any of the 1200 disks need to be cracked I can help you out there
as I still remember how to use Omnimon and one of the systems staying
definately has that in it.

Are the 1200 discs duplicates of things that are already archived?

scott

603. Re: Cost Whiners

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-04 02:13:51 UTC
From: Greg Andrzejewski <pressyourluck85@yahoo.com>
Message-ID: <alidnQbdSJNIII7bnZ2dnUVZ_smonZ2d@comcast.com>
Source record: 4788
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

"Michael J. Mahon" <mjmahon@aol.com> wrote in message
news:B-mdnWG9gOgf2YzbnZ2dnUVZ_uejnZ2d@comcast.com...
> Payton Byrd wrote:
>
>> It's been many years since I've seen Commodore, Apple or Atari
> > hardware at a Goodwill. Thrift stores have typically caught on
> > to their value and don't even bother trying to put the items on
> > their shelves, it goes straight to eBay. Yes, you an occasionally
> > find a nugget hidden away by a hermit, but it's the exception and
> > not the rule.
>
> I have also noted the recent absence of older computer items from
> the local thrift stores.
>
> However, they seem to be going straight to electronics recyclers.
> They are deemed "obviously worthless" since you can't surf the web
> with them. ;-)
>
> Only a tiny percentage of donated old machines ever find their way
> to any "marketplace".

Very true. All I can say is that it pays to make friends with the people who decide what's "obviously worthless." A few years back I got to be pretty chummy with the computer guy at a local thrift store. I let him know that I was interested in old computers/technology and he'd save stuff for me that would normally have gotten recycled. Every few weeks I'd stop by and he'd show me what had come in. Usually it was nothing much, but there were a couple of times where I scored some real gems!

-Greg
>
> -michael
>
> NadaNet networking for Apple II computers!
> Home page: http://members.aol.com/MJMahon/
>
> "The wastebasket is our most important design
> tool--and it's seriously underused."

604. Lomem turbobasic

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-04 19:04:43 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <AFSQh.116325$Ko5.94716@newsfe08.phx>
Source record: 4789

Hi,
Setting lomem in turbobasic locks up:

```
5 REM COPIED FROM MAPPING THE ATARI by Ian Chadwick
10 ? FRE(0):BYTES=192
20 MEMLO=BYTES+PEEK(743)+PEEK(744)*256
30 HYBYTE=INT(MEMLO/256)
40 LOBYTE=MEMLO-(INT(MEMLO/256)*256
50 POKE 743,LOBYTE:POKE 744,HIBYTE
60 POKE 128,LOBYTE:POKE 129,HIBYTE
70 POKE 8,0
80 X=USR(40960)
```

and then I have to reboot. This works with AtariBasic "C"

605. Re: Lomem turbobasic

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-04 19:44:20 UTC
From: pmichalicki@gmail.com
Message-ID: <1175715860.219974.138940@o5g2000hsb.googlegroups.com>
Source record: 4790

On Apr 4, 9:04 pm, "RoyE" <r-d...@cox.net> wrote:
> 80 X=USR(40960)
>
> and then I have to reboot. This works with AtariBasic "C"

This is supposed to restart the interpreter, but Turbo BASIC XL does not reside in the same place as the Atari BASIC. Check the values of APPMHI ($0e/$0f) and MEMTOP ($02e5/$02e6), that will help you to understand why jumping to $a000 is not a good idea in Turbo BASIC.

606. Re: Duke Nukem released for ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-04 21:22:50 UTC
From: proteanthread <rtdos@rtdos.com>
Message-ID: <1175721769.993446.3350@n76g2000hsh.googlegroups.com>
Source record: 4791

On Apr 2, 1:09 pm, "Anders Skelander" <a...@hotmail.com> wrote:
> "John Selck" <selck...@t-online.de> skrev i
meddelandetnews:op.tp331ozsoz2ggb@gott.mshome.net...
>
> >> ...
> >> Duke who?
>
> >http://de.wikipedia.org/wiki/Duke_Nukem
>
> I know, I was playing ignorant instead of admitting Duke Nukem (3D) cannot
> be implemented (at least not for 16k Ataris).
>
> Anders

why can't it? someone created an ascii version of dukenuk'em for
linux :-)

607. Re: Still need an ATARI 1200XL!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-05 04:56:37 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <fa0913dll1t8tu962489ouo3uuj4inl5g5@4ax.com>
Source record: 4792

I bought both of mine for about $50 on ebay. no boxes or other stuff, just
a power supply. Both worked, but one had some bad keys on the keyboard. I
replaced the keyboard on that one.

"Payton Byrd" <plbyrd@bellsouth.no.spam.net>:
>
>
>"Docrotcod" <rahbart@cox.net> wrote in message news:Pv9Qh.9885$YJ4.1348@newsfe23.lga...
>>I have one fully working - what's it worth to you?
>
>I'd give $125 for a functioning (with all connectors) 1200XL. I'd give $200 for one in
great condition in its original box.
>
>Payton Byrd
>

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

608. Re: Still need an ATARI 1200XL!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-05 15:08:56 UTC
From: seymour-shabow@excite.com
Message-ID: <1175785736.950514.79710@y66g2000hsf.googlegroups.com>
Source record: 4793

On Apr 2, 2:19 am, "ramswell" <shifty_bu...@hotmail.com> wrote:
> Does anyone out there have one lying around in a basement, under a
> bed, or hiding behind clothes in a closet or someplace else? Also, can
> you please sell it to me for "FAIR" price?
>
> I have seen many go on eBay for the past 3 years and ALL ARE
> OVERBIDDED ON! I am going to use it for development and designs so I
> really can't pay $200.00 for a mere 8-Bit Computer Keyboard.
>

huh..... what makes the 1200xl so desired? Is it because it's the
"largest" with the real keyboard so most comfortable to use?

-scott

609. Re: Still need an ATARI 1200XL!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-05 15:54:44 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <8Z8Rh.21296$JI.15151@newsread3.news.pas.earthlink.net>
Source record: 4794

seymour-shabow@excite.com wrote:
> On Apr 2, 2:19 am, "ramswell" <shifty_bu...@hotmail.com> wrote:
>
>> Does anyone out there have one lying around in a basement, under a
>>bed, or hiding behind clothes in a closet or someplace else? Also, can
>>you please sell it to me for "FAIR" price?
>>
>> I have seen many go on eBay for the past 3 years and ALL ARE
>>OVERBIDDED ON! I am going to use it for development and designs so I
>>really can't pay $200.00 for a mere 8-Bit Computer Keyboard.
>>
>
>
> huh..... what makes the 1200xl so desired? Is it because it's the
> "largest" with the real keyboard so most comfortable to use?
>
> -scott
>

Keyboard is actually ~the same size. It is one of the best keyboards of course.

It is kind of the '57 Chevy of computers, that is it was an OK computer when it came out but is really desirable for modifications. For instance it is fully socketted so upgrades are almost plug and go vs. "Unsolder the 8 RAM chips" type of stuff.

BUT it does have problems unmodified. The video is the worst of all the 8 bits and it has a resistor in the SIO 5V supply which makes it unusable with things like the PR:Connection. The cartridge port is too small/tight to fit a SDX cart.

The rariety thing probably comes into play too. I mean Atari did not make a lot of them in the first place and you have hackers competting with collectors for them.

610. Re: Still need an ATARI 1200XL!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-05 16:29:47 UTC
From: Payton Byrd <plbyrd@bellsouth.no.spam.net>
Message-ID: <Ht9Rh.31841$nV1.12453@bignews6.bellsouth.net>
Source record: 4795

"Shawn Jefferson" <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote in message
news:fa0913dll1t8tu962489ouo3uuj4inl5g5@4ax.com...
>I bought both of mine for about $50 on ebay. no boxes or other stuff, just
> a power supply. Both worked, but one had some bad keys on the keyboard. I
> replaced the keyboard on that one.
>

I sourced a complete one in the box from Atari Max. They are also installing APE Warp+ in it for me and so I'm going to be tickled pink when it gets here. :)

611. Re: Still need an ATARI 1200XL!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-05 18:58:45 UTC
From: gwcude@gmail.com
Message-ID: <1175799525.486368.5630@y80g2000hsf.googlegroups.com>
Source record: 4796

On Apr 5, 11:29 am, "Payton Byrd" <plb...@bellsouth.no.spam.net>
wrote:
> "Shawn Jefferson" <sjeffersonTAKETHISOUTTORE...@shaw.ca> wrote in
messagenews:fa0913dll1t8tu962489ouo3uuj4inl5g5@4ax.com...
> >I bought both of mine for about $50 on ebay. no boxes or other stuff, just
> > a power supply. Both worked, but one had some bad keys on the keyboard. I
> > replaced the keyboard on that one.
>
> I sourced a complete one in the box from Atari Max. They are also installing APE Warp+ in
it for me and so I'm going to be tickled pink when it gets here. :)

Yes you will! Steve does good stuff.

612. Re: Still need an ATARI 1200XL!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-05 19:22:21 UTC
From: Payton Byrd <plbyrd@bellsouth.no.spam.net>
Message-ID: <q%bRh.31323$Wc.26579@bignews3.bellsouth.net>
Source record: 4797

<gwcude@gmail.com> wrote in message
news:1175799525.486368.5630@y80g2000hsf.googlegroups.com...
> On Apr 5, 11:29 am, "Payton Byrd" <plb...@bellsouth.no.spam.net>
> wrote:
>> "Shawn Jefferson" <sjeffersonTAKETHISOUTTORE...@shaw.ca> wrote in
messagenews:fa0913dll1t8tu962489ouo3uuj4inl5g5@4ax.com...
>> >I bought both of mine for about $50 on ebay. no boxes or other stuff, just
>> > a power supply. Both worked, but one had some bad keys on the keyboard. I
>> > replaced the keyboard on that one.
>>
>> I sourced a complete one in the box from Atari Max. They are also installing APE Warp+
in it for me and so I'm going to be tickled pink when it gets here. :)
>
> Yes you will! Steve does good stuff.
>

Steve reported that the surgery was a success. :) I've never even seen a 1200xl before, so I'm ecstatic to get this one.

613. Winner for March 2007!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-05 19:31:54 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2007.04.05.19.31.54.915405@charter.net>
Source record: 4798

Here is our March 2007 Winner!

1. ST Magazine - Stephen wins the 3 magazine subscription!

Next month we are giving away another ST Magazine subscripton.

Come join the fun! :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

614. Re: Still need an ATARI 1200XL!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-06 02:45:12 UTC
From: ramswell <shifty_butch@hotmail.com>
Message-ID: <1175827512.176648.62230@e65g2000hsc.googlegroups.com>
Source record: 4649

On Apr 2, 8:42 am, "Docrotcod" <rahb...@cox.net> wrote:
> I have one fully working - what's it worth to you?
>
> Thomas
>

Well I'll give $30.00 if it's in good, clean working condition! This
INCLUDES S&H!

Thanks,

Charles

> "ramswell" <shifty_bu...@hotmail.com> wrote in message
>
> news:1175494749.422234.240830@o5g2000hsb.googlegroups.com...
>
>
>
> > Does anyone out there have one lying around in a basement, under a
> > bed, or hiding behind clothes in a closet or someplace else? Also, can
> > you please sell it to me for "FAIR" price?
>
> > I have seen many go on eBay for the past 3 years and ALL ARE
> > OVERBIDDED ON! I am going to use it for development and designs so I
> > really can't pay $200.00 for a mere 8-Bit Computer Keyboard.
>
> > Please let me know if you have one for sale before throwing it up on
> > than DAMN EBAY!
>
> > Thanks a lot!
>
> > Charles>8-Bit Designs
>
> >http://www.8bitprodserv.spaces.live.com
>
> > shifty_bu...@hotmail.com
>
> > (909) 350-9987

615. Re: Still need an ATARI 1200XL!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-06 02:49:28 UTC
From: ramswell <shifty_butch@hotmail.com>
Message-ID: <1175827768.758681.244590@n59g2000hsh.googlegroups.com>
Source record: 4650

On Apr 5, 8:08 am, seymour-sha...@excite.com wrote:
> On Apr 2, 2:19 am, "ramswell" <shifty_bu...@hotmail.com> wrote:
>
> > Does anyone out there have one lying around in a basement, under a
> > bed, or hiding behind clothes in a closet or someplace else? Also, can
> > you please sell it to me for "FAIR" price?
>
> > I have seen many go on eBay for the past 3 years and ALL ARE
> > OVERBIDDED ON! I am going to use it for development and designs so I
> > really can't pay $200.00 for a mere 8-Bit Computer Keyboard.
>
> huh..... what makes the 1200xl so desired? Is it because it's the
> "largest" with the real keyboard so most comfortable to use?
>
> -scott

Actually, no. I "like" them because they run ALL the 400, 800, & 1200
Software and Cartridges perfectly WITHOUT ADAPTERS or CONVERSIONS of
any kind.
I "need one" so I can do my R&D for "8-Bit Designs" for NEW ATARI
Interfaces.

Thanks,

Charles>8-Bit Designs

616. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-06 04:24:25 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/vendev_1175833460@rtfm.mit.edu>
Source record: 4651
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: March 27, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
michael@mcurrent.name

Please refer to the latest version of this FAQ list whenever possible!
Available via these locations and Usenet FAQ archives everywhere:
ftp://rtfm.mit.edu/pub/usenet/comp.sys.atari.8bit/
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at: michael@mcurrent.name

UPDATES SINCE PREVIOUS POSTING:
2007.03.27 Shawn Jefferson, MyIDE Config 4.0, MyIDE Image Manager 4.0
2007.03.25 added: LaResistance
2007.03.11 added: Bostjan Gorisek, Sprite Engine 1.0
2007.03.08 Ludovic Jacomme, PSPAtari v1.0.7
2007.03.05 updated: Tristesse, O.S.
2007.03.05 added: Epi/Tristesse^O.S.
2007.02.28 Ludovic Jacomme, PSPAtari v1.0.6
2007.02.10 updated: Christian Groessler
2007.02.10 removed: Adam Dunkels
2007.02.10 Thomas Richter, atari++ emulator 1.51
2007.02.10 added: Ready Magazin
2007.02.10 added: CSW-Verlag
2007.02.07 added: ABBUC RAF
2007.02.07 added: Art Transfair Berlin
2007.02.07 added: Frank Heuser
2007.02.07 added: Wolfram Fischer
2007.02.07 added: ABBUC HAR
2007.02.06 BAKTRA, Caverns of the Lost Miner
2007.02.05 updated: Dana P. Jacobson
```

2007.02.04 updated: Tom Hunt
2007.01.28 Lee Hanken, ATASCIIView Version 1.3
2007.01.25 removed: Spike's Systems and Computer Repair (web site gone)
2007.01.25 updated: The MESS Team
2007.01.25 removed: GMG (web site gone)

Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web page address.

Unless explicitly requested by the vendor, no entries will include an email address due to the overwhelming amount of spam that would result.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Mr. Corey Koltz) 4/06
302 W Dewey St
Cassville WI 53806-9733
USA
Phone: 608-725-2137
http://www.8bitclassics.com/
Vendor: new and used hardware and commercial software

A-ONE Online Magazine 2/07
See: Dana P. Jacobson

ABBUC HAR -- Hannoverschen ABBUC Regionalgruppe 2/07
Hanover
Germany
http://www.bertelmann.org/har/

Vendor: XF351 Upgrade-Kit includes Floppy + Cable + EPROM + Bootdisc,
Used Atari 800 XL PAL, Speedy1050 TDS. Not all items online available--
Ask for more information. Additionally vendor of:
- all items from Frank Heuser Shop
- all items from Wolfram Fischer
Special lower prices for ABBUC members available.

ABBUC RAF -- Regionalgruppe ABBUC Frankfurt 2/07
Dillenburgerstrabe 61
60439 Frankfurt / Main
Germany
http://www.abbuc-raf.de/
Vendor: Multijoy8 cable and adapter
Developeror: SIO2PC, Network Interface, 2 computer interface (automatic
2 computer switch for use the same peripherie), Schaltnetzteil
(Power supply), 8 channel digital voltmeter.

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated
temperature monitoring station using simple thermisters and the provided
software. Also available: source code listing, temperature data aggregation
utility

Alhart Enterprises Presents (AEP) 8/06
c/o Paul V. Alhart
524 N Z St
Lompoc CA 93436-5019
USA
tel: (805) 736-4624
"encoded" email: OOOp.alhartOOO@OOOverizonOOO.OOOnetOOO
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12
Repair shop: Atari disk drives

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module,
TV/Computer Switch

Art Transfair Berlin (Andre Motzkus) 2/07
Brunsbuetteler Damm 223d
13581 Berlin
Germany
http://www.art-transfair.de/
Vendor: Computer, expansion, Floppy, memory-upgrades up to 16 mb,
Audio A/D changer, additional many other Atari items (16/32/64bit).
Special lower prices for ABBUC members.

Atari800 Development Team 6/06
See also: Mark Grebe
See also: Christian Groessler
See also: Piotr Fusik
See also: Kostas Nakos
See also: Vasyl Tsvirkunov
See also: Ludovic Jacomme
Petr Stehlik (maintainer), Troy Ayers (Playstation 2), Michael Borisov (POKEY
sound), Piotr Fusik (core developer), Mark Grebe (Mac OSX), Christian
Groessler (Sega Dreamcast), Perry McFarlane (cycle-exact ANTIC and GTIA),
Kostas Nakos (Windows CE), Krzysztof Nikiel (Win32), Jacek Poplawski (SDL),
Vasyl Tsvirkunov (Windows CE), James Wilkinson (DOS, BeOS, Win32),
Ludovic Jacomme (PSP)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 2.0.2 - an Atari 400, 800, 600XL, 800XL, 130XE
and 5200 emulator for Unix, Linux, Win32, Amiga, MS-DOS, Atari TT/Falcon,
BeOS, WinCE, Mac OSX, Playstation 2 and other systems

AtariAge (Albert Yarusso, Alex Bilstein) 4/06
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware (includes homebrew project supplies by Pixels Past)
Developer: Beef Drop cartridge (by Ken Siders)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax
Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and
Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World
by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed

Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX) titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort, Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill, Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match, Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics Package, Solitaire, Source Code For Eastern Front (1941), Letterman, Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc, Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage, Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt, Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show, Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing, BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!, Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy, Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler, Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atarimax (Steven J. Tucker) 4/06
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.3.5 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS 32-in-1 for XL/XE, APE Warp+ OS 32-in-1 for 1200XL, Imagic 1.06 95/NT - Atari Disk Image Conversion System (ATR/XFD/DCM/SCP), Imagic 1.06 DOS, Atari

Terminal Simulator ATS 2.0 (SR2) - ATASCII Telnet/Serial Terminal & Break
Movie Player 95/NT, Break Movie Screensaver 95/NT, MaxFlash Flash MultiCart
(1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface, Atarimax/ABBUC USB
Cartridge, MyIDE+Flash IDE Interface Cartridge (1Mbit)

Atari Online News, Etc. 2/07
See: Dana P. Jacobson

The Atari Shop (Sandra) 1/07
The Netherlands
http://www.atari-shop.nl/
Vendor: new/used hardware, new/used commercial software

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 6/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 2.2 (Interactive 6502 Disassembler for Win32,
designed to specifically support Atari binary files)

Matthew Bacon 2/07
UK
http://www.myatari.net/
Publisher: MyAtari online magazine (back issues online)

BAKTRA (Michael Kalous) 2/07
Czech Republic
http://www.baktra.wz.cz/
Developer: TURGEN SYSTEM 3 (for JRE; generate a Turbo 2000 sound record

from files for ATARI located on PC. Output to WAV file or direct output to
sound card.), QUO VADIS Intro (demo), mmSAP 1.4 (SAP player for GNU/Linux),
Popis formatu Turbo 2000 a Super Turbo verze 1.0 2006-10-24,
Caverns of the Lost Miner

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator
for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced)
SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz 5/04
Germany
http://www.cc65.org/
Developer: cc65 2.10.1 - a complete cross development package for 65(C)02
systems, including a macro assembler, a C compiler, linker, librarian and
several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 5/03
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out),
IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10,
MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0,
CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"),
ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 8/06
672 Commercial St

San Jose CA 95112-1406
USA
Telephone: (408) 278-1070 (M-F 1:30pm to 5:00pm PST)
FAX: (408) 278-1092
E-FAX: (815) 364-3703
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk
drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 8/06
USA
http://www.bigfivesoftware.com/
Developer: Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenek Burian 5/06
Marie Majerove 33
Prostejov 6
798 11
Czech Republic
Tel. 582 360 714
http://flop.atari.org/
Publisher: FLOP disk magazine, annual (FLOP 49 published May 2006)

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 8/06
The Netherlands

http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 1/07
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens: Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart
(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/03
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,

Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Cosine Systems (Exin [Sebastian], Intensity [Arman], Odie [Sean], 1/06
Sack [Adam], Magic Roundabout [Jason])
United Kingdom
http://www.cosine.org.uk/
Developer: demos: C.G.M. UKScene Radio Intro, 1K Party. game: Reaxion

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file
analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS
or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory
tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4
(written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel
Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor
and more)

CSW-Verlag 2/07
Weidenstrabe 13/1
71364 Winnenden
Germany
tel/FAX: +49 (0) 71 95/6 11 20
http://www.retro-magazin.de/
Publisher: RETRO magazine. Themes: Retro-computing for all systems.
Atari part: approx. 10%. (Not only 8bit) 9.90 euro per magazine, 4
magazines per year for 35 euro.

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine
(1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques (Dan Dotson and Marilyn Saul) 9/06
PO Box 40751
Tucson AZ 85717-0751
USA

FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

DGS 11/03
See: Dean Garraghty

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?,
What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS,
D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2,
Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5,
Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system:
Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Marius Diepenhorst 10/04
http://www.mr-atari.com/hardware-3rd.htm
Developer: "SpartaDOS for MyIDE"

Digital Force (Mario Trams) 1/07
Germany
http://www.digital-force.net/
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler 5/03
Germany
http://www.akk.org/~flo/
Developer: Sheeprace, Cardgrabber, Icehockey (each games that require the
Multijoy interface)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

Draco (Konrad M. Kokoszkiewicz, KMK) 6/06
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: for standard Atari: DEMON, EYE, SysInfo 2.11, SD-Load. for
SpartaDOS X: CP v.1.2, MAN, SpartaDOS TAR v.1.3a, mdump, run, inidos, ca2001,
XF-551 Config. for KMK/JZ IDE: IDE BIOS 1.11, KMK/JZ IDE user's manual,
Utilities diskette, HDSC v.1.4, MaKe a SpartaDos FileSystem, RW-Test. for
65c816 Atari: 65c816 XL OS v. 2.11 (5.VI.2006.), D2D v.0.5, grep,
LPOKE/LPEEK, MultiBASIC v.0.33, MultiBASIC Manual, SD-Load. patches for:
Moon Patrol, Music Protracker v.2.4, Perestroyka Demo, Prof!'s XDIR. for
UNIX: SIO2BSD

Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 1/07
PO Box 3365
Spring Hill FL 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware, used commercial software

Emulators (Derek Mihocka) 8/06
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit & Atari ST & Apple Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 - 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 - 8-bit Atari emulator for MS-DOS

Epi/Tristesse^O.S. (Adrian Matoga) 3/07
See also: Tristesse
See also: O.S.
Adrian Matoga
ul. Jezdziecka 11
30-698 Krakow
Poland
http://epi.atari8.info/
Developer: NeoTracker Winamp plugin v0.1, TIP Tools v0.3.1 (includes: TipView 1.0, BMP2TIP 0.21), sapemu v0.1 - http://asma.atari.org/bin/sapemu.zip , HardCore Assembler v1.0

TIP tools v0.3.1
Raphael Espino 6/05
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility); PgmView 0.1 (17Oct03) - read PGM (Portable Greymap) files; Atari 8-bit JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface", JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg", JpegShow 0.1 (07Aug01) "A slideshow version"; CpegView 0.1 (30May05) "The colour JPEG viewer for Atari 8-bit computers"

Subject: F

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for
68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,
Atari 400/800/XL/XE emulation for the PowerMac),

Wolfram Fischer 2/07
Dorfstrasse 1a
28870 Ottersberg
Germany
"encoded" email: OOOmega-hzOOO@OOOt-onlineOOO.OOOdeOOO
Vendor: SIO2IDE 3.X, MultiJoy8/16
Developer: Speedy 1050 TDS with track-led, 256KB memory expansion for
800XL.
Special lower prices for ABBUC members.

FLOP disk magazine 5/05
See: Zdenek Burian

Foundation Two 1/07
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks,
N!ne)
Germany
http://www.foundationtwo.de/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut,
Bremspunkt (Brems.)

Ron Fries 3/03
ftp://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" / "0xF" 6/06
See also: Atari800 Development Team
See also: Taquart
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Infinity
Poland
http://xasm.atari.org/
http://asap.sourceforge.net/
Developer: Atari utilities: Professional Copy 2.1, FlashPack 2.1,
PowerGraph 1.0, GR8 Logoser 1.1; PC utilities: ASAP (Another Slight Atari
Player) 0.2.1, xasm 3.0.0, SAP Maker 5.0, unsap

Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster

DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes International English versions of Power Per Post (PPP) software from Germany; Commercial Software Collection CD-ROM includes: Quick (programming language) V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM) V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer (DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper, Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues 1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain Software Collection CD-ROM includes 191 mostly double-sided disks plus some bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

Bostjan Gorisek (Gury, Firemover) 3/07
Poland
http://gury.atari8.info/
Developer: Sprite Engine 1.0
http://gury.atari8.info/sprite_engine/sprite_engine.htm

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force, Zero War, Menace, Pacland, Moonbase

Mark Grebe 9/06
See also: Atari800 Development Team
USA
http://members.cox.net/atarimac/
Developer: Atari800MacX 3.4.2 (version of Atari800 emulator for Mac OS X), Sio2OSX 1.1 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 2/07
See Also: Atari800 Development Team
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
http://contiki.cvs.sourceforge.net/contiki/contiki-atari/
Developer: Atari800 for SEGA Dreamcast v0.76, Contiki 1.0 for Atari (a working release of the Contiki web browser for the Atari 8bit systems)

Subject: H

Lee Hanken 1/07
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atascii/
Developer: ATASCIIView Version 1.3 (ATASCII file viewer for MS-Windows).
web-based Atari 8-bit ATASCII file viewer:
http://www.leehanken.pwp.blueyonder.co.uk/atari/

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,
VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,
CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase,
Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye,
Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

Frank Heuser 2/07
Kappelstrasse 10
67269 Gruenstadt
Germany
http://www.asselheim.de/
Vendor: new hardware expansion items, including: SIO2PC (internal/
external), 1050PC, Midi, Voicebox (Atari Magazin), Function keys,
16-OS-switch, AKI, RAM Expansion, Audio/Video cable and adapter, Videobox.
Special lower prices for ABBUC members.

HiassofT 4/06
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl

Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC or APE; atarixfer - a small tool to read/write ATR images to an Atari disk drive connected by a 1050-2-PC or ProSystem cable), Atari-Link PC (AtariDsk) V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPicoDos 4.04 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks)

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 2/07
USA
http://cth.dtdns.net/
Developer: The Armorizer (file corruption detector), ATOS (graphical desktop environment), BrainFork (programming language), Check CRC32, Disk Fragmentation Utility, The Long Integer Library (CC65 and Action! versions), M.T.O.S. (Multi-Tasking Operating System), Micro BASIC, Mouse (programming language), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell (for SpartaDOS), Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet),

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Subject: I

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088

http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari
MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class
(combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000),
Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik,
Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Subject: J

Jeff Jackson 8/06
USA
http://www.jeff-jackson.com
Developer: JLS BASIC - Jackson Languange System BASIC compiler

Dana P. Jacobson 2/07
USA
http://www.atarinews.org/ or http://people.delphiforums.com/dpj/a-one.htm
Publisher: Atari Online News, Etc. -- A-ONE Online Magazine. weekly

Ludovic Jacomme (Zx-81) 3/07
France
http://zx81.zx81.free.fr/
Developer: PSPAtari v1.0.7: Atari 800/130/5200 Emulator for PSP
(port of Atari800 emulator for PlayStation Portable)

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not
complete version)

Shawn Jefferson 3/07
Victoria, BC
Canada
http://www.jeffersonsauctioneering.com/atari/
Developer: MyIDE Config 4.0, MyIDE Image Manager 4.0,
MyIDE Image Batcher 1.0

Subject: K

Nick Kennedy 1/05
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://www.cox-internet.com/wa5bdu/
Developer: SIO2PC 4.19 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari Drive to PC Interface): software, hardware plans, cables, parts (not for Windows-XP); PINEWOOD.EXE (time external events to millisecond accuracy), TIMER.COM (variation of PINEWOOD), PACKET.OBJ (packet radio controller for the Atari), EPROM.COM (controller program for burning EPROMS), FREQ.COM & SYNTH.OBJ (controller for a Direct Digital Frequency Synthesizer), KEYER.OBJ (morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 8/03
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Krishna Software (Krishnasoft) 1/07
173 Prestwick Way
Edison NJ 08820-4680
USA
http://www.krishnasoft.com/sps.htm
Developer: Multi-platform Distributive Operating System (MPDOS) Standard (version 1.00. simulate joystick, mouse, keyboard with a PC), MPDOS Professional for Atari (version 1.00. simulate Atari disk drive and cassette program recorder), Sound Processing Software (SPS) 1.00 (software for Windows suitable for creating sounds for the Atari)

The Sound Processing Software (SPS)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://hysteria.sk/~mikro/
Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9, Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA

Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to
connect an 8-bit Atari computer (or any device with a serial port) directly
to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

LaResistance (born, NoiD, powrooz, pr0be, stryker) 3/07
Poland
http://laresistance.pigwa.net/
Developer: edict (intro), Silly Venture 2k4 Invitation, polymatrix (demo),
the shrine (demo)

Derek Ledbetter 8/05
540 Canal St Apt 9
San Rafael CA 94901-4145
USA
Home Phone (415) 256-1931
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator 1.0.7 developement release 3 for MacOS 8.6 and
later, and OS X

Marcin Lewandowski (Jaskier/Taquart) 8/05
See also: Taquart
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
http://atariarea.histeria.pl/PLus/index_us.htm
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM,
MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1,
Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM
(Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2,
3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick
Assembler to PC X-Asm), Atari800Win PLus 4.0 (for Windows, based on
Atari800)

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 9/06
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

MadTeam (TeBe, Pajero) 11/06
See also: Pajero / MadTeam
Poland
http://madteam.atari8.info/
Developer: demos: Happy Demo, The Muppet Movie Show, IGOR, FAJER, SINTRO, Running Cow, LAJF, Journey, Vasco, X, Splash, TIT, ANI, SAMAR Graphics Collection, Kaszel #1. games: Droga Do Duplandu, Mental Age, Dyna Blaster, Getris. Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5, Mathaf****r Editor 3.1, Mathaf****r Reader 1.1, Turbo 2000F, Visage 2.7, XL-Paint 2.5MaX, 2.6MaX, Rip2Max, 2xMPT 8Channel Stereo Project 1.0, Atari Commander 1.6, Via Copy 4.4, SAMAR Hi-res Interlace with Map of Colours (SHIMC) Editor 1.0. PC utilities: Graph2Font 3.8.4.8 (convert graphics to Atari chars and design multicolor graphics for the Atari), MADS 1.7.5 (Mad-Assembler: 4-pass crossassembler designed for 6502 and 65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989), Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

Alex Martin 1/04
P.O. Box 65
00-952 Warszawa
Poland
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static memory expansion and replacement (backed-up with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interface.
Under development: ANTIC buffering system, 14 MHz 65c816 CPU with 16 MB static memory

MatoSimi (Martin Simecek) 10/05
Slovakia
http://matosimi.atari.org/
Developer: CMC Musix 1, CMC MSX Extractor, Plasma4, Atari FontMaker v1.1, Laser Blaster, Monex 1.1

MCM, an InOne company 5/06
650 Congress Park Dr
Centerville OH 45459-4000
USA
Phone: 1-800-543-4330
Fax: 1-800-765-6960
http://www.mcminone.com/

Developer: 9 Pin Jack For Atari, AC Adaptor Atari 3.5mm 9V DC 500mA

The MESS Team 1/07
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS)-- an emulator of a large number of systems, including the 8-bit Atari computers -- downloads available for Windows, *nix, Mac OS, and DOS

MicroUSB.org - Microprocessor USB Project 1/06
Atari project: Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann
Germany
http://microusb.org/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart (Hardware Cypress SL811, Hardware USBN9602), AtariXLJoypad (Logitech Rumblepad 2 USB Version 2.0), AtariXLJoystick (Competition Pro USB 1.0), AtariXLKeyboard 0.1 BETA, AtariXLMouse (Logitech USB Mouse), AtariXLWheel (Thrustmaster Nascar Pro Digital 2, Logitech Formula GP 1.0, Logitech Vibration Feedback Wheel), USB Device Driver Development Kit 1.2.0, USB Enduser Driver Disk USBTEST Version 0.6, USB HID Base Driver Version 2.0, USBDOS 0.1

Mirage Interactive 6/05
See also: Rewindgames (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 6/06
Gdansk
Poland
http://atariarea.histeria.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 3.3a, 4.4, 4.4a (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 12/06
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://www.a8maestro.com/sites/mtgcat/

Vendor: NEW Super Sketch Graphics Tablet W/cart (PPI),
used hardware, used commercial software
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter,
850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25),
EASIO-S SIO adapter cable 18", EASIO-S SIO adapter cable 3',
EASIO-P Printer adapter cable 5', "A8 A/V BOB" Audio/Video BreakOut Box
with s-video jack, 6' Svideo cable, 12' Svideo cable,
"SPEEDIER:" 19.2K RS232 adapter

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

MyAtari 2/07
See: Matthew Bacon

Subject: N

Kostas Nakos 1/06
See also: Atari800 Development Team
Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/
Developer: Pocket Atari 2.0.1

New Breed Software 9/06
c/o Bill Kendrick
2210 Rock St Apt 33
Mountain View CA 94043-2644
USA
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector,
MuxChat, SIFE - Super-IRG Font Editor

Nelson Nieves 8/06
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree,
TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

Subject: O

Odsiecz Sobieskiego -- O.S. 3/07
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik

See also: Epi
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
Developer: xunzip v2.1 (18 September 2006 -- a ZIP, TAR, GZ and TGZ
(TAR.GZ) archives depacker) http://www.atari8.info/stuff/xz21.zip

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit
rom dumps

Outland Quest Software 6/06
USA
http://www.outlandquestsoftware.com/
Developer: Ally Attack, Black Sea Silver Fishing, Desert Crossfire,
Dungeons of Oti, Empire, Golf Tees, Graphics 8 Painter, Hoss Racing,
Korellian Conflict, Lite Show, Mad Libs, Motions Variable, Scattergories,
Space Regent, Starbase Alpha, Standoff, Star Maze, Terror Fair,
Three-D Force Tic-Tac-Toe, T.I.A.K. - Taking In Accurate Knowledge,
Uncle Milton's Million Dollar Mystery Mansion

Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

Pajero (Pawel Nowak) / MadTeam 5/06
See also: MadTeam
Poland
http://www.atari8.info/stuff/magotrans16.zip
Developer: MagoTrans 1.6 beta (software for MS-Windows: convert and
analyze the following file formats: CAS, FILE, WAV, XEX

Eric Parent 8/06
http://joyfulcoder.com/
Developer: Memo Pad Release 4 (August 26, 2006; ATASCII file viewer and
converter)

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

Pecus and Pirx 7/03
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: Scorched Earth (game), OMC65 (Our Macro Crossassembler, a
Win-32 application generally 100% compatible with MAC65)

Pixels Past (Joe Grand) 4/06
2907 Shelter Island Dr Ste 105-169
San Diego CA 92106-2797
USA
Telephone: 619-222-4100
Facsimile: 619-222-1797
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari),
Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/
paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: R

Werner Raetz 9/06
Postfach 16 40
D-75006 Bretten
Germany
Telefon: 07252/4827 oder 07252/3058
Telefax: 07252/85565
"encoded" email: OOORaetz.SMOOO@OOOt-onlineOOO.OOOdeOOO
Publisher: WASEO-Publisher, WASEO-Designer, WASEO-Triology,
WASEO-Grafinoptikum, WASEO-Labouratorium, WASEO-Practoscope, WASEO
DISK-LINE disk magazine

Burkhard Rau (HCRBurk) 5/06
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

Ready Magazin (Sascha Leidel) 2/07
Germany
http://www.8-bits.de
Publisher: READY. Magazine. Atari part: 100%, only Atari.
2.60 euro per magazine. 6 magazines per year
Special lower prize for ABBUC members available.

READY Technologies (Thomas Smailus) 5/06
254 Nelson Dr Apt U
Baton Rouge LA 70808-5059
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital
hardware systems; design, development, and production of software systems;
software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn
Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering,
Consulting

RETRO magazine 2/07
See: CSW-Verlag

Rewindgames (Fred Meijer) 4/06
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.rewindgames.com/
Vendor: new and used hardware, new and used commercial software including
all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG
titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!,
Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation
Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds,
Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility
Disk

Thomas Richter 2/07
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ Emulator (800/XL/XE/5200 emulator for Unix/Linux/
Solaris/Irix) Stable Release 1.51, CVS Snapshot 1.51, atari++ 1.51 for win32

Markus Roemer / R.I.K. of Kaisersoft 10/06
An der Roehr 6a
55606 Hochstetten-Dhaun
Germany
Publisher: Top Magazin 2006

Pawel Rosowski 4/05
Poland
http://uce.pl/ikplus/
Developer: IK+ C64 to Atari 8-bit Conversion Project (game)
version 0103 (March 2005)

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/ or http://www.schappel.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy),
BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master,
Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings,
ROBOX, Snow Plow, Snow Plow Editor

Subject: S

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire,
Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons,
zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping,
TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II.
XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint,
MultiJoy 16/2 hardware interface

Darren Schebek 7/03
Canada
http://www.schebek.ca/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Serious Magazine 5/05
See: Dial Group

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 9/06
The Netherlands
http://members.home.nl/stack/Atari/atari-xlxe-download.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR), XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs 9/06
Kempenlandstraat 8
5211 VN Hertogenbosch
The Netherlands
http://home.planet.nl/~ernest/
http://members.home.nl/stack/Atari/atari-pooldisk.html
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.ksiders.tzo.com/
Developer: Emulators Utilities: ATR/DCM utilities (DOS), AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer, KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler, Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus. Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker, KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish, Circle of Richness

Sikor Soft (Pawel Sikorski) 1/05
See also: Rewindgames (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://sikorsoft.internetdsl.pl/
Developer: 5 x 5, 5 x 5 Editor, ABC, Centurion, Cyborg, Fire Stone, Ketchup, Liga Polska, Magic of Words, Max, Moscow 1993, Neuroid, Nexus, Orto Puzzle, Pilkarski Poker, Sexy Six, Sexy Six Data Disk #1, Sexy Six Data Disk #2, Sexy Six Data Disk #3, Teacher Killer, Tekblast

Mark l. Simonson 9/06
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany

Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 1/06
http://makeatr.atari8.info/
Developer: makeATR v0.06 (software for MS-Windows)

Len Spencer 8/06
USA
http://www.lspenc13.us/Lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely from scratch")

SquoQuo (Hopper, Bugger, Genetic Gemini, Scythoior, Yoda) 4/06
Germany?
http://squoquo.tk/
Developer: Let's Hop, Sh*t Alpin 2005, Ms.Bulimia

Radek Sterba (Raster/C.P.U.) 12/06
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer: MULTIJOY8 (connect 8 joysticks to one Atari), MultiJoy16 (connect 16 joysticks to one Atari), ATADIM v2.05 Beta (Win9x- work with Atari disk images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor), LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8), Multris (Tetris-like game for MultiJoy4), Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4 (Quadro-Tron patched for Multijoy). utilities: MPE (MIDI Pattern Editor) v2.3, HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4, SA_POKEY (Standalone dynamic DLL library for emulation of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of Atari 6502 processor), Raster Music Tracker (RMT) v1.25 - cross-plaftorm XL/XE music maker for PC, RMT Player v1.06 (plays *.RMT (Raster Music Tracker) song files on Atari XE/XL computers), Creaxin1 "Create X in 1" (for use with S/XEGS RAMcart 128KB by C.P.U.).
games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch),
The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS
- 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS)
PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for
BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine
for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS,
ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine
interpreter, original by Steve Wozniak), Infoline for ACTION!

Sunmark (Mark DiLuciano) 4/06
383 Broadway
Lorain OH 44052-1631
USA
tel: 440-245-3678
http://www.sunmark.com/
Developer: 400/800/XL PCB, sio2pc PCB, R-Time - Real Time Cartridge (ICD
R-Time 8 clone), Hollex Cartridge (16K of SRAM powered by a lithium battery),
various electronic components useful for homebrew projects

Super Products 4/04
c/o James Bradford
14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 1/07
Czech Republic
http://jirkasuv.duch.cz/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..." text game)

Subject: T

Taquart 1/06
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely'
Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru'
Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj
'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz,

Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski
Poland
http://numen.scene.pl/ and
http://www.s-direktnet.de/homepages/k_nadj/taquart.html
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995),
Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag,
1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro,
Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996),
Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997),
Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997),
Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan) 3/07
See also: Epi
Poland
http://atariki.krap.pl/index.php/Tristesse
Developer: SROLL-demo, TRS-Desktop 0.9d alpha:
http://www.atari8.info/trsdesktop.php (screenshots)
http://trub.atari8.info/sdx_files/TRS_desktop_v09d_alfa.zip (download),
NeoTracker v1.6 : http://epi.atari8.info/files/neotracker-1.6.zip ,

trub 10/06
Poland
http://trub.atari8.info/ or http://trub.sys.net.pl/
Developer: all require SDX 4.x: TDPL 2.0 / TD 2.0 (enhanced TD.COM, Polish/
English), XEP.SYS 0.1F (XEP80 device driver), TRACE2 (file tracer for SDX
executable files), RUNEXT 0.4, QE 2.0 (Continuation of the famous Quick Edit
- E: and CON: accelerator by KMK), RWTEST2 (Read/Write Tester by KMK). for
SDX+65C816: RAMD816.SYS. for SDX+QMEG OS: OSSIO.SYS. for SIO2IDE:
S2I Commands 0.8, S2I JukeBox 4.0a. for MS Windows: FIXATR. for KMK/JZ IDE:
CDPLAY 0.4a. more: ED 2.9, ABASIC, YOGI/YELLYSTONE PARK Multidrive, XLDisk.
SDX upgrade project: SpartaDOS X 4.39RC, intSDX128, intSDX128 "flash",
AtraX SDX 128

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,

several other programs. (Mainly working these days on HP Alpha (VMS), Sparc
(Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 2/07
See also: Atari800 Development Team
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: new hardware, new commercial software (cassette format)

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable
perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 3/03
http://retrobits.net/
Developer: Atari810 1.4d -- disk drive emulator in the tradition of
SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 4/06
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware
"We service, sell and publish hardware and software"

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany

Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12), commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
USA
http://www.videogametrader.com/
Vendor: new and used commercial software

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

WASEO 9/06
c/o Thorsten Helbing
Koenigsberger Str. 9
30916 Isernhagen
Germany
tel: +49 175 9982360
FAX: +49 121 258 409 3729
http://www.waseo.de/
Developer: audio CDs: The 20 best ATARI Hits, The 20 most inventive ATARI Songs, The Best of Music Non Stop, The Best of ATARI Game Music, The ATARI Super Soundmix. Titles published by Werner Ratz: WASEO-Publisher (DTP-Programm), WASEO-Designer (Erganzung zum DTP-Programm), WASEO-Triology (Nutzliche Programmsammlung), WASEO-Grafinoptikum (Grafikprogrammsammlung), WASEO-Labouratorium (Arbeitserleichterungsprogramme), WASEO-Practoscope (Sammlung praktischer Programme), Demo Disk, Basic Hits, DISK-LINE disk magazine

Mark Watson 6/03
http://www.scrameta.net
Developer: GP32 port of Atari800 emulator, version 0.4a

World of Atari 1/05
5920 Valley Vale Way

Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

==========
End of atari-8-bit/vendev
==========

617. Re: Cost Whiners

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-06 05:19:53 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <ZLkRh.7677$i93.577@trnddc05>
Source record: 4652
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

"Golan Klinger" wrote ...
>
> As for speculators, they're a byproduct of the free market economy that
> I spoke of earlier. Parasites exist in all ecosystems and there's little
> that can be done about them.

I give my dogs a worm pill once a month to eliminate parasites. :-)

Now, if we could develop a once a month post for the retro-systems newsgroups
that would have the same effect...
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

618. Re: Cost Whiners

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-06 05:57:28 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <C9udnWkz-IzKfljbnZ2dnUVZ_sGqnZ2d@comcast.com>
Source record: 4653
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

Sam Gillett wrote:
> "Golan Klinger" wrote ...
>
>>As for speculators, they're a byproduct of the free market economy that
>>I spoke of earlier. Parasites exist in all ecosystems and there's little
>>that can be done about them.
>
>
> I give my dogs a worm pill once a month to eliminate parasites. :-)
>
> Now, if we could develop a once a month post for the retro-systems newsgroups
> that would have the same effect...

In my experience, the "parasites" you are talking about don't
visit newsgroups. They just watch eBay.

Most participants in csa2 are interested in using their machines,
not in selling them.

-michael

NadaNet networking for Apple II computers!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it's seriously underused."

619. Re: Lomem turbobasic

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-06 17:31:01 UTC
From: Demivec <likeb4garbage@msn.com>
Message-ID: <ev603a0j9q@news2.newsguy.com>
Source record: 4654

```
> Hi,
> Setting lomem in turbobasic locks up:
> 5 REM COPIED FROM MAPPING THE ATARI by Ian Chadwick
> 10 ? FRE(0):BYTES=192
> 20 MEMLO=BYTES+PEEK(743)+PEEK(744)*256
> 30 HYBYTE=INT(MEMLO/256)
> 40 LOBYTE=MEMLO-(INT(MEMLO/256)*256
> 50 POKE 743,LOBYTE:POKE 744,HIBYTE
> 60 POKE 128,LOBYTE:POKE 129,HIBYTE
> 70 POKE 8,0
> 80 X=USR(40960)
>
> and then I have to reboot. This works with AtariBasic "C"
```

Try this program:

```
10 REM this program is saved as AUTORUN.BAS
20 MEMLO=$02E7:LOMEM=$80:INITBAS=$0470
25 _MEMLO=$3BFC:REM this is your new MEMLO, normal value is 13865(=$3629)
30 IF DPEEK(MEMLO)<>_MEMLO OR DPEEK(LOMEM)<>_MEMLO
35 DPOKE MEMLO,_MEMLO
40 DPOKE LOMEM,_MEMLO
45 RUN "D:AUTORUN.BAS":REM place name of this program here
50 ELSE
55 X=USR(INITBAS):REM this initializes TurboBASIC XL
60 RUN "D:PROGRAM":REM place name of next program here
95 ENDIF
```

So to reserve 192 bytes you would set _MEMLO=13865+192.

I used the above program to install device handlers. One was a memory handler that accessed the 1MB of ram I hand in my 130XE. If you have any questions about the example, let me know.

Demivec

620. Re: Most homosexual game for the ATARI?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-07 02:48:57 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <tEDRh.5501$u03.1995@newssvr21.news.prodigy.net>
Source record: 4655
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

> I'm a gay gamer and I'm looking for the gayest ATARI game
> ever made.
>
> Which ATARI game is really queer?
>
This question has been previously asked and answered.
DunX from the UK said:
"My friend John was as gay as a treefull of parrots and he liked 'Gossip'. "
Ha Ha

621. Re: Still need an ATARI 1200XL!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-07 06:58:43 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <26ge135a5v9bdhb9np4hlc3ofkevkqdc5c@4ax.com>
Source record: 4656

"ramswell" <shifty_butch@hotmail.com>:
>On Apr 5, 8:08 am, seymour-sha...@excite.com wrote:

> Actually, no. I "like" them because they run ALL the 400, 800, & 1200
>Software and Cartridges perfectly WITHOUT ADAPTERS or CONVERSIONS of
>any kind.

That's not actually true. Software that makes direct jumps to routines in
the 400/800 OS instead of using the vectors will not work on the 1200XL
without running a "translator" disk, which basically puts an 800 OS in RAM
under the stock OS.

> I "need one" so I can do my R&D for "8-Bit Designs" for NEW ATARI
>Interfaces.

Get yourself an 800XL, cheaper and easier to come by.

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

622. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-07 07:17:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0704070013550.7537-100000@onyx.spiritone.com>
Source record: 4657
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

623. Re: Most homosexual game for the ATARI?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-07 09:54:12 UTC
From: Aly, shfskfjsf@sliuflky4iuhdf.erl
Message-ID: <AaWdnS209e9D9IrbRVnyvQA@bt.com>
Source record: 4658
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Queer ATARI" <queerATARI@gaygamers.gay> wrote in message
news:ev6ri6htq1@aioe.org...
> X-No-Archive:yes
>
> I'm a gay gamer and I'm looking for the gayest ATARI game
> ever made.
>
> Which ATARI game is really queer?
>
>

I think it has to be MouseTrap.

God how I hated that game. And then Star Trek came out.

624. Community Report, 2006

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-07 14:59:21 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2007.04.07.14.59.21.623216@charter.net>
Source record: 4659

When I restarted the DarkForce! BBS, it was for the
same reason that I first started it up in the early 90's.
Namely, to contribute to, participate in, and give back
to, the Atari community, all that I've gotten from it.

With that in mind, here is what DarkForce! did in the
year 2006:

January 2006
1. $25.00 - Slor
2. ST Mag - Doc Rotcod

February 2006
1. $25.00 - Morden
2. ST Mag - Showa

March 2006
1. $25.00 - Mark Chitti
2. ST Mag - Arch Mage
3. DGS 8Bit CDROM - Stephen

April 2006
1. $25.00 - Slor
2. ST Mag - Sthelir

May 2006
1. $25.00 - None (rolled over to next month)
2. ST Mag - J_D
3. PEST - Zeptari
4. USBcart - almostrice

June 2006
1. $50.00 - None (rolled over to next month)
2. ST Mag - DocClu

July 2006
1. $75.00 - AlmostRice
2. ST Mag - Pantera

August 2006
1. ST Mag - Gemini8

September 2006
1. ST Mag - Wulfie

October 2006
1. ST Mag - Dew_it

November 2006
1. ST Mag - Sauron

December 2006
1. ST Mag - Callaghan
2. Mega STe motherboard - Doc Clue
3. Guderian (8bit game) - JeLLe

Glad to be of service, folks! :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

625. Re: Most homosexual game for the ATARI?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-07 19:42:40 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <71tf131lm248qu2l2dq55as9dq0sq5813s@4ax.com>
Source record: 4660

```
"Queer ATARI" <queerATARI@gaygamers.gay>:
>X-No-Archive:yes
>
>I'm a gay gamer and I'm looking for the gayest ATARI game
>ever made.
>
>Which ATARI game is really queer?

Actually only games ported from the C-64... :)
--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)
```

626. hidden words/messages in specific memory locations?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-07 23:30:11 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <1175988611.348918.5600@e65g2000hsc.googlegroups.com>
Source record: 4661

```
I don't know if this is true, but I've heard that PEEKing certain
locations might reveal hidden words or messages by the programmer(s).
Has anyone ever heard of this?
```

627. Re: hidden words/messages in specific memory locations?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-08 02:22:08 UTC
From: seymour-shabow@excite.com
Message-ID: <1175998928.414462.184810@y80g2000hsf.googlegroups.com>
Source record: 4662

On Apr 7, 7:30 pm, "super_sto...@yahoo.com" <super_sto...@yahoo.com>
wrote:
> I don't know if this is true, but I've heard that PEEKing certain
> locations might reveal hidden words or messages by the programmer(s).
> Has anyone ever heard of this?

If you have a monitor like Omnimon or the emulators you can look at
memory - peeking will just return numeric values which could
correspond to ATASCII of course.

Some I've seen over the years:

Pharaoh's Curse: SYNISTOPS (That's the level 3 code)

Alley Cat: Why did the pirate chip his teeth? He was trying to blow
the vibrator. (Or some thing similar!)

Thanks to Pharaoh's Pyramid, which unlike Electronic Arts games which
just said "REMOVE CHIP AT $C000" in the disk sectors, Pharaoh's
Pyramid named the chip at $C000.... Omnimon. Made us wonder what's
this omnimon thing......

-scott

628. Re: Most homosexual game for the ATARI?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-08 03:26:45 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2007.04.08.03.26.45.523032@charter.net>
Source record: 4663

On Sat, 07 Apr 2007 19:42:40 +0000, Shawn Jefferson wrote:

> "Queer ATARI" <queerATARI@gaygamers.gay>:
>>Which ATARI game is really queer?
>
> Actually only games ported from the C-64... :)

Shawn, Shawn, Shawn... <roflol> (love it).

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

629. Re: hidden words/messages in specific memory locations?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-08 03:32:53 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2007.04.08.03.32.52.271818@charter.net>
Source record: 4664

On Sat, 07 Apr 2007 16:30:11 -0700, super_stonic@yahoo.com wrote:

> I don't know if this is true, but I've heard that PEEKing certain
> locations might reveal hidden words or messages by the programmer(s).
> Has anyone ever heard of this?

Hmm, don't know about the 8bit, but the Amiga certainly had some (some of the same 8bit programmers) and the ST had this (from Wikipedia):

"The standard 8x8 pixel graphical character set for the ST (the main in-ROM "font" for GEM, and text-mode TOS operations) contains, following all the standard numbers, letters, symbols and accented characters, four unusual characters. These can be placed together in a square, forming a basic but recognisable facsimile of the face of J. R. "Bob" Dobbs, the supposed founder of the Church of the Subgenius"

I think I remember accessing the face from within Atari ST BASIC, but I always thought it was one of the Tramiels. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

630. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-08 04:25:22 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1176006306@rtfm.mit.edu>
Source record: 4665
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 8, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.
Atari, headquartered at the time in Sunnyvale, California, USA, produced this
line of computers from 1979-1992.

To see what Atari, Inc. is up to today, visit: http://www.atari.com/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

Former (before 1987) Usenet newsgroups for Atari computer discussion:
net.micro.atari8 - created Feb 1986
net.micro.atari - created Nov 1982
net.micro - created Jan 1982

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LISTS
atari8-l, kept by Maciej Grzeszczuk
```

To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

'atari', kept by Jeff Wood
'atari' is gatewayed bidirectionally with comp.sys.atari.8bit.
To subscribe, send a message to atari-request@rtdos.com with the
following in the subject (not the body) of the message:
subscribe
'atari' web page: http://rtdos.com/mailman/listinfo/atari_rtdos.com

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/

http://atari.fandal.cz/

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

USER GROUPS
ABACUS - Atari Bay Area Computer User Society

http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

ACGC - Atlantic Computer and Gaming Club
http://www.chebucto.ns.ca/Technology/NSACUG/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Atari computers news aggregator site)
http://www.ataritoday.com/

631. Documentation / Handbook for Atari Calculator CX8102?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-08 08:01:31 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2007.04.08.08.01.31@strotmann.de>
Source record: 4666

Hi,

I'm looking for information (best a scanned handbook/documentation, or list of possible commands) for the Atari Calculator Program (from 1979, Article CX8102). This might be the same software as APX 20130, but I'm not sure. Can anyone send me information on this?

Best regards

Carsten

632. Re: Most homosexual game for the ATARI?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-08 11:49:53 UTC
From: Gareth <hotmail.com@dgareth.spm>
Message-ID: <4618d6ae$0$10723$db0fefd9@news.zen.co.uk>
Source record: 4667
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Queer ATARI" <queerATARI@gaygamers.gay> wrote in message
news:ev6ri6htq1@aioe.org...
> X-No-Archive:yes
>
> I'm a gay gamer and I'm looking for the gayest ATARI game
> ever made.
>
> Which ATARI game is really queer?

Hard Hat Willy?

Gareth.

633. NTSC carts on PAL system?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-08 11:52:37 UTC
From: Gareth <hotmail.com@dgareth.spm>
Message-ID: <4618d750$0$21841$db0fefd9@news.zen.co.uk>
Source record: 4668

I've asked this question before - a few years ago - and the answers were helpful but a bit confusing. I'm considering buying some NTSC Atari 800 game carts for a PAL system - the PAL carts are more difficult to obtain.

When the Atari 400/800 were marketed in the UK the advice from Ingersoll and then Atari Corp was clear: NTSC carts will not work on PAL systems.

I've heard however that this isn't true and that the NTSC carts will work - that there is actually no difference at all between the hardware or software of the carts.

Can anyone confirm this with any certainty - will NTSC carts work on a PAL system? Has anyone used NTSC carts on a PAL system with success?

Gareth.

634. Re: NTSC carts on PAL system?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-08 11:58:32 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <99SdncAYTub5RYXbRVnzvA@telenor.com>
Source record: 4669

I have not come across any cartridge that did not work on PAL machines.
There's a problem with some Atari 800 games on XL/XE systems, I think Demon
Attack and some others that need a translator.

Also, I know some demos (not talking cartridges here) and games written for
PAL machines won't work on the NTSC ones, because of the difference in
50/60Hz and the time available in the VBI.

So, NTSC isn't the problem, being an older cartridge, might be, because of
some difference in addresses in the hardware.

Anything special you look for?

"Gareth" <hotmail.com@dgareth.spm> skrev i melding
news:4618d750$0$21841$db0fefd9@news.zen.co.uk...
> I've asked this question before - a few years ago - and the answers were
> helpful but a bit confusing. I'm considering buying some NTSC Atari 800
game
> carts for a PAL system - the PAL carts are more difficult to obtain.
>
> When the Atari 400/800 were marketed in the UK the advice from Ingersoll
and
> then Atari Corp was clear: NTSC carts will not work on PAL systems.
>
> I've heard however that this isn't true and that the NTSC carts will
work -
> that there is actually no difference at all between the hardware or
software
> of the carts.
>
> Can anyone confirm this with any certainty - will NTSC carts work on a PAL
> system? Has anyone used NTSC carts on a PAL system with success?
>
> Gareth.
>
>

635. Re: NTSC carts on PAL system?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-08 12:08:09 UTC
From: Gareth <hotmail.com@dgareth.spm>
Message-ID: <4618daf0$0$19256$da0feed9@news.zen.co.uk>
Source record: 4670

"Vidar Olavesen" <olavese@online.no> wrote in message
news:99SdncAYTub5RYXbRVnzvA@telenor.com...
>I have not come across any cartridge that did not work on PAL machines.
> There's a problem with some Atari 800 games on XL/XE systems, I think
> Demon
> Attack and some others that need a translator.
>
> Also, I know some demos (not talking cartridges here) and games written
> for
> PAL machines won't work on the NTSC ones, because of the difference in
> 50/60Hz and the time available in the VBI.
>
> So, NTSC isn't the problem, being an older cartridge, might be, because of
> some difference in addresses in the hardware.
>
> Anything special you look for?

Thanks for the information. It's odd (and, it turns out, very misleading)
for Atari Corp to have said that NTSC carts wouldn't have worked on PAL
systems.

Yes, I'm looking to replace my entire collection that was damaged some years
ago! Some carts are pretty difficult to find although they do appear on eBay
from time to time - Donkey Kong Junior, Popeye, Necromancer and many others.
They are mostly sold by people in the US. Often the shipping cost is more
than the cart and, for an expensive/rare cart, the customs duty and
collection fee makes it even more expensive.

Gareth.

636. FS: Atari Colletion

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-08 12:19:05 UTC
From: Rob K <chibigguy@hotmail.com>
Message-ID: <Xns990C4A78FD47Erobknautzcom@208.49.82.220>
Source record: 4671

It is with great sadness that, after years of saying I would do something with this stuff (haven't done anything serious with it in 10+ years), I need to part with my collection of Atari stuff. Got my 400 in 83 or 84 and had a lot of fun all the way through college where I added to my collection through a box of stuff found in a house I moved into (XF551, XM301, Apefaces) and benefiting from the University selling off their old atari stuff for $10 per item. There were actually professors still using them in their offices for word processing in 1990 even though the university had a massive deal with AT&T for PCs and Unix boxes.

I'd prefer to unload the whole thing at once and not have to ship anything. Therefore, if there is anyone in the Chicago area (or within a 4-5 hour drive), I would accept a reasonable offer and deliver on a weekend day. Otherwise after May 1st, I'll accept reasonable offers on parts of the collection.

Rob

Here is what I have:

(1) Atari 400 (48K upgrade (Axlon?), case has seen better days)
(1) Atari 800 (one or two keys are loose but functional)
(1) Atari 800XL
(2) Atari 1200XL

(2) Atari 1050 (no enhancements)
(1) Atari XF551

(1) Atari XM301

Have the power supply for the 800, think I am one short for everything else though.

(3) Apeface Parallel interfaces (never got them working, not sure if they work)

(2) Gemstick Joysticks
(2) Wico Bat Joysticks with changable grips
(1) Other joystick

Ton of disks that probably don't work
Books (incl. Compute's First & Second, First Book of Games)
Atari Writer Cart
Visicalc Disk (don't remember if I ever used)

Cartridges, most in poor shape, but functional:
Buck Rogers
Krazy Kritters

Gorf
Aliens (?? not sure label is missing)
Galaxian
Asteroids
Jumbo Jet Pilot
Soccer
Basic (for 400/800)
Qix
Donkey Kong
Star Raiders (of course)
Pac Man
Centipede
Kickback

637. Tico-Tico or Tiko-Tiko in BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-08 16:35:16 UTC
From: The Relentless <nope@no.spam>
Message-ID: <e96i13ll9928cvuovr6jvord2gi8378r93@4ax.com>
Source record: 4672

Back when I was a wee lad I had a song called Tico-Tico or
Tiko-Tiko...can't remember.....that was written in BASIC. I recieved
it on a local Atari Club monthly disk, so not sure if it was just a
local thing. It was a really catchy tune, so I am hoping someone may
have come across it and can help me get a copy.

Thanks,

Aaron

638. Re: NTSC carts on PAL system?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-08 18:52:33 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <ifei13hegdmue5bv1144nvcjmcrs20m3at@4ax.com>
Source record: 4673

"Gareth" <hotmail.com@dgareth.spm>:

>Thanks for the information. It's odd (and, it turns out, very misleading)
>for Atari Corp to have said that NTSC carts wouldn't have worked on PAL
>systems.

I believe that is/was true for the 2600, but not the 8-bit computer.

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

639. Re: Tico-Tico or Tiko-Tiko in BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-08 18:57:49 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <46193b2a$0$1367$4c368faf@roadrunner.com>
Source record: 4674

The Relentless wrote:

> Back when I was a wee lad I had a song called Tico-Tico or
> Tiko-Tiko...can't remember.....that was written in BASIC. I recieved
> it on a local Atari Club monthly disk, so not sure if it was just a
> local thing. It was a really catchy tune, so I am hoping someone may
> have come across it and can help me get a copy.
>
> Thanks,
>
> Aaron

ftp://ftp.spudster.org//pub/Atari/CTH/Audio/MISC/TicoTico.zip ?

640. Re: Most homosexual game for the ATARI?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-08 19:23:19 UTC
From: proteanthread <rtdos@rtdos>
Message-ID: <KK-dnRGpMoMw3ITbnZ2dnUVZ_vfinZ2d@bresnan.com>
Source record: 4675
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
Gareth wrote:
> "Queer ATARI" <queerATARI@gaygamers.gay> wrote in message
> news:ev6ri6$htq$1@aioe.org...
>> X-No-Archive:yes
>>
>> I'm a gay gamer and I'm looking for the gayest ATARI game
>> ever made.
>>
>> Which ATARI game is really queer?
>
> Hard Hat Willy?
>
> Gareth.
>
>

Is there a joke in that? *L*
```

641. Re: NTSC carts on PAL system?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-08 20:32:39 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <0K-dnaIHbdJ-zYTbRVnzvQ@telenor.com>
Source record: 4676

> I believe that is/was true for the 2600, but not the 8-bit computer.

That's correct, as well as the 7800. The 2600 do play the games, but often with pink superman or smurf, so the colors are off. 7800 games just doesn't work. 5200 is of course only NTSC, never released in Europe, so they are no problem.

642. Re: Most homosexual game for the ATARI?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-08 20:44:54 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <46195446$0$25621$91cee783@newsreader02.highway.telekom.at>
Source record: 4677
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

proteanthread wrote:

> > Hard Hat Willy?
> >
> > Gareth.
>
>
> Is there a joke in that? L

How do you came in that? M

Best regards,

Daniel Mandic

643. Re: Tico-Tico or Tiko-Tiko in BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-09 02:18:56 UTC
From: The Relentless <nope@no.spam>
Message-ID: <ebhi135jugaonvfsihijclet08e8onec4n@4ax.com>
Source record: 4678

On Sun, 08 Apr 2007 14:57:49 -0400, Charlie <charleycron@woh.rr.com>
wrote:

>
>
>ftp://ftp.spudster.org//pub/Atari/CTH/Audio/MISC/TicoTico.zip ?
>

AWESOME!!! Thank you so much. I just had a majhor nostalgic moment,
and it stopped my 4 month old from crying. :)

Though it seems a little slower than I remember it. Sounds about
right when I kick the emulator up to 115%-120%. Maybe I am just
remembering wrong.

644. Re: hidden words/messages in specific memory locations?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-09 10:48:24 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <57ujifF2e45bkU1@mid.dfncis.de>
Source record: 4679

super_stonic@yahoo.com wrote:
> I don't know if this is true, but I've heard that PEEKing certain
> locations might reveal hidden words or messages by the programmer(s).
> Has anyone ever heard of this?

Well, "Easter Eggs" aren't that unfrequent, actually. I don't know
whether the
Atari had any easter eggs that were added on purpose, but for example
the last couple of bytes of the Rev.B Atari Basic contains characters
that look like a high-score table of sorts. ("Winner" in Atascii code!)
Probably the author played a game before making the final cart dump for
production. (Rev.B is the damaged version with broken memory copy
operations that hangs up from time to time, thus the "looser" edition.)

The AmigaOs had a couple of them, too, but that's off-topic.

So long,
Thomas

(And Happy Easter, this fits perfectly!)

645. Re: hidden words/messages in specific memory locations?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-09 17:17:01 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <1176139021.835770.66310@l77g2000hsb.googlegroups.com>
Source record: 4680

> Alley Cat: Why did the pirate chip his teeth? He was trying to blow
> the vibrator. (Or some thing similar!)
>
> Thanks to Pharaoh's Pyramid, which unlike Electronic Arts games which
> just said "REMOVE CHIP AT $C000" in the disk sectors, Pharaoh's
> Pyramid named the chip at $C000.... Omnimon. Made us wonder what's
> this omnimon thing......
>
> -scott

Cool, thanks. Didn' t know about those. I'll add them to the list:

http://www.digitpress.com/eastereggs/

Do you or anyone else know of any that aren't listed there?

Btw, the Alley Cat message is Q: Why can't a pirate use a dildo??
A: Because it chips his teeth."

And Pharaoh's Curse has "By Mike Potter" listed twice in the code,
which is strange since the title screen says "By Steve Coleman"

646. Re: hidden words/messages in specific memory locations?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-09 17:20:35 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <1176139235.111241.108490@o5g2000hsb.googlegroups.com>
Source record: 4681

```
> Well, "Easter Eggs" aren't that unfrequent, actually. I don't know
> whether the
> Atari had any easter eggs that were added on purpose, but for example
> the last couple of bytes of the Rev.B Atari Basic contains characters
> that look like a high-score table of sorts. ("Winner" in Atascii code!)
> Probably the author played a game before making the final cart dump for
> production. (Rev.B is the damaged version with broken memory copy
> operations that hangs up from time to time, thus the "looser" edition.)

I just checked the Rev B rom in a hex editor and it shows ",7inner".
Not sure what to make of that. The other revs don't have text at the
end.
```

647. Re: hidden words/messages in specific memory locations?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-09 18:17:33 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <57vdsjF2dm1mjU2@mid.dfncis.de>
Source record: 4682

super_stonic@yahoo.com wrote:

> I just checked the Rev B rom in a hex editor and it shows ",7inner".

In ASCII, not in the Antic character encoding. In Antic's encoding
that's "Winner". (-:

> Not sure what to make of that. The other revs don't have text at the
> end.

Well, my speculation is that they just played a game before making the
cart dump. (-:

So long,
Thomas

648. Re: Assembler Cart

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-09 19:02:01 UTC
From: Payton Byrd <plbyrd@bellsouth.no.spam.net>
Message-ID: <g4wSh.84$Pq5.7@bignews6.bellsouth.net>
Source record: 4683

Just as a reminder, I'm looking to buy the Assembler Editor (CXL4003) cart and the Macro Assembler and Program-Text Editor disk (CX8121). I would prefer the complete packages, including docs.

Thanks!
--
Payton Byrd
Homepage - <http://www.paytonbyrd.com>
Blog - <http://blogs.ittoolbox.com/visualbasic/dotnet/>

649. Re: Tico-Tico or Tiko-Tiko in BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-09 20:30:46 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <teednWOv_dlyPIfbRVnzvQ@telenor.com>
Source record: 4684

> AWESOME!!! Thank you so much. I just had a majhor nostalgic moment,
> and it stopped my 4 month old from crying. :)
>
> Though it seems a little slower than I remember it. Sounds about
> right when I kick the emulator up to 115%-120%. Maybe I am just
> remembering wrong.

Maybe on a NTSC machine it runs faster? Is you emulator set to PAL or NTSC?

Or maybe you ran it in Turbo Basic? Or compiled?

650. Re: Still need an ATARI 1200XL!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-09 21:18:44 UTC
From: Payton Byrd <plbyrd@bellsouth.no.spam.net>
Message-ID: <q4ySh.51$XU4.11@bignews8.bellsouth.net>
Source record: 4685

<gwcude@gmail.com> wrote in message
news:1175799525.486368.5630@y80g2000hsf.googlegroups.com...
> On Apr 5, 11:29 am, "Payton Byrd" <plb...@bellsouth.no.spam.net>
> wrote:
>> "Shawn Jefferson" <sjeffersonTAKETHISOUTTORE...@shaw.ca> wrote in
messagenews:fa0913dll1t8tu962489ouo3uuj4inl5g5@4ax.com...
>> >I bought both of mine for about $50 on ebay. no boxes or other stuff, just
>> > a power supply. Both worked, but one had some bad keys on the keyboard. I
>> > replaced the keyboard on that one.
>>
>> I sourced a complete one in the box from Atari Max. They are also installing APE Warp+
in it for me and so I'm going to be tickled pink when it gets here. :)
>
> Yes you will! Steve does good stuff.
>

I got my 1200XL today with APE Warp+ installed. I'm happy, very happy. I think my 800XL has a problem because the 1200XL plays more games from the Spudster collection than my 800XL would. I'm also very happy with the APE Warp+ OS that is the default OS with the add-in board, it's fast and it appears to be very compatible with 800 software.

I'm actually HAPPIER with this purchase than I thought I'd be! The only thing that bums me out is the joke documentation that Atari included as an owner's manual. Other than the special key combination page it's useless.

651. Re: Still need an ATARI 1200XL!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-09 21:20:12 UTC
From: Payton Byrd <plbyrd@bellsouth.no.spam.net>
Message-ID: <P5ySh.52$XU4.3@bignews8.bellsouth.net>
Source record: 4686

"ramswell" <shifty_butch@hotmail.com> wrote in message
news:1175494749.422234.240830@o5g2000hsb.googlegroups.com...
>
>
> Does anyone out there have one lying around in a basement, under a
> bed, or hiding behind clothes in a closet or someplace else? Also, can
> you please sell it to me for "FAIR" price?
>
> I have seen many go on eBay for the past 3 years and ALL ARE
> OVERBIDDED ON! I am going to use it for development and designs so I
> really can't pay $200.00 for a mere 8-Bit Computer Keyboard.
>
>
> Please let me know if you have one for sale before throwing it up on
> than DAMN EBAY!
>

There's a ton of really cheap 800XL available on eBay right now and there's even a couple of 130XE that are going for about $50. If I hadn't just bought this 1200XL I'd be all over one of those 130XE systems!

652. Re: hidden words/messages in specific memory locations?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-10 03:17:03 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <1176175023.766196.73940@n76g2000hsh.googlegroups.com>
Source record: 4687

```
On Apr 9, 2:17 pm, Thomas Richter <t...@math.tu-berlin.de> wrote:
> super_sto...@yahoo.com wrote:
> > I just checked the Rev B rom in a hex editor and it shows ",7inner".
>
> In ASCII, not in the Antic character encoding. In Antic's encoding
> that's "Winner". (-:
>

ack- you're right :) I forgot about "ATASCII"
```

653. Re: Tico-Tico or Tiko-Tiko in BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-10 03:37:16 UTC
From: The Relentless <nope@no.spam>
Message-ID: <ng1m13tmovesvv2lroa84h4un2srunqapj@4ax.com>
Source record: 4688

On Mon, 9 Apr 2007 22:30:46 +0200, "Vidar Olavesen"
<olavese@online.no> wrote:

>> AWESOME!!! Thank you so much. I just had a majhor nostalgic moment,
>> and it stopped my 4 month old from crying. :)
>>
>> Though it seems a little slower than I remember it. Sounds about
>> right when I kick the emulator up to 115%-120%. Maybe I am just
>> remembering wrong.
>
>Maybe on a NTSC machine it runs faster? Is you emulator set to PAL or NTSC?
>
>Or maybe you ran it in Turbo Basic? Or compiled?
>
>
No, I was in NTSC. The version I, had all those years ago, may have
been tampered with before making it to me, or this one may have been.
Or I am just not remembering it correctly.

654. Re: hidden words/messages in specific memory locations?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-10 04:25:55 UTC
From: heuser.marcus@freenet.de
Message-ID: <1176179155.731603.212450@n76g2000hsh.googlegroups.com>
Source record: 4689

On Apr 9, 7:17 pm, "super_sto...@yahoo.com" <super_sto...@yahoo.com>
wrote:
>
> Cool, thanks. Didn' t know about those. I'll add them to the list:
>
> http://www.digitpress.com/eastereggs/
>
> Do you or anyone else know of any that aren't listed there?

In both Savage Empire and Martian Dreams, the "Worlds of
Ultima" Origin games, the following text can be found in the
file GAME.EXE: "Winona Ryder is a really hot babe"

I don't know if it is possible to actually get this text on screen,
though.

A quick Google search says that these people found it, too:
http://shiftedphase.com/dino/ultima/se/fun.php
http://www.reenigne.org/computer/u6maps/index.html

bye
Marcus

655. Classic computer bittorents

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-10 05:34:06 UTC
From: Lance Lyon <llyon@landover.NOSPAM.no-ip.com>
Message-ID: <461b2180$1@dnews.tpgi.com.au>
Source record: 4690

Guys,

Developing a bittorrent site devoted to distributing classic computer related material - it's in test mode at the moment at http://landover.no-ip.com:6969 - test it out if you will (try uploading too). Any comments (good, bad or otherwise), there's a forum attached.

cheers,

Lance

\\ http://www.commodore128.org
Commodore 128 forums & more! //

656. 800 Keyclick

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-10 13:54:13 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <jbudnTSrQ_phC4bbnZ2dnUVZ_qupnZ2d@comcast.com>
Source record: 4691

I can't remember offhand, but is there a way to disable the keyclick from the internal speaker on the 800 short of disconnecting the speaker? I know you can on the XL/XEs, but couldn't recall a software method to do this on the 800.

Thanks.

-Jason

657. Re: 800 Keyclick

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-10 14:11:52 UTC
From: Thomas Richter <thor@math.TU-Berlin.DE>
Message-ID: <581k98F2f6o5oU1@mid.dfncis.de>
Source record: 4692

Jason Harmon wrote:
> I can't remember offhand, but is there a way to disable the keyclick from
> the internal speaker on the 800 short of disconnecting the speaker? I know
> you can on the XL/XEs, but couldn't recall a software method to do this on
> the 800.

The only software method I could think of is to replace the Os K:
handler (at least partially) not to call the keyclick routine.

So long,
Thomas

658. Re: 800 Keyclick

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-10 15:04:07 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <HHNSh.1265$2v1.379@newssvr14.news.prodigy.net>
Source record: 4693

"Jason Harmon" <>
I can't remember offhand, but is there a way to disable the keyclick from
> the internal speaker on the 800 short of disconnecting the speaker? I
know
> you can on the XL/XEs, but couldn't recall a software method to do this on
> the 800.
>
> Thanks.
>
> -Jason
I don't know if it works on an 800 internal speaker,
but 731 0 click, 255 no click. I have in my notes.
Maybe that just works on XL/XE monitor clicks.
Give it a try and let us know if it works, please.
POKE 731,255

659. Re: 800 Keyclick

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-10 15:27:20 UTC
From: Thomas Richter <thor@math.TU-Berlin.DE>
Message-ID: <581omoF2dhtk0U1@mid.dfncis.de>
Source record: 4694

Russg wrote:

> I don't know if it works on an 800 internal speaker,
> but 731 0 click, 255 no click. I have in my notes.
> Maybe that just works on XL/XE monitor clicks.
> Give it a try and let us know if it works, please.
> POKE 731,255

That's the XL Os only. Os/A does not check for this location,
unfortunately.

So long,
Thomas

660. atari++ 1.52 released

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-10 15:31:25 UTC
From: Thomas Richter <thor@math.TU-Berlin.DE>
Message-ID: <581oudF2egcftU1@mid.dfncis.de>
Source record: 4695

Hi folks,

a new release of the C++ based atari 8 bit emulator has just been
released. You find it at its web page at:

http://www.math.tu-berlin.de/~thor/atari++/

Credits for this release go to Waldemar Pawlaszek for detecting
and fixing several bugs in the 65c02 emulation code, thus the
CPU emulation for the advanced member of the 6502 family has been
reworked heavily.

In addition, the interface to the monitor/disassembler has been
reworked as well to ease the integration of other members of
this family.

Have fun,
Thomas

661. Re: 800 Keyclick

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-10 15:51:54 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <T6ednR9oSMcOL4bbnZ2dnUVZ_t2tnZ2d@comcast.com>
Source record: 4696

Yeah, I tried 731.

Location 731 was listed in the XL/XE addendum to the Atari memory map. I tried putting non-zero values in there anyways but they have no effect on the 800.

Maybe I should just put a potentiometer on the speaker wire so I can adjust the volume.

Thanks.

-Jason

"Russg" <russgilb@MUNGEsbcglobal.net> wrote in message news:HHNSh.1265$2v1.379@newssvr14.news.prodigy.net...
>
> "Jason Harmon" <>
> I can't remember offhand, but is there a way to disable the keyclick from
>> the internal speaker on the 800 short of disconnecting the speaker? I
> know
>> you can on the XL/XEs, but couldn't recall a software method to do this
>> on
>> the 800.
>>
>> Thanks.
>>
>> -Jason
> I don't know if it works on an 800 internal speaker,
> but 731 0 click, 255 no click. I have in my notes.
> Maybe that just works on XL/XE monitor clicks.
> Give it a try and let us know if it works, please.
> POKE 731,255
>
>

662. Re: Tico-Tico or Tiko-Tiko in BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-10 15:57:04 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <ktOSh.8260$YL5.6017@newssvr29.news.prodigy.net>
Source record: 4697

"The Relentless" <> wrote in message
> On Mon, 9 Apr 2007 22:30:46 +0200, "Vidar Olavesen"
> <olavese@online.no> wrote:
>
> >> AWESOME!!! Thank you so much. I just had a majhor nostalgic moment,
> >> and it stopped my 4 month old from crying. :)
> >>
> >> Though it seems a little slower than I remember it. Sounds about
> >> right when I kick the emulator up to 115%-120%. Maybe I am just
> >> remembering wrong.
> >
> >Maybe on a NTSC machine it runs faster? Is you emulator set to PAL or
NTSC?
> >
> >Or maybe you ran it in Turbo Basic? Or compiled?
> >
> >
> No, I was in NTSC. The version I, had all those years ago, may have
> been tampered with before making it to me, or this one may have been.
> Or I am just not remembering it correctly.
You're remembering correctly.
The one you remember has Antic turned off.
You can modify ticotico.bas like so:
1 X=PEEK(559):POKE 559,0
222 POKE 559,X
Now it will play almost twice as fast.
TICOTICO comes on a 'SuperSynthesizer' demo
disk with about 15 other tunes, and it disables
Antic.

663. Re: Still need an ATARI 1200XL!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-11 02:38:12 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <1176259092.094753.174210@p77g2000hsh.googlegroups.com>
Source record: 4698

> Actually, no. I "like" them because they run ALL the 400, 800, & 1200
> Software and Cartridges perfectly WITHOUT ADAPTERS or CONVERSIONS of
> any kind.

Actually, the incompatibility problems were so bad with older 400/800
software that the running joke was the 1200XL was the only computer
that was incompatible with itself ;). The 600XL and 800XL weren't
much better, which prompted Atari to issue free Translator disks
(which contained 2 different versions of the 400/800 OS - A and B).

http://www.faqs.org/faqs/atari-8-bit/faq/section-59.html

664. Re: Home-Made Axlon Compatible Memory Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-11 05:14:39 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <461C6EBF.72B166C4@a8maestro.com>
Source record: 4699

Well, I have an article from Windhover that appears to predate D.Byrd...on my
site. Don't know how axalon it is...
http://www.a8maestro.com/atari/info/memory/wpmem800.txt.

Rick D.
DO NOT REPLY TO a8maestro"a t"a8maestro.com.
Use rld2007" a t " a8maestro.com instead.
This may change in 2007.

stephensheppard@hotmail.com wrote:

> On Mar 28, 1:31 pm, Rick Cortese <ricor...@earthlink.net> wrote:
> > FujiMan wrote:
> > > On Mar 23, 1:35 pm, stephenshepp...@hotmail.com wrote:
> >
> > Somewhere lost in time a guy added a 256k static RAM to an 800 memory
> > board. I looked for it but couldn't find it. Looked like a really neat
> > hack since I am used to seeing rows of chips and support chips on an 800
> > RAM board. This just had the static RAM and a support chip or two so it
> > looked kind of lonely. I can't remember how he banked it but I thought
> > he did something tricky like Axlon compatibility and allowed it to be
> > the only memory board in the computer.
> >
> > Rick
>
> I'd really be interested in this if anyone happens to rediscover the
> article!
>
> - Steve Sheppard

665. Ebay: 8 SSI games just went up for auction!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-12 01:40:30 UTC
From: ghostlymo@yahoo.com
Message-ID: <1176342029.965554.175120@y80g2000hsf.googlegroups.com>
Source record: 4700

Hey all, Im still clearing out my shelves. I just threw up 8 SSI
bookshelf games, most are for the Atari 400/800. Titles like Carrier
Force and Battle for Normandy. Check 'em out!
http://tinyurl.com/2cb492
Thanks,
momo

666. Re: 800 Keyclick

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-12 13:48:48 UTC
From: deadfiber <deadfiber@gmail.com>
Message-ID: <1176385728.880062.177950@n59g2000hsh.googlegroups.com>
Source record: 4701

I put a switch on mine back then, which turned out to be many switches on my 800.

And there is a way to turn off the speaker iam sure, as we made a few programs to use the internal speaker as stereo with the monitor speaker.

that was well over 20 years ago, lol

mike

667. Re: 800 Keyclick

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-13 15:04:11 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <1-adnYRbUqJ_BoLbnZ2dnUVZ_rCsnZ2d@comcast.com>
Source record: 4702

If you know of a simple way to do so, please let me know. I know some apps
turn it off (PaperClip for example), but my assumption is that this is
because they are bypassing the K: handler for keyboard input.

-Jason

"deadfiber" <deadfiber@gmail.com> wrote in message
news:1176385728.880062.177950@n59g2000hsh.googlegroups.com...
>I put a switch on mine back then, which turned out to be many switches
> on my 800.
>
> And there is a way to turn off the speaker iam sure, as we made a few
> programs to use the internal speaker as stereo with the monitor
> speaker.
>
> that was well over 20 years ago, lol
>
> mike
>
>
>

668. Re: 800 Keyclick

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-13 18:08:06 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <461fc6fc$0$5781$4c368faf@roadrunner.com>
Source record: 4703

Jason Harmon wrote:

> If you know of a simple way to do so, please let me know. I know some
> apps turn it off (PaperClip for example), but my assumption is that this
> is because they are bypassing the K: handler for keyboard input.
>
mike
>>
>>
>>

Well, theres always 'Beet the Beeps',

http://www.atarimagazines.com/v3n10/beatbeep.html

669. Turbobasic immediate mode

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-14 00:01:08 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <MRUTh.144294$g24.88513@newsfe12.phx>
Source record: 4704

I found this little snippet on an old floppy labeled RAG USERGROUP. The only thing I changed was the drive designation from D4: to D8: for my ram disk.

```
DPO.82,9985:CLR:DIM N$(8),F$(19):N$="D8:DIRX3":CLS:? "DRV(1-8)":GET
D:F$="D":F$(2)=CHR$(D):F$(3)=":*.*":CL.#1
OP.#1,6,0,F$:DO:IN. #1;F$:IF F$(1,1)<>" ":EXIT:ENDIF:?
F$(2,14);:LOOP:DPO.82,9986:GET D:E.N$
```

Name this file DIRX3 save to D8: load Turbobasic and ENTER "D8:DIRX3

670. Re: 800 Keyclick

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-14 11:31:00 UTC
From: Velcro_SP <daclmi@comcast.net>
Message-ID: <1176550260.234000.222120@d57g2000hsg.googlegroups.com>
Source record: 4705

On Apr 12, 9:48 am, "deadfiber" <deadfi...@gmail.com> wrote:

> And there is a way to turn off the speaker iam sure, as we made a few
> programs to use the internal speaker as stereo with the monitor
> speaker.

Far out! What a nifty thing to do. Not that you are going to get high
fidelity with that rinky dink little speaker in there, but the
creativeness of this is very impressive. Tell us more? Was any music
made with this?

671. basic language retropedia

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-14 22:54:00 UTC
From: proteanthread <post@newsgroups.net>
Message-ID: <Cq2dnYuQhueEwbzbnZ2dnUVZ_tijnZ2d@bresnan.com>
Source record: 4706

http://rtdos.com/tiki-index.php?page=The+BASIC+Language+Retropedia

working on a retropedia of sorts for the basic language; what we are trying to do here is create a xref system of the different commands each dialect of basic used and how each dialect of basic used them. we're trying to cover all basics for all machines (from the first machine that used basic up until as recent as possible or feasible); back in the early to mid 80's there were TONS of books on the subject and we're trying to re-create that here (since most other classical computing sites contain information on the various machines we are trying to gather programming information on these machines so, no, we're attempting to NOT duplicate the same information on other sites although we'll link to these sites when necessary, possible, and or allowed by these other sites).

--
Woodzy
http://www.rtdos.com

672. 1200XL Still Needed!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-15 02:48:47 UTC
From: ramswell <shifty_butch@hotmail.com>
Message-ID: <1176605327.361596.309970@q75g2000hsh.googlegroups.com>
Source record: 4707

I still need the ATARI 1200XL Computer! Does anybody out there have one for a reasonable price??? This includes ones that work internally, but need keyboard work done to them as I need the motherboard and casing mostly!

Please send me an email and let me know if you have one that you are willing to part with!

Thanks,

Charles>8-Bit Designs

http://www.8bitprodserv.spaces.live.com

shifty_butch@hotmail.com

(909) 350-9987

673. FS: Atari 8-bit RCA/Phono TV Cables - from ?1.50 delivered!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-15 09:51:36 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1176630675.76245.0@iris.uk.clara.net>
Source record: 4708

Hello All,

I have an overstock of Atari 8-bit to RCA/Phono TV cables (2 metre/6.5')
which I am clearing. Prices start at just ?1.50 delivered. This offer is
only available to readers of this newsgroup, so you will need to visit the
offer page directly:

http://www.dgs.clara.net/RCA-a8-Apr07.htm

Payments are by PayPal only in UK Pounds. Payment buttons are included on
the page, or you can PayPal the money directly if you prefer. Cables can be
shipped to the UK, Europe, USA/Canada, and Australia/NZ.

I have other types of cable too, which are sold through eBay:

http://search.ebay.co.uk/_W0QQsassZdeangarraghty

Or, for US users:

http://search.ebay.com/_W0QQsassZdeangarraghty

Dean Garraghty

674. BEWE-DOS and Axlon Memory

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-16 02:14:55 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <nvKdndTGeL2OQb_bnZ2dnUVZ_v6tnZ2d@comcast.com>
Source record: 4709

I recently aquired a 512K Axlon caompatible memory board for my 800. The only problem I've noticed thus far is that BW-DOS hangs during bootup when the board is enabled. It has a switch to disable access to the extended banks and act like a normal 800, and when this option is selected it works fine.

Does anyone else have an Axlon type memory expansion for their 800, and do you also get this behavior under BW-DOS? If so, are there any patched versions that work with Axlon type boards (and maybe support it as a RAMDISK)?

Thanks.

-Jason

675. Re: Most homosexual game for the ATARI?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-16 02:24:51 UTC
From: Joey JoJo Junior Shabadoo <fryingdutchman@springfield.org>
Message-ID: <evumpk$8c0$1@news.datemas.de>
Source record: 4710
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <ev6ri6htq1@aioe.org>,
"Queer ATARI" <queerATARI@gaygamers.gay> wrote:

> X-No-Archive:yes
>
> I'm a gay gamer and I'm looking for the gayest ATARI game
> ever made.
>
> Which ATARI game is really queer?

there was this guy named Sinclap used to post here who had a Lynx
and....

oh, sorry, I thought you meant the gayest Atari gamer :)

seriously, I remember some scene in a game called "Grandpa and the
Search For Sandwiches".....
--
making Usenet safer - one troll at a time!

676. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-16 04:24:12 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1176697431@rtfm.mit.edu>
Source record: 4711
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 14, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.
Atari, headquartered at the time in Sunnyvale, California, USA, produced this
line of computers from 1979-1992.

To see what Atari, Inc. is up to today, visit: http://www.atari.com/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

Former (before 1987) Usenet newsgroups for Atari computer discussion:
net.micro.atari8 - created Feb 1986
net.micro.atari - created Nov 1982
net.micro - created Jan 1982

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
```

To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/

http://atari.fandal.cz/

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

ACGC - Atlantic Computer and Gaming Club
http://www.chebucto.ns.ca/Technology/NSACUG/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Atari computers news aggregator site)
http://www.ataritoday.com/

677. ATARI APRIL FOOLS SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-16 11:47:45 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0704160445120.28587-100000@onyx.spiritone.com>
Source record: 4712
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

APRIL FOOLS SALE! APRIL FOOLS SALE! APRIL FOOLS SALE! APRIL FOOLS SALE!

ORDERS OVER $50 GETS 20% OFF ALL CLASSIC ATARI 8 BIT, ST & JAGUAR LINES!
ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF ALL USED
& NEW ATARI GAMES/SOFTWARE & BOOKS FOR THE CLASSIC ATARI 8 BIT & ATARI ST
COMPUTERS + ATARI JAGUAR GAMES! Call anytime at (503)256-9974! GOT ATARI?
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BenSells@Atari.org Most items I have 1, 2 or too few of. Get them While
they last! Come for the Sales, Stay for the Service! Have a nice Day!

20% OFF ATARI! 20% OFF ATARI! 20% OFF ATARI! 20% OFF ATARI! 20% OFF ATARI!

http://BensCatalogs.Atari.org FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ALL 8BT GAMES/SOFTWARE
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ALL 8BT BOOKS!
http://www.aracnet.com/~atari/jaggames.htm 20% OFF ALL JAGUAR GAMES!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ALL ST GAMES/SOFTWARE!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ALL ST BOOKS!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

678. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-16 11:50:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0704160447590.28587-100000@onyx.spiritone.com>
Source record: 4713
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

679. Re: BEWE-DOS and Axlon Memory

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-16 23:56:17 UTC
From: Velcro_SP <daclmi@comcast.net>
Message-ID: <1176767777.814767.280700@o5g2000hsb.googlegroups.com>
Source record: 4714

On Apr 15, 10:14 pm, "Jason Harmon" <jhar...@us.net> wrote:
> I recently aquired a 512K Axlon caompatible memory board for my 800. The
> only problem I've noticed thus far is that BW-DOS hangs during bootup when
> the board is enabled. It has a switch to disable access to the extended
> banks and act like a normal 800, and when this option is selected it works
> fine.
>
> Does anyone else have an Axlon type memory expansion for their 800, and do
> you also get this behavior under BW-DOS? If so, are there any patched
> versions that work with Axlon type boards (and maybe support it as a
> RAMDISK)?

Something like that Axlon expansion would have a driver wouldn't it?
Have you got the driver or instructions to tell you whether there's a
driver?

Cheers for using BeweDOS, the great low overhead command line DOS for
Atari 8bit.

680. Re: BEWE-DOS and Axlon Memory

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-17 03:03:52 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <aoadnYZlrISTpLnbnZ2dnUVZ_vOlnZ2d@comcast.com>
Source record: 4715

Actually, there is no driver for accessing the Axlon memory (mine is a Magna Ramcharger, but it is Axlon compatible).

The Axlon model is similar to the 130XE method of bankswitching, in that the bank from 16384 to 32767 is swapped with 16K banks of extended memory. However, instead of a few bits from PORTB being used to control bank switching like on the 130XE, the entire byte at location $CFFF (53247) is used as a bank control register. A value of 0 means the main/normal bank is active, and values from 1 to 255 cause an extended bank to be selected. Since my board is 512K, banks 0-31 are valid. This method can support up to 4MB of RAM, where values of 0-255 would be valid.

$CFFF is available as a bank control address because on the original 400-800 memory map, the 4K block of address space from $C000-$CFFF (49152-53247) is unused. When the XL OS came along, this address space was used by it and these locations were no longer available for such purposes.

-Jason

"Velcro_SP" <daclmi@comcast.net> wrote in message
news:1176767777.814767.280700@o5g2000hsb.googlegroups.com...
> On Apr 15, 10:14 pm, "Jason Harmon" <jhar...@us.net> wrote:
>> I recently aquired a 512K Axlon caompatible memory board for my 800. The
>> only problem I've noticed thus far is that BW-DOS hangs during bootup
>> when
>> the board is enabled. It has a switch to disable access to the extended
>> banks and act like a normal 800, and when this option is selected it
>> works
>> fine.
>>
>> Does anyone else have an Axlon type memory expansion for their 800, and
>> do
>> you also get this behavior under BW-DOS? If so, are there any patched
>> versions that work with Axlon type boards (and maybe support it as a
>> RAMDISK)?
>
> Something like that Axlon expansion would have a driver wouldn't it?
> Have you got the driver or instructions to tell you whether there's a
> driver?
>
> Cheers for using BeweDOS, the great low overhead command line DOS for
> Atari 8bit.
>
>

681. Re: BEWE-DOS and Axlon Memory

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-17 04:39:18 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <1176784758.235992.114650@q75g2000hsh.googlegroups.com>
Source record: 4716

On Apr 16, 9:03 pm, "Jason Harmon" <jhar...@us.net> wrote:
> Actually, there is no driver for accessing the Axlon memory (mine is a Magna
> Ramcharger, but it is Axlon compatible).
>
> The Axlon model is similar to the 130XE method of bankswitching, in that the
> bank from 16384 to 32767 is swapped with 16K banks of extended memory.
> However, instead of a few bits from PORTB being used to control bank
> switching like on the 130XE, the entire byte at location $CFFF (53247) is
> used as a bank control register. A value of 0 means the main/normal bank is
> active, and values from 1 to 255 cause an extended bank to be selected.
> Since my board is 512K, banks 0-31 are valid. This method can support up to
> 4MB of RAM, where values of 0-255 would be valid.
>
0-31 would be unique, 32-64 would be mirror repeats of 0-31, ditto for
65-97, and so on.

> $CFFF is available as a bank control address because on the original 400-800
> memory map, the 4K block of address space from $C000-$CFFF (49152-53247) is
> unused. When the XL OS came along, this address space was used by it and
> these locations were no longer available for such purposes.
>
> -Jason
>

I'll be trying to send a 23k zipped Axlon.atr to you by email which
has 315 sector docs file from Axlon on their board which banks from
CFC0 thru CFFF and has a mirror for that banking register at 0FC0 thru
0FFF which is right in the middle of DOS. YIKES!!

Thankfully my 'compatible' is NOT banking at 0FC0 thru 0FFF as the
Axlon does but mine does bank at CFC0 thru CFFF just fine. Mine is a
128k custom home rolled and does lock up booting 1.30 BW-DOS with the
memory switch OFF. Don't ask me how or why, I don't understand it
either but since mine does maybe you have your switch orientation
backwards too?

In the Axlon atr is SpartaDOS 1.1's RdAxlon.com which only supports
drive 1 thru 4 at the size of 128k only, that's the ONLY Axlon ramdisk
driver I know of, I'll try to put something better together. Support
for Axlon on MyDOS is not good enough either which I'll also try to
fix with another version of MyRd2.AR0 posted for download at Mathy's
MyDOS page.
http://www.mathyvannisselroy.nl/mydos.htm

Anybody else want the zipped Axlon.atr file just post your munged
email address such that I can figure it out or contact me at

lee_454_AT_yahoo_dot_com using AXLON in caps for the subject line.

682. Re: BEWE-DOS and Axlon Memory

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-17 12:16:37 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <p4ydnSYymcQEJ7nbnZ2dnUVZ_jadnZ2d@comcast.com>
Source record: 4717

Thanks for the info and file Lee.

Actually, I have an original copy of SD 1.1, and that along with its Ramdisk driver works fine with the board (but limits the Ramdisk to 128K) under SD 1.1. If you have SDX, it would be interesting to see what that does.

Since my board has 512K (32 banks), your are correct that bank values of 32-255 repeat 0-31, since the upper 3 bits of the banking register are ignored. Only on a 4MB board would 0-255 each address unique banks.

I don't think the switch orientation is backwards. When extended mem is turned off, BW-DOS works, but the machine is only a standard 48K 800 at that point. When turned on, BW-DOS hangs.

-Jason

"Lee" <melee5@my-deja.com> wrote in message
news:1176784758.235992.114650@q75g2000hsh.googlegroups.com...
> On Apr 16, 9:03 pm, "Jason Harmon" <jhar...@us.net> wrote:
>> Actually, there is no driver for accessing the Axlon memory (mine is a
>> Magna
>> Ramcharger, but it is Axlon compatible).
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>> The Axlon model is similar to the 130XE method of bankswitching, in that
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>> bank from 16384 to 32767 is swapped with 16K banks of extended memory.
>> However, instead of a few bits from PORTB being used to control bank
>> switching like on the 130XE, the entire byte at location $CFFF (53247) is
>> used as a bank control register. A value of 0 means the main/normal bank
>> is
>> active, and values from 1 to 255 cause an extended bank to be selected.
>> Since my board is 512K, banks 0-31 are valid. This method can support up
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>> 4MB of RAM, where values of 0-255 would be valid.
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> 0-31 would be unique, 32-64 would be mirror repeats of 0-31, ditto for
> 65-97, and so on.
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>> 400-800
>> memory map, the 4K block of address space from $C000-$CFFF (49152-53247)
>> is
>> unused. When the XL OS came along, this address space was used by it and
>> these locations were no longer available for such purposes.
>>
>> -Jason

>>
>
> I'll be trying to send a 23k zipped Axlon.atr to you by email which
> has 315 sector docs file from Axlon on their board which banks from
> CFC0 thru CFFF and has a mirror for that banking register at 0FC0 thru
> 0FFF which is right in the middle of DOS. YIKES!!
>
> Thankfully my 'compatible' is NOT banking at 0FC0 thru 0FFF as the
> Axlon does but mine does bank at CFC0 thru CFFF just fine. Mine is a
> 128k custom home rolled and does lock up booting 1.30 BW-DOS with the
> memory switch OFF. Don't ask me how or why, I don't understand it
> either but since mine does maybe you have your switch orientation
> backwards too?
>
> In the Axlon atr is SpartaDOS 1.1's RdAxlon.com which only supports
> drive 1 thru 4 at the size of 128k only, that's the ONLY Axlon ramdisk
> driver I know of, I'll try to put something better together. Support
> for Axlon on MyDOS is not good enough either which I'll also try to
> fix with another version of MyRd2.AR0 posted for download at Mathy's
> MyDOS page.
> http://www.mathyvannisselroy.nl/mydos.htm
>
> Anybody else want the zipped Axlon.atr file just post your munged
> email address such that I can figure it out or contact me at
> lee_454_AT_yahoo_dot_com using AXLON in caps for the subject line.
>
>

683. Re: 800 Keyclick

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-17 16:31:17 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0021f007@familynet-international.org>
Source record: 4718

FamilyNet International Newsgate

The "Stereo Sound" music demo would play on the TV speaker and the keyboard speaker. And yeh, on my 800 I've had a three position switched added for no sound, normal sound, and loud.

Just chiming in... not really adding anything new to the conversation. ;)

Doc Clu

> From: "deadfiber" <deadfiber@gmail.com>

> I put a switch on mine back then, which turned out to be many switches
> on my 800.

> And there is a way to turn off the speaker iam sure, as we made a few
> programs to use the internal speaker as stereo with the monitor
> speaker.

> that was well over 20 years ago, lol

> mike

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

684. Re: BEWE-DOS and Axlon Memory

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-17 16:31:17 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0021f008@familynet-international.org>
Source record: 4719

FamilyNet International Newsgate

Oh yeh, Ice-T and Flickerterm have an option to kill the keyclick if you
want to. So there is a DEFINATEKLY a software interrupt to make this happen.

Doc Clu

> From: "Jason Harmon" <jharmon@us.net>

> Thanks for the info and file Lee.

> Actually, I have an original copy of SD 1.1, and that along with its Ramdisk
> driver works fine with the board (but limits the Ramdisk to 128K) under SD
> 1.1. If you have SDX, it would be interesting to see what that does.

> Since my board has 512K (32 banks), your are correct that bank values of
> 32-255 repeat 0-31, since the upper 3 bits of the banking register are
> ignored. Only on a 4MB board would 0-255 each address unique banks.

> I don't think the switch orientation is backwards. When extended mem is
> turned off, BW-DOS works, but the machine is only a standard 48K 800 at that
> point. When turned on, BW-DOS hangs.

> -Jason

> "Lee" <melee5@my-deja.com> wrote in message
> news:1176784758.235992.114650@q75g2000hsh.googlegroups.com...
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>>> Ramcharger, but it is Axlon compatible).
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>>> bank from 16384 to 32767 is swapped with 16K banks of extended memory.
>>> However, instead of a few bits from PORTB being used to control bank
>>> switching like on the 130XE, the entire byte at location $CFFF (53247) is
>>> used as a bank control register. A value of 0 means the main/normal bank
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>>> active, and values from 1 to 255 cause an extended bank to be selected.
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>>> to
>>> 4MB of RAM, where values of 0-255 would be valid.
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>> 0-31 would be unique, 32-64 would be mirror repeats of 0-31, ditto for
>> 65-97, and so on.
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>>> $CFFF is available as a bank control address because on the original
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>>> memory map, the 4K block of address space from $C000-$CFFF (49152-53247)
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>>> unused. When the XL OS came along, this address space was used by it and
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>> Thankfully my 'compatible' is NOT banking at 0FC0 thru 0FFF as the
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>> 128k custom home rolled and does lock up booting 1.30 BW-DOS with the
>> memory switch OFF. Don't ask me how or why, I don't understand it
>> either but since mine does maybe you have your switch orientation
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>> In the Axlon atr is SpartaDOS 1.1's RdAxlon.com which only supports
>> drive 1 thru 4 at the size of 128k only, that's the ONLY Axlon ramdisk
>> driver I know of, I'll try to put something better together. Support
>> for Axlon on MyDOS is not good enough either which I'll also try to
>> fix with another version of MyRd2.AR0 posted for download at Mathy's
>> MyDOS page.
>> http://www.mathyvannisselroy.nl/mydos.htm
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>> Anybody else want the zipped Axlon.atr file just post your munged
>> email address such that I can figure it out or contact me at
>> lee_454_AT_yahoo_dot_com using AXLON in caps for the subject line.
>>
>>

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

685. Emulator help! Please!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-18 15:17:04 UTC
From: personable85 <personable85@hotmail.com>
Message-ID: <1176909424.286841.253420@n59g2000hsh.googlegroups.com>
Source record: 4720

Hello All,

I'm desperately trying to get North Atlantic Convoy Raider to work on my PC using an Atari emulator. Unfortunately, no matter what I do, I can't get it to work. I have no experience working with Atari computers, so I'm hoping that someone can tell me what I'm doing wrong.

1. I'm using Atari800Win
2. I downloaded the ROMs and loaded them into Atair800Win. The program accepted them so I
believe I did it right.
3. I downloaded North Atlantic Convoy Raider (tape version) (unzipped the file) from:
http://www.atarimania.com/detail_soft.php?MENU=8&VERSION_ID=3727
4. Ran Atari800Win. Screen displays: "Atari Computer - Memo Pad"
5. I choose FILE from the menu and then ATTACH TAPE. I then located North Atlantic Convoy
Raider from my computer directory and selected it.
6. I then select AUTOBOOT IMAGE from the file menu and chose the North Atlantic Convoy
Raider file again.

Unfortunately, the Atari screen goes blank except for the cursor and nothing else happens. What am I doing wrong? What do I need to do?

Any help would be greatly appreciated! Thanks!

Mark

686. Re: Emulator help! Please!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-18 16:50:34 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <qcedndh6qdKM0bvbRVnzvA@telenor.com>
Source record: 4721

After attaching the file, try Shift+F5 to reboot.

"personable85" <personable85@hotmail.com> skrev i melding
news:1176909424.286841.253420@n59g2000hsh.googlegroups.com...
> Hello All,
>
> I'm desperately trying to get North Atlantic Convoy Raider to work on
> my PC using an Atari emulator. Unfortunately, no matter what I do, I
> can't get it to work. I have no experience working with Atari
> computers, so I'm hoping that someone can tell me what I'm doing
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> 2. I downloaded the ROMs and loaded them into Atair800Win. The program
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> believe I did it right.
> 3. I downloaded North Atlantic Convoy Raider (tape version) (unzipped
> the file) from:
> http://www.atarimania.com/detail_soft.php?MENU=8&VERSION_ID=3727
> 4. Ran Atari800Win. Screen displays: "Atari Computer - Memo Pad"
> 5. I choose FILE from the menu and then ATTACH TAPE. I then located
> North Atlantic Convoy
> Raider from my computer directory and selected it.
> 6. I then select AUTOBOOT IMAGE from the file menu and chose the North
> Atlantic Convoy
> Raider file again.
>
> Unfortunately, the Atari screen goes blank except for the cursor and
> nothing else happens. What am I doing wrong? What do I need to do?
>
> Any help would be greatly appreciated! Thanks!
>
> Mark
>

687. Re: Emulator help! Please!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-18 17:04:12 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <_csVh.248625$6P2.132836@newsfe16.phx>
Source record: 4722

```
"Vidar Olavesen" <olavese@online.no> wrote in message
news:qcedndh6qdKM0bvbRVnzvA@telenor.com...
> After attaching the file, try Shift+F5 to reboot.
>
> "personable85" <personable85@hotmail.com> skrev i melding
> news:1176909424.286841.253420@n59g2000hsh.googlegroups.com...
>> Hello All,
>>
>> I'm desperately trying to get North Atlantic Convoy Raider to work on
>> my PC using an Atari emulator. Unfortunately, no matter what I do, I
>> can't get it to work. I have no experience working with Atari
>> computers, so I'm hoping that someone can tell me what I'm doing
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>> 4. Ran Atari800Win. Screen displays: "Atari Computer - Memo Pad"
>> 5. I choose FILE from the menu and then ATTACH TAPE. I then located
>> North Atlantic Convoy
>> Raider from my computer directory and selected it.
>> 6. I then select AUTOBOOT IMAGE from the file menu and chose the North
>> Atlantic Convoy
>> Raider file again.
>>
>> Unfortunately, the Atari screen goes blank except for the cursor and
>> nothing else happens. What am I doing wrong? What do I need to do?
>>
>> Any help would be greatly appreciated! Thanks!
>>
>> Mark
>>
>
Hi,
This is from the help file for the emulator:
To boot the tape, hold Atari Start key (F4), while performing cold start
(Shift+F5). Then press Space key. Or just use File/Autoboot image (Alt+B).
but, depending on which version of the emulator you are using the start
key might be (F2)
```

Good luck a lot of the better games came on TAPE..

688. Re: Emulator help! Please!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-18 17:11:03 UTC
From: personable85 <personable85@hotmail.com>
Message-ID: <1176916263.657021.98150@p77g2000hsh.googlegroups.com>
Source record: 4723

> After attaching the file, try Shift+F5 to reboot.
>
returns to the start up screen displaying "Atari Computer - Memo Pad"
That is all.
Any more ideas?
Thanks!
Mark

689. Re: Emulator help! Please!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-18 17:21:51 UTC
From: personable85 <personable85@hotmail.com>
Message-ID: <1176916911.520413.144380@y80g2000hsf.googlegroups.com>
Source record: 4724

> Hi,
> This is from the help file for the emulator:
> To boot the tape, hold Atari Start key (F4), while performing cold start
> (Shift+F5). Then press Space key. Or just use File/Autoboot image (Alt+B).
> but, depending on which version of the emulator you are using the start
> key might be (F2)
>
No success!
I tried both F4 & F2 while pressing Shift-F5 then Space. Nothing. A
return to the MEMO screen. Same with Alt+B. I'm thinking perhaps the
downloaded game file is bad?
Thanks!
Mark

690. Re: Emulator help! Please!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-18 17:31:02 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <qBsVh.16509$JZ3.733@newssvr13.news.prodigy.net>
Source record: 4725

"personable85" <> wrote in message news:
> > After attaching the file, try Shift+F5 to reboot.
> >
> returns to the start up screen displaying "Atari Computer - Memo Pad"
> That is all.
> Any more ideas?
> Thanks!
> Mark
You're busted. It doesn't work in atari800winplus.
It is a BASIC file, and a800wpl only seems to know
binary load cassette files. You can get the BASIC
file, (I have it), then just load a DOS disk with it on it
and do a normal LOAD "D:NAC.BAS".
This is somewhat problematic, because the BAS
file from Holmes has a really long name, you have
to rename it to a 8.3 format before writing it to a
disk image. Uhm.. Holmes has an .ATR of it,
so I guess that has the BAS on a bootable disk image
for you.
You have to have BASIC enabled, that's one thing.
Another thing is you are getting MEMO PAD, which
is emulating the 800, rather than 800XL.
If you like I can e-mail you a boot disk to use.

691. Re: Emulator help! Please!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-18 17:41:35 UTC
From: WeeMan <ngmusa@yahoo.com>
Message-ID: <jLsVh.25732$PV3.262741@ursa-nb00s0.nbnet.nb.ca>
Source record: 4726

SOMETIMES the SIO patch needs to be checked or unchecked. Try that out.
"personable85" <personable85@hotmail.com> wrote in message
news:1176916263.657021.98150@p77g2000hsh.googlegroups.com...
>> After attaching the file, try Shift+F5 to reboot.
>>
> returns to the start up screen displaying "Atari Computer - Memo Pad"
> That is all.
> Any more ideas?
> Thanks!
> Mark
>

692. Re: Emulator help! Please!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-18 18:25:42 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1176920742.453209.51190@y5g2000hsa.googlegroups.com>
Source record: 4727

On Apr 18, 1:31 pm, "Russg" <russg...@MUNGEsbcglobal.net> wrote:
> "personable85" <> wrote in message news:
> > > After attaching the file, try Shift+F5 to reboot.
>
> > returns to the start up screen displaying "Atari Computer - Memo Pad"
> > That is all.
> > Any more ideas?
> > Thanks!
> > Mark
>
> You're busted. It doesn't work in atari800winplus.
> It is a BASIC file, and a800wpl only seems to know
> binary load cassette files. You can get the BASIC
> file, (I have it), then just load a DOS disk with it on it
> and do a normal LOAD "D:NAC.BAS".
> This is somewhat problematic, because the BAS
> file from Holmes has a really long name, you have
> to rename it to a 8.3 format before writing it to a
> disk image. Uhm.. Holmes has an .ATR of it,
> so I guess that has the BAS on a bootable disk image
> for you.
> You have to have BASIC enabled, that's one thing.
> Another thing is you are getting MEMO PAD, which
> is emulating the 800, rather than 800XL.
> If you like I can e-mail you a boot disk to use.

Worked ablsoutly fine for me Mark when I opend it and sent you the
listing. Make sure you have ATARIBAS.ROM as your Basic Rom, attach the
tape, press CLOAD at the ready prompt - press space bar - after a few
seconds it will be loaded - type Run

Bill H

693. Re: Emulator help! Please!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-18 19:59:31 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <DMuVh.4604$2v1.3650@newssvr14.news.prodigy.net>
Source record: 4728

I couldn't get it work (the .cas file).
I tried a lot of things to get it to work. I ran the
BASIC file fine, from Holme's archive.
If you like sea war, you might like 'MIDWAY',
it is convenient in that it has doc on disk as well
as a program disk. It is mostly carrier action,
but will resolve surface action as well.
Then there's 'Warship' and 'Bismarc', which is
surface ship war, there's extensive documentation
for them, that might be hard to find. And 'Gato' for submarine warfare.
Gato was a 128k cart.

694. Re: Emulator help! Please!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-18 23:38:19 UTC
From: atari_frog@yahoo.com
Message-ID: <1176939499.052682.37560@b75g2000hsg.googlegroups.com>
Source record: 4729

> I couldn't get it work (the .cas file).
> I tried a lot of things to get it to work.

It works fine if you follow the instructions: just CLOAD the game and
RUN it, nothing complicated if you're used to the A8...

> then just load a DOS disk with it on it and do a normal LOAD "D:NAC.BAS".

You're making things more complicated than they are: you can either
use the virtual hard drive option or load your BASIC file as a tape
image (yes, it works).

--
Atari Frog
http://www.atarimania.com

695. Re: Emulator help! Please!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-19 00:35:16 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <8PyVh.4657$2v1.3137@newssvr14.news.prodigy.net>
Source record: 4730

<atari_frog> wrote in message
> > I couldn't get it work (the .cas file).
> > I tried a lot of things to get it to work.
>
> It works fine if you follow the instructions: just CLOAD the game and
> RUN it, nothing complicated if you're used to the A8...
>
> > then just load a DOS disk with it on it and do a normal LOAD
"D:NAC.BAS".
>
> You're making things more complicated than they are: you can either
> use the virtual hard drive option or load your BASIC file as a tape
> image (yes, it works).
>
> --
> Atari Frog
> http://www.atarimania.com
I'm quite familiar with Atari 8-bits. And I tried
a simple File/Attach tape and give the NACR.CAS
I got from atarimania and re-named NACR.CAS. Uncheck 'disable BASIC' in the
Atari/Settings.
Then boot to READY, then CLOAD and get
error 138 (device not ready) or ERROR 21
(not load format).
Also, I have no disk in D1:.
If you see anything better, lemme know. It isn't
more complicated to get the BASIC file and put
it on an image and load it from READY prompt.
If there's a way to directly load a BASIC file from
at800wplus 3.1, I dunno.
Regards
in the Atari/preferences. Don't mess with SIO patch.

696. Re: Emulator help! Please!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-19 00:42:20 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <MVyVh.4660$2v1.1393@newssvr14.news.prodigy.net>
Source record: 4731

```
Shoot, I knew I'd leave something out.
I hit the spacebar after typing CLOAD ENTER.
Then there's about a 20 second nothing, then
ERROR 138. or ERROR 21 or some other ERROR.
```

697. Re: How to rule the world with an ATARI?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-19 00:58:40 UTC
From: WeeMan <ngmusa@yahoo.com>
Message-ID: <49zVh.25882$PV3.264625@ursa-nb00s0.nbnet.nb.ca>
Source record: 4732
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

You can start by emailing the enemy with the wrong place to meet with an Atari. When he gets there, clock him over the forehead @ 1.79Mhz and then cut him up with an Atari 800 cartridge door heat sheild..

"Atarius Maximus" <spqa@atarianempire.atari> wrote in message news:f06cp3kcv1@aioe.org...
> X-No-Archive:yes
>
> I want to become the emperor of the ATARIAN Empire
> and the ruler of the world. Commodore fans will be
> fed to the lions in the Colosseum of ATARI City.
>
> How can I achieve world domination with an ATARI?
>
>

698. Re: How to rule the world with an ATARI?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-19 01:57:20 UTC
From: personable85 <personable85@hotmail.com>
Message-ID: <1176947840.172286.127920@l77g2000hsb.googlegroups.com>
Source record: 4733
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I own Commodores. I'm aware of your evil plan. I'll tell everyone in
Commodore Land! You'll never succeed!

Hah! Hah! Hah! (add evil laugh)

699. Re: Emulator help! Please!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-19 01:57:56 UTC
From: atari_frog@yahoo.com
Message-ID: <1176947876.810868.217890@d57g2000hsg.googlegroups.com>
Source record: 4734

I don't know what you're doing wrong and why you want to rename the
file either... Again, works fine here with Atari800Win PLus 4.0, maybe
it's because you're still using the old 3.1.

Make sure your disk drive is turned off, load in 800XL / 130XE mode
(or you'll have to attach a BASIC cartridge) with SIO patch enabled.
The rest is the classic CLOAD / RUN operation.

> It isn't more complicated to get the BASIC file and put it on an image and load it from
READY prompt.

Come on, how is inserting a tape image, typing CLOAD and RUN
complicated? It's also pretty uncool of you to say that when people
like us as well as contributors have been working THOUSANDS of hours
to archive and preserve ORIGINAL software titles like this one.

--
Atari Frog
http://www.atarimania.com

700. Re: Emulator help! Please!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-19 02:23:08 UTC
From: personable85 <personable85@hotmail.com>
Message-ID: <1176949388.532247.174120@e65g2000hsc.googlegroups.com>
Source record: 4735

Thank you everyone! I got it to work.

Apparently, I was in the MEMO screen when I needed to be in the BASIC screen (I didn't know there was a BASIC screen). Once I was in the BASIC screen, everything worked just fine. I attached the file. typed in CLOAD. Waited... Typed RUN and it worked. Simple as pie!

Thanks again for all your help! It is much appreciated!

Mark

701. Re: Emulator help! Please!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-19 21:22:03 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <%3RVh.11889$Kd3.1251@newssvr27.news.prodigy.net>
Source record: 4736

Hardie har.
Thanks Frog and Mark. I still don't know what
my problem is, maybe 3.1. I found 3.1 to be less
likely to crash than 4.0.
Frog. I don't know what is uncool. But I'm old
enough to not be cool. The original poster got
what looking for, needed BASIC. Which I mentioned.
I'm not going to try 4.0, I've already tried it.
Heh, 1000s of hours. I'm sure I've spent many hours
doing Atari stuff also, including having a pretty good
archive.

702. Re: Emulator help! Please!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-20 02:16:01 UTC
From: personable85 <personable85@hotmail.com>
Message-ID: <1177035361.359032.81100@l77g2000hsb.googlegroups.com>
Source record: 4737

Hi Guys,

Just thought I'd let you know that the Atari version of North Atlantic Convoy Raider (NACR) and the PET version are totally different. Why? I do not know. The Atari version is better as it has more features. Each version handles the play differently. Why Avalon HIll chose to do this baffles me.
Thanks again for all the help!

Mark

703. Re: Emulator help! Please!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-20 02:51:22 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.tq198duwgaat7c@mdc>
Source record: 4738

Hey guys,

We're all glad the original poster achieved success.

I played along myself. I don't consider myself a big emulator expert yet, but I've been using this one more and more. This was my first time trying to do something with a .cas image. But I'm also plenty familiar with the Atari (though probably less expert than Russ in many ways).

I found it pretty difficult to get this cassatte image running, though I finally did.

I'm using A800WinPLus 4.0 on Win98SE.

Playing with the same image:
http://www.atarimania.com/detail_soft.php?MENU=8&VERSION_ID=3727

Can we just load the .cas image the way we do with other types of images like ATR? That was what I first assumed, since I've looked at lots of ATR and executable files this way. But no, that didn't seem to work.

Can we use the Attach Tape Alt+T function to attach this tape image as suggested? For me, trying this crashes A800WinPL4. Hard. (Then, upon running the emulator again I made the mistake of agreeing to reset my prefs, which caused it to forget where my ROM files were, so I had to figure that out and set that up again.)

Ah, there's another way. Within the emulator, under the Atari menu, select Tape Recorder... This brings up the "Cassette Control" panel, where you can Browse for a cassette image. With BASIC up and running, I browsed and selected our raider.cas image. Then, finally the CLOAD function worked, and I was able to run the file.

My take: Yes, it works. Easy? It could be easier; it could be drag and drop.

And my consistent emulator crashes when I tried the Alt-T attach function with this image can't be the way the emulator is supposed to behave.

But now at least I've leared about the Cassette Control dialog box!

-Michael

Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQs ~ http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts ~ http://space.atari.org/

704. Re: How to rule the world with an ATARI?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-20 04:06:56 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1177042015.989651.221010@b58g2000hsg.googlegroups.com>
Source record: 4739
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Apr 18, 8:09 pm, "Atarius Maximus" <s...@atarianempire.atari>
wrote:
> X-No-Archive:yes
>
> I want to become the emperor of the ATARIAN Empire
> and the ruler of the world. Commodore fans will be
> fed to the lions in the Colosseum of ATARI City.
>
> How can I achieve world domination with an ATARI?

Atari Already rules!

See the results of the fight..
http://googlefight.com/index.php?lang=en_GB&word1=Atari&word2=Commodore

RobM

www.atari-users.net
www.atariforums.com

705. Re: hidden words/messages in specific memory locations?

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-21 22:24:15 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <1177194255.186215.23420@b58g2000hsg.googlegroups.com>
Source record: 4740

I added Atariwriter to my Easter egg contest page - if anyone can
figure out how to trigger the eggs within, I'll pay them $50:

http://www.digitpress.com/eastereggs/eastereggcontest.htm

And considering some (or all?) of the eggs may have been removed from
some of the released versions, I'm also making available a late
prototype version which should have all of them:

http://www.digitpress.com/eastereggs/atariwriter_proto_rev7.zip

706. ATARI APRIL FOOLS SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-22 22:50:16 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0704221547310.3468-100000@onyx.spiritone.com>
Source record: 4741
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

APRIL FOOLS SALE! APRIL FOOLS SALE! APRIL FOOLS SALE! APRIL FOOLS SALE!

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

707. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-22 22:52:04 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0704221550320.3468-100000@onyx.spiritone.com>
Source record: 4742
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

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708. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-23 04:24:37 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1177302261@rtfm.mit.edu>
Source record: 4743
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 14, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.
Atari, headquartered at the time in Sunnyvale, California, USA, produced this
line of computers from 1979-1992.

To see what Atari, Inc. is up to today, visit: http://www.atari.com/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

Former (before 1987) Usenet newsgroups for Atari computer discussion:
net.micro.atari8 - created Feb 1986
net.micro.atari - created Nov 1982
net.micro - created Jan 1982

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
```

To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/

http://atari.fandal.cz/

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

ACGC - Atlantic Computer and Gaming Club
http://www.chebucto.ns.ca/Technology/NSACUG/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Atari computers news aggregator site)
http://www.ataritoday.com/

709. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-26 09:46:45 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0704260244110.27125-100000@onyx.spiritone.com>
Source record: 4744
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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710. 1200 XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-29 14:37:26 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1177857446.593929.197540@y80g2000hsf.googlegroups.com>
Source record: 4745

I'm looking for a nice 1200 XL.

Any potential sellers? If so, please reply to this via "reply to author."

P.S. Due to postage, US/Canada, only, please.

Price depends on condition -- I'm quite willing to pay the going prices.

-Larry

711. Re: 1200XL Still Needed!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-30 01:47:02 UTC
From: firstname@lastname.net
Message-ID: <46353aaa.256617781@news.sf.sbcglobal.net>
Source record: 4746

On 14 Apr 2007 19:48:47 -0700, "ramswell" <shifty_butch@hotmail.com>
wrote:

>
>
> I still need the ATARI 1200XL Computer! Does anybody out there have
>one for a reasonable price??? This includes ones that work internally,
>but need keyboard work done to them as I need the motherboard and
>casing mostly!
>
>
> Please send me an email and let me know if you have one that you are
>willing to part with!

I have the 1200XL that ran the SWAMPS BBS until it was replaced by the
130XE. $50 delivered by motorcycle courier.

712. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-30 04:24:24 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1177907048@rtfm.mit.edu>
Source record: 4747
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 14, 2007

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Discussion about 8 bit Atari micros.

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Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
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subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
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Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

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http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

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http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

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IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

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http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Atari computers news aggregator site)
http://www.ataritoday.com/

713. R-Verter driver source code

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-30 10:42:34 UTC
From: Matthias Reichl <usenet-200704@hias.horus.com>
Message-ID: <slrnf3bi0q.it.usenet-200704@camel.hias.horus.com>
Source record: 4748

Hi!

I'm looking for the R-Verter driver source code. Finding the object
files is no problem, but concerning the source I got as far as finding
out it was developed by S*P*A*C*E (Seattle & Puget Sound Atari Computer
Enthusiasts) and one should contact them to get the source.

Does anyone have the source or some contact information?

so long & thanks,

Hias

714. Re: Turbobasic immediate mode

Newsgroup: comp.sys.atari.8bit
Date: 2007-04-30 19:38:35 UTC
From: nickb@fnord.io.com
Message-ID: <yf6dnTwJ3Lkm2KvbnZ2dnUVZ_uninZ2d@io.com>
Source record: 4599

```
In article <MRUTh.144294$g24.88513@newsfe12.phx>, RoyE <r-dean@cox.net> wrote:
>I found this little snippet on an old floppy labeled RAG USERGROUP. The
>only thing I changed was the drive designation from D4: to D8: for my ram
>disk.
>
>DPO.82,9985:CLR:DIM N$(8),F$(19):N$="D8:DIRX3":CLS:? "DRV(1-8)":GET
>D:F$="D":F$(2)=CHR$(D):F$(3)=":*.*":CL.#1
>OP.#1,6,0,F$:DO:IN. #1;F$:IF F$(1,1)<>" ":EXIT:ENDIF:?
>F$(2,14);:LOOP:DPO.82,9986:GET D:E.N$
>
>Name this file DIRX3 save to D8: load Turbobasic and ENTER "D8:DIRX3

Perl Golfed:

DPO.82,9985:CLR:DIM N$(8),F$(19):N$="D8:DIRX3":CLS:? "DRV(1-8)":GET
D:F$="D :*.*":F$(2,2)=CHR$(D):CL.#1
OP.#1,6,0,F$:DO:IN. #1;F$:IF F$(1,1)<>" ":EXIT:ENDIF:?
F$(2,14);:LOOP:DPO.82,9986:GET D:E.N$

I also wonder why all the messing with the margins when you can just
use a REPEAT/UNTIL loop that'll also show the sector count?

--
Nick Bensema <nickb@io.com> AIM: NBensema
==== ======= ============== http://www.io.com/~nickb/
```

715. Re: Turbobasic immediate mode

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-01 01:25:38 UTC
From: Thomas Richter <thor@mersenne.math.TU-Berlin.DE>
Message-ID: <59nj8iF2lnd13U1@mid.dfncis.de>
Source record: 4600

Nick Bensema <nickb@fnord.io.com> wrote:

```
>>DPO.82,9985:CLR:DIM N$(8),F$(19):N$="D8:DIRX3":CLS:? "DRV(1-8)":GET
>>D:F$="D":F$(2)=CHR$(D):F$(3)=":*.*":CL.#1
>>OP.#1,6,0,F$:DO:IN. #1;F$:IF F$(1,1)<>" ":EXIT:ENDIF:?
>>F$(2,14);:LOOP:DPO.82,9986:GET D:E.N$
```

```
> DPO.82,9985:CLR:DIM N$(8),F$(19):N$="D8:DIRX3":CLS:? "DRV(1-8)":GET
> D:F$="D :*.*":F$(2,2)=CHR$(D):CL.#1
> OP.#1,6,0,F$:DO:IN. #1;F$:IF F$(1,1)<>" ":EXIT:ENDIF:?
> F$(2,14);:LOOP:DPO.82,9986:GET D:E.N$
```

Folks, this is messy. Why, just why? Turbobasic has a command
named "DIR" that does just that!

So long,
Thomas

716. Re: NTSC carts on PAL system?

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-02 14:00:04 UTC
From: Paul Cawley <paul.cawley@clara.co.uk>
Message-ID: <1178114407.9205.0@proxy02.news.clara.net>
Source record: 4601

Back in the day, Atari software in the UK was much more expensive than the US, it would not surprise me if the misleading information was simply down to Atari UK wanting to make more money.
Have a look at the Commodore book 'On the Edge' and see what they could get for a PET in the UK/Germany vs. the US, then remember these guys then took over Atari in 85!

"Vidar Olavesen" <olavese@online.no> wrote in message news:0K-dnaIHbdJ-zYTbRVnzvQ@telenor.com...
> > I believe that is/was true for the 2600, but not the 8-bit computer.
>
> That's correct, as well as the 7800. The 2600 do play the games, but often
> with pink superman or smurf, so the colors are off. 7800 games just doesn't
> work. 5200 is of course only NTSC, never released in Europe, so they are no
> problem.
>
>
>

717. New 7-year old SIO2PC version

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-02 14:52:28 UTC
From: kennnick@gmail.com
Message-ID: <1178117548.338429.152540@l77g2000hsb.googlegroups.com>
Source record: 4602

Hello Atari people. I recently got an email from a guy who wondered why I still have revision 4.19 of SIO2PC available on my site when I had issued revision 4.21 years ago (April, 2000 to be exact). I guess I just didn't realize I'd gotten behind. I dug through several computers and found the revision 4.21 source and executible and have now put them up.

It doesn't look like there were any big changes and no added features from 4.19 to 4.21 -- just minor tweaks. So if you use SIO2PC and it's working OK, you probably don't need to bother getting 4.21. I uploaded the "new" versions of both my distribution package and my source code.

Also, I've moved my web page a couple times in the past several years. The current location is

http://pages.suddenlink.net/wa5bdu/sio2pc.htm

Regards,

Nick
the SIO2PC guy

718. The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-03 07:55:45 UTC
From: "Lucas J. Riesau" <ion_sphere@yahoo.com>
Message-ID: <1178178945.789824.56050@e65g2000hsc.googlegroups.com>
Source record: 4603
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,alt.swordfighting

It's time for Commodore and Sinclair users to finally
unite and bash the ATARI 800 computer, a real
piece of computer garbage.

The C64, the VC20, the Plus 4 are vastly superior to
the mediocre ATARI system and its mediocre games
that look worse than the average C64 type-in listing.

Even the Spectrum is far more powerful than the ATARI
and the Spectrum users finally need a system to bash
and the ATARI 800 is perfect to be bashed!

So, please, discuss the crapiness of the ATARI here:

719. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-03 08:37:06 UTC
From: BlackJack <blackjack@civitas64.de>
Message-ID: <pan.2007.05.03.08.37.03.367042@civitas64.de>
Source record: 4604
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Thu, 03 May 2007 00:55:45 -0700, Lucas J. Riesau wrote:

> It's time for Commodore and Sinclair users to finally
> unite and bash the ATARI 800 computer, a real
> piece of computer garbage.
>
> The C64, the VC20, the Plus 4 are vastly superior to
> the mediocre ATARI system and its mediocre games
> that look worse than the average C64 type-in listing.
>
> Even the Spectrum is far more powerful than the ATARI
> and the Spectrum users finally need a system to bash
> and the ATARI 800 is perfect to be bashed!
>
> So, please, discuss the crapiness of the ATARI here:

Looks like the Sinclair losers are out of arguments and try to draw off
the attention from their feeble little door stops.

Ciao,
Marc 'BlackJack' Rintsch

720. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-03 09:15:12 UTC
From: Ian Rawlings <news06@tarcus.org.uk>
Message-ID: <slrnf3ja10.bd0.news06@desktop.tarcus.org.uk>
Source record: 4605
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On 2007-05-03, BlackJack <blackjack@civitas64.de> wrote:

> Looks like the Sinclair losers are out of arguments and try to draw off
> the attention from their feeble little door stops.

The crapness of the Atari 800 is off topic for CSS, whereas the
crapness of the commode is entirely on-topic. If you're trying to
create a cross-group flame war, not enough people bought Atari 800s
for a flame war to really take off.

--
Blast off and strike the evil Bydo empire!

721. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-03 09:16:43 UTC
From: spike1@freenet.co.uk
Message-ID: <dckog4-7ds.ln1@ridcully.ntlworld.com>
Source record: 4607
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

BlackJack <blackjack@civitas64.de> did eloquently scribble:
> On Thu, 03 May 2007 00:55:45 -0700, Lucas J. Riesau wrote:

>> It's time for Commodore and Sinclair users to finally
>> unite and bash the ATARI 800 computer, a real
>> piece of computer garbage.
>>
>> The C64, the VC20, the Plus 4 are vastly superior to
>> the mediocre ATARI system and its mediocre games
>> that look worse than the average C64 type-in listing.
>>
>> Even the Spectrum is far more powerful than the ATARI
>> and the Spectrum users finally need a system to bash
>> and the ATARI 800 is perfect to be bashed!
>>
>> So, please, discuss the crapiness of the ATARI here:

> Looks like the Sinclair losers are out of arguments and try to draw off
> the attention from their feeble little door stops.

Don't point the finger in our direction.
We've never seen that moron before. (You can check for yourself via google
groups, I suspect he's one of yours)

--
	What to do if you find yourself stuck in a crack
spike1@freenet.co.uk	in the ground beneath a giant boulder, which you
	can't move, with no hope of rescue.
Andrew Halliwell BSc(hons)	Consider how lucky you are that life has been
in	good to you so far...
Computer Science	-The BOOK, Hitch-hiker's guide to the galaxy.

722. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-03 09:17:35 UTC
From: Etienne von Wettingfeld <etienne@xs4none.nl.invalid>
Message-ID: <etienne-9BC80B.11173503052007@news.xs4all.nl>
Source record: 4606
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,alt.swordfighting

In article <1178178945.789824.56050@e65g2000hsc.googlegroups.com>,
"Lucas J. Riesau" <ion_sphere@yahoo.com> wrote:

> It's time for Commodore and Sinclair users to finally
> unite and bash the ATARI 800 computer, a real
> piece of computer garbage.
>
> The C64, the VC20, the Plus 4 are vastly superior to
> the mediocre ATARI system and its mediocre games
> that look worse than the average C64 type-in listing.
>
> Even the Spectrum is far more powerful than the ATARI
> and the Spectrum users finally need a system to bash
> and the ATARI 800 is perfect to be bashed!
>
> So, please, discuss the crapiness of the ATARI here:

I have a Atari 800 XE and I kinda like it. They keyboard is a bit
crappy, but most computers in those days had crappy keyboards.

723. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-03 09:19:57 UTC
From: Etienne von Wettingfeld <etienne@xs4none.nl.invalid>
Message-ID: <etienne-110F78.11195703052007@news.xs4all.nl>
Source record: 4608
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <slrnf3ja10.bd0.news06@desktop.tarcus.org.uk>,
Ian Rawlings <news06@tarcus.org.uk> wrote:

> On 2007-05-03, BlackJack <blackjack@civitas64.de> wrote:
>
> > Looks like the Sinclair losers are out of arguments and try to draw off
> > the attention from their feeble little door stops.
>
> The crapness of the Atari 800 is off topic for CSS, whereas the
> crapness of the commode is entirely on-topic. If you're trying to
> create a cross-group flame war, not enough people bought Atari 800s
> for a flame war to really take off.

A number of years ago they were on offer in a toystore chain. An Atari
800 with 10 games included and I bought one.

Then eBay arrived and I started looking for Atari 800 games. Funny
enough only those 10 games kept getting listed. So I guess a lot of
people bought this Atari 800 + 10 games set.

724. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-03 09:44:43 UTC
From: Ian Rawlings <news06@tarcus.org.uk>
Message-ID: <slrnf3jbob.bd0.news06@desktop.tarcus.org.uk>
Source record: 4609
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On 2007-05-03, Etienne von Wettingfeld <etienne@xs4none.nl.invalid> wrote:

> Then eBay arrived and I started looking for Atari 800 games. Funny
> enough only those 10 games kept getting listed. So I guess a lot of
> people bought this Atari 800 + 10 games set.

I think I actually have one in the loft somewhere, I've got at least two Atari 8-bitters and a few STs, I never owned the 8-bitters when I were a lad (I had a speccy) but I owned an ST -- for 6 months before realising it was shit compared to the Amiga and dumped it for half the price I bought it for! The amiga lasted 1 year before being dumped for an Acorn Archimedes, which was the best home computer *ever*, and one I used for 7 years before Linux came along.

Every computer company I've ever dumped has hit the buffers soon after I've jumped ship, see how the world follows my every whim ;-)

--
Blast off and strike the evil Bydo empire!

725. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-03 12:25:47 UTC
From: Etienne von Wettingfeld <etienne@xs4none.nl.invalid>
Message-ID: <etienne-B06705.14254703052007@news.xs4all.nl>
Source record: 4610
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <slrnf3jbob.bd0.news06@desktop.tarcus.org.uk>,
Ian Rawlings <news06@tarcus.org.uk> wrote:

> > Then eBay arrived and I started looking for Atari 800 games. Funny
> > enough only those 10 games kept getting listed. So I guess a lot of
> > people bought this Atari 800 + 10 games set.
>
> I think I actually have one in the loft somewhere, I've got at least
> two Atari 8-bitters and a few STs, I never owned the 8-bitters when I
> were a lad (I had a speccy) but I owned an ST -- for 6 months before
> realising it was shit compared to the Amiga and dumped it for half the
> price I bought it for! The amiga lasted 1 year before being dumped
> for an Acorn Archimedes, which was the best home computer *ever*, and
> one I used for 7 years before Linux came along.
>
> Every computer company I've ever dumped has hit the buffers soon after
> I've jumped ship, see how the world follows my every whim ;-)

I had the same experience with my C64 when I bought an Amiga. I used my
C64 every day and thought I'd do so after getting my Amiga, but I didn't
and soon after they stopped producing it! Same for the Zzap! 64 mag., I
think they quit just after I stopped buying it.

Hell, we should go on the stock market with this kind of timing!

726. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-03 12:41:24 UTC
From: Ian Rawlings <news06@tarcus.org.uk>
Message-ID: <slrnf3jm3k.bd0.news06@desktop.tarcus.org.uk>
Source record: 4611
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On 2007-05-03, Etienne von Wettingfeld <etienne@xs4none.nl.invalid> wrote:

> Hell, we should go on the stock market with this kind of timing!

Well, you invest in Commodore or Amiga Inc, and I'll invest in
whatever Clive Sinclair is doing these days ;-)

--
Blast off and strike the evil Bydo empire!

727. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-03 13:19:27 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <QaWdnYRZ1qjOfKTbRVnzvQA@telenor.com>
Source record: 4612
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,alt.swordfighting

Yes, I agree. The C64 version of Rescue on Fractalus and Ballblazer are
superior to the Atari's smoother moving ones.

One thing the C64 has, it's sprites. The PM's on the Atari is good for some
stuff, but has it's limitations. And the C64 has one music piece that I
enjoyed, even though the SID chip is supposed to be so great, I really like
what for example Rob Hubbard did on Jet Set Willy, Warhawk, International
Karate. Excellent work.

Colors? Where's the shades on the C64? Hmmm. Vastly superior, okay.

"Lucas J. Riesau" <ion_sphere@yahoo.com> skrev i melding
news:1178178945.789824.56050@e65g2000hsc.googlegroups.com...
> It's time for Commodore and Sinclair users to finally
> unite and bash the ATARI 800 computer, a real
> piece of computer garbage.
>
> The C64, the VC20, the Plus 4 are vastly superior to
> the mediocre ATARI system and its mediocre games
> that look worse than the average C64 type-in listing.
>
> Even the Spectrum is far more powerful than the ATARI
> and the Spectrum users finally need a system to bash
> and the ATARI 800 is perfect to be bashed!
>
> So, please, discuss the crapiness of the ATARI here:
>

728. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-03 14:15:20 UTC
From: Etienne von Wettingfeld <etienne@xs4none.nl.invalid>
Message-ID: <etienne-6DF248.16152003052007@news.xs4all.nl>
Source record: 4613
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <slrnf3jm3k.bd0.news06@desktop.tarcus.org.uk>,
Ian Rawlings <news06@tarcus.org.uk> wrote:

> On 2007-05-03, Etienne von Wettingfeld <etienne@xs4none.nl.invalid> wrote:
>
> > Hell, we should go on the stock market with this kind of timing!
>
> Well, you invest in Commodore or Amiga Inc, and I'll invest in
> whatever Clive Sinclair is doing these days ;-)

What is He doing?

729. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-03 14:30:41 UTC
From: Ian Rawlings <news06@tarcus.org.uk>
Message-ID: <slrnf3jsgf.bd0.news06@desktop.tarcus.org.uk>
Source record: 4614
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On 2007-05-03, Etienne von Wettingfeld <etienne@xs4none.nl.invalid> wrote:

> What is He doing?

Sinclair these days make funny bikes, water scooters, small radios,
some consultancy and not much else I don't think, other than living in
luxury in Trafalgar Square and bonking like a rabbit.

Commodore and Amiga are just names now, sold from one dreamer to
another on a regular basis for a packet of rolos and 75p.

--
Blast off and strike the evil Bydo empire!

730. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-03 14:40:03 UTC
From: Etienne von Wettingfeld <etienne@xs4none.nl.invalid>
Message-ID: <etienne-DB2E66.16400303052007@news.xs4all.nl>
Source record: 4615
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <slrnf3jsgf.bd0.news06@desktop.tarcus.org.uk>,
Ian Rawlings <news06@tarcus.org.uk> wrote:

> On 2007-05-03, Etienne von Wettingfeld <etienne@xs4none.nl.invalid> wrote:
>
> > What is He doing?
>
> Sinclair these days make funny bikes, water scooters, small radios,
> some consultancy and not much else I don't think, other than living in
> luxury in Trafalgar Square and bonking like a rabbit.

I heard that's not the real Clive. The real Clive died when doing
audition for becomming the 6th Beattle. He was replaced by his evil twin
brother.

> Commodore and Amiga are just names now, sold from one dreamer to
> another on a regular basis for a packet of rolos and 75p.

Same could be said for God, Jezus and the Holy Poltergeist and look
where that went!

--
Etienne von Wettingfeld

731. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-03 14:45:45 UTC
From: Ian Rawlings <news06@tarcus.org.uk>
Message-ID: <slrnf3jtcp.bd0.news06@desktop.tarcus.org.uk>
Source record: 4616
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On 2007-05-03, Etienne von Wettingfeld <etienne@xs4none.nl.invalid> wrote:

> I heard that's not the real Clive. The real Clive died when doing
> audition for becomming the 6th Beattle. He was replaced by his evil twin
> brother.

You might be thinking of Ian and Duncan Smith, the twins who entered
british politics. One of them managed to get to be leader of the
Conservative party, although it's not sure which one it was.

> Same could be said for God, Jezus and the Holy Poltergeist and look
> where that went!

Well, I saw a posting in a newsgroup saying that allah is the one true
god, it's getting a bit crowded in the heavens with all the one true
gods that are knocking about, but if it was in a newsgroup then it
must be true.

--
Blast off and strike the evil Bydo empire!

732. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-03 15:12:41 UTC
From: spike1@freenet.co.uk
Message-ID: <ov7pg4-76t.ln1@ridcully.ntlworld.com>
Source record: 4617
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Etienne von Wettingfeld <etienne@xs4none.nl.invalid> did eloquently scribble:
> In article <slrnf3jm3k.bd0.news06@desktop.tarcus.org.uk>,
> Ian Rawlings <news06@tarcus.org.uk> wrote:

>> On 2007-05-03, Etienne von Wettingfeld <etienne@xs4none.nl.invalid> wrote:
>>
>> > Hell, we should go on the stock market with this kind of timing!
>>
>> Well, you invest in Commodore or Amiga Inc, and I'll invest in
>> whatever Clive Sinclair is doing these days ;-)

> What is He doing?

pushbikes and earplug radios, mainly.
--
---
spike1@freenet.co.uk	"I'm alive!!! I can touch! I can taste!
Andrew Halliwell BSc(hons)	I can SMELL!!! KRYTEN!!! Unpack Rachel and
in	get out the puncture repair kit!"
Computer Science	Arnold Judas Rimmer- Red Dwarf
---

733. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-03 15:20:23 UTC
From: spike1@freenet.co.uk
Message-ID: <vvapg4-69t.ln1@ridcully.ntlworld.com>
Source record: 4618
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Etienne von Wettingfeld <etienne@xs4none.nl.invalid> did eloquently scribble:
> In article <slrnf3jsgf.bd0.news06@desktop.tarcus.org.uk>,
> Ian Rawlings <news06@tarcus.org.uk> wrote:

>> On 2007-05-03, Etienne von Wettingfeld <etienne@xs4none.nl.invalid> wrote:
>>
>> > What is He doing?
>>
>> Sinclair these days make funny bikes, water scooters, small radios,
>> some consultancy and not much else I don't think, other than living in
>> luxury in Trafalgar Square and bonking like a rabbit.

> I heard that's not the real Clive. The real Clive died when doing
> audition for becomming the 6th Beattle. He was replaced by his evil twin
> brother.

So, it's his evil twin brother who came up with the sinclair research range
of computers?

Not evil in my book then. Maybe the real clive was the evil twin and his
good twin took over.
:-p
--

```
-------------------------------------------------------------------------------
| spike1@freenet.co.uk | "I'm alive!!! I can touch! I can taste! |
|Andrew Halliwell BSc(hons)| I can SMELL!!! KRYTEN!!! Unpack Rachel and |
| in | get out the puncture repair kit!" |
| Computer Science | Arnold Judas Rimmer- Red Dwarf |
-------------------------------------------------------------------------------
```

734. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-03 15:36:18 UTC
From: Ian Rawlings <news06@tarcus.org.uk>
Message-ID: <slrnf3k0bj.bd0.news06@desktop.tarcus.org.uk>
Source record: 4619
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On 2007-05-03, spike1@freenet.co.uk <spike1@freenet.co.uk> wrote:

> So, it's his evil twin brother who came up with the sinclair research range
> of computers?

No, the evil twin came up with the C5 and the PC200!

--
Blast off and strike the evil Bydo empire!

735. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-03 15:57:30 UTC
From: spike1@freenet.co.uk
Message-ID: <oadpg4-lct.ln1@ridcully.ntlworld.com>
Source record: 4620
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Ian Rawlings <news06@tarcus.org.uk> did eloquently scribble:
> On 2007-05-03, spike1@freenet.co.uk <spike1@freenet.co.uk> wrote:

>> So, it's his evil twin brother who came up with the sinclair research range
>> of computers?

> No, the evil twin came up with the C5 and the PC200!

But the PC200 had nothing to do with Clive, that was Alan!
Besides, he did say 6th beatle and they broke up long before the zx80.
:)
--

```
-------------------------------------------------------------------------------
| spike1@freenet.co.uk | "Are you pondering what I'm pondering Pinky?" |
|Andrew Halliwell BSc(hons)| |
| in | "I think so brain, but this time, you control |
| Computer Science | the Encounter suit, and I'll do the voice..." |
-------------------------------------------------------------------------------
```

736. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-03 16:07:54 UTC
From: Ian Rawlings <news06@tarcus.org.uk>
Message-ID: <slrnf3k26r.bd0.news06@desktop.tarcus.org.uk>
Source record: 4621
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On 2007-05-03, spike1@freenet.co.uk <spike1@freenet.co.uk> wrote:

> But the PC200 had nothing to do with Clive, that was Alan!

Shave off Sugar's hair, trim his beard, make him lose weight, remodel
his skull and give him an education and it's obvious that he's the
evil twin Sinclair in disguise!

> Besides, he did say 6th beatle and they broke up long before the zx80.
>:)

The Beatles have broken up??? *blubber*

--
Blast off and strike the evil Bydo empire!

737. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-03 16:23:49 UTC
From: spike1@freenet.co.uk
Message-ID: <t8epg4-lct.ln1@ridcully.ntlworld.com>
Source record: 4622
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Ian Rawlings <news06@tarcus.org.uk> did eloquently scribble:
> On 2007-05-03, spike1@freenet.co.uk <spike1@freenet.co.uk> wrote:

>> But the PC200 had nothing to do with Clive, that was Alan!

> Shave off Sugar's hair, trim his beard, make him lose weight, remodel
> his skull and give him an education and it's obvious that he's the
> evil twin Sinclair in disguise!

>> Besides, he did say 6th beatle and they broke up long before the zx80.
>>:)

> The Beatles have broken up??? *blubber*

Worse I'm afraid.
You missed the news... 2 of them are dead, one of them reads thomas the tank engine stories and the other one formed "wings" with his late wife linda (who couldn't hold a tune in a bucket) and hasn't been heard from much in the past few years.
--
---
spike1@freenet.co.uk	"I'm alive!!! I can touch! I can taste!
Andrew Halliwell BSc(hons)	I can SMELL!!! KRYTEN!!! Unpack Rachel and
in	get out the puncture repair kit!"
Computer Science	Arnold Judas Rimmer- Red Dwarf
---

738. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-03 17:44:38 UTC
From: Paul E Collins <find_my_real_address@CL4.org>
Message-ID: <Rridnf1n4a0RgqfbnZ2dnUVZ8tqinZ2d@bt.com>
Source record: 4623
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Ian Rawlings" <news06@tarcus.org.uk> wrote:

> Shave off Sugar's hair, trim his beard, make him lose weight,
> remodel his skull and give him an education and it's obvious
> that he's the evil twin Sinclair in disguise!

That reminds me of an excellent reader cartoon published in one of the Speccy mags. Clive Sinclair was caught robbing banks, but they pulled off the mask la Scooby Do to reveal Alan Sugar, who angrily exclaimed "Blooters!".

I hope I didn't dream this.

Eq.

739. Thursday night IRC Atari chat 8 PM CST/CDT

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-03 17:59:58 UTC
From: JellE <jelle@door.net>
Message-ID: <1178215198.470735.285050@l77g2000hsb.googlegroups.com>
Source record: 4624
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hey everyone!!! We still have the IRC chat night going on each week,
on Thursdays, if anyone wants to come in and check it out. Official
gathering time is 8:00pm CST/CDT, and you have 3 options for getting
in:

- Use your favorite IRC client to connect to irc.newnet.net and join
channel #atari.

- Telnet from your 8-bit or other machine to irc.atarichat.net
(216.37.55.109) and login as "atari". This will get you into the chat
without the need for an actual IRC client.

- Use the Java applet found at http://www.newnet.net.

If you can't make it around 8:00 tonight, you can stop in at anytime,
somebody is usually awake. We are predominately 8-bit folks... but a
lot of us dabble in other stuff too. (Commodore, Amiga, STs, etc, etc,
etc) There isn't much we don't talk about. It is a lot of fun....and
very informative.

Hope you can come join us....we will be glad to see ya!!!

740. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-03 18:39:05 UTC
From: Etienne von Wettingfeld <etienne@xs4none.nl.invalid>
Message-ID: <etienne-0F835A.20390503052007@news1.news.xs4all.nl>
Source record: 4625
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <slrnf3jtcp.bd0.news06@desktop.tarcus.org.uk>,
Ian Rawlings <news06@tarcus.org.uk> wrote:

> On 2007-05-03, Etienne von Wettingfeld <etienne@xs4none.nl.invalid> wrote:
>
> > I heard that's not the real Clive. The real Clive died when doing
> > audition for becomming the 6th Beattle. He was replaced by his evil twin
> > brother.
>
> You might be thinking of Ian and Duncan Smith, the twins who entered
> british politics. One of them managed to get to be leader of the
> Conservative party, although it's not sure which one it was.

I always confuse the Smith twins, the Beatles and Sir Clive. They all do
look a like and all played a crucial part in the 1st Gulf War. Ehm, I
might be confusing them with the US army though, that happens too.

> > Same could be said for God, Jezus and the Holy Poltergeist and look
> > where that went!
>
> Well, I saw a posting in a newsgroup saying that allah is the one true
> god, it's getting a bit crowded in the heavens with all the one true
> gods that are knocking about, but if it was in a newsgroup then it
> must be true.

If there is a God or Gods, why didn't He/They destroy Atari (to get back
on topic)? It was Jack Tramiel with his son who had to pop over to
destroy the company from within.

--
Etienne von Wettingfeld [Mac OS X Tiger]

741. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-03 20:25:17 UTC
From: Duncan Snowden <dss@ukonline.co.uk>
Message-ID: <463a6b44$0$26323$834e42db@reader.greatnowhere.com>
Source record: 4630
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

spike1@freenet.co.uk wrote:

> Ian Rawlings <news06@tarcus.org.uk> did eloquently scribble:
>> On 2007-05-03, spike1@freenet.co.uk <spike1@freenet.co.uk> wrote:
>
>>> So, it's his evil twin brother who came up with the sinclair research range
>>> of computers?
>
>> No, the evil twin came up with the C5 and the PC200!
>
> But the PC200 had nothing to do with Clive, that was Alan!

Alan Sinclair? Who he? The PC200, as any fule kno, was thunk up by TV's
Amstrad Sugar.

--
Duncan Snowden.

742. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-03 20:38:20 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0705031335490.27843-100000@onyx.spiritone.com>
Source record: 4626
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

743. UPDATE: New Telnet Information

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-03 21:55:52 UTC
From: JellE <jelle@door.net>
Message-ID: <1178229352.588032.140130@y80g2000hsf.googlegroups.com>
Source record: 4627
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

UPDATE: Telnet from your 8-bit or other machine to irc.atarichat.net (64.72.135.245) and login as "atari". No password is required...just hit enter. This will get you into the chat without the need for an actual IRC client.

The original post has the wrong IP... please make a note of this, otherwise you will not be able to get in. Thanks... and hope to see you there!

744. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-03 22:41:18 UTC
From: Clockmeister <whowhere@andwhy.com>
Message-ID: <133kp8iath9ab4a@corp.supernews.com>
Source record: 4628
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Ian Rawlings" <news06@tarcus.org.uk> wrote in message
news:slrnf3jbob.bd0.news06@desktop.tarcus.org.uk...
> On 2007-05-03, Etienne von Wettingfeld <etienne@xs4none.nl.invalid> wrote:
>
>> Then eBay arrived and I started looking for Atari 800 games. Funny
>> enough only those 10 games kept getting listed. So I guess a lot of
>> people bought this Atari 800 + 10 games set.
>
> I think I actually have one in the loft somewhere, I've got at least
> two Atari 8-bitters and a few STs, I never owned the 8-bitters when I
> were a lad (I had a speccy) but I owned an ST -- for 6 months before
> realising it was shit compared to the Amiga and dumped it for half the
> price I bought it for! The amiga lasted 1 year before being dumped
> for an Acorn Archimedes, which was the best home computer *ever*, and
> one I used for 7 years before Linux came along.

Ha ha, Acorn.

You got duped with that lemon.

745. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-03 22:42:55 UTC
From: Clockmeister <whowhere@andwhy.com>
Message-ID: <133kpbk1jns7sda@corp.supernews.com>
Source record: 4629
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Etienne von Wettingfeld" <etienne@xs4none.nl.invalid> wrote in message
news:etienne-6DF248.16152003052007@news.xs4all.nl...
> In article <slrnf3jm3k.bd0.news06@desktop.tarcus.org.uk>,
> Ian Rawlings <news06@tarcus.org.uk> wrote:
>
>> On 2007-05-03, Etienne von Wettingfeld <etienne@xs4none.nl.invalid>
>> wrote:
>>
>> > Hell, we should go on the stock market with this kind of timing!
>>
>> Well, you invest in Commodore or Amiga Inc, and I'll invest in
>> whatever Clive Sinclair is doing these days ;-)
>
> What is He doing?

Still making toys and gimmicky rubbish.

746. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-04 01:31:18 UTC
From: Ensor <none@localhost>
Message-ID: <6tWdnaICXZHuDKfbRVnygAA@brightview.com>
Source record: 4631
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,alt.swordfighting

"Lucas J. Riesau" <ion_sphere@yahoo.com> wrote:

> It's time for me to come clean and admit that I'm a
>frustrated PS/3 owner, with no penis and homosexual
>tendencies....

Can't disagree with anything you said about yourself there mate....

747. Re: UPDATE: New Telnet Information

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-04 04:37:11 UTC
From: Tarkin <Tarkin000@gmail.com>
Message-ID: <1178253431.686156.119140@e65g2000hsc.googlegroups.com>
Source record: 4632
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On May 3, 9:55 pm, JellE <j...@door.net> wrote:
> UPDATE: Telnet from your 8-bit or other machine to irc.atarichat.net
> (64.72.135.245) and login as "atari". No password is required...just
> hit enter. This will get you into the chat without the need for an
> actual IRC client.
>
> The original post has the wrong IP... please make a note of this,
> otherwise you will not be able to get in. Thanks... and hope to see
> you there!

Where does the other one take you to?

748. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-04 05:17:52 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <4mz_h.3324$J54.3010@trnddc04>
Source record: 4633
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

<spike1@freenet.co.uk> wrote ...

> BlackJack <blackjack@civitas64.de> did eloquently scribble:
>> On Thu, 03 May 2007 00:55:45 -0700, Lucas J. Riesau wrote:
>>>
>>> So, please, discuss the crapiness of the ATARI here:
>
>> Looks like the Sinclair losers are out of arguments and try to draw off
>> the attention from their feeble little door stops.
>
> Don't point the finger in our direction.
> We've never seen that moron before. (You can check for yourself via google
> groups, I suspect he's one of yours)

Not one of ours either! And I doubt he is from the Atari group. Just
another brain-dead troll trying to stir things up.

BTW, did anyone notice this line in the header?

X-HTTP-UserAgent: This message is a secret message for terrorist! It means
there is a bomb under your ass! And your ass will be history,soon!
KABOOOM!,gzip(gfe),gzip(gfe)
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

749. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-04 05:56:08 UTC
From: Etienne von Wettingfeld <etienne@xs4none.nl.invalid>
Message-ID: <etienne-A6DACD.07560804052007@news1.news.xs4all.nl>
Source record: 4634
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <133kpbk1jns7sda@corp.supernews.com>,
"Clockmeister" <whowhere@andwhy.com> wrote:

> >> Well, you invest in Commodore or Amiga Inc, and I'll invest in
> >> whatever Clive Sinclair is doing these days ;-)
> >
> > What is He doing?
>
> Still making toys and gimmicky rubbish.

Phillips?

--
Etienne von Wettingfeld [Mac OS X Tiger]

750. Re: UPDATE: New Telnet Information

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-04 07:42:40 UTC
From: JellE <jelle@door.net>
Message-ID: <1178264560.555029.36610@h2g2000hsg.googlegroups.com>
Source record: 4635
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On May 3, 11:37 pm, Tarkin <Tarkin...@gmail.com> wrote:
> On May 3, 9:55 pm, JellE <j...@door.net> wrote:
>
> > UPDATE: Telnet from your 8-bit or other machine to irc.atarichat.net
> > (64.72.135.245) and login as "atari". No password is required...just
> > hit enter. This will get you into the chat without the need for an
> > actual IRC client.
>
> > The original post has the wrong IP... please make a note of this,
> > otherwise you will not be able to get in. Thanks... and hope to see
> > you there!
>
> Where does the other one take you to?

Actually... I don't know....it is the old server... my guess is it
won't connect at all.

751. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-04 10:45:22 UTC
From: Brian Gaff <briang1@blueyonder.co.uk>
Message-ID: <69E_h.11863$Ro3.11333@text.news.blueyonder.co.uk>
Source record: 4636
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,alt.swordfighting

Well a troll as I live and breathe.

The 800 xl was actually quite a nice machine. The old 800 had those stupid
keys and thus was worse tan the dear old Speccy.

Its a big beast though.
Brian

--
Brian Gaff - briang1@blueyonder.co.uk
Note:- In order to reduce spam, any email without 'Brian Gaff'
in the display name may be lost.
"Lucas J. Riesau" <ion_sphere@yahoo.com> wrote in message
news:1178178945.789824.56050@e65g2000hsc.googlegroups.com...
> It's time for Commodore and Sinclair users to finally
> unite and bash the ATARI 800 computer, a real
> piece of computer garbage.
>
> The C64, the VC20, the Plus 4 are vastly superior to
> the mediocre ATARI system and its mediocre games
> that look worse than the average C64 type-in listing.
>
> Even the Spectrum is far more powerful than the ATARI
> and the Spectrum users finally need a system to bash
> and the ATARI 800 is perfect to be bashed!
>
> So, please, discuss the crapiness of the ATARI here:
>

752. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-04 16:04:10 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <463b597a$0$25614$91cee783@newsreader02.highway.telekom.at>
Source record: 4637

Lucas J. Riesau wrote:

> It's time for Commodore and Sinclair users to finally
> unite and bash the ATARI 800 computer, a real
> piece of computer garbage.

Expensive, but reliable and powerful DOS for that times HC.

> The C64, the VC20, the Plus 4 are vastly superior to
> the mediocre ATARI system and its mediocre games
> that look worse than the average C64 type-in listing.

The ATARI 400/800 Graphics Chipset started the race and ended it. Being
the all time First Place, except some nineties MSX trash, ten years to
late :)

> Even the Spectrum is far more powerful than the ATARI
> and the Spectrum users finally need a system to bash
> and the ATARI 800 is perfect to be bashed!

It is, in various cases...

huh? Why should I bash an ATARI? That should remain to anyone self,
having an ATARI :)

> So, please, discuss the crapiness of the ATARI here:

I hardly imagine a crap going with the 8bit ATARI... maybe the Price.

Best regards,

Daniel Mandic

753. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-04 16:04:30 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <463b598e$0$25624$91cee783@newsreader02.highway.telekom.at>
Source record: 4638

Vidar Olavesen wrote:

> One thing the C64 has, it's sprites. The PM's on the Atari is good
> for some stuff, but has it's limitations. And the C64 has one music
> piece that I enjoyed, even though the SID chip is supposed to be so
> great, I really like what for example Rob Hubbard did on Jet Set
> Willy, Warhawk, International Karate. Excellent work.

Atari is broader. Faster.

IK sounded better (MUCH) on the Atari. IK+ Sound on the C64 improved
vastly, but missed the charme (slow, swaying forward backward sound) of
the former IK on ATARI Pokey. Faster and more hectic.
Like any Game on C-64.... The Sound was/is somehow alone and mainly out
of timing to that what's happenening on the screen :)

Although, a cross check to the AMIGA IK+ Version auds you, how a real
synthesizer sounds. The Paula Chip is by Miles away better... anyway.
Filter ON, of course!

Better a Sinclair Spectrum 128K and a TB-303. Then you can wild the
knobs, for a slightly better sound than the SID already had.

> Colors? Where's the shades on the C64? Hmmm. Vastly superior, okay.

Give the ATARI GfX Chipset a try ;-)

Best regards,

Daniel Mandic

754. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-04 16:10:58 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <IZKdncBWY7CYxqbbRVnzvQA@telenor.com>
Source record: 4639

> > Colors? Where's the shades on the C64? Hmmm. Vastly superior, okay.
>
> Give the ATARI GfX Chipset a try ;-)

What's that? Chipset for PC? I guess you are not talking about ANTIC, are you? I programmed the ANTIC and love it. Atari's have the most charming chips I think. My first love was the Atari 800. More fun than I had with my later wife

755. WTB - Atari 800/1200XL and are there any online stores selling Atari Computers?

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-06 12:22:17 UTC
From: Debian4Life <bcassner@gmail.com>
Message-ID: <1178454137.650487.107340@h2g2000hsg.googlegroups.com>
Source record: 4640

Does anyone know where I can buy an Atari 800/1200XL? Also are there
any reliable online venders to purchase hardware and software from for
the Atarin computers? Than ks in advance!

Brian

756. Re: WTB - Atari 800/1200XL and are there any online stores selling Atari Computers?

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-06 21:01:56 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <gnr%h.333$sL7.219@nlpi061.nbdc.sbc.com>
Source record: 4641

"Debian4Life" <> wrote in message news:
> Does anyone know where I can buy an Atari 800/1200XL? Also are there
> any reliable online venders to purchase hardware and software from for
> the Atarin computers? Than ks in advance!
>
> Brian
I suggest B&C Computervisions.
www.myatari.com

There's also Video 61 and Ben Smith are active.
For a comprehensive list of vendors, what they sell, where they're at, you might see the vendor list,
which is in the 'Welcome to Comp.sys.atari.8bit FAQ', here in this newsgroup.
And then there's ebaY.

757. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-07 04:28:36 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1178512086@rtfm.mit.edu>
Source record: 4642
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 14, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.
Atari, headquartered at the time in Sunnyvale, California, USA, produced this
line of computers from 1979-1992.

To see what Atari, Inc. is up to today, visit: http://www.atari.com/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

Former (before 1987) Usenet newsgroups for Atari computer discussion:
net.micro.atari8 - created Feb 1986
net.micro.atari - created Nov 1982
net.micro - created Jan 1982

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
```

To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/

http://atari.fandal.cz/

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

ACGC - Atlantic Computer and Gaming Club
http://www.chebucto.ns.ca/Technology/NSACUG/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

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http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Atari computers news aggregator site)
http://www.ataritoday.com/

758. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-08 02:10:39 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <004b58f5@familynet-international.org>
Source record: 4643

FamilyNet International Newsgate

> From: Ian Rawlings <news06@tarcus.org.uk>
> On 2007-05-03, BlackJack <blackjack@civitas64.de> wrote:
>> Looks like the Sinclair losers are out of arguments and try to draw off
>> the attention from their feeble little door stops.
> The crapness of the Atari 800 is off topic for CSS, whereas the
> crapness of the commode is entirely on-topic. If you're trying to
> create a cross-group flame war, not enough people bought Atari 800s
> for a flame war to really take off.
> --
> Blast off and strike the evil Bydo empire!

I bought a regularly use an Atari 800, but if you hate it that means only more
for me. I tend to like underdogs anyway. ;)

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

759. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-09 00:06:34 UTC
From: firstname@lastname.net
Message-ID: <4641097f.338457390@news.sf.sbcglobal.net>
Source record: 4644

On 04 May 2007 16:04:10 GMT, "Daniel Mandic" <daniel_mandic@aon.at>
wrote:

...

>Expensive, but reliable and powerful DOS for that times HC.
...

Ever hear of the Atari Drop Test? I was running my BBS in local mode
at an Atari Show -- while the program was running lifted the 800 six
to nine inches off the table and let it drop. I will admit that the
program did stop and I had to type "goto main" at the prompt.

We had several DOSs -- Atari DOS 1 and 2 and 3, SpartaDOS, SmartDOS,
MyDOS, others.... I made a floppy disk that you could toggle (by
overwritting the boot sectors) to boot up in four or five different
DOSs.

But what I liked best about the Atari was the BASIC. All of the other
computers had to compile their programs to be able to run a BBS. The
Atari could run a BBS aat 1200 baud in plain old BASIC. You could
stop the program, modify it, and just continue. Which is why the
Atari, with about a tenth of the computer market, ran about half of
the BBSs early to mid '80's. In 1986 I had the world's fastest 8-bit
BBS -- running in interperted BASIC.

760. Re: WTB - Atari 800/1200XL and are there any online stores selling Atari Computers?

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-09 01:27:50 UTC
From: Chuck B <Cabacon@cox.net>
Message-ID: <ms90i.112555$s8.4636@newsfe21.lga>
Source record: 4645

I have several of them if you want them I can sell them to you.
"Debian4Life" <bcassner@gmail.com> wrote in message
news:1178454137.650487.107340@h2g2000hsg.googlegroups.com...
> Does anyone know where I can buy an Atari 800/1200XL? Also are there
> any reliable online venders to purchase hardware and software from for
> the Atarin computers? Than ks in advance!
>
> Brian
>

761. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-09 12:45:39 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2007.05.09.12.45.39.569429@suddenlink.net>
Source record: 4646

On Wed, 09 May 2007 00:06:34 +0000, Mike Andruschak wrote:

> Ever hear of the Atari Drop Test? I was running my BBS in local mode
> at an Atari Show -- while the program was running lifted the 800 six
> to nine inches off the table and let it drop. I will admit that the
> program did stop and I had to type "goto main" at the prompt.

Hmm, that Atari "drop" test sure did change by the time it got to the ST
line.

There, if the computer *wasn't* working, you would pick it up 6-12 inches
and let it drop. More than likely, the computer would start working again.
(chip creep). Atari Corps own techs would recommend this procedure over
the phone.

Gotta love it. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

762. BUY 4 NEW ATARI GAMES, GET 1 FREE!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-10 11:00:59 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0705100358010.13117-100000@onyx.spiritone.com>
Source record: 4647
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Buy any 4 titles of my new in the box games for the Classic Atari 8 Bit
and Atari ST Computers and Atari Jaguar Games, mix and match machines,
and receive a brand new in the box game. You can qualify for more than 1
free offer by doubling, or tripling, etc. your order. All you have to do
is pick a minimum of 5 new in the box games, for each 5 games I'll give
you 1 from your list for free! FREE GAME AD: lasts for this Month of MAY!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/8bt_soft.htm NEW IN BOX ATARI 8 BIT GAMES!
http://www.aracnet.com/~atari/jaggames.htm NEW IN BOX ATARI JAGUAR GAMES!
http://www.aracnet.com/~atari/st_soft.htm NEW IN BOX ATARI ST GAMES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

763. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-10 11:03:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0705100401400.13117-100000@onyx.spiritone.com>
Source record: 4648
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

764. Re: UPDATE: New Telnet Information

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-10 20:41:43 UTC
From: JellE <jelle@door.net>
Message-ID: <1178829703.443071.115010@y5g2000hsa.googlegroups.com>
Source record: 4549
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Don't forget... today is Thursday. The chat will run from 8 PM till
everyone decides to pass out. Lots of really good information and a
bunch of fun. Come on in and join us!! Hope to see you there!!

765. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-10 23:11:13 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <4643a691$0$25618$91cee783@newsreader02.highway.telekom.at>
Source record: 4550

Mike Andruschak wrote:

Hi Mike!

> Ever hear of the Atari Drop Test? I was running my BBS in local mode
> at an Atari Show -- while the program was running lifted the 800 six
> to nine inches off the table and let it drop. I will admit that the
> program did stop and I had to type "goto main" at the prompt.

That's reminding me to a friend, who has been hitten his 800XL hard. One
Mainboard was already on the Wall....

> We had several DOSs -- Atari DOS 1 and 2 and 3, SpartaDOS, SmartDOS,
> MyDOS, others.... I made a floppy disk that you could toggle (by
> overwritting the boot sectors) to boot up in four or five different
> DOSs.

I heard about 2.0 being fine.

> But what I liked best about the Atari was the BASIC. All of the other
> computers had to compile their programs to be able to run a BBS. The
> Atari could run a BBS aat 1200 baud in plain old BASIC. You could
> stop the program, modify it, and just continue. Which is why the
> Atari, with about a tenth of the computer market, ran about half of
> the BBSs early to mid '80's. In 1986 I had the world's fastest 8-bit
> BBS -- running in interperted BASIC.

Jay Miner fitted a fast GfX into, with nice interrupt effects. Fruit
Machine Games were breathtaking smooth...

Turbo Basic (Happy Computer) and Turbo1050 (PAR connected) etc. :-)
But I never used Turbo1050, not that I would not know to do so, but the
1050 is standard well enough.

Kind regards,

Daniel Mandic

766. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-11 14:31:58 UTC
From: John Selck <selck__j@t-online.de>
Message-ID: <op.tr52nky4oz2ggb@gott.mshome.net>
Source record: 4551
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,alt.swordfighting

On Thu, 03 May 2007 15:19:27 +0200, Vidar Olavesen <olavese@online.no>
wrote:

> Colors? Where's the shades on the C64? Hmmm. Vastly superior, okay.

Yes, less colors on C64 but the benefit of that is that the
C64 can use the colors much more efficiently. On A8, you're
bound to 4 colors on 160x200 resolution.

767. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-12 14:05:02 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <88ednV0cYYcYVNjbRVnzvAA@telenor.com>
Source record: 4552
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

> Yes, less colors on C64 but the benefit of that is that the
> C64 can use the colors much more efficiently. On A8, you're
> bound to 4 colors on 160x200 resolution.

Did you ever see the 256 colors pictures on the Atari? They look better than any I've seen on C64. Granted, the resolution is even lower there, but still they look damn fantastic for an old computer.

And again, for speed, try out Rescue on Fractalus and Ballblazer on both consoles, Atari beats it hands down.

BTW : I do have C64's too, so I am not Atari all the way, but I love Atari more than any other computers. Guess the Star Raiders thingy got me and kept me

768. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-12 14:49:38 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <tcWdnUpX9bu9SdjbnZ2dnUVZ_uGknZ2d@comcast.com>
Source record: 4553
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,alt.swordfighting

oh, stop! It's still state-of-the-art! Ever look at "Graphics 3"? How
'bout them pixels, skippy!

-z-

"Lucas J. Riesau" <ion_sphere@yahoo.com> wrote in message
news:1178178945.789824.56050@e65g2000hsc.googlegroups.com...
> It's time for Commodore and Sinclair users to finally
> unite and bash the ATARI 800 computer, a real
> piece of computer garbage.
>
> The C64, the VC20, the Plus 4 are vastly superior to
> the mediocre ATARI system and its mediocre games
> that look worse than the average C64 type-in listing.
>
> Even the Spectrum is far more powerful than the ATARI
> and the Spectrum users finally need a system to bash
> and the ATARI 800 is perfect to be bashed!
>
> So, please, discuss the crapiness of the ATARI here:
>

769. LaserJet

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-12 17:40:24 UTC
From: rjh4jhh2@peoplepc.com
Message-ID: <c_m1i.6274$296.5102@newsread4.news.pas.earthlink.net>
Source record: 4554

Did someone back in the day make a printer driver for the HP Laser Jet 5L? I recently inherited one which is definitely not Epson compatible for use on the Atari 8 bit, plus the manual gives only a very limited list of escape codes.

thnx,
Jess

770. Free: Random Atari 8-bit bits (SF bay area)

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-12 19:05:00 UTC
From: bill@newbreedsoftware.com
Message-ID: <46460fdc$0$14143$742ec2ed@news.sonic.net>
Source record: 4555

I'm moving away from the SF Bay Area, and have a few misc. Atari items
to get rid of, to whomever wants to come pick them up in the next week
(by May 19th!)

* Mapping the Atari (original, 800 version)
* SX212 1200bps modem (without case)
* Dead? Atari 1200XL motherboard
* Mini trakball
* CX85 numeric keypad
* Various other manuals

Contact me by email if you can come pick up in Mountain View or
Menlo Park, California.

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

771. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-12 21:36:48 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <46463370$2$2309$91cee783@newsreader01.highway.telekom.at>
Source record: 4556

Vidar Olavesen wrote:

> And again, for speed, try out Rescue on Fractalus and Ballblazer on
> both consoles, Atari beats it hands down.

Eidolon...

Best regards,

Daniel Mandic

772. Re: The ATARI 800 is crap!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-14 01:35:14 UTC
From: John Selck <selck__j@t-online.de>
Message-ID: <op.tsamo00toz2ggb@gott.mshome.net>
Source record: 4557
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Sat, 12 May 2007 16:05:02 +0200, Vidar Olavesen <olavese@online.no>
wrote:

> Did you ever see the 256 colors pictures on the Atari? They look better
> than any I've seen on C64.

Then you should seriously watch more C64 graphics, there is tons
of awesome 160x200 or 320x200 pictures out where I have never seen
anything on A8 which comes even close to it.

> Granted, the resolution is even lower there, but still they look damn
> fantastic for an old computer.

It looks nice, but is also flawed (low resolution and only every
2nd rasterline contains graphics)

> And again, for speed, try out Rescue on Fractalus and Ballblazer on both
> consoles, Atari beats it hands down.

I never argued this. (Although I think that Ballblazer C64 could've been
atleast equal to the A8 version, but that's another matter...)

773. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-15 04:22:47 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1179202951@rtfm.mit.edu>
Source record: 4558
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 14, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.
Atari, headquartered at the time in Sunnyvale, California, USA, produced this
line of computers from 1979-1992.

To see what Atari, Inc. is up to today, visit: http://www.atari.com/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

Former (before 1987) Usenet newsgroups for Atari computer discussion:
net.micro.atari8 - created Feb 1986
net.micro.atari - created Nov 1982
net.micro - created Jan 1982

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
```

To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/

http://atari.fandal.cz/

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

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Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

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http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

ACGC - Atlantic Computer and Gaming Club
http://www.chebucto.ns.ca/Technology/NSACUG/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Atari computers news aggregator site)
http://www.ataritoday.com/

774. Atari 400 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-15 11:13:25 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1179227605.581676.261750@n59g2000hsh.googlegroups.com>
Source record: 4559

I am considering making a new mebrane keyboard for a different
computer (TS1000) and wonder how did Atari handle the space bar on
the
400? Is there multiple contacts or is there a long contact?

On a standard size key you can have a single contact in the center
and
it would work, but how about the space bar? Is there a "sweet spot"
on
the space bar where it works and on another where it doesnt?

Bill H

775. A DarkForce! BBS update (May 2007)

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-16 18:51:16 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2007.05.16.18.51.16.599483@suddenlink.net>
Source record: 4560

First, apologies for being late this month, many, many
many things going on. An Atari SysOp is never bored. :)

Second, we've reached another milestone (of sorts) here,
at The DarkForce! BBS. We just recently added our 500th
user!

Because of that, I had to expand our user database. Some
functions, such as MassMail will have some unintended
consequences because of this. Current users will have
multiple old MassMail entries waiting for them. Simply
hit any key to go through them all. Everything should be
returned to normal on your next call. Thanks for your
patience and understanding in this matter.

So...here is to another 15 years and 500 more users! :)

Our monthly winner of the 3 magazine subscription to
ST Magazine is:

Orion_

Congratulations, and remember, you can't win if you don't
call each month! :D

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

776. FA: Seriously Rare Games -- Origin, Ultima, Epyx, Etc.

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-17 01:43:55 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <QeqdnSIc5OD7LtbbnZ2dnUVZ_tOmnZ2d@comcast.com>
Source record: 4561
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.commodore64.marketplace,comp.sys.apple2.marketplace

Another batch of seriously rare games. If you're into Origin, Ultima, or Epyx...you'll find something interesting here.

http://search.ebay.com/_W0QQsassZhughfalkQQhtZ-1

777. BUY 4 NEW ATARI GAMES, GET 1 FREE!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-17 09:22:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0705170219460.24465-100000@onyx.spiritone.com>
Source record: 4562
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Buy any 4 titles of my new in the box games for the Classic Atari 8 Bit
and Atari ST Computers and Atari Jaguar Games, mix and match machines,
and receive a brand new in the box game. You can qualify for more than 1
free offer by doubling, or tripling, etc. your order. All you have to do
is pick a minimum of 5 new in the box games, for each 5 games I'll give
you 1 from your list for free! FREE GAME AD: lasts for this Month of MAY!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/8bt_soft.htm NEW IN BOX ATARI 8 BIT GAMES!
http://www.aracnet.com/~atari/jaggames.htm NEW IN BOX ATARI JAGUAR GAMES!
http://www.aracnet.com/~atari/st_soft.htm NEW IN BOX ATARI ST GAMES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

778. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-17 09:26:49 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0705170222461.24465-100000@onyx.spiritone.com>
Source record: 4563
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

779. A DarkForce! BBS update (May 2007)

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-17 16:41:35 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <004caa64@familynet-international.org>
Source record: 4564

FamilyNet International Newsgate

This is awesome!! Congrats Ronald!!

Doc Clu

> From: "Ronald J. Hall" <darklord@suddenlink.net>

> First, apologies for being late this month, many, many
> many things going on. An Atari SysOp is never bored. :)

> Second, we've reached another milestone (of sorts) here,
> at The DarkForce! BBS. We just recently added our 500th
> user!

> Because of that, I had to expand our user database. Some
> functions, such as MassMail will have some unintended
> consequences because of this. Current users will have
> multiple old MassMail entries waiting for them. Simply
> hit any key to go through them all. Everything should be
> returned to normal on your next call. Thanks for your
> patience and understanding in this matter.

> So...here is to another 15 years and 500 more users! :)

> Our monthly winner of the 3 magazine subscription to
> ST Magazine is:

> Orion_

> Congratulations, and remember, you can't win if you don't
> call each month! :D

> --
> Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
> An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

780. Re: Seriously Rare Games -- Origin, Ultima, Epyx, Etc.

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-17 18:43:26 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <in13i.104$ZA.496@newsb.telia.net>
Source record: 4565
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.commodore64.marketplace,comp.sys.apple2.marketplace

"Hugh Falk" <hughfalk@mindspring.com> skrev i meddelandet
news:QeqdnSIc5OD7LtbbnZ2dnUVZ_tOmnZ2d@comcast.com...
>
> Another batch of seriously rare games. If you're into Origin, Ultima, or
> Epyx...you'll find something interesting here.
>
> http://search.ebay.com/_W0QQsassZhughfalkQQhtZ-1

I thought I knew of all game titles made by the big
game companies for the Atari, but apparently I was
wrong.

I had never heard of "Morloc's Tower" and "Plattermania"
before.

Anders

781. Update for Thursday night IRC chat 8 PM CDT

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-18 00:02:26 UTC
From: JellE <jelle@door.net>
Message-ID: <1179446546.646015.217710@e65g2000hsc.googlegroups.com>
Source record: 4566
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Okay guys... as some of you may already know... Telnet is down. It
should be back up in a couple of days. But in the meantime... the java
applet is still available at www.newnet.net... although, some people
seem to be having problems with it. The best bet is use an IRC client.
I did discover a problem. Most of the servers won't let you in unless
you use port number 6667. So... if you are having problems connecting
to a NewNet server here is my suggestion. Type /server servername:6667
(ie: /server irc.eyearesee.org:6667)

Here is a list of the servers on New Net

irc.tobug.net
irc.Sith-Net.com
irc.rejectauthority.com
irc.redwolfs.net
irc.ircsoulz.org
irc.frog-face.com
irc.eyearesee.org
irc.spasticsystems.co.uk
irc.flatlined.net
irc.indianskickass.info

782. FA: Whole lotta Atari Portfolio stuff on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-18 03:10:43 UTC
From: John <john@junk.com>
Message-ID: <f2j5fk$p35$1@news-01.bur.connect.com.au>
Source record: 4567
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Interfaces, memory cards, program cards... All in really good condition.

http://search.ebay.com.au/_W0QQsassZlavalyteQQhtZ-1

Go on, bid on something. I need the room.

783. Vintage Computer Festival 9.0 photos

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-18 05:17:08 UTC
From: rbernardo@value.net
Message-ID: <1179465427.955440.171600@u30g2000hsc.googlegroups.com>
Source record: 4568

Greetings, C=, Ami, Atari, gaming, and vintage computer aficionados,
Photos of the Nov. 4-5, 2006 Vintage Computer Festival 9.0 are
now on-line. Peruse pics of the Commodore PET, the C64 DTV, the
Vectrex, various computers from the 1950's to the 1980's, and the
attendees/exhibitors. Go to
http://www.dickestel.com/vintage2006.htm
My thanks to Dick Estel for setting up the page and maintaining
the site.

CommVEx v3 info at http://www.portcommodore.com/commvex
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

784. New users group?

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-18 19:16:08 UTC
From: Sky King <aaron_stansbury@yahoo.com>
Message-ID: <1179515768.122239.303720@q75g2000hsh.googlegroups.com>
Source record: 4569

Hi,

I miss the day of a monthly meeting to talk computers. I was
wondering if anyone in the Charleston,SC,USA area would like to start
another one? I don't know many people any more that use the C64, or
anyother 8 bit, but I might get lucky.

Thanks

785. Re: Seriously Rare Games -- Origin, Ultima, Epyx, Etc.

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-18 21:37:30 UTC
From: Tom Peranteau <tomperanteau@yahoo.com>
Message-ID: <u0p3i.22474$JZ3.15758@newssvr13.news.prodigy.net>
Source record: 4570
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.commodore64.marketplace,comp.sys.apple2.marketplace

And reasonable prices too. How about that...

"Hugh Falk" <hughfalk@mindspring.com> wrote in message
news:QeqdnSIc5OD7LtbbnZ2dnUVZ_tOmnZ2d@comcast.com...
>
> Another batch of seriously rare games. If you're into Origin, Ultima, or
> Epyx...you'll find something interesting here.
>
> http://search.ebay.com/_W0QQsassZhughfalkQQhtZ-1
>
>
>
>
>

786. 1GB flash drive in a 2600 cart mod!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-19 01:58:24 UTC
From: Miles Attacca <milesattacca@gmail.com>
Message-ID: <1179539904.095956.12310@q75g2000hsh.googlegroups.com>
Source record: 4571

Hi guys. Just wanted to do a little self-promo -- I've started making flash drives stealthed inside Atari cartridges! Figured this was the best newsgroup to announce it. The first one was handmade (next time I'll use a Dremel; X-acto knife cutting isn't too easy!), and includes the original label (with the usual wear and tear).

The very first auction: http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=260119451113

Once I get a little more money I plan to use reproduction laser-printed labels, and offer 1, 2, and 4GB drives. Let me know what you think!

787. IBM drive read Atari Disk

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-19 03:18:01 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <D%t3i.108633$NK5.78613@newsfe23.lga>
Source record: 4572

I know IBM drive can not read Atari Single Density Disk due to FM incompatible. Double Density and Enhanced Density drives uses the MFM recording method. IBM can read the Atari Double Density disk.. Can IBM read the Enhanced Density disk???

Thanks!
Jack

788. Re: IBM drive read Atari Disk

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-19 03:31:53 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <Jcu3i.16895$3P3.4836@newsread3.news.pas.earthlink.net>
Source record: 4573

Jack Tseng wrote:
> I know IBM drive can not read Atari Single Density Disk due to FM
> incompatible. Double Density and Enhanced Density drives uses the MFM
> recording method. IBM can read the Atari Double Density disk.. Can IBM read
> the Enhanced Density disk???
>
> Thanks!
> Jack
>
>

Actually some can read single density. The first true IBMs had disk
conrollers that would switch to FM, it was later stuff that was spotty.
I've even had late model VIA or IDT all in one chips do it.

IMO you would probably be better off trying single density format to
recover/transfer anything since the density and a half 26 sector per
track format was a tough read even for MFM controllers.

Easy way to test your system is with 2 programs and maybe an emulator.
Get ANADISK which is a generic CPM/??? reader and DEANA which inverts
the bits you get out of ANADISK to Atari format. I think the disks can
just be given the .XFD extention and read into any emulator that
supports that format.

Rick

789. New users group?

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-19 05:12:11 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <004ce130@familynet-international.org>
Source record: 4574

FamilyNet International Newsgate

> From: Sky King <aaron_stansbury@yahoo.com>
> Hi,
> I miss the day of a monthly meeting to talk computers. I was
> wondering if anyone in the Charleston,SC,USA area would like to start
> another one? I don't know many people any more that use the C64, or
> anyother 8 bit, but I might get lucky.
> Thanks

Here is what we need to do... you see, we as Atarians need to set up a virtual meeting room.

Make it where we can all log in, and walk around this meeting room (I picture kinda a Quake III or better engine) and everyone like in Quake can walk around from table to table. Once they get to a table, they can view the live stream of a computer setup that a user has under a camera. That way it looks like a computer on a table in a meeting room and that user can demo something and people can still look over his shoulder.

You can set it up so that all the demos kinda stream the sound all at once so that you get the noisy effect of a meeting, or where you can only hear what is a certain radius from what is around your character.

You can walk up to people and talk (audio chat) from person to person. Ect.

If I had my drethers, I would go to the Dallas Infomart and map that place out and use the Infomart as a base for a meeting area for all user groups.

This way many retro fans from all around the world can finally be at one place.

You can even mark off a "Photon" area where weapons can be pulled out and you battle each other. :D (If it is already a modified gaming engine, not to far a stretch. Everywhere would be a safe zone except the "photon" area.) (Photon was early laser tag here in Dallas).

Now... say someone wants to try a demo. What could happen is, the characters could exchange seats, and the camera could switch from one users' computer to another user's computer, but just display the same game. In the meeting room, one person would get up from in front of the computer and the other would sit down and play. :)

Basically the IRC chat to meet is already an ongoing meeting room, now to add some graphical settings and streaming video and I think we'd be set!

At least till transporters can be invented.

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

790. 1GB flash drive in a 2600 cart mod!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-19 05:12:11 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <004ce131@familynet-international.org>
Source record: 4575

FamilyNet International Newsgate

> From: Miles Attacca <milesattacca@gmail.com>
> Hi guys. Just wanted to do a little self-promo -- I've started making
> flash drives stealthed inside Atari cartridges! Figured this was the
> best newsgroup to announce it. The first one was handmade (next time
> I'll use a Dremel; X-acto knife cutting isn't too easy!), and includes
> the original label (with the usual wear and tear).
>The very first auction: http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=260
> 19451113
> Once I get a little more money I plan to use reproduction laser-
> printed labels, and offer 1, 2, and 4GB drives. Let me know what you
> think!

Cool! :) It's amazing what you can use 2600 carts for.

Me, I would probably put a USB drive in a 400/800 cart, just because I'm an
atari 800 nut!

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

791. Re: IBM drive read Atari Disk

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-19 11:06:28 UTC
From: Matthias Reichl <usenet-200705@hias.horus.com>
Message-ID: <slrnf4tmhk.7m5.usenet-200705@camel.hias.horus.com>
Source record: 4576

On Fri, 18 May 2007 23:18:01 -0400, Jack Tseng wrote:
> I know IBM drive can not read Atari Single Density Disk due to FM
> incompatible. Double Density and Enhanced Density drives uses the MFM
> recording method. IBM can read the Atari Double Density disk.. Can IBM read
> the Enhanced Density disk???

As Rick already wrote, some can and some can't. There are even some
controllers that can write Enhanced Density but aren't able to read
back what they just wrote.

Have a look at WriteAtr, the latest version supports reading/writing
enhanced density and there's also a lot of background in the readme:

http://www.horus.com/~hias/atari/

Unfortunately most PC disk controllers have problems reading disks
formatted on the Atari 1050, mainly because the the 1050 didn't
care about the index hole and the PC disk controller just aborts
reading a sector if it encounters an index pulse. So you'll have
a single bad sector in each track...

You could try disabling the index pulse on the PC, for example by
covering the index hole on the disk. I haven't tried this yet,
some drives/controllers could go nuts, with some it might work.

so long,

Hias

792. Re: Seriously Rare Games -- Origin, Ultima, Epyx, Etc.

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-20 01:40:45 UTC
From: sirghoul@optonline.net
Message-ID: <hn9v43hd3ueiks2a20a3t4vmbearnutig3@4ax.com>
Source record: 4577
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.commodore64.marketplace,comp.sys.apple2.marketplace

Morloc's Tower is along the lines - possibly part of - the Temple of Apshai series.

John.

On Thu, 17 May 2007 18:43:26 GMT, "Anders Skelander" <ansk@hotmail.com> wrote:

>
>"Hugh Falk" <hughfalk@mindspring.com> skrev i meddelandet
>news:QeqdnSIc5OD7LtbbnZ2dnUVZ_tOmnZ2d@comcast.com...
>>
>> Another batch of seriously rare games. If you're into Origin, Ultima, or
>> Epyx...you'll find something interesting here.
>>
>> http://search.ebay.com/_W0QQsassZhughfalkQQhtZ-1
>
>I thought I knew of all game titles made by the big
>game companies for the Atari, but apparently I was
>wrong.
>
>I had never heard of "Morloc's Tower" and "Plattermania"
>before.
>
>Anders
>

RIP: Imus In The Morning: A victim of misplaced rage.

OldTimeRadioResearchersGroup@yahoogroups.com

Where the best in OTR is collected for the future.

www.appleiidocupedia.hobby-site.org

Help me build some history.

793. Re: Best sex and porn game for the ATARI 800?

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-20 10:32:06 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <gp-dneZZ_44Dvs3bRVnzvAA@telenor.com>
Source record: 4578
Cross-posted to: comp.sys.atari.8bit,alt.wankers.malicious

> Did you ever get a hard-on while playing an ATARI 800 game?

Kinda. Star Raiders was so awesome and it happened again the first time I
played Behind Jaggi Lines (to be re-named Rescue on Fractalus)

794. Re: Best sex and porn game for the ATARI 800?

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-20 22:44:00 UTC
From: Gareth <hotmail.com@dgareth.spm>
Message-ID: <4650cefb$0$19221$fa0fcedb@news.zen.co.uk>
Source record: 4579
Cross-posted to: comp.sys.atari.8bit,alt.wankers.malicious

"8 Bit Wanker" <8bitwanker@porngames.jerkoff> wrote in message
news:f2d4d6omh1@aioe.org...
> X-No-Archive:yes
>
> Which is the best sex or porn game for the ATARI 800?

For you? Track and Field without a doubt.

> Are there good digitized dicks on the ATARI?

Jack Tramiel was, iirc, produced in glorious grey scale as a showcase for
the 800XL's graphic performance.

> What about digitized boobs?

Yes, other members of the ruling clan also appeared.

> Did you ever get a hard-on while playing an ATARI 800 game?

Wow, that's the first time I've ever seen anyone use a hypen when typing the
phrase hard on.

Gareth.

795. Re: LaserJet

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-22 06:31:02 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <46528E26.EA37D0B7@a8maestro.com>
Source record: 4580

I do not know if any specific drivers for the LJ5 etc were made. I have a driver for Paperclip for my HP DJ500P. The problem is that with PCL, a single command can be 4 to 10 characters long. Sometimes, they can be stored in a macro that can be called using fewer.

Barring a mod of the software, the only option is to embed the commands in a document(which I still had to do with paperclip sometimes), or create print files to send to the printer as needed.

Rick D.
DO NOT REPLY TO a8maestro"a t"a8maestro.com.
Use rld2007" a t " a8maestro.com instead.
This may change in 2007.

rjh4jhh2@peoplepc.com wrote:

> Did someone back in the day make a printer driver for the HP Laser Jet 5L? I
> recently inherited one which is definitely not Epson compatible for use on
> the Atari 8 bit, plus the manual gives only a very limited list of escape
> codes.
>
> thnx,
> Jess

796. Rare Games

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-22 06:34:57 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <46528F11.5D223507@a8maestro.com>
Source record: 4581

Hi,

I was wondering if there was a list of only rare 8 bit games that were
actually released?

Rick D.
DO NOT REPLY TO a8maestro"a t"a8maestro.com.
Use rld2007" a t " a8maestro.com instead.
This may change in 2007.

797. Re: Rare Games

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-22 16:51:59 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <PcF4i.3653$y_7.3143@newssvr27.news.prodigy.net>
Source record: 4582

"Rick D" <> wrote in message
> Hi,
>
> I was wondering if there was a list of only rare 8 bit games that were
> actually released?
>
> Rick D.
You know about Andrew Krieg's cart list?
It isn't 'only' rare/extremely rare, it also has
C ommon U ncommon.
www.execpc.com/~krieg/vidgames.htm

798. Re: Rare Games

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-22 16:54:58 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <CfF4i.3654$y_7.3200@newssvr27.news.prodigy.net>
Source record: 4583

Shoot, messed up the URL.
http://my.execpc.com/~krieg/vidgames.htm

Let's see if I got it this time.

799. Re: Rare Games

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-22 16:58:51 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <fjF4i.3655$y_7.1899@newssvr27.news.prodigy.net>
Source record: 4584

RIDICULUS!

http://my.execpc.com/~krieg/VidGames.htm

If I didn't get it this time, Google Andrew Krieg.

800. Re: Rare Games

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-22 17:00:56 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <clF4i.3656$y_7.134@newssvr27.news.prodigy.net>
Source record: 4585

Ha! I got it. case sensitive *()(>K.

801. Re: Rare Games

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-22 21:14:21 UTC
From: atari_frog@yahoo.com
Message-ID: <1179868461.837780.206570@m36g2000hse.googlegroups.com>
Source record: 4586

Look for the "9" and "10" games on http://www.atarimania.com

Includes not only cartridges but tapes and disks as well.

--
Atari Frog
http://www.atarimania.com

802. Re: Rare Games

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-22 23:12:17 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <lNK4i.3718$y_7.3434@newssvr27.news.prodigy.net>
Source record: 4587

<atari_frog
> Look for the "9" and "10" games on http://www.atarimania.com
>
> Includes not only cartridges but tapes and disks as well.
>
> --
> Atari Frog
I couldn't find any 9 or 10 or any rarity ratings
at atarimania.com, there's a by the letter listing of
games. Where's the 9 and/or 10?
> http://www.atarimania.com
>
>

803. Re: Rare Games

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-23 01:31:40 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.tsrajj0qgaat7c@mdc>
Source record: 4588

On Tue, 22 May 2007 18:12:17 -0500, Russg <russgilb@MUNGEsbcyahoo.net>
wrote:

> I couldn't find any 9 or 10 or any rarity ratings
> at atarimania.com, there's a by the letter listing of
> games. Where's the 9 and/or 10?

Hi Russ,

Advanced Search: Click on 8-Bit (left), then click on Advanced Search at
the top.

There are common titles listed as rare, but they're actually rare versions
of common titles.

I have no idea how the 1-10 rarity ratings are derived. But maybe that's
described somewhere on the web site as well.

There are 3 carts with rarity rating of 1: Centipede, Pac-Man, and Star
Raiders. That actually seems about right. :)

Oh, and I see it matters which software category you're in on the left.
Within Utilities, the only cart with a rarity rating of 1 is BASIC. Also
as expected!
--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQs ~ http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts ~ http://space.atari.org/

804. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-23 04:19:08 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1179893930@rtfm.mit.edu>
Source record: 4589
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 14, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.
Atari, headquartered at the time in Sunnyvale, California, USA, produced this
line of computers from 1979-1992.

To see what Atari, Inc. is up to today, visit: http://www.atari.com/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

Former (before 1987) Usenet newsgroups for Atari computer discussion:
net.micro.atari8 - created Feb 1986
net.micro.atari - created Nov 1982
net.micro - created Jan 1982

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
```

To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/

http://atari.fandal.cz/

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

ACGC - Atlantic Computer and Gaming Club
http://www.chebucto.ns.ca/Technology/NSACUG/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Atari computers news aggregator site)
http://www.ataritoday.com/

805. Re: Best sex and porn game for the ATARI 800?

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-24 04:46:33 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <004d8a01@familynet-international.org>
Source record: 4590

FamilyNet International Newsgate

> From: "Vidar Olavesen" <olavese@online.no>
>> Did you ever get a hard-on while playing an ATARI 800 game?
> Kinda. Star Raiders was so awesome and it happened again the first time I
> played Behind Jaggi Lines (to be re-named Rescue on Fractalus)

Yeh those look so basic now, but they were mind blowing then.

I remember Rescue on Fractalus and how you could fly into the atmosphere, the landscape detail, landing... having that creature pound on the wind shield always scared the hell out of me. Just a great great game.

Star Raiders for gameplay still does the trick. :)

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

806. BUY 4 NEW ATARI GAMES, GET 1 FREE!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-24 06:52:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0705232349420.17064-100000@onyx.spiritone.com>
Source record: 4591
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Buy any 4 titles of my new in the box games for the Classic Atari 8 Bit
and Atari ST Computers and Atari Jaguar Games, mix and match machines,
and receive a brand new in the box game. You can qualify for more than 1
free offer by doubling, or tripling, etc. your order. All you have to do
is pick a minimum of 5 new in the box games, for each 5 games I'll give
you 1 from your list for free! FREE GAME AD: lasts for this Month of MAY!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/8bt_soft.htm NEW IN BOX ATARI 8 BIT GAMES!
http://www.aracnet.com/~atari/jaggames.htm NEW IN BOX ATARI JAGUAR GAMES!
http://www.aracnet.com/~atari/st_soft.htm NEW IN BOX ATARI ST GAMES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

807. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-24 06:55:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0705232353090.17064-100000@onyx.spiritone.com>
Source record: 4592
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

808. FS: Manx Aztec C 6502 cross compiler

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-24 07:05:30 UTC
From: rebocardo <rebocardo@treegone.com>
Message-ID: <_p6dnY5jw8IPHcjbnZ2dnUVZ_g-dnZ2d@comcast.com>
Source record: 4593

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=260121825929

809. Re: Whole lotta Atari Portfolio stuff on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-25 03:05:44 UTC
From: John <john@junk.com>
Message-ID: <f35jq5$4b$1@news-01.bur.connect.com.au>
Source record: 4594
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

"John" <john@junk.com> wrote in message
news:f2j5fk$p35$1@news-01.bur.connect.com.au...
> Interfaces, memory cards, program cards... All in really good condition.
>
> http://search.ebay.com.au/_W0QQsassZlavalyteQQhtZ-1
>
> Go on, bid on something. I need the room.
>

Only a few hours left...

810. Atari Trash

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-28 21:23:37 UTC
From: firstname@lastname.net
Message-ID: <465b4390.1115921234@news.la.sbcglobal.net>
Source record: 4595

Let's see.... I has a pile of junk, a pair of Atari 800's, and 800 XL, a 1200 XL, and a 130 XE. (the 800 XL I could manage to get working to the TV set.) A 'new' keyboard for the 800 XL, A tape drive, a 820 disk drive, a 1050 disk drive, five RANA drives in various stages of decomposition, altho' one of them actually managed to boot a DOS disk! Not bad for 20+ year old disks and drives. A pair of 850 interfaces, an ICD MIO (Multi I/O) interface with 256K RAM, serial, parallel, and SCSI/SASI interface (I had used this to run my BBS on an 80 Meg HD) a Volksmodem (with cables!) a pair of Atari 830 accoustic modems (one boxed), an Atari 1030 modem, a boxed pair of Atari Wireless remote joysticks, a Koala Pad with a Koalapainter cartridge, and a pitiful assortment of cartridges, including a pair of BASIC-XL carts. Everything looks like it has been moldering in the garage for a couple of decades -- which it was.

$20 for delivery within 10 miles of Gardena, CA -- which could be a business establishment you have called to arrange packing and shipping from. Offer expires at 4pm on June 1st when it goes to the dump.

811. Re: Atari Trash

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-28 22:02:18 UTC
From: kheller2@gmail.com
Message-ID: <1180389738.274987.260400@w5g2000hsg.googlegroups.com>
Source record: 4596

I just posted this on Atariage.. somone will take this.. DON'T take it
to the dump!!!

812. Re: Atari Trash

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-28 23:26:15 UTC
From: Gareth <hotmail.com@dgareth.spm>
Message-ID: <465b6410$0$19227$fa0fcedb@news.zen.co.uk>
Source record: 4597

"Mike Andruschak" <firstname@lastname.net> wrote in message
news:465b4390.1115921234@news.la.sbcglobal.net...
> Let's see.... I has a pile of junk, a pair of Atari 800's, and 800
> XL, a 1200 XL, and a 130 XE. (the 800 XL I could manage to get
> working to the TV set.) A 'new' keyboard for the 800 XL, A tape
> drive, a 820 disk drive, a 1050 disk drive, five RANA drives in
> various stages of decomposition, altho' one of them actually managed
> to boot a DOS disk! Not bad for 20+ year old disks and drives. A
> pair of 850 interfaces, an ICD MIO (Multi I/O) interface with 256K
> RAM, serial, parallel, and SCSI/SASI interface (I had used this to
> run my BBS on an 80 Meg HD) a Volksmodem (with cables!) a pair of
> Atari 830 accoustic modems (one boxed), an Atari 1030 modem, a boxed
> pair of Atari Wireless remote joysticks, a Koala Pad with a
> Koalapainter cartridge, and a pitiful assortment of cartridges,
> including a pair of BASIC-XL carts. Everything looks like it has been
> moldering in the garage for a couple of decades -- which it was.
>
> $20 for delivery within 10 miles of Gardena, CA -- which could be a
> business establishment you have called to arrange packing and shipping
> from. Offer expires at 4pm on June 1st when it goes to the dump.

Oh fuck, if only I lived in the US.

Gareth.

813. Re: Atari Trash

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-29 06:51:29 UTC
From: momo <momo@nono.com>
Message-ID: <465bcce8$0$3219$4c368faf@roadrunner.com>
Source record: 4598

```
"Gareth" <hotmail.com@dgareth.spm> wrote in message
news:465b6410$0$19227$fa0fcedb@news.zen.co.uk...
>
> "Mike Andruschak" <firstname@lastname.net> wrote in message
> news:465b4390.1115921234@news.la.sbcglobal.net...
> > Let's see.... I has a pile of junk, a pair of Atari 800's, and 800
> > XL, a 1200 XL, and a 130 XE. (the 800 XL I could manage to get
> > working to the TV set.) A 'new' keyboard for the 800 XL, A tape
> > drive, a 820 disk drive, a 1050 disk drive, five RANA drives in
> > various stages of decomposition, altho' one of them actually managed
> > to boot a DOS disk! Not bad for 20+ year old disks and drives. A
> > pair of 850 interfaces, an ICD MIO (Multi I/O) interface with 256K
> > RAM, serial, parallel, and SCSI/SASI interface (I had used this to
> > run my BBS on an 80 Meg HD) a Volksmodem (with cables!) a pair of
> > Atari 830 accoustic modems (one boxed), an Atari 1030 modem, a boxed
> > pair of Atari Wireless remote joysticks, a Koala Pad with a
> > Koalapainter cartridge, and a pitiful assortment of cartridges,
> > including a pair of BASIC-XL carts. Everything looks like it has been
> > moldering in the garage for a couple of decades -- which it was.
> >
> > $20 for delivery within 10 miles of Gardena, CA -- which could be a
> > business establishment you have called to arrange packing and shipping
> > from. Offer expires at 4pm on June 1st when it goes to the dump.
>
> Oh fuck, if only I lived in the US.
>
> Gareth.
>
>

Oh if only I lived in Cali and not Texas...lol...
Momo
```

814. Re: Atari Trash

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-29 07:33:54 UTC
From: DocRotCod <rahbart@cox.net>
Message-ID: <HHQ6i.74066$OT4.26089@newsfe19.lga>
Source record: 4499

I will take it and pay more if you can ship it.

Thomas

"Mike Andruschak" <firstname@lastname.net> wrote in message
news:465b4390.1115921234@news.la.sbcglobal.net...
> Let's see.... I has a pile of junk, a pair of Atari 800's, and 800
> XL, a 1200 XL, and a 130 XE. (the 800 XL I could manage to get
> working to the TV set.) A 'new' keyboard for the 800 XL, A tape
> drive, a 820 disk drive, a 1050 disk drive, five RANA drives in
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> to boot a DOS disk! Not bad for 20+ year old disks and drives. A
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> Koalapainter cartridge, and a pitiful assortment of cartridges,
> including a pair of BASIC-XL carts. Everything looks like it has been
> moldering in the garage for a couple of decades -- which it was.
>
> $20 for delivery within 10 miles of Gardena, CA -- which could be a
> business establishment you have called to arrange packing and shipping
> from. Offer expires at 4pm on June 1st when it goes to the dump.

815. seeking a SIO cable

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-29 08:35:37 UTC
From: joey@kitenet.net
Message-ID: <1180427737.493181.296040@q75g2000hsh.googlegroups.com>
Source record: 4500

I need a spare SIO cable for SIO2PC. Is it possible to buy these
anywhere or anyone have a spare they'd be willing to sell?

I'm hoping to use SIO2PC to finally get my first programs off the
disks where they've been mouldering for 20 years and properly archived.

816. Re: seeking a SIO cable

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-29 12:14:48 UTC
From: nt1 <nt1@nospamhereplease.com>
Message-ID: <465c1937$0$8751$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 4501

you can nearly always find 'em on eBay ...

<joey@kitenet.net> wrote in message
news:1180427737.493181.296040@q75g2000hsh.googlegroups.com...
>I need a spare SIO cable for SIO2PC. Is it possible to buy these
> anywhere or anyone have a spare they'd be willing to sell?
>
> I'm hoping to use SIO2PC to finally get my first programs off the
> disks where they've been mouldering for 20 years and properly archived.
>

817. Re: Atari Trash

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-29 13:26:05 UTC
From: firstname@lastname.net
Message-ID: <465c235b.1173212500@news.la.sbcglobal.net>
Source record: 4502

On Tue, 29 May 2007 02:33:54 -0500, "DocRotCod" <rahbart@cox.net>
wrote:

>I will take it and pay more if you can ship it.

>"Mike Andruschak" <firstname@lastname.net> wrote

>> $20 for delivery within 10 miles of Gardena, CA -- which could be a
>> business establishment you have called to arrange packing and shipping
>> from. Offer expires at 4pm on June 1st when it goes to the dump.

The best I can do is stop by the FedEx/Kinko's in Hawthorne, (310)
297-6850. You can give them your credit card info and pay for the
packing and shipping yourself, plus the $20 for me. If I am to do the
work my rate is $120/hour, $500 payable in advance & I'll refund any
excess over my labor and costs. Personally I don't think it is worth
shipping as we're talking well over 50 pounds.

Or you can try finding a friend/neighbor with relatives/friends here
in the SouthBay for me to take it to and have them do the work.

818. Atari Panther sounded like a rediculasly powerful 2D machine.

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-29 18:02:41 UTC
From: Sprite Scaler <spritescaler@directvinternet.com>
Message-ID: <1180461761.513742.119870@w5g2000hsg.googlegroups.com>
Source record: 4503
Cross-posted to: alt.atari-jaguar,alt.atari-jaguar.discussion,rec.games.video.atari,comp.sys.atari.8bit,rec.games.video.classic

Panther could
-display 8,192 colors on-screen from a palette of 262,144 colors.
-handle 65,535 sprites of any size simultaneously.

Martin Brennan (one of the engineers who formerly worked for Sinclair
research, started Flare technology who made the Flare One chipset,
merged the Flare One chips into the Slipstream ASIC with improvements
for the Konix Multisystem). had this to say about Panther:

"It was a novel video architecture that allowed you to create windows
of different sizes and different bit depths. Essentially you didn't
have a frame store - it was a composite of frame stores - a kind of
smart video frame store. It would have allowed a great deal of sprite
style animation. Sprites in general in those days would have been of a
fixed size e.g. 16x16. The games looked 'spritey' because of that,
this would have been quite an interesting departure."

http://www.konixmultisystem.co.uk/testing/index.php?id=interviews&content=martin#start

if Panther was as powerful in 2D as claimed, it would've been
incredible in 1991-1992, with more sprite pushing power than SNK's 16-
bit NEO-GEO
(4096 colors from a palette of 65,536 - 360 sprites)

I wish Atari had released Panther with in 1991 with ports of sprite-
based arcade games that were impossible or difficult to pull off on
NEC PC-Engine, SEGA Genesis, SNES, SegaCD, etc.

819. Re: Atari Trash

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-29 18:21:25 UTC
From: Adam Brannon <adambrannon@yahoo.com>
Message-ID: <f3hqn5$2od2$1@sxnews1.qg.com>
Source record: 4504

Mike,

I wish I would have seen this earlier. I was in San Diego for the weekend
and could have easily have driven up. If I were to plan another run down
that way, would you hold off dumping?? Let me know.

Adam

"Mike Andruschak" <firstname@lastname.net> wrote in message
news:465c235b.1173212500@news.la.sbcglobal.net...
> On Tue, 29 May 2007 02:33:54 -0500, "DocRotCod" <rahbart@cox.net>
> wrote:
>
>>I will take it and pay more if you can ship it.
>
>>"Mike Andruschak" <firstname@lastname.net> wrote
>
>>> $20 for delivery within 10 miles of Gardena, CA -- which could be a
>>> business establishment you have called to arrange packing and shipping
>>> from. Offer expires at 4pm on June 1st when it goes to the dump.
>
> The best I can do is stop by the FedEx/Kinko's in Hawthorne, (310)
> 297-6850. You can give them your credit card info and pay for the
> packing and shipping yourself, plus the $20 for me. If I am to do the
> work my rate is $120/hour, $500 payable in advance & I'll refund any
> excess over my labor and costs. Personally I don't think it is worth
> shipping as we're talking well over 50 pounds.
>
> Or you can try finding a friend/neighbor with relatives/friends here
> in the SouthBay for me to take it to and have them do the work.

820. Re: Atari Panther sounded like a rediculasly powerful 2D machine.

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-30 02:14:09 UTC
From: The Space Boss <drsmith666@aol.com>
Message-ID: <1180491244.840309.205400@h2g2000hsg.googlegroups.com>
Source record: 4505
Cross-posted to: alt.atari-jaguar,alt.atari-jaguar.discussion,rec.games.video.atari,comp.sys.atari.8bit,rec.games.video.classic

On May 29, 12:02 pm, Sprite Scaler <spritesca...@directvinternet.com>
wrote:
> Panther could
> -display 8,192 colors on-screen from a palette of 262,144 colors.
> -handle 65,535 sprites of any size simultaneously.
>
> Martin Brennan (one of the engineers who formerly worked for Sinclair
> research, started Flare technology who made the Flare One chipset,
> merged the Flare One chips into the Slipstream ASIC with improvements
> for the Konix Multisystem). had this to say about Panther:
>
> "It was a novel video architecture that allowed you to create windows
> of different sizes and different bit depths. Essentially you didn't
> have a frame store - it was a composite of frame stores - a kind of
> smart video frame store. It would have allowed a great deal of sprite
> style animation. Sprites in general in those days would have been of a
> fixed size e.g. 16x16. The games looked 'spritey' because of that,
> this would have been quite an interesting departure."
>
> http://www.konixmultisystem.co.uk/testing/index.php?id=interviews&con...
>
> if Panther was as powerful in 2D as claimed, it would've been
> incredible in 1991-1992, with more sprite pushing power than SNK's 16-
> bit NEO-GEO
> (4096 colors from a palette of 65,536 - 360 sprites)
>
> I wish Atari had released Panther with in 1991 with ports of sprite-
> based arcade games that were impossible or difficult to pull off on
> NEC PC-Engine, SEGA Genesis, SNES, SegaCD, etc.

821. Re: Atari Panther sounded like a rediculasly powerful 2D machine.

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-30 02:16:28 UTC
From: The Space Boss <drsmith666@aol.com>
Message-ID: <1180491387.982456.67740@m36g2000hse.googlegroups.com>
Source record: 4506
Cross-posted to: alt.atari-jaguar,alt.atari-jaguar.discussion,rec.games.video.atari,comp.sys.atari.8bit,rec.games.video.classic

On May 29, 12:02 pm, Sprite Scaler <spritesca...@directvinternet.com>
wrote:

"Atari Panther sounded like a rediculasly powerful 2D machine."

(ridiculously is the correct spelling)

Anyway, could the Panther have done anything the Jaguar couldn't?

822. Re: Atari Panther sounded like a rediculasly powerful 2D machine.

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-30 04:54:15 UTC
From: Chuck Whitby <chuck@toomanygames.com>
Message-ID: <Xns9940932148CAchucktoomanygamescom@130.81.64.196>
Source record: 4507
Cross-posted to: alt.atari-jaguar,alt.atari-jaguar.discussion,rec.games.video.atari,comp.sys.atari.8bit,rec.games.video.classic

The Space Boss <drsmith666@aol.com> wrote in news:1180491387.982456.67740
@m36g2000hse.googlegroups.com:

> On May 29, 12:02 pm, Sprite Scaler <spritesca...@directvinternet.com>
> wrote:
>
>
>
> "Atari Panther sounded like a rediculasly powerful 2D machine."
>
> (ridiculously is the correct spelling)
>
>
> Anyway, could the Panther have done anything the Jaguar couldn't?
>
>

Well, if the Panther could "not suck" then it could definitely do at least
one thing the Jag couldn't.

(for those who can't read between the lines, the Jag {for the most part}
sucked)

--
__
Chuck Whitby
Too Many Games
"Let us Play"
www.toomanygames.com

823. Re: Atari Panther sounded like a rediculasly powerful 2D machine.

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-30 12:26:16 UTC
From: Dan Mazurowski <kingsmedley@yahoo.com>
Message-ID: <1180527976.129037.130590@g4g2000hsf.googlegroups.com>
Source record: 4508
Cross-posted to: alt.atari-jaguar,alt.atari-jaguar.discussion,rec.games.video.atari,comp.sys.atari.8bit,rec.games.video.classic

On May 29, 10:16 pm, The Space Boss <drsmith...@aol.com> wrote:
> On May 29, 12:02 pm, Sprite Scaler <spritesca...@directvinternet.com>
> wrote:
>
> "Atari Panther sounded like a rediculasly powerful 2D machine."
>
> (ridiculously is the correct spelling)
>
> Anyway, could the Panther have done anything the Jaguar couldn't?

As I understand it, the Jaguar was essentially a Panther with a larger color palette and rudimentary 3D, as well as the larger bus. It has often been commented that the Jaguar (as wel las the Saturn) had very powerful 2D hardware. Problem is, developers were very quickly moving away from 2D games at the time.

As for whether or not the Jaguar sucked - I still think it was pretty great, but it was clearly held back by a lack of quality software (something Atari only made worse) and some significant design flaws (bugs in the custom chips, buffers too small, etc).

824. Re: Atari Panther sounded like a rediculasly powerful 2D machine.

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-31 02:25:55 UTC
From: Video61@tcq.net
Message-ID: <1180578355.553281.320000@w5g2000hsg.googlegroups.com>
Source record: 4509
Cross-posted to: alt.atari-jaguar,alt.atari-jaguar.discussion,rec.games.video.atari,comp.sys.atari.8bit,rec.games.video.classic

On May 30, 7:26 am, Dan Mazurowski <kingsmed...@yahoo.com> wrote:
> On May 29, 10:16 pm, The Space Boss <drsmith...@aol.com> wrote:
>
> > On May 29, 12:02 pm, Sprite Scaler <spritesca...@directvinternet.com>
> > wrote:
>
> > "Atari Panther sounded like a rediculasly powerful 2D machine."
>
> > (ridiculously is the correct spelling)
>
> > Anyway, could the Panther have done anything the Jaguar couldn't?
>
> As I understand it, the Jaguar was essentially a Panther with a larger
> color palette and rudimentary 3D, as well as the larger bus. It has
> often been commented that the Jaguar (as wel las the Saturn) had very
> powerful 2D hardware. Problem is, developers were very quickly moving
> away from 2D games at the time.
>
> As for whether or not the Jaguar sucked - I still think it was pretty
> great, but it was clearly held back by a lack of quality software
> (something Atari only made worse) and some significant design flaws
> (bugs in the custom chips, buffers too small, etc).

the two things that set the jaguar back was that it was a powerful
machine that very few understood how to program for it.
that is why there are those "16 bit" looking games on the platform.
the other was the tremeils.
i have a panther, i bought it out of the atari offices. but alas, no
software.
thanks,
l;ance
www.atarisales.com

825. Re: Atari Trash

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-31 05:46:20 UTC
From: bentoo@gmail.com
Message-ID: <1180590380.581104.79560@g37g2000prf.googlegroups.com>
Source record: 4510

On May 28, 2:23 pm, firstn...@lastname.net (Mike Andruschak) wrote:
> Let's see.... I has a pile of junk, a pair of Atari 800's, and 800
> XL, a 1200 XL, and a 130 XE. (the 800 XL I could manage to get
> working to the TV set.) A 'new' keyboard for the 800 XL, A tape
> drive, a 820 disk drive, a 1050 disk drive, five RANA drives in
> various stages of decomposition, altho' one of them actually managed
> to boot a DOS disk! Not bad for 20+ year old disks and drives. A
> pair of 850 interfaces, an ICD MIO (Multi I/O) interface with 256K
> RAM, serial, parallel, and SCSI/SASI interface (I had used this to
> run my BBS on an 80 Meg HD) a Volksmodem (with cables!) a pair of
> Atari 830 accoustic modems (one boxed), an Atari 1030 modem, a boxed
> pair of Atari Wireless remote joysticks, a Koala Pad with a
> Koalapainter cartridge, and a pitiful assortment of cartridges,
> including a pair of BASIC-XL carts. Everything looks like it has been
> moldering in the garage for a couple of decades -- which it was.
>
> $20 for delivery within 10 miles of Gardena, CA -- which could be a
> business establishment you have called to arrange packing and shipping
> from. Offer expires at 4pm on June 1st when it goes to the dump.

Hi Mike. I work in Redondo Beach. Can I come save this stash from
the dumpster? (Or, if you really want the $20 I can let you deliver
it... :D) Email me at bentoo at gmail dot com.

826. BUY 4 NEW ATARI GAMES, GET 1 FREE!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-31 10:32:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0705310329100.3737-100000@onyx.spiritone.com>
Source record: 4511
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Buy any 4 titles of my new in the box games for the Classic Atari 8 Bit
and Atari ST Computers and Atari Jaguar Games, mix and match machines,
and receive a brand new in the box game. You can qualify for more than 1
free offer by doubling, or tripling, etc. your order. All you have to do
is pick a minimum of 5 new in the box games, for each 5 games I'll give
you 1 from your list for free! FREE GAME AD: extended through JUNE!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/8bt_soft.htm NEW IN BOX ATARI 8 BIT GAMES!
http://www.aracnet.com/~atari/jaggames.htm NEW IN BOX ATARI JAGUAR GAMES!
http://www.aracnet.com/~atari/st_soft.htm NEW IN BOX ATARI ST GAMES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

827. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-31 10:34:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0705310332280.3737-100000@onyx.spiritone.com>
Source record: 4512
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

828. ATARI SUMMER GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-31 10:40:29 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0705310337000.3737-100000@onyx.spiritone.com>
Source record: 4513
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save Gas and Take a mini-vacation on your Atari.
Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or
look for Atari games at http://BenSells.Atari.org Games Starting at $5
and Up! The Name everyone knows for Gaming Fun? Have you Played your Atari
Today? For Classic Atari 8 Bit, ST & Jaguar Games! Daily Gaming avoids
Hardening of the Ataris! E-Mail: Atari@aracnet.com or Call (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

829. Giving away ATARI Speech Synthesizer!!!!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-31 23:24:06 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <465f5916$1$25618$91cee783@newsreader02.highway.telekom.at>
Source record: 4514

Hi NG

Shipping (yes, shipping) to any Country. Shipping-Insurance will be
made and paid by me!

Shipping Costs plus a "1000 USA Dollar" or "1000 EURO" and it's yours.

ATARI (Original) Speech Synthesizer!!!!

Best Regards,

Daniel Mandic

830. Re: ATARI SUMMER GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-05-31 23:52:05 UTC
From: S1500 <s1500@nospam.comcast.net>
Message-ID: <9oCdnbvJR5cSwsLbnZ2dnUVZ_hadnZ2d@comcast.com>
Source record: 4515
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Bravo Sierra Computers wrote:
> Cant afford a vacation? Save Gas and Take a mini-vacation on your Atari.
> Why not, it's paid for! Relax this summer. Stay home and Play Atari!

A vacation with your atari? I think I'd rather kill myself.

831. Re: Giving away ATARI Speech Synthesizer!!!!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-01 00:11:41 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <465f643c$0$2308$91cee783@newsreader01.highway.telekom.at>
Source record: 4516

Daniel Mandic wrote:

> Shipping Costs plus a "1000 USA Dollar" or "1000 EURO" and it's yours.
>
>
> ATARI (Original) Speech Synthesizer!!!!
>
>
>
> Best Regards,
>
> Daniel Mandic

Looks like off the shelve!!! (merely!! outworn edges on the paper
box-roll. "1AA" [opened] on a 1AAA[new]-scale!)

832. Re: ATARI SUMMER GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-01 12:24:17 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2007.06.01.12.24.17.914994@suddenlink.net>
Source record: 4517

On Thu, 31 May 2007 18:52:05 -0500, S1500 wrote:

> Bravo Sierra Computers wrote:
>> Cant afford a vacation? Save Gas and Take a mini-vacation on your Atari.
>> Why not, it's paid for! Relax this summer. Stay home and Play Atari!
>
> A vacation with your atari? I think I'd rather kill myself.

Anything with an Atari sounds like fun to me. Different strokes for
different folks, I guess... :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

833. Re: ATARI SUMMER GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-01 18:14:30 UTC
From: Trevor <trevor.holyoak@gmail.com>
Message-ID: <1180721670.114220.302040@p77g2000hsh.googlegroups.com>
Source record: 4518

Speaking of Summer Games, that was a fun game! My siblings and I spent
countless hours playing that. Ah, the memories... :)

I could seriously spend at least a couple of days doing nothing but
playing Atari games with my kids. Maybe I will - I just need to dig
out and hook up enough systems that all 4 of them (and me, of course!)
can play at the same time so that there is no fighting. Maybe my wife
would even join us. :)

- Trevor

On May 31, 4:40 am, Bravo Sierra Computers <a...@aracnet.com> wrote:
> Cant afford a vacation? Save Gas and Take a mini-vacation on your Atari.
> Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or
> look for Atari games athttp://BenSells.Atari.org Games Starting at $5
> and Up! The Name everyone knows for Gaming Fun? Have you Played your Atari
> Today? For Classic Atari 8 Bit, ST & Jaguar Games! Daily Gaming avoids
> Hardening of the Ataris! E-Mail: A...@aracnet.com or Call (503)256-9974!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. Customers love the speedy service! I have
> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>
> Please Direct all Replies Through E-Mail to: BenSe...@Atari.org or
> A...@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on Ben's Domain athttp://BensCatalogs.Atari.org or
athttp://BenSells.Atari.orgCatalogs can be attached to,Requested by & Received
> Through E-Mail at A...@aracnet.com or BenSe...@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

834. Re: Atari Trash

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-01 20:18:33 UTC
From: firstname@lastname.net
Message-ID: <46607ed0.243170031@news.la.sbcglobal.net>
Source record: 4519

On 30 May 2007 22:46:20 -0700, bentoo@gmail.com wrote:

>
>Hi Mike. I work in Redondo Beach. Can I come save this stash from
>the dumpster? (Or, if you really want the $20 I can let you deliver
>it... :D) Email me at bentoo at gmail dot com.

Sorry everyone, but the lot has been taken, to be resurrected if
possible.

835. Re: ATARI SUMMER GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-02 00:22:40 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <Q_-dnTGG75atJf3bnZ2dnUVZ_uOmnZ2d@comcast.com>
Source record: 4520
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Anything not involving work would be a vacation. A few games of Mule, Blue Max, and Star Raiders would be a nice break.

-Jason

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message news:Pine.LNX.4.44.0705310337000.3737-100000@onyx.spiritone.com...
> Cant afford a vacation? Save Gas and Take a mini-vacation on your Atari.
> Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or
> look for Atari games at http://BenSells.Atari.org Games Starting at $5
> and Up! The Name everyone knows for Gaming Fun? Have you Played your Atari
> Today? For Classic Atari 8 Bit, ST & Jaguar Games! Daily Gaming avoids
> Hardening of the Ataris! E-Mail: Atari@aracnet.com or Call (503)256-9974!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. Customers love the speedy service! I have
> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
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> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
> at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
> Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
> Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!
>

836. The universe is up for sale !

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-02 07:23:59 UTC
From: richard daley <richard.daley3@ntlworld.com>
Message-ID: <jW88i.18212$F_4.17096@newsfe4-gui.ntli.net>
Source record: 4521

sadly I now have to part with this item from my collection as well, hope it goes to a good home

220118085166

R

837. PORTLAND, OREGON USA!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-02 11:36:20 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0706020429500.27053-100000@onyx.spiritone.com>
Source record: 4522
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Is your garage full of Atari? Can you squeeze into your attic? Do you have an Atari in your closet? If your Atari stuff needs a new home, especially if your in Portland, Oregon USA! E-Mail Atari@aracnet.com or call Ben at (503)256-9974! And even if your not in Portland, feel free to contact me.

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

838. Re: Atari Trash

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-02 13:06:39 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2007.06.02.13.06.39.89541@suddenlink.net>
Source record: 4523

On Fri, 01 Jun 2007 20:18:33 +0000, Mike Andruschak wrote:

> Sorry everyone, but the lot has been taken, to be resurrected if
> possible.

I'm just glad it went to someone, anyone, rather than being trashed.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

839. FA: Portfolio memory cards, and parallel interface.

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-04 05:59:15 UTC
From: John <john@junk.com>
Message-ID: <f409nkmdo1@news-01.bur.connect.com.au>
Source record: 4524
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

http://search.ebay.com.au/_W0QQsassZlavalyteQQhtZ-1

Also some amiga bits and pieces.

840. Re: ATARI SUMMER GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-04 22:33:32 UTC
From: bill@newbreedsoftware.com
Message-ID: <4664933c$0$14148$742ec2ed@news.sonic.net>
Source record: 4525

Trevor <trevor.holyoak@gmail.com> wrote:
> Speaking of Summer Games, that was a fun game! My siblings and I spent
> countless hours playing that. Ah, the memories... :)

Skeet shooting rocked. Unbelievable how playable that was, without
using a light gun.

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

841. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-05 04:21:28 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1181017267@rtfm.mit.edu>
Source record: 4526
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 14, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.
Atari, headquartered at the time in Sunnyvale, California, USA, produced this
line of computers from 1979-1992.

To see what Atari, Inc. is up to today, visit: http://www.atari.com/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

Former (before 1987) Usenet newsgroups for Atari computer discussion:
net.micro.atari8 - created Feb 1986
net.micro.atari - created Nov 1982
net.micro - created Jan 1982

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
```

To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/

http://atari.fandal.cz/

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

ACGC - Atlantic Computer and Gaming Club
http://www.chebucto.ns.ca/Technology/NSACUG/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Atari computers news aggregator site)
http://www.ataritoday.com/

842. Vintage Computer Festival East 4.0, this weekend!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-05 05:07:52 UTC
From: evan947@gmail.com
Message-ID: <1181020072.965060.220100@h2g2000hsg.googlegroups.com>
Source record: 4527

For immediate release:

MARCH, VintageTech, and the InfoAge Science Center announce the
Vintage Computer Festival East 4.0

What: A celebration of computers, technology, and culture from the
1940s - 1980s. Open to the public
When: June 9-10. Lectures from 10am-2pm, exhibits from 2pm-6pm both
days
Where: InfoAge Science Center, 2201 Marconi Rd., Wall Township, N.J.,
07719
Cost: $10 for one day, $15 for two days, free for 12 and younger, free
parking
Contact: Evan Koblentz, evank@midatlanticretro.org, 646-546-9999
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Do 8 bits excite you more than 64? Prefer blinkenlights over SVGA?
Yearn for the days of input via toggle switches and paper tape? Or
just want to play some Pac-Man? Then check out the Vintage Computer
Festival East 4.0, June 9-10, at the InfoAge Science Center in Wall,
New Jersey. This year's event is again hosted by MARCH -- the Mid-
Atlantic Retro Computing Hobbyists.

The Vintage Computer Festival began in 1997 in Silicon Valley,
migrated eastward in 2001, and became a MARCH event in 2006. So what
is a VCF? Imagine an antique car show where every owner let you test-
drive his car, and where Henry Ford gave a lecture and signed
autographs! It sounds unreal, but that's what happens with vintage
computer technology at every edition of the VCF.

This year's edition of the VCF East will feature 20 exhibits of
computer technology from the 1940s to 1980s. Visitors will have the
opportunity to use an IBM punch-card machine, witness a legendary
Digital Equipment Corp. PDP-8 minicomputer in action, and experience
all the top brands of 1970s microcomputers from companies like Apple,
Commodore, and many others. Older S-100 kit computers, single-board
computers, portables, and even analog and prehistoric computer
technology will be demonstrated. On the extremes, we have one
exhibitor preparing to show an authentic NASA Apollo flight computer,
and another who'll display the most classic videogame console ever --
Atari -- play it 'til you drop! Read the full exhibitor list at
http://www.vintage.org/2007/east/exhibit.php.

If that's not enough, then listen to some of our guest speakers. The
highlight this year will be a 30th anniversary panel in honor of

Commodore, which was headquartered nearby in West Chester, Pennsylvania. The panel's star is Chuck Peddle, inventor of the famous MOS Technology 6502 chip, used in a wide variety of classic single-board computers and in microcomputers such as the Commodore PET and the Apple II. Peddle will join us via live videoconference, in which he promises to share previously untold stories, after which he'll answer audience questions. Commodore engineers appearing live at our show will include Bil Herd, Bob Russell, and Dave Haynie. We'll even have a birthday cake featuring the famous Commodore "Chickenhead" logo. Other speakers this year include Herb "Dr. S-100" Johnson, who'll explain the history of the CP/M operating system; Bill Degnan and Sellam Ismail; who together will give a crash-course in vintage computer discovery and restoration; and others to be announced. In addition, Ismail will give a second talk, but the topic is secret! You'll have to be there to find out what he plans.

Yet another highlight of the VCF East 4.0 will be our new VCF Theatre, organized by acclaimed technology filmmaker Jason Scott. His films include "BBS: The Documentary" and the upcoming "Get Lamp" about text-adventure games. At the VCF Theatre, he'll be screening vintage computer-themed movies all weekend long in the afternoons.

New this year is the donate-to-sell booth. Here, everyone is welcome to donate vintage computing items, with all proceeds to help MARCH build its computer museum. Our museum directly benefits future generations, so do your part and give something to this wonderful non-profit cause! (We request that any unsold items be re-claimed before you leave the VCF.)

Did we mention the prizes? We'll have t-shirts, vintage computer replica kits, books, and maybe a surprise or two. All you have to do to win is show up, and be there when we announce winners each day.

Finally, should your historic technology interest extend beyond just computers, then you've come to the right place. Our venue at the InfoAge Science Center is historic in itself. The facility began life in 1912 as an R&D center for Britain's Marconi Wireless Telegraph Co., and then spent several decades as Camp Evans, a top-secret laboratory of the U.S. military. RADAR that first spotted airplanes over Pearl Harbor and mankind's first radio signal to the moon were invented here, along with numerous other achievements. Today, the center is on the National Register of Historic Places and is a Black History Site. It's also home to the National Broadcasters Hall of Fame and an assortment of non-profit clubs all related to the history of technology, with a local focus.

Driving directions, lodging information, exhibit details and more are posted at www.vintage.org/2007/east/.

For more information about MARCH, visit www.midatlanticretro.org
For more information about the InfoAge Science Center, visit www.infoage.org
For more information about VintageTech, visit www.vintagetech.com

General questions? Want to exhibit or have a vendor booth at the VCF East? Member of the media? Contact VCF East producer and MARCH president Evan Koblentz, evank@midatlanticretro.org, 646-546-9999.

843. Omnimon XL connection schematic?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-05 07:35:04 UTC
From: Dropcheck <dropcheck@yahoo.com>
Message-ID: <s74a63pdmscvvpej8rju5vfes0ea7es8nd@4ax.com>
Source record: 4528

Hi,

Was hoping someone could point me in the right direction. I have
a 130XE with an Omnimon XL installed. Some of the wires have come
loose. I was wondering if there is a install manual/schematic or if
some kind soul has a set of good quaility photos of thier 130xe
installation. It would sure help me salvage this computer.

Thanks,

844. Re: Omnimon XL connection schematic?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-05 12:48:35 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <vpWdnSLTC7QcxvjbnZ2dnUVZ_jWdnZ2d@comcast.com>
Source record: 4529

When you say Omnimon, do you mean the Ramrod 3-OS board, or just the
Omnimon OS chip?

The Omnimon was just a ROM chip that replaced the XL OS ROM.

The Ramroad board pluged into the OS socket and then had a wire going to a 3
position toggle switch to allow you to select which of the 3 OS's to use.

There are no other wires than that one

I have on of these in my 130XE (and the original docs) and can take a photo
for you.

-Jason

"Dropcheck" <dropcheck@yahoo.com> wrote in message
news:s74a63pdmscvvpej8rju5vfes0ea7es8nd@4ax.com...
> Hi,
>
> Was hoping someone could point me in the right direction. I have
> a 130XE with an Omnimon XL installed. Some of the wires have come
> loose. I was wondering if there is a install manual/schematic or if
> some kind soul has a set of good quaility photos of thier 130xe
> installation. It would sure help me salvage this computer.
>
> Thanks,
>

845. Re: Omnimon XL connection schematic?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-05 18:59:46 UTC
From: Dropcheck <underwoodle@yahoo.com>
Message-ID: <koab63hosl1olgr6uk5g2mm4ov5n7slqe1@4ax.com>
Source record: 4530

On Tue, 5 Jun 2007 08:48:35 -0400, "Jason Harmon" <jharmon@us.net>
wrote:

>When you say Omnimon, do you mean the Ramrod 3-OS board, or just the
>Omnimon OS chip?
>
>The Omnimon was just a ROM chip that replaced the XL OS ROM.
>
>The Ramroad board pluged into the OS socket and then had a wire going to a 3
>position toggle switch to allow you to select which of the 3 OS's to use.
>
>There are no other wires than that one
>
>I have on of these in my 130XE (and the original docs) and can take a photo
>for you.
>
>-Jason
>
>"Dropcheck" <dropcheck@yahoo.com> wrote in message
>news:s74a63pdmscvvpej8rju5vfes0ea7es8nd@4ax.com...
>> Hi,
>>
>> Was hoping someone could point me in the right direction. I have
>> a 130XE with an Omnimon XL installed. Some of the wires have come
>> loose. I was wondering if there is a install manual/schematic or if
>> some kind soul has a set of good quaility photos of thier 130xe
>> installation. It would sure help me salvage this computer.
>>
>> Thanks,
>>
>
Hi,

Thanks for your quick response. I'm not sure what I have is
either. I have put up on a scractch website these photos. I was told
this was the Omnimon XL upgrade. But it definitely has more than
three wires connected on the board. Could it include the Ramrod XL
upgrade too? Let me know what you think it is.

http://www.dropchecks.com/omnimon1.html
http://www.dropchecks.com/omnimon2.html
http://www.dropchecks.com/omnimon3.html
http://www.dropchecks.com/omnimon4.html

846. Re: Omnimon XL connection schematic?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-06 01:28:08 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <5IOdnZx_WNUUkPvbnZ2dnUVZ_gWdnZ2d@comcast.com>
Source record: 4531

Ok, you definately have a Ramrod board in your 130XE.

It is fully populated with 3 operating systems:
Omnimon
Omniview (80 column OS)
Standard XL/XE OS

The grey cable with the 3 position toggle switch is the only one that is part of the Ramrod board. The switch connected to it allows you to select which of the 3 OSs you want to use.

I have no idea what the other red wires and the other switch do. Probably someone else in this group would know. One strange item is that it appears that one of the 64K RAM banks has been removed. I see what look like sockets installed there but no RAM chips in them.

-Jason

"Dropcheck" <underwoodle@yahoo.com> wrote in message
news:koab63hosl1olgr6uk5g2mm4ov5n7slqe1@4ax.com...
> On Tue, 5 Jun 2007 08:48:35 -0400, "Jason Harmon" <jharmon@us.net>
> wrote:
>
>>When you say Omnimon, do you mean the Ramrod 3-OS board, or just the
>>Omnimon OS chip?
>>
>>The Omnimon was just a ROM chip that replaced the XL OS ROM.
>>
>>The Ramroad board pluged into the OS socket and then had a wire going to a
>>3
>>position toggle switch to allow you to select which of the 3 OS's to use.
>>
>>There are no other wires than that one
>>
>>I have on of these in my 130XE (and the original docs) and can take a
>>photo
>>for you.
>>
>>-Jason
>>
>>"Dropcheck" <dropcheck@yahoo.com> wrote in message
>>news:s74a63pdmscvvpej8rju5vfes0ea7es8nd@4ax.com...
>>> Hi,
>>>
>>> Was hoping someone could point me in the right direction. I have
>>> a 130XE with an Omnimon XL installed. Some of the wires have come

>>> loose. I was wondering if there is a install manual/schematic or if
>>> some kind soul has a set of good quaility photos of thier 130xe
>>> installation. It would sure help me salvage this computer.
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>>> Thanks,
>>>
>>
> Hi,
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> Thanks for your quick response. I'm not sure what I have is
> either. I have put up on a scractch website these photos. I was told
> this was the Omnimon XL upgrade. But it definitely has more than
> three wires connected on the board. Could it include the Ramrod XL
> upgrade too? Let me know what you think it is.
>
> http://www.dropchecks.com/omnimon1.html
> http://www.dropchecks.com/omnimon2.html
> http://www.dropchecks.com/omnimon3.html
> http://www.dropchecks.com/omnimon4.html

847. Tons of H/W S/W peripherals docs

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-06 02:54:24 UTC
From: s.torpe@sbcglobal.net
Message-ID: <1181098464.856542.230660@q66g2000hsg.googlegroups.com>
Source record: 4532

I have an ATARI 800XL, several 400's with at least one modded with
more memory, disc drive, printer, interface module, tape drive, tons
of cartridges and disks, remote control joysticks and other
controllers, and dedicated color monitor. Factory operating system
docs, manuals, Antic mag's, etc....don't even know how much, but
several large boxes.
Need to find good home with Atari fan, no reasonable offer refused,
but gotta take it all. Got something to trade? Would be free but
don't
want someone to grab it on speculation for a garage sale. This is
classic early personal computer history, deserves to live on.
Will be taking to the Midwest Gaming Classic this Saturday, but no
booth or table, so contact me by email.
I am in Crystal Lake IL if you are nearby. Will not ship unless you
pre-pay cost - lots of stuff and heavy.

Regards,

848. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-06 04:24:17 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/vendev_1181103852@rtfm.mit.edu>
Source record: 4533
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: May 17, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
michael@mcurrent.name

Please refer to the latest version of this FAQ list whenever possible!
Available via these locations and Usenet FAQ archives everywhere:
ftp://rtfm.mit.edu/pub/usenet/comp.sys.atari.8bit/
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at: michael@mcurrent.name

UPDATES SINCE PREVIOUS POSTING:
2007.05.17 MadTeam, Graph2Font 3.8.5.3
2007.05.15 Radek Sterba, Creaxin1 v1.03
2007.05.14 ABBUC RAF, SIO2USB
2007.05.12 B. Watson (Urchlay), cassio 0.2.2
2007.05.12 added: Marcin Zukowski (eru/tqa) - LePix 0.2.0
2007.05.05 updated: Nick Kennedy (SIO2PC 4.21)
2007.05.02 B. Watson (Urchlay), cassio 0.2.1
2007.05.02 Bostjan Gorisek, Sprite Engine 1.0.1
2007.04.29 added: Integrated Logic Systems (ILS - Stephen J. Carden)
2007.04.20 added: B. Watson (Urchlay)
2007.04.15 BAKTRA, mmSAP 1.6
2007.04.11 Thomas Richter, atari++ 1.52
2007.04.08 added: IEC

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Subject: Introduction

Conventions
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All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web page address.

Unless explicitly requested by the vendor, no entries will include an email address due to the overwhelming amount of spam that would result.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member

countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Mr. Corey Koltz) 4/06
302 W Dewey St
Cassville WI 53806-9733
USA
Phone: 608-725-2137
http://www.8bitclassics.com/
Vendor: new and used hardware and commercial software

A-ONE Online Magazine 2/07
See: Dana P. Jacobson

ABBUC HAR -- Hannoverschen ABBUC Regionalgruppe 2/07
Hanover
Germany
http://www.bertelmann.org/har/
Vendor: XF351 Upgrade-Kit includes Floppy + Cable + EPROM + Bootdisc, Used Atari 800 XL PAL, Speedy1050 TDS. Not all items online available-- Ask for more information. Additionally vendor of:
- all items from Frank Heuser Shop
- all items from Wolfram Fischer
Special lower prices for ABBUC members available.

ABBUC RAF -- Regionalgruppe ABBUC Frankfurt 5/07
Dillenburgerstrabe 61
60439 Frankfurt / Main

Germany
http://www.abbuc-raf.de/
Vendor: MultiJoy8 cable and adapter
Developer: SIO2PC, Network Interface, 2 computer interface (automatic
2 computer switch for use the same peripherie), Schaltnetzteil
(Power supply), 8 channel digital voltmeter, SIO2USB

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated
temperature monitoring station using simple thermisters and the provided
software. Also available: source code listing, temperature data aggregation
utility

Alhart Enterprises Presents (AEP) 8/06
c/o Paul V. Alhart
524 N Z St
Lompoc CA 93436-5019
USA
tel: (805) 736-4624
"encoded" email: OOOp.alhartOOO@OOOverizonOOO.OOOnetOOO
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12
Repair shop: Atari disk drives

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module,
TV/Computer Switch

Art Transfair Berlin (Andre Motzkus) 2/07
Brunsbuetteler Damm 223d
13581 Berlin
Germany
http://www.art-transfair.de/
Vendor: Computer, expansion, Floppy, memory-upgrades up to 16 mb,
Audio A/D changer, additional many other Atari items (16/32/64bit).
Special lower prices for ABBUC members.

Atari800 Development Team 6/06
See also: Mark Grebe
See also: Christian Groessler
See also: Piotr Fusik
See also: Kostas Nakos
See also: Vasyl Tsvirkunov
See also: Ludovic Jacomme
Petr Stehlik (maintainer), Troy Ayers (Playstation 2), Michael Borisov (POKEY
sound), Piotr Fusik (core developer), Mark Grebe (Mac OSX), Christian
Groessler (Sega Dreamcast), Perry McFarlane (cycle-exact ANTIC and GTIA),
Kostas Nakos (Windows CE), Krzysztof Nikiel (Win32), Jacek Poplawski (SDL),
Vasyl Tsvirkunov (Windows CE), James Wilkinson (DOS, BeOS, Win32),
Ludovic Jacomme (PSP)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 2.0.2 - an Atari 400, 800, 600XL, 800XL, 130XE
and 5200 emulator for Unix, Linux, Win32, Amiga, MS-DOS, Atari TT/Falcon,
BeOS, WinCE, Mac OSX, Playstation 2 and other systems

AtariAge (Albert Yarusso, Alex Bilstein) 4/06
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware (includes homebrew project supplies by Pixels Past)
Developer: Beef Drop cartridge (by Ken Siders)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax
Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and
Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World
by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed
Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX)
titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management
Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort,
Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern
Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT
Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill,
Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match,
Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash
Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics
Package, Solitaire, Source Code For Eastern Front (1941), Letterman,

Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc, Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage, Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt, Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show, Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing, BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!, Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy, Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler, Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atarimax (Steven J. Tucker) 4/06
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.3.5 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS 32-in-1 for XL/XE, APE Warp+ OS 32-in-1 for 1200XL, Imagic 1.06 95/NT - Atari Disk Image Conversion System (ATR/XFD/DCM/SCP), Imagic 1.06 DOS, Atari Terminal Simulator ATS 2.0 (SR2) - ATASCII Telnet/Serial Terminal & Break Movie Player 95/NT, Break Movie Screensaver 95/NT, MaxFlash Flash MultiCart (1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface, Atarimax/ABBUC USB Cartridge, MyIDE+Flash IDE Interface Cartridge (1Mbit)

Atari Online News, Etc. 2/07
See: Dana P. Jacobson

The Atari Shop (Sandra) 1/07
The Netherlands
http://www.atari-shop.nl/

Vendor: new/used hardware, new/used commercial software

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 6/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 2.2 (Interactive 6502 Disassembler for Win32,
designed to specifically support Atari binary files)

Matthew Bacon 2/07
UK
http://www.myatari.net/
Publisher: MyAtari online magazine (back issues online)

BAKTRA (Michael Kalous) 2/07
Czech Republic
http://www.baktra.wz.cz/
Developer: TURGEN SYSTEM 3 (for JRE; generate a Turbo 2000 sound record
from files for ATARI located on PC. Output to WAV file or direct output to
sound card.), QUO VADIS Intro (demo), mmSAP 1.6 (SAP player for Linux),
Popis formatu Turbo 2000 a Super Turbo verze 1.0 2006-10-24,
Caverns of the Lost Miner

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator

for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced) SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz 5/04
Germany
http://www.cc65.org/
Developer: cc65 2.10.1 - a complete cross development package for 65(C)02 systems, including a macro assembler, a C compiler, linker, librarian and several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 4/07
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out), IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10, MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0, CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"), ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 8/06
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: (408) 278-1070 (M-F 1:30pm to 5:00pm PST)
FAX: (408) 278-1092
E-FAX: (815) 364-3703
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

B.G. Micro 8/05
555 N 5th St Ste 125

Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 8/06
USA
http://www.bigfivesoftware.com/
Developer: Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenek Burian 4/07
Marie Majerove 33
Prostejov 6
798 11
Czech Republic
Tel. 582 360 714
http://flop.atari.org/
Publisher: FLOP disk magazine, annual (FLOP 50 published April 2007)

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 8/06
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 1/07
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below, Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry, Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard, Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic

Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens: Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart
(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/07
1350 Buffalo Rd Ste 2
Rochester NY 14624-1829
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems (include a hard disk, Black Box, power supply,
controller, cables, and software), SIO cables, hard disk controllers:
Adaptec 4000 SCSI, Adaptec 4070 (RLL) SCSI, Xebec S1410a SASI
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX

Repair Shop.

Cosine Systems (Exin [Sebastian], Intensity [Arman], Odie [Sean], 1/06
Sack [Adam], Magic Roundabout [Jason])
United Kingdom
http://www.cosine.org.uk/
Developer: demos: C.G.M. UKScene Radio Intro, 1K Party. game: Reaxion

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4 (written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor and more)

CSW-Verlag 2/07
Weidenstrabe 13/1
71364 Winnenden
Germany
tel/FAX: +49 (0) 71 95/6 11 20
http://www.retro-magazin.de/
Publisher: RETRO magazine. Themes: Retro-computing for all systems. Atari part: approx. 10%. (Not only 8bit) 9.90 euro per magazine, 4 magazines per year for 35 euro.

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine (1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques (Dan Dotson and Marilyn Saul) 9/06
PO Box 40751
Tucson AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

DGS 11/03
See: Dean Garraghty

Dial Group (Zenon, Voy, Jager) 5/05
Poland

http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?,
What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS,
D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2,
Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5,
Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system:
Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Marius Diepenhorst 10/04
http://www.mr-atari.com/hardware-3rd.htm
Developer: "SpartaDOS for MyIDE"

Digital Force (Mario Trams) 1/07
Germany
http://www.digital-force.net/
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler (Flo) 4/07
Germany
http://www.akk.org/~flo/
Developer: Ice-Hockey (for MultiJoy interface, March/April 2002),
Sheep-Race (for MultiJoy interface, Aug 2002),
CardGrabber (for MultiJoy interface, May-Aug 2002),
Peripheral Test (May-July 2004)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

Draco (Konrad M. Kokoszkiewicz, KMK) 6/06
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: for standard Atari: DEMON, EYE, SysInfo 2.11, SD-Load. for
SpartaDOS X: CP v.1.2, MAN, SpartaDOS TAR v.1.3a, mdump, run, inidos, ca2001,
XF-551 Config. for KMK/JZ IDE: IDE BIOS 1.11, KMK/JZ IDE user's manual,
Utilities diskette, HDSC v.1.4, MaKe a SpartaDos FileSystem, RW-Test. for
65c816 Atari: 65c816 XL OS v. 2.11 (5.VI.2006.), D2D v.0.5, grep,
LPOKE/LPEEK, MultiBASIC v.0.33, MultiBASIC Manual, SD-Load. patches for:
Moon Patrol, Music Protracker v.2.4, Perestroyka Demo, Prof!'s XDIR. for
UNIX: SIO2BSD

Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 1/07
PO Box 3365
Spring Hill FL 34611-3365

USA
http://www.voicenet.com/~generic/
Vendor: used hardware, used commercial software

Emulators (Derek Mihocka) 8/06
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit & Atari ST & Apple Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 - 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 - 8-bit Atari emulator for MS-DOS

Epi/Tristesse^O.S. (Adrian Matoga) 3/07
See also: Tristesse
See also: O.S.
Adrian Matoga
ul. Jezdziecka 11
30-698 Krakow
Poland
http://epi.atari8.info/
Developer: NeoTracker Winamp plugin v0.1, TIP Tools v0.3.1 (includes: TipView 1.0, BMP2TIP 0.21), sapemu v0.1 - http://asma.atari.org/bin/sapemu.zip , HardCore Assembler v1.0

Raphael Espino 6/05
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility); PgmView 0.1 (17Oct03) - read PGM (Portable Greymap) files; Atari 8-bit JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface", JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg", JpegShow 0.1 (07Aug01) "A slideshow version"; CpegView 0.1 (30May05) "The colour JPEG viewer for Atari 8-bit computers"

Subject: F

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for 68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator, Atari 400/800/XL/XE emulation for the PowerMac),

Wolfram Fischer 2/07
Dorfstrasse 1a
28870 Ottersberg
Germany
"encoded" email: OOOmega-hzOOO@OOOt-onlineOOO.OOOdeOOO
Vendor: SIO2IDE 3.X, MultiJoy8/16
Developer: Speedy 1050 TDS with track-led, 256KB memory expansion for
800XL.
Special lower prices for ABBUC members.

FLOP disk magazine 5/05
See: Zdenek Burian

Foundation Two 1/07
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks,
N!ne)
Germany
http://www.foundationtwo.de/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut,
Bremspunkt (Brems.)

Ron Fries 4/07
http://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" / "0xF" 6/06
See also: Atari800 Development Team
See also: Taquart
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Infinity
Poland
http://xasm.atari.org/
http://asap.sourceforge.net/
Developer: Atari utilities: Professional Copy 2.1, FlashPack 2.1,
PowerGraph 1.0, GR8 Logoser 1.1; PC utilities: ASAP (Another Slight Atari
Player) 0.2.1, xasm 3.0.0, SAP Maker 5.0, unsap

Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes

International English versions of Power Per Post (PPP) software from Germany;
Commercial Software Collection CD-ROM includes: Quick (programming language)
V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM)
V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer
(DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper,
Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues
1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from
Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain
Software Collection CD-ROM includes 191 mostly double-sided disks plus some
bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

Bostjan Gorisek (Gury, Firemover) 5/07
Poland
http://gury.atari8.info/
Developer: Sprite Engine 1.0.1
http://gury.atari8.info/sprite_engine/sprite_engine.htm

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force,
Zero War, Menace, Pacland, Moonbase

Mark Grebe 9/06
See also: Atari800 Development Team
USA
http://members.cox.net/atarimac/
Developer: Atari800MacX 3.4.2 (version of Atari800 emulator for Mac OS X),
Sio2OSX 1.1 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 2/07
See Also: Atari800 Development Team
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
http://contiki.cvs.sourceforge.net/contiki/contiki-atari/
Developer: Atari800 for SEGA Dreamcast v0.76, Contiki 1.0 for Atari (a
working release of the Contiki web browser for the Atari 8bit systems)

Subject: H

Lee Hanken 1/07
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atascii/
Developer: ATASCIIView Version 1.3 (ATASCII file viewer for MS-Windows).
web-based Atari 8-bit ATASCII file viewer:
http://www.leehanken.pwp.blueyonder.co.uk/atari/

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,
VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,
CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase,
Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye,
Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

Frank Heuser 2/07
Kappelstrasse 10
67269 Gruenstadt
Germany
http://www.asselheim.de/
Vendor: new hardware expansion items, including: SIO2PC (internal/
external), 1050PC, Midi, Voicebox (Atari Magazin), Function keys,
16-OS-switch, AKI, RAM Expansion, Audio/Video cable and adapter, Videobox.
Special lower prices for ABBUC members.

HiassofT 4/06
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux
kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC
or APE; atarixfer - a small tool to read/write ATR images to an Atari disk
drive connected by a 1050-2-PC or ProSystem cable), Atari-Link PC (AtariDsk)

V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPicoDos 4.04 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks)

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 2/07
USA
http://cth.dtdns.net/
Developer: The Armorizer (file corruption detector), ATOS (graphical desktop environment), BrainFork (programming language), Check CRC32, Disk Fragmentation Utility, The Long Integer Library (CC65 and Action! versions), M.T.O.S. (Multi-Tasking Operating System), Micro BASIC, Mouse (programming language), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell (for SpartaDOS), Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet),

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Subject: I

IEC "Innovative Electronics & Computing" 4/07
6185 E 56th Ave
Commerce City CO 80022-3959
USA
Phone: +1-303-288-5000
(USA) 800-765-4432 Mon-Fri, 8:00AM-6:00PM MT
Fax: +1-303-288-5099
http://www.iec-usa.com/
Developer: Atari connectors: Atari 13 Position Buss Connector for Atari 400 and Atari 800 Computers. Atari cables:
(http://www.connectworld.net/cgi-bin/iec/05MCOlderAtari.html)

Atari Color Monitor Cable 5', Atari Monochrome Monitor Cable 5',
Atari Color Monitor Cable With 2 RCA Plugs 5',
Atari Monitor Cable With 2 RCA Plugs 5', Atari Lefty Joystick Adapter,
Atari IF850 and IF860 Parallel Cable 6', Atari IF850 and IF860 Modem Cable 6',
Atari IF850 and IF860 to Serial Printer Cable 6',
Atari 400 and 800 Bus (SIO) Cable 6'

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari
MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class
(combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000),
Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik,
Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Integrated Logic Systems (ILS - Stephen J. Carden) 4/07
3321 Jonathan Cir
Augusta GA 30906-3829
USA
http://www.tcpipexpress.com/
Developer: Multiplexer (MUX) board Version 1.1 July 21, 2006,
TurBoss O/S (Atari XL/XE O/S Replacement Module), TCPIP Express,
Real.DOS Ver 1.0a Build 0024 2-Oct-06

Subject: J

Jeff Jackson 8/06
USA
http://www.jeff-jackson.com
Developer: JLS BASIC - Jackson Languange System BASIC compiler

Dana P. Jacobson 2/07
USA
http://www.atarinews.org/ or http://people.delphiforums.com/dpj/a-one.htm
Publisher: Atari Online News, Etc. -- A-ONE Online Magazine. weekly

Ludovic Jacomme (Zx-81) 3/07
France
http://zx81.zx81.free.fr/

Developer: PSPAtari v1.0.7: Atari 800/130/5200 Emulator for PSP
(port of Atari800 emulator for PlayStation Portable)

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not
complete version)

Shawn Jefferson 3/07
Victoria, BC
Canada
http://www.jeffersonsauctioneering.com/atari/
Developer: MyIDE Config 4.0, MyIDE Image Manager 4.0,
MyIDE Image Batcher 1.0

Subject: K

Nick Kennedy 5/07
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://pages.suddenlink.net/wa5bdu/
Developer: SIO2PC 4.21 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari
Drive to PC Interface): software, hardware plans, cables, parts (not for
Windows-XP), HAM Terminal for Atari, The WA5BDU Computer Keyer 1.5
(morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 8/03
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Krishna Software (Krishnasoft) 1/07
173 Prestwick Way
Edison NJ 08820-4680
USA
http://www.krishnasoft.com/sps.htm
Developer: Multi-platform Distributive Operating System (MPDOS) Standard
(version 1.00. simulate joystick, mouse, keyboard with a PC),
MPDOS Professional for Atari (version 1.00. simulate Atari disk drive and
cassette program recorder), Sound Processing Software (SPS) 1.00 (software
for Windows suitable for creating sounds for the Atari)

The Sound Processing Software (SPS)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://hysteria.sk/~mikro/

Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9, Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to connect an 8-bit Atari computer (or any device with a serial port) directly to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

LaResistance (born, NoiD, powrooz, pr0be, stryker) 3/07
Poland
http://laresistance.pigwa.net/
Developer: edict (intro), Silly Venture 2k4 Invitation, polymatrix (demo), the shrine (demo)

Derek Ledbetter 8/05
540 Canal St Apt 9
San Rafael CA 94901-4145
USA
Home Phone (415) 256-1931
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator 1.0.7 developement release 3 for MacOS 8.6 and later, and OS X

Marcin Lewandowski (Jaskier/Taquart) 8/05
See also: Taquart
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
http://atariarea.histeria.pl/PLus/index_us.htm
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM,

MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1, Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM (Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2, 3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick Assembler to PC X-Asm), Atari800Win PLus 4.0 (for Windows, based on Atari800)

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 9/06
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

MadTeam (TeBe, Pajero) 5/07
See also: Pajero / MadTeam
Poland
http://madteam.atari8.info/
Developer: demos: Happy Demo, The Muppet Movie Show, IGOR, FAJER, SINTRO, Running Cow, LAJF, Journey, Vasco, X, Splash, TIT, ANI, SAMAR Graphics Collection, Kaszel #1. games: Droga Do Duplandu, Mental Age, Dyna Blaster, Getris. Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5, Mathaf****r Editor 3.1, Mathaf****r Reader 1.1, Turbo 2000F, Visage 2.7, XL-Paint 2.5MaX, 2.6MaX, Rip2Max, 2xMPT 8Channel Stereo Project 1.0, Atari Commander 1.6, Via Copy 4.4, SAMAR Hi-res Interlace with Map of Colours (SHIMC) Editor 1.0. PC utilities: Graph2Font 3.8.5.3 (convert graphics to Atari chars and design multicolor graphics for the Atari), MADS 1.7.5 (Mad-Assembler: 4-pass crossassembler designed for 6502 and 65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989), Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

Alex Martin 1/04
P.O. Box 65
00-952 Warszawa
Poland

phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static memory expansion and replacement (backed-up with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interface.
Under development: ANTIC buffering system, 14 MHz 65c816 CPU with 16 MB static memory

MatoSimi (Martin Simecek) 10/05
Slovakia
http://matosimi.atari.org/
Developer: CMC Musix 1, CMC MSX Extractor, Plasma4, Atari FontMaker v1.1, Laser Blaster, Monex 1.1

MCM, an InOne company 5/06
650 Congress Park Dr
Centerville OH 45459-4000
USA
Phone: 1-800-543-4330
Fax: 1-800-765-6960
http://www.mcminone.com/
Developer: 9 Pin Jack For Atari, AC Adaptor Atari 3.5mm 9V DC 500mA

The MESS Team 1/07
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS)-- an emulator of a large number of systems, including the 8-bit Atari computers -- downloads available for Windows, *nix, Mac OS, and DOS

MicroUSB.org - Microprocessor USB Project 1/06
Atari project: Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann
Germany
http://microusb.org/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart (Hardware Cypress SL811, Hardware USBN9602), AtariXLJoypad (Logitech Rumblepad 2 USB Version 2.0), AtariXLJoystick (Competition Pro USB 1.0), AtariXLKeyboard 0.1 BETA, AtariXLMouse (Logitech USB Mouse), AtariXLWheel (Thrustmaster Nascar Pro Digital 2, Logitech Formula GP 1.0, Logitech Vibration Feedback Wheel), USB Device Driver Development Kit 1.2.0, USB Enduser Driver Disk USBTEST Version 0.6, USB HID Base Driver Version 2.0, USBDOS 0.1

Mirage Interactive 6/05
See also: Rewindgames (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight,

Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 6/06
Gdansk
Poland
http://atariarea.histeria.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 3.3a, 4.4, 4.4a (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 12/06
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://www.a8maestro.com/sites/mtgcat/
Vendor: NEW Super Sketch Graphics Tablet W/cart (PPI), used hardware, used commercial software
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter, 850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25), EASIO-S SIO adapter cable 18", EASIO-S SIO adapter cable 3', EASIO-P Printer adapter cable 5', "A8 A/V BOB" Audio/Video BreakOut Box with s-video jack, 6' Svideo cable, 12' Svideo cable, "SPEEDIER:" 19.2K RS232 adapter

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

MyAtari 2/07
See: Matthew Bacon

Subject: N

Kostas Nakos 1/06
See also: Atari800 Development Team
Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/
Developer: Pocket Atari 2.0.1

New Breed Software 9/06
c/o Bill Kendrick
2210 Rock St Apt 33
Mountain View CA 94043-2644
USA
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector,

MuxChat, SIFE - Super-IRG Font Editor

Nelson Nieves 8/06
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree, TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

Subject: O

Odsiecz Sobieskiego -- O.S. 3/07
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik
See also: Epi
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
Developer: xunzip v2.1 (18 September 2006 -- a ZIP, TAR, GZ and TGZ (TAR.GZ) archives depacker) http://www.atari8.info/stuff/xz21.zip

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit rom dumps

Outland Quest Software 6/06
USA
http://www.outlandquestsoftware.com/
Developer: Ally Attack, Black Sea Silver Fishing, Desert Crossfire, Dungeons of Oti, Empire, Golf Tees, Graphics 8 Painter, Hoss Racing, Korellian Conflict, Lite Show, Mad Libs, Motions Variable, Scattergories, Space Regent, Starbase Alpha, Standoff, Star Maze, Terror Fair, Three-D Force Tic-Tac-Toe, T.I.A.K. - Taking In Accurate Knowledge, Uncle Milton's Million Dollar Mystery Mansion

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Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989), Page 6 Atari User (1989), New Atari User (1989-1998)

Pajero (Pawel Nowak) / MadTeam 5/06
See also: MadTeam
Poland

http://www.atari8.info/stuff/magotrans16.zip
Developer: MagoTrans 1.6 beta (software for MS-Windows: convert and analyze the following file formats: CAS, FILE, WAV, XEX

Eric Parent 8/06
http://joyfulcoder.com/
Developer: Memo Pad Release 4 (August 26, 2006; ATASCII file viewer and converter)

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

Pecus and Pirx 7/03
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: Scorched Earth (game), OMC65 (Our Macro Crossassembler, a Win-32 application generally 100% compatible with MAC65)

Pixels Past (Joe Grand) 4/06
2907 Shelter Island Dr Ste 105-169
San Diego CA 92106-2797
USA
Telephone: 619-222-4100
Facsimile: 619-222-1797
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari), Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2

(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: R

Werner Raetz 9/06
Postfach 16 40
D-75006 Bretten
Germany
Telefon: 07252/4827 oder 07252/3058
Telefax: 07252/85565
"encoded" email: OOORaetz.SMOOO@OOOt-onlineOOO.OOOdeOOO
Publisher: WASEO-Publisher, WASEO-Designer, WASEO-Triology,
WASEO-Grafinoptikum, WASEO-Labouratorium, WASEO-Practoscope, WASEO
DISK-LINE disk magazine

Burkhard Rau (HCRBurk) 5/06
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

Ready Magazin (Sascha Leidel) 2/07
Germany
http://www.8-bits.de
Publisher: READY. Magazine. Atari part: 100%, only Atari.
2.60 euro per magazine. 6 magazines per year
Special lower prize for ABBUC members available.

READY Technologies (Thomas Smailus) 5/06
254 Nelson Dr Apt U
Baton Rouge LA 70808-5059
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital
hardware systems; design, development, and production of software systems;
software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn

Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering,
Consulting

RETRO magazine 2/07
See: CSW-Verlag

Rewindgames (Fred Meijer) 4/06
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.rewindgames.com/
Vendor: new and used hardware, new and used commercial software including
all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG
titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!,
Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation
Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds,
Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility
Disk

Thomas Richter 4/07
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ Emulator (800/XL/XE/5200 emulator for Unix/Linux/
Solaris/Irix) Stable Release 1.52, CVS Snapshot 1.52, atari++ 1.52 for win32

Markus Roemer / R.I.K. of Kaisersoft 10/06
An der Roehr 6a
55606 Hochstetten-Dhaun
Germany
Publisher: Top Magazin 2006

Pawel Rosowski 4/05
Poland
http://uce.pl/ikplus/
Developer: IK+ C64 to Atari 8-bit Conversion Project (game)
version 0103 (March 2005)

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/ or http://www.schappel.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy),
BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master,
Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings,
ROBOX, Snow Plow, Snow Plow Editor

Subject: S

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire,

Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons,
zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping,
TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II.
XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint,
MultiJoy 16/2 hardware interface

Darren Schebek 7/03
Canada
http://www.schebek.ca/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Serious Magazine 5/05
See: Dial Group

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 9/06
The Netherlands
http://members.home.nl/stack/Atari/atari-xlxe-download.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-
ROM)

Ernest R. Schreurs 9/06
Kempenlandstraat 8
5211 VN Hertogenbosch
The Netherlands
http://home.planet.nl/~ernest/
http://members.home.nl/stack/Atari/atari-pooldisk.html
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm
archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image
system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a
clean .wav file from a Digital Cassette Image), POOLDISK TOO
(PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.ksiders.tzo.com/
Developer: Emulators Utilities: ATR/DCM utilities (DOS),
AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer,
KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler,
Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus.
Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker,
KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic,
Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish,
Circle of Richness

Sikor Soft (Pawel Sikorski) 1/05
See also: Rewindgames (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://sikorsoft.internetdsl.pl/
Developer: 5 x 5, 5 x 5 Editor, ABC, Centurion, Cyborg, Fire Stone, Ketchup, Liga Polska, Magic of Words, Max, Moscow 1993, Neuroid, Nexus, Orto Puzzle, Pilkarski Poker, Sexy Six, Sexy Six Data Disk #1, Sexy Six Data Disk #2, Sexy Six Data Disk #3, Teacher Killer, Tekblast

Mark l. Simonson 9/06
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 1/06
http://makeatr.atari8.info/
Developer: makeATR v0.06 (software for MS-Windows)

Len Spencer 8/06
USA
http://www.lspenc13.us/Lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely from scratch")

SquoQuo (Hopper, Bugger, Genetic Gemini, Scythoior, Yoda) 4/06
Germany?
http://squoquo.tk/
Developer: Let's Hop, Sh*t Alpin 2005, Ms.Bulimia

Radek Sterba (Raster/C.P.U.) 5/07
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer: MultiJoy8 (connect 8 joysticks to one Atari), MultiJoy16 (connect 16 joysticks to one Atari), ATADIM v2.05 Beta (Win9x- work with Atari disk images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor), LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8),

Multris (Tetris-like game for MultiJoy4), Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4 (Quadro-Tron patched for MultiJoy). utilities: MPE (MIDI Pattern Editor) v2.3, HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4, SA_POKEY (Standalone dynamic DLL library for emulation of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of Atari 6502 processor), Raster Music Tracker (RMT) v1.25 - cross-plaftorm XL/XE music maker for PC, RMT Player v1.06 (plays *.RMT (Raster Music Tracker) song files on Atari XE/XL computers), Creaxin1 "Create X in 1" (for use with S/XEGS RAMcart 128KB by C.P.U.) v1.03.
games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch), The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS - 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS) PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS, ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine interpreter, original by Steve Wozniak), Infoline for ACTION!

Sunmark (Mark DiLuciano) 4/06
383 Broadway
Lorain OH 44052-1631
USA
tel: 440-245-3678
http://www.sunmark.com/
Developer: 400/800/XL PCB, sio2pc PCB, R-Time - Real Time Cartridge (ICD R-Time 8 clone), Hollex Cartridge (16K of SRAM powered by a lithium battery), various electronic components useful for homebrew projects

Super Products 4/04
c/o James Bradford
14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712

Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 1/07
Czech Republic
http://jirkasuv.duch.cz/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..." text game)

Subject: T

Taquart 1/06
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely'
Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru'
Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj
'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz,
Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski
See also: Marcin Zukowski
Poland
http://numen.scene.pl/ and
http://www.s-direktnet.de/homepages/k_nadj/taquart.html
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995),
Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag,
1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro,
Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996),
Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997),
Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997),
Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan) 3/07
See also: Epi
Poland
http://atariki.krap.pl/index.php/Tristesse
Developer: SROLL-demo, TRS-Desktop 0.9d alpha:
http://www.atari8.info/trsdesktop.php (screenshots)
http://trub.atari8.info/sdx_files/TRS_desktop_v09d_alfa.zip (download),

NeoTracker v1.6 : http://epi.atari8.info/files/neotracker-1.6.zip ,

trub 10/06
Poland
http://trub.atari8.info/ or http://trub.sys.net.pl/
Developer: all require SDX 4.x: TDPL 2.0 / TD 2.0 (enhanced TD.COM, Polish/
English), XEP.SYS 0.1F (XEP80 device driver), TRACE2 (file tracer for SDX
executable files), RUNEXT 0.4, QE 2.0 (Continuation of the famous Quick Edit
- E: and CON: accelerator by KMK), RWTEST2 (Read/Write Tester by KMK). for
SDX+65C816: RAMD816.SYS. for SDX+QMEG OS: OSSIO.SYS. for SIO2IDE:
S2I Commands 0.8, S2I JukeBox 4.0a. for MS Windows: FIXATR. for KMK/JZ IDE:
CDPLAY 0.4a. more: ED 2.9, ABASIC, YOGI/YELLYSTONE PARK Multidrive, XLDisk.
SDX upgrade project: SpartaDOS X 4.39RC, intSDX128, intSDX128 "flash",
AtraX SDX 128

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs. (Mainly working these days on HP Alpha (VMS), Sparc
(Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 2/07
See also: Atari800 Development Team
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: new hardware, new commercial software (cassette format)

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable
perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 4/07
http://retrobits.net/
Developer: Atari810 1.4d -- software for emulating an Atari 8-bit floppy drive or hard disk on your PC (Windows NT/2000/XP)

Video 61 & Atari Sales (Lance Ringquist) 4/06
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware
"We service, sell and publish hardware and software"

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12), commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
USA
http://www.videogametrader.com/
Vendor: new and used commercial software

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

WASEO 9/06
c/o Thorsten Helbing
Koenigsberger Str. 9
30916 Isernhagen
Germany
tel: +49 175 9982360

FAX: +49 121 258 409 3729
http://www.waseo.de/
Developer: audio CDs: The 20 best ATARI Hits, The 20 most inventive ATARI Songs, The Best of Music Non Stop, The Best of ATARI Game Music, The ATARI Super Soundmix. Titles published by Werner Ratz: WASEO-Publisher (DTP-Programm), WASEO-Designer (Erganzung zum DTP-Programm), WASEO-Triology (Nutzliche Programmsammlung), WASEO-Grafinoptikum (Grafikprogrammsammlung), WASEO-Labouratorium (Arbeitserleichterungsprogramme), WASEO-Practoscope (Sammlung praktischer Programme), Demo Disk, Basic Hits, DISK-LINE disk magazine

B. Watson (Urchlay) 5/07
http://www.urchlay.com/cassio/
Developer: cassio 0.2.2 - A tool for working with Atari 8-bit computer cassette image (.cas) files on Linux or other UNIX-like systems.

Mark Watson 6/03
http://www.scrameta.net
Developer: GP32 port of Atari800 emulator, version 0.4a

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

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Subject: Z

Marcin Zukowski (eru/tqa) 5/07
See also: Taquart
The Netherlands
http://lepix.sourceforge.net/
Developer: LePix v.0.2.0

==========
End of atari-8-bit/vendev
==========

849. Re: Omnimon XL connection schematic?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-06 05:11:21 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <1181106681.136043.129990@p47g2000hsd.googlegroups.com>
Source record: 4535

On Jun 5, 11:50 pm, Dropcheck <underwoo...@yahoo.com> wrote:
> On Tue, 5 Jun 2007 21:28:08 -0400, "Jason Harmon" <jhar...@us.net>
> wrote:
>
>
>
>
>
> >Ok, you definately have a Ramrod board in your 130XE.
>
> >It is fully populated with 3 operating systems:
> > Omnimon
> > Omniview (80 column OS)
> > Standard XL/XE OS
>
> >The grey cable with the 3 position toggle switch is the only one that is
> >part of the Ramrod board. The switch connected to it allows you to select
> >which of the 3 OSs you want to use.
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> >I have no idea what the other red wires and the other switch do. Probably
> >someone else in this group would know. One strange item is that it appears
> >that one of the 64K RAM banks has been removed. I see what look like
> >sockets installed there but no RAM chips in them.
>
> >-Jason
>
> >"Dropcheck" <underwoo...@yahoo.com> wrote in message
> >news:koab63hosl1olgr6uk5g2mm4ov5n7slqe1@4ax.com...
> >> On Tue, 5 Jun 2007 08:48:35 -0400, "Jason Harmon" <jhar...@us.net>
> >> wrote:
>
> >>>When you say Omnimon, do you mean the Ramrod 3-OS board, or just the
> >>>Omnimon OS chip?
>
> >>>The Omnimon was just a ROM chip that replaced the XL OS ROM.
>
> >>>The Ramroad board pluged into the OS socket and then had a wire going to a
> >>>3
> >>>position toggle switch to allow you to select which of the 3 OS's to use.
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> >>>There are no other wires than that one
>
> >>>I have on of these in my 130XE (and the original docs) and can take a
> >>>photo

> >>>for you.
>
> >>>-Jason
>
> >>>"Dropcheck" <dropch...@yahoo.com> wrote in message
> >>>news:s74a63pdmscvvpej8rju5vfes0ea7es8nd@4ax.com...
> >>>> Hi,
>
> >>>> Was hoping someone could point me in the right direction. I have
> >>>> a 130XE with an Omnimon XL installed. Some of the wires have come
> >>>> loose. I was wondering if there is a install manual/schematic or if
> >>>> some kind soul has a set of good quaility photos of thier 130xe
> >>>> installation. It would sure help me salvage this computer.
>
> >>>> Thanks,
>
> >> Hi,
>
> >> Thanks for your quick response. I'm not sure what I have is
> >> either. I have put up on a scractch website these photos. I was told
> >> this was the Omnimon XL upgrade. But it definitely has more than
> >> three wires connected on the board. Could it include the Ramrod XL
> >> upgrade too? Let me know what you think it is.
>
> >>http://www.dropchecks.com/omnimon1.html
> >>http://www.dropchecks.com/omnimon2.html
> >>http://www.dropchecks.com/omnimon3.html
> >>http://www.dropchecks.com/omnimon4.html
>
> Hi Jason,
>
> This was a ebay purchase a couple days ago. I should be getting my
> hands on it Thursday.
>
> Seems like some wires go through a ground hole to the other side.
> I've got some time this weekend to investigate further. Still might
> need a pic of your setup. I'll let you know what I find out.
>
> Later- Hide quoted text -
>
> - Show quoted text -

I concur with Jason on the added triple OS mod but can also add that someone is in the middle of a extended ram upgrade on this machine as well. I can see pins 11, 15 and 16 lifted on your PIA which are PortB's bit 1, bit 5 and bit 6 respectively so that's an extended memory mod to be sure. Plus you are missing the ramdisk memory chips probably to be replaced by 256k chips or ??? I don't know right off which memory upgrade this might be or if it's wired right to begin with. Sadly, my guess is it's a botched job considering it never got

finished.

I can see one stacked glue logic chip to be a 74LS32 but what is the other one? And where are the loose wires? Perhaps just from a description of the connected end, someone could figure out where it's supposed to go.

850. Re: Omnimon XL connection schematic?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-06 05:50:05 UTC
From: Dropcheck <underwoodle@yahoo.com>
Message-ID: <u4ic63drqm7nq8hsiia7opldbclh18h6k5@4ax.com>
Source record: 4534

On Tue, 5 Jun 2007 21:28:08 -0400, "Jason Harmon" <jharmon@us.net>
wrote:

>Ok, you definately have a Ramrod board in your 130XE.
>
>It is fully populated with 3 operating systems:
> Omnimon
> Omniview (80 column OS)
> Standard XL/XE OS
>
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>that one of the 64K RAM banks has been removed. I see what look like
>sockets installed there but no RAM chips in them.
>
>-Jason
>
>"Dropcheck" <underwoodle@yahoo.com> wrote in message
>news:koab63hosl1olgr6uk5g2mm4ov5n7slqe1@4ax.com...
>> On Tue, 5 Jun 2007 08:48:35 -0400, "Jason Harmon" <jharmon@us.net>
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>>>The Ramroad board pluged into the OS socket and then had a wire going to a
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>>>position toggle switch to allow you to select which of the 3 OS's to use.
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>>>for you.
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>>>"Dropcheck" <dropcheck@yahoo.com> wrote in message

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>> http://www.dropchecks.com/omnimon2.html
>> http://www.dropchecks.com/omnimon3.html
>> http://www.dropchecks.com/omnimon4.html
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hands on it Thursday.

Seems like some wires go through a ground hole to the other side.
I've got some time this weekend to investigate further. Still might
need a pic of your setup. I'll let you know what I find out.

Later

851. Re: Omnimon XL connection schematic?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-06 17:06:07 UTC
From: Dropcheck <underwoodle@yahoo.com>
Message-ID: <avpd635o89koj6vpu6ch3kq7k90u3i919q@4ax.com>
Source record: 4536

```
On Tue, 5 Jun 2007 21:28:08 -0400, "Jason Harmon" <jharmon@us.net>
wrote:

>Ok, you definately have a Ramrod board in your 130XE.
>
>It is fully populated with 3 operating systems:
> Omnimon
> Omniview (80 column OS)
> Standard XL/XE OS
>
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>someone else in this group would know. One strange item is that it appears
>that one of the 64K RAM banks has been removed. I see what look like
>sockets installed there but no RAM chips in them.
>
>-Jason
>
>"Dropcheck" <underwoodle@yahoo.com> wrote in message
>news:koab63hosl1olgr6uk5g2mm4ov5n7slqe1@4ax.com...
>> On Tue, 5 Jun 2007 08:48:35 -0400, "Jason Harmon" <jharmon@us.net>
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>>
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>>>The Omnimon was just a ROM chip that replaced the XL OS ROM.
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>>>The Ramroad board pluged into the OS socket and then had a wire going to a
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>>>There are no other wires than that one
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>>>for you.
>>>
>>>-Jason
>>>
>>>"Dropcheck" <dropcheck@yahoo.com> wrote in message
```

>>>news:s74a63pdmscvvpej8rju5vfes0ea7es8nd@4ax.com...
>>>> Hi,
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>>>> a 130XE with an Omnimon XL installed. Some of the wires have come
>>>> loose. I was wondering if there is a install manual/schematic or if
>>>> some kind soul has a set of good quaility photos of thier 130xe
>>>> installation. It would sure help me salvage this computer.
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>>>> Thanks,
>>>>
>>>
>> Hi,
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>> either. I have put up on a scractch website these photos. I was told
>> this was the Omnimon XL upgrade. But it definitely has more than
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>> http://www.dropchecks.com/omnimon2.html
>> http://www.dropchecks.com/omnimon3.html
>> http://www.dropchecks.com/omnimon4.html
>

Hi,

I see the second bank of memory missing now. Jeeze, not sure why
I didn't see it before. Quick question. Is the second bank socketed
normally so that the motherboard can be used as either a 65XE or fully
populated as a 130XE?

According to Lee this could be a botched memory upgrade. Now the
extra wires are starting to make sense. Still doesn't explain why
the extra switch though..

Later,

852. Re: Omnimon XL connection schematic?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-06 17:28:26 UTC
From: rjh4jhh2@peoplepc.com
Message-ID: <_8C9i.18727$j63.7413@newsread2.news.pas.earthlink.net>
Source record: 4537

That switch may control Basic if the memory mod is large enough to
need all of PortB for memory bank management... just a thought.

-Jess

>>> Thanks for your quick response. I'm not sure what I have is
>>> either. I have put up on a scractch website these photos. I was told
>>> this was the Omnimon XL upgrade. But it definitely has more than
>>> three wires connected on the board. Could it include the Ramrod XL
>>> upgrade too? Let me know what you think it is.
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>>> http://www.dropchecks.com/omnimon3.html
>>> http://www.dropchecks.com/omnimon4.html
>>
>
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>
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> normally so that the motherboard can be used as either a 65XE or fully
> populated as a 130XE?
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> According to Lee this could be a botched memory upgrade. Now the
> extra wires are starting to make sense. Still doesn't explain why
> the extra switch though..
>
> Later,

853. Re: ATARI SUMMER GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-06 19:09:44 UTC
From: Andreas Koch <andiko.nospam@web.de>
Message-ID: <f470ee$d1k$01$4@news.t-online.com>
Source record: 4538

William Kendrick schrieb:
> Trevor <trevor.holyoak@gmail.com> wrote:
>> Speaking of Summer Games, that was a fun game! My siblings and I spent
>> countless hours playing that. Ah, the memories... :)
>
> Skeet shooting rocked. Unbelievable how playable that was, without
> using a light gun.
>

Yeah.
And Summer Games is available on cartridge also. Alas, while the disk version of SG is for 8 players (with an option to save world-records on disk), the cart version is only for 3 players (no saves possible)... but therefore the cart "loads" much faster, no more disk-flips, etc. ! Check Video 61, B & C Computervisions and other vendors for the cart version... greetings, Andreas Koch (aka Andreas Magenheimer, now married!)

854. Re: ATARI SUMMER GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-06 19:17:39 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <nLD9i.32247$Um6.25323@newssvr12.news.prodigy.net>
Source record: 4539

Congratulations, Andreas.
"> version... greetings, Andreas Koch (aka Andreas Magenheimer, now
married!)

855. Re: Omnimon XL connection schematic?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-06 23:21:52 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <1181172112.308061.7650@n15g2000prd.googlegroups.com>
Source record: 4540

On Jun 6, 11:06 am, Dropcheck <underwoo...@yahoo.com> wrote:
> On Tue, 5 Jun 2007 21:28:08 -0400, "Jason Harmon" <jhar...@us.net>
> wrote:
>
>
>
>
>
> >Ok, you definately have a Ramrod board in your 130XE.
>
> >It is fully populated with 3 operating systems:
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> > Omniview (80 column OS)
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> >"Dropcheck" <underwoo...@yahoo.com> wrote in message
> >news:koab63hosl1olgr6uk5g2mm4ov5n7slqe1@4ax.com...
> >> On Tue, 5 Jun 2007 08:48:35 -0400, "Jason Harmon" <jhar...@us.net>
> >> wrote:
>
> >>>When you say Omnimon, do you mean the Ramrod 3-OS board, or just the
> >>>Omnimon OS chip?
>
> >>>The Omnimon was just a ROM chip that replaced the XL OS ROM.
>
> >>>The Ramroad board pluged into the OS socket and then had a wire going to a
> >>>3
> >>>position toggle switch to allow you to select which of the 3 OS's to use.
>
> >>>There are no other wires than that one
>
> >>>I have on of these in my 130XE (and the original docs) and can take a
> >>>photo

> >>>for you.
>
> >>>-Jason
>
> >>>"Dropcheck" <dropch...@yahoo.com> wrote in message
> >>>news:s74a63pdmscvvpej8rju5vfes0ea7es8nd@4ax.com...
> >>>> Hi,
>
> >>>> Was hoping someone could point me in the right direction. I have
> >>>> a 130XE with an Omnimon XL installed. Some of the wires have come
> >>>> loose. I was wondering if there is a install manual/schematic or if
> >>>> some kind soul has a set of good quaility photos of thier 130xe
> >>>> installation. It would sure help me salvage this computer.
>
> >>>> Thanks,
>
> >> Hi,
>
> >> Thanks for your quick response. I'm not sure what I have is
> >> either. I have put up on a scractch website these photos. I was told
> >> this was the Omnimon XL upgrade. But it definitely has more than
> >> three wires connected on the board. Could it include the Ramrod XL
> >> upgrade too? Let me know what you think it is.
>
> >>http://www.dropchecks.com/omnimon1.html
> >>http://www.dropchecks.com/omnimon2.html
> >>http://www.dropchecks.com/omnimon3.html
> >>http://www.dropchecks.com/omnimon4.html
>
> Hi,
>
> I see the second bank of memory missing now. Jeeze, not sure why
> I didn't see it before. Quick question. Is the second bank socketed
> normally so that the motherboard can be used as either a 65XE or fully
> populated as a 130XE?
>
> According to Lee this could be a botched memory upgrade. Now the
> extra wires are starting to make sense. Still doesn't explain why
> the extra switch though..
>
> Later,- Hide quoted text -
>
> - Show quoted text -

And Jess could be right as well concerning the purpose of the second switch. OTOH, some updates have this incredible approach of adding in an "off" switch so the user can run it without the upgrade. Such a switch should give the user back his original setup which I find to be mission impossible in general so I have to wonder about the intelligence of including a switch to begin with but some still do.

Only way to know what that switch really does is to know where the wires go and only you can do that once you get your hands on it.

Answer to second question is no. There normally are NO sockets on the 65XE or 130XE - NONE!! Since you've even got a 40 pin one (PIA), there has been a lot of unsoldering and resoldering done to it. The motherboard of the 130XE is one of the most un-forgiving boards that could ever exist as far as soldering accidents go. Lifted traces, cooked substrate now becoming a conductor and thus ruining the board permanent like are always a possible outcome with every touch of the soldering iron. Just more reasons to strongly assume it's a botched job, but don't give up on it yet. IIRC, the 65XE just has the missing ram chips with the solder holes filled with solder, but I don't actually have one to verify that with so I could be all wet once again.

856. Re: ATARI SUMMER GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-07 02:06:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0706061900360.26066-100000@onyx.spiritone.com>
Source record: 4541

On Wed, 6 Jun 2007, Andreas Koch wrote:

> William Kendrick schrieb:
> > Trevor <trevor.holyoak@gmail.com> wrote:
> >> Speaking of Summer Games, that was a fun game! My siblings and I spent
> >> countless hours playing that. Ah, the memories... :)
> >
> > Skeet shooting rocked. Unbelievable how playable that was, without
> > using a light gun.
> >
>
> Yeah.
> And Summer Games is available on cartridge also. Alas, while the disk
> version of SG is for 8 players (with an option to save world-records on
> disk), the cart version is only for 3 players (no saves possible)... but
> therefore the cart "loads" much faster, no more disk-flips, etc. ! Check
> Video 61, B & C Computervisions and other vendors for the cart
> version... greetings, Andreas Koch (aka Andreas Magenheimer, now married!)

Congratulations Andreas!

Oh, BTW! I have MINT copies of SUMMER GAMES, for those wanting the DISK
version.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

857. BUY 4 NEW ATARI GAMES, GET 1 FREE!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-07 11:03:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0706070400230.4157-100000@onyx.spiritone.com>
Source record: 4542
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Buy any 4 titles of my new in the box games for the Classic Atari 8 Bit
and Atari ST Computers and Atari Jaguar Games, mix and match machines,
and receive a brand new in the box game. You can qualify for more than 1
free offer by doubling, or tripling, etc. your order. All you have to do
is pick a minimum of 5 new in the box games, for each 5 games I'll give
you 1 from your list for free! FREE GAME AD: extended through JUNE!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
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http://www.aracnet.com/~atari/8bt_soft.htm NEW IN BOX ATARI 8 BIT GAMES!
http://www.aracnet.com/~atari/jaggames.htm NEW IN BOX ATARI JAGUAR GAMES!
http://www.aracnet.com/~atari/st_soft.htm NEW IN BOX ATARI ST GAMES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

858. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-07 11:05:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0706070403170.4157-100000@onyx.spiritone.com>
Source record: 4543
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
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ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

859. ATARI SUMMER GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-07 11:17:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0706070414540.4157-100000@onyx.spiritone.com>
Source record: 4544
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or
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and Up! The Name everyone knows for Gaming Fun? Have you Played your Atari
Today? For Classic Atari 8 Bit, ST & Jaguar Games! Daily Gaming avoids
Hardening of the Ataris! E-Mail: Atari@aracnet.com or Call (503)256-9974!

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order goes out the same day. Customers love the speedy service! I have
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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

860. PORTLAND, OREGON USA!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-07 11:19:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0706070417570.4157-100000@onyx.spiritone.com>
Source record: 4545
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Is your garage full of Atari? Can you squeeze into your attic? Do you have an Atari in your closet? If your Atari stuff needs a new home, especially if your in Portland, Oregon USA! E-Mail Atari@aracnet.com or call Ben at (503)256-9974! And even if your not in Portland, feel free to contact me.

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

861. WANTED: 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-07 11:38:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0706070435230.4157-100000@onyx.spiritone.com>
Source record: 4546

I'm looking for a good working 1200xl! Thanx! ===Ben===

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Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

862. Re: Omnimon XL connection schematic?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-08 08:02:34 UTC
From: Dropcheck <underwoodle@yahoo.com>
Message-ID: <jq2i639m70d7rq4qbvbtagfipe0qc7l1v1@4ax.com>
Source record: 4547

On Tue, 5 Jun 2007 08:48:35 -0400, "Jason Harmon" <jharmon@us.net>
wrote:

>When you say Omnimon, do you mean the Ramrod 3-OS board, or just the
>Omnimon OS chip?
>
>The Omnimon was just a ROM chip that replaced the XL OS ROM.
>
>The Ramroad board pluged into the OS socket and then had a wire going to a 3
>position toggle switch to allow you to select which of the 3 OS's to use.
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>There are no other wires than that one
>
>I have on of these in my 130XE (and the original docs) and can take a photo
>for you.
>
>-Jason
>
>"Dropcheck" <dropcheck@yahoo.com> wrote in message
>news:s74a63pdmscvvpej8rju5vfes0ea7es8nd@4ax.com...
>> Hi,
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>> Was hoping someone could point me in the right direction. I have
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>> loose. I was wondering if there is a install manual/schematic or if
>> some kind soul has a set of good quaility photos of thier 130xe
>> installation. It would sure help me salvage this computer.
>>
>> Thanks,
>>
>

Hello everyone,

Thanks for the posts. I got the 130XE today. Opened it up and
confirmed my worst fears. This is definitely a badly botched memory
upgrade. Missing the second bank of memory as well. The only thing
that might be salvagable is the Omnimon board. Even the XE OS chip
had bent pins where someone had jammed the chip into the socket.

Is there anything special I need to do to test it on an 800XL? I
believe I have one with a socketed OS chip.

Thanks again everyone,

Later

863. Re: Omnimon XL connection schematic?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-08 11:33:52 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <i7mdnX4tCongo_TbnZ2dnUVZ_tWhnZ2d@comcast.com>
Source record: 4548

The Ramrod board just plugs into the existing OS ROM socket (or is soldered into it's position). If it is socketed, then all you need to do is pull it out and plug it into the ROM socket on the 800XL.

It would be rare for it to be socketed on the 130XE though, since there wasn't enough clearance to have it fit under the keyboard if a socket was in place. On mine, even soldering it directly to the motherboard, I had to cut a hole in the RF shield to make it fit. If this is the case, you can pull the individual OS ROMS and swap one of those with the OS ROM in the 800XL, but you lose the ability to change the OS via the toggle switch.

-Jason

"Dropcheck" <underwoodle@yahoo.com> wrote in message
news:jq2i639m70d7rq4qbvbtagfipe0qc7l1v1@4ax.com...
> On Tue, 5 Jun 2007 08:48:35 -0400, "Jason Harmon" <jharmon@us.net>
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>>> installation. It would sure help me salvage this computer.
>>>

>>> Thanks,
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>
> Hello everyone,
>
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> had bent pins where someone had jammed the chip into the socket.
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> Is there anything special I need to do to test it on an 800XL? I
> believe I have one with a socketed OS chip.
>
> Thanks again everyone,
>
> Later

864. Re: MI5 Persecution: Watch Out, Forger About 27/9/95 (3608)

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-08 13:43:29 UTC
From: P Wiebema <wiebwieb@hotmail.com>
Message-ID: <46695d03$0$322$e4fe514c@news.xs4all.nl>
Source record: 4449
Cross-posted to: comp.sys.apple2.programmer,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,uk.misc

Piss off, asshole! Nobody cares...

865. MI5 Persecution: Goldfish and Piranha 29/9/95 (5122)

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-08 13:53:40 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07050813533114@4ax.com>
Source record: 4450
Cross-posted to: comp.sys.apple2.programmer,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm

I just thought I'd let you know what I've been reading into the "Crusader" spam. I don't want to post this to usenet because somebody might try to tie that in to my posts in some way (someone already has, in uk.misc).

First of all, I'd like to ask you to believe that my phone line in my apartment is bugged, and has been for many months. I have moved a couple of times this year, but "they" have faithfully been on my trail.

Anyway, let's suppose my phone line is bugged. Now, when I talk to my internet service provider, it's over a SLIP (now PPP) connection. So if you wanted to bug what was said, either you'd listen in over the line and have to decode the transmission, or you could go to the service provider (more difficult) and ask them to decode a particular user's connection.

OK, so now they're listening to everything I do over my SLIP/PPP connection. A couple of months ago I was messing around with faking articles through nntp servers and through anonymous remailers. I chose a nice inconspicuous newsgroup for my little tests, something no-one would ever notice. Guess which newsgroup I chose??? Yes, _FISH_!!! or rec.aquaria to be precise

And guess what articles I tried to post? Goldfish, Koi carp and, you'll never guess... PIRANHA!!! The goldfish article and the Koi went through, but the piranha didn';t appear.

by now you probably think this is too silly for words. But if you look in the papers a few eeks ago you will find John Major, Tonny Blair and Paddy Ashdown sharing a "private joke" about Major's sunburnt goldfish. We haven't had anything about Koi yet (they must be too dull). Now, sent by someone who clearly knew what they were doing (they chose an Italian backbone site for their launch point) we have many thousands of messages to people all over the globe. All about piranha, and with the punchline "that gives you something to think about, doesn't it?"

The way it works is that they're trying to kill two birds with one stone again. I don't knoiw why they should be against these national alliance people, but my interpretation is that they simultaneously try to discredit them, and stem the flow of Corley articles.

==========

In article <DFnE55.8tF.0.bloor@torfree.net>,
Mike Corley <bu765@torfree.net> wrote:
>
>John J Smith (J.J.Smith@ftel.co.uk) wrote:

>
>: b) we do know who you are. Or are you someone else we don't know about?
>: You are currently known as "That bloody persistant net nutter, who's
>: expanding from uk.misc to the rest of the world".
>
>I think the point I was trying to make is that I could tell you things
>from my personal life, at home and at work, which would add credibility
>to my story. But if I named people, then (a) they would object violently
>to being included in this shenanigans, and (b) I would be revealing my
>identity which would be bad for my personal life and my work life. Of
>course some people in my personal life, and at work, do know who "mike
>corley" is. But at least we're observing a studied silence for now.

:People can always be called "MR X", to save them being named.
:
:I'm completely perplexed as to what you mean by b). Revealing identity?
:To who? And why would this be bad for any part of your life when you
:already have a less than respectful reputation here?

I'll just enumerate one or two things that I can still remember. Sometime
around August/Sept 1992 I was living in a house in Oxford, and coming out
of the house was physically attacked by someone - not punched, just grabbed
by the coat, with some verbals thrown in for good measure. That was something
the people at work shouldn't have known about... but soon after a couple of
people were talking right in front of me about, "yeah, I heard he was
attacked".

Again, one I went for a walk in some woods outside Oxford. The next day,
at work, someone said "you know he went to the forest yesterday".

I don't want to put details on usenet of what happened because to do so
would be to risk it happening again. If you put ideas in peoples' heads
then you can find them reflecting back at you, and I don't want that.
Also I can't remember that much from three years ago. From november 1992
I started taking "major tranquilizers" and just blotted the whole thing
from my mind.

>This is a feature time and time again, that the security services
>(presumed) get at you by manipulating other people around you to get at
>you. If you have their contacts, manpower, resources and technology then
>you can do that sort of thing.

:But why? Are you a threat?

They pretend they "have" to get at me. After the first few weeks they had
to find a reason to spy and abuse. You can't abuse someone unless they're
in the wrong in some way. What I did "wrong" was to be ill. So it became
"nutter" and "monster" and "he's going to attack us" coupled with
"ha ha ha, he can't do anything to defend himself, it was so funny". That
obvious contradiction within their propaganda is something they
blithely ignore.

:So, the Security Services never *actually* appear, and you assume that
:they get someone else to do your dirty work. This is a bit of a big
:logical step, here: That person doesn't like me, or is causing me trouble,
:it's not because they've got problems themselves, it must be the "Security
:Services". Yes. Because people are infallible. Or is there more?

A single source is indicated because of the range of harassment.
BBC + Capital + manipulated_public_at_large + set_up_situations,
what does that add up to? Add in the technology to carry out the
covert spying and the manpower and knowhow to follow you around for
five years without being spotted. It smells very much of the security
services, because there is no other organization (to my knowledge)
which does the things I've seen these people do.

Remember, they have deliberately chosen the softest of soft targets
to victimize. They purposely chose a mentally ill person who they thought
would be likely to kill himself anyway, so that they could get away with
murder.

And in all likelihood it will have started as a personal vendetta by someone.
Who could that be? I don't know, but I can give you some clues.

The first possibility (deep breath) is that someone from my college set me
up. Six years ago I graduated from university in the UK, during the last
year there I was steadily getting more and more ill. I know that I was
talking in my sleep; although I don't know what I was saying, it got
me a reputation, and if someone from my college talked afterwards to
the "wrong" people then that could be the reason for all that has followed.

I think that's the strongest contender for source. Directly beneath my
room lived another bloke who frequently had his friends round late at
night, after the time that I went to sleep. So they could have heard what
I was saying in my sleep, and that could have got me the reputation for
"talking to myself".

What I don't know is why that should have rebounded a year after I left.
You'd think it would have happened sooner; it's a bit odd to wait for a
year and then start abuse. That leads me to question what in particular
happened around May/June 1990 for them to start then.

>What I don't know is how it looks from the other side, from the side of
>the people who are being manipulated to get at me. On a couple of
>occasions I have challenged people to tell the truth of the matter, but
>they have alwats ducked the challenge.

:Have you ever considered the possibility, that you have made a mistake, and
:the people don't know what you are talking about?

Yes. I am currently considering the possibility that some people around me
know only what is being posted on Usenet, and have not been "contacted"
by "them". But I _know_ that others have been contacted.

:What words? Are they in common use? Could they be a catchphrase of a
:popular comedian?: "Nice to see you, to see you nice"?

In England the all-time No. 1 is "nutter". Easter this year, returning home from Clapham police station to report five years of harassment ("we're not saying it's happening and we're not saying it isn't happening"), another "not happening" incident of harassment when a cowardly little slut did her country proud by yelling "nutter, nutter, nutter" in the face of the hated enemy.

What can you do about that? You can't yell abuse back in their face, because they know they're supported by their peers, by the media, by the murderers in the security forces. You can't put them down when the fascist establishment is on their side. You can't hit them, because they would deny their abuse, they would deny knowing anything, and bring charges against the "nutter" who attacked them "at random".

>You know, you're
>passing saomeone, they're hardly going to construct an argument for your
>benefit, so they work a word of abuse into the conversation which they
>can giggle at.

:Abuse such as what? We're all adults here, we can take it. Is this abuse
:aimed at you? How can you tell it is?

I think I've said already what the words are. Thing is, at any given time the language is consistent. In January everyone's calling you X, then a few weeks later people stop calling you X and start calling you Y.

You can tell it's aimed at me, because when people repeatedly say the same words are you walk past, then laugh, you would have to be hard of understanding not to recognize it.

>Or they repeat something that's been said somewhere else... the PE thing
>being a case in point. PE says it, then other people pick up the refrain.

:Remind me who PE is again.

PE = "Private Eye"

>: >To give you an example, which I mentioned in another posting. In around
>: >October 1992, Private Eye ran a cover with the heading "Major's support
>: >lowest ever", with John calling to Norma on the cover "come back, Norma".
>: >Only one obvious interpretation to that, isn';;t there? I certainly
>: >thought so when I saw that cover. Wrongo!! Down the pub with people from work
>: >Simon says to phil, "don';t you think it's wrong then?" phil says, "well
>: >private eye are usuallyright"..."hislop strikes again..
>
>: Erm. Mike? Heeeellllllooo? What are you on about. What is the other
>: interpretation then? Norma having an affair? Seems a bit wrong, with the
>: heading "Majors support Lowest ever"...
>
>No, this one isn't obvious , it really does need to be explained. I
>certainly didn't understand it when I first saw it. You see, the kernel
>of vitriol is in the words "come back". At the time, the themes of
>abuse were centred around interpretations of those two words (stretch your
>mind a little bit, I don't have to spell it out for you, surely).

:You did in your mail item.
:
:You seem to be scouting about something called a "Double Entendre". The
:inference being "Come" = Ejaculation, "Back" = Anus (not the first part
:of the body I would have went for, I would have foolishly gone for "Back",
:silly old me).
:
:You see to have picked a sodomy double entendre out of a Private Eye
:headline. They are everywhere. The English language has much double
:meaning in it, and if you put your mind to it, you could pull a double
:entendre out of a randomly chosen page of the bible. So what?

>The point is that when Simon pointed it out to Phil, he did recognise
>what it meant after a moment's thought... and so did I... and so did the
>people who repeated it several times later... so however murky it may
>seem to you, that is the meaning they intended it to have...

I still don't really know if the meaning was intended when that headline was
written, or if it was simply "found" after the fact. The reason I think it
might be the former is that I got quite a lot of abuse along the lines of
"sound-alike" or "double-entendre" at work, in particularly from Steve.
So "double" inevitably came to mean split-personality, "two people in one";
"back" inevitably came to mean "backside", "come" inevitably meant you-know-
what, "split" (well, we'd better split now) again you can guess, "bent" (of
a similar bent), the list goes on forever. These aren't "nice" double-
entendres intended for comedy, they're nasty words to humiliate and cause
pain. If I could turn the clock back three years then I would sue my
former employers for harassment and I would almost certainly win. I had to
take pills after a year of Oxford, so they wouldn't be able to lie their
way out of it. Actually, I could still take them to court - the main
obstacle being that three years after the fact is a bit late and much
of what happened, the details that would be necessary for a case to go
to court, has just been obliterated by time.

: Smid

==========
From: flames@flames.cityscape.co.uk (Peter Kr|ger)
Newsgroups: uk.misc,soc.culture.british,alt.conspiracy,uk.media,uk.legal
Subject: Re: Mike Corley - a (helpful) suggestion
Date: Mon Oct 2 05:43:42 1995

In article <812551172snz@objmedia.demon.co.uk>, Snail <snail@objmedia.demon.co.uk> says:

>Indeed, I feel that my Usenet access is censored simply because I don't want
>to download groups he is partaking in, because of his behaviour.
>
>I wasn't that bothered, but I am starting to get seriously pissed off
>with him. Which takes a lot.

Hi Snail

This person Corley seems quite interesting for three reasons. I put the
following at the end of a post in another thread just to see if he was

reading any other threads in uk.media.

It seems he is probably not.

Heres an interesting little story from back in the early days of CCD technology. There was this miniature camera which was designed to fit behind the infrared receiver lens of the remote control system (just beside the IR sensor itself) the camera clocked out the data in 256 lines of 256 pixels from a Fairchild chip and fed it out, a line at a time, into the VBI within the TV set itself. The signal could be picked up remotely from a standard license detector van from where it was stripped out of the surrounding RF signal and relayed back to the TV station where it was displayed as a slowscan monochrome image in a corner of the news readers monitor.

5122

866. Re: Omnimon XL connection schematic?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-08 19:46:36 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <wmiai.2299$tb6.321@newsread3.news.pas.earthlink.net>
Source record: 4451

Dropcheck wrote:
> On Tue, 5 Jun 2007 08:48:35 -0400, "Jason Harmon" <jharmon@us.net>
> wrote:
<snip>
> Thanks for the posts. I got the 130XE today. Opened it up and
> confirmed my worst fears. This is definitely a badly botched memory
> upgrade. Missing the second bank of memory as well. The only thing
> that might be salvagable is the Omnimon board. Even the XE OS chip
> had bent pins where someone had jammed the chip into the socket.
>
> Is there anything special I need to do to test it on an 800XL? I
> believe I have one with a socketed OS chip.

I would go back to single OS for testing. That is, if you have a
socketed 800XL I would just pull one of the XE OS chip from the board
and see if it works when plugged into the 800XL. If the XL isn't
socketted, just stick with the XE initially.

The second bank was probably originally populated by 64kx1 RAMs. You can
either try to find 64k RAMs or 256kx1 chips to start shaking down the
memory expansion.

Seems like there's a lot of wires in there for a 320 XE. Before they
left the Atari market they had come out with a 1 meg memory expansion
daughter board that used the larger chips. Could be that is what was the
original owner was trying to install. If that is the case, you may have
to revert it back to either a stock 130 XE or do a 320k upgrade.

Rick

867. Re: MI5 Persecution: Question and Answer 27/9/95 (2094)

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-09 11:32:36 UTC
From: Mike Lee <swift240@gmail.com>
Message-ID: <466A8FCD.5000905@gmail.com>
Source record: 4452
Cross-posted to: comp.sys.apple2.programmer,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,uk.misc

MI5Victim@mi5.gov.uk wrote:
> In article <DFGxnF.Cr8.0.bloor@torfree.net>
> bu765@torfree.net "Mike Corley" writes:
>
>>>> ##: There were also a few other things said at the trial
>>>> ##: relating to this which I won't repeat here; it was in the papers
>>>> ##: at the time anyway. This quote and others said by and about this
>>>> ##: witness were repeating things that had been said by and about
>>>> ##: me at around that time.
>
> When, where and by whom ? Let's have some details
> that can be checked.
>
> I'm not going to repeat them. They're hurtful to me because they contained abuse that was
> directed against me by someone else at the time and which got picked up and thrown again
> in the trial. It is a matter of record but I won't repeat it here.
>
>>>> PM: >Who's character is being assassinated? It isn't clear from the post.
>>>> PM: >Are we talking about Grenville Janner? I thought he was a spook
>>>> PM: >himself? He's certainly able to hold his own on the issue you cite.
>
>>>> ##: Mine, mainly. The reason for putting that episode at the top
>>>> ##: of the posting is that they tried to kill two birds with one stone
>>>> ##: at the Beck trial - they simultaneously put words into the mouth
>>>> ##: of their invented "witness" to smear Janner, and repeated exactly,
>>>> ##: word-for-word, stuff which had been said by and about me.
>
> Why would "they" wish to assassinate your character?
>
> Well, let's put it this way - just because this is the first time it's happened in this
way,
> from these people, on this scale, doesn't mean that it hasn't happened before, on a
lesser
> scale. At university there were people who quite overtly hated me and would have wished
> something nasty to happen to me. Because of where I went making the wrong sort of enemies
> is pretty deadly.
>
> "They" would wish to assassinate my character because it had all been done before, and
> because they knew I would not be able to react in any other way than I'd reacted
previously.
>
>>>> ##: They invaded my home with their bugs, they repeated what I
>>>> ##: was saying in the privacy of my home, and they laughed that it

>>>> ##: was "so funny", that I was impotent and could not even communicate
>>>> ##: what was going on. Who did this? Our friends on BBC television,
>>>> ##: our friends in ITN, last but not least our friends in Capital
>>>> ##: Radio in London and on Radio 1.
>
> Please give details of when, where and by whom these
> comments were made, so that they can be checked.
>
> This was four, five years ago... sorry, I don't remember. I can remember individual
incidents,
> words which were repeated by different people at different times in different locations.
>
> Around the end of 1992 Private Eye rtan a front-cover with John and Norma Major, with
> the title "Major's support lowest ever" and John saying to Norma "Come back norma" on the
> front cover. What can you read in to that? Not a lot, seems like standard fare for PE.
> The first time I saw it I was in the pub with some people from work. One was expressing
doubts
> to the other (let's call the first one Simon, shall we? and the second one Phil?) about
> whether what was going on was right. Phil's answer was that if Private Eye was doing it
> then it must be ok, "they're usually right".
>
> A few days later, again near work, there were some students laughing in the street,
> "Were you COMING BACK later? But I thought you said you were COMING BACK ha ha ha?"
> Play on words, you see. Not very nice, either. I had start medication soon afterwards.
> Clever people, these chaps who think up PE titles. Just slightly lacking in any
> sense of morality.
>
>>>> ##: How did they do this? I'll give you an example. About a year ago,
>>>> ##: I was listening to Chris Tarrant (Capital Radio DJ among other
>>>> ##: pursuits) on his radio morning show, when he said, talking about
>>>> ##: someone he didn't identify, "you know this bloke? he says we're
>>>> ##: trying to kill him. We should be done for attempted manslaughter"
>>>> ##: which mirrored something I had said a day or two before.
>>>> ##: Now that got broadcast to the whole of London - if any recordings
>>>> ##: are kept of the shows then it'll be there.
>
> What was the date of the broadcast ?
> Out of 2 million plus listeners, why should you be
> the only one that Tarrant was allegedly referring to ?
>
> Sometyime in spring 1994. I can't remember the date, I heard the broadcast in the
> car - I was going into the office from London that day and just happened to snap
> on the radio, and hey presto! Mr Tarrant gives us the benefit of his excellent
> understanding.
>
>
>>>> ##: That's exactly what we did. We went to a competent, professional
>>>> ##: detective agency in London, paid them over 400 quid to debug our house.
>>>> ##: They found nothing.
>

> What was the name of the detective agency and their
> address ?
>
> I don't see why I should tell you that, but they're in Yellow Pages; they're
> a well-established outfit.
>
>>>> PM: >What? Spend a quarter mil. a year to amuse themselves? And why not
>>>> PM: >change every now and again? Why keep watching you? (Unless you _are_
>>>> PM: >doing something, and I don't think you are, though you may have some
>>>> PM: >deep, dark secret in your past.)
>>>>
>>>> ##: See the above.
>
> Is there a deep dark secret in your past ?
>
> Apart from "it's all happened before in a different way", no.
>
>>>> ##: In a couple of cases people have even known my name - when I was in
>>>> ##: London over Easter somebody (no idea who they were, just some bloke with
>
>>>> ##: his girlfriend) called me by name - quite clearly, and my name is
>>>> ##: distinctive.
>
> Is your name truly Mike Corley, or are you using it as
> an alias ?
>
> It's an alias. I'm not English by ethnic origin. If someone manages to pronounce
> my name as well as that guy did then they must have been really trying.
>
>>>> ##: There's a little story behind this. First of all, in 1992 I worked
>>>> ##: for a company where the people made clear they knew what was going on,
>>>> ##: first of all directly (the very first evening I was there I went out to
>>>> ##: the pub with them and the Technical Director said to another guy,
>>>> ##: "is this the bloke who's been on TV?" "yeah, I think so")
>
> Have you appeared, or been reported by name on TV ?
> When, where and by whom ?
>
> No. Never. Not directly.
>
>>>> ##: Also, in summer 1992 I went on a trip abroad to Europe by coach,
>
> What was the name of the coach company and your date
> of departure ?
>
> It was a national express coach. At dover we boarded a ferry for Holland somewhere.
> The company that organized the trip went out of business some time ago, so they won't
> have records of passengers - so we can't get any corroboration from anyone else
> that way. We tried all that last summer, ran into a brick wall.
>

> The other thing is in summer 1992 I was visibly ill, so other people in the
> party might remember that more than anyone getting at me on the coach trip.
>
>>>> ##: >>Yes, this gets me. I think the answer is that I was set up by
>>>> ##: >>someone. I was very aware when this started back in 1990 that I
>>>> ##: >>was being painted as a "threat" to which people had to "react"
>
> Why were you being painted as a "threat"; is this related
> to a "deep,dark, secret" ?
>
> Aaaarrrrgh. I think I should make clear that that's their created justification
> rather than the real reason. They started harassing first and then came up with the
> reasons for it.
>
>>>> ##: I think I know who set me up.
>
> Who ?
>
> Someone who knew me some time ago. Someone who would have been able to talk this
> little campaign into existence.
>
>>>> ##: The bloke can't even control his own mind without medicine.
>
> Is this true ? What is the medication and dosage ?
>
> Yes, I'm afraid so. Sulpiride, 200mg a day. It's designed to stop people
> coming up with the sort of ideas you've heard here for the last few weeks.
> Give him a higher dose!!
>
> In the long term it causes tardive dyskinesia, tardive dementia and general
> nasty stuff to your brain. So it's three years of sulpiride talking to you here.
>
>> --
>> john heelan
>
> 2094
>
Go to HELL, you Idiot.
Go F*** yourself.

868. FA: Atari 8-bit game cartridges (400/800/1200/XE)

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-09 15:08:41 UTC
From: cph <cph1776@gmail.com>
Message-ID: <1181401721.910800.56230@r19g2000prf.googlegroups.com>
Source record: 4453

I am offering three sets of Atari 8-bit computer/game cartridges for auction

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=190121409159
Galaxian (RX 8024), Moon Patrol (RX 8052), Star Raiders (CXL 4011) and Missile Command (CXL 4012)

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=190121410461
Donkey Kong (RX 8031), Lode Runner (RX 8082), Mario Brothers (RX 8103) and Archon (RX 8092)
(Note: This lot is XE Cartridges, they may work in older systems as well)

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=190121411048
Dig Dug (RX 8026), Joust (RX 8044), Pac Man (CXL 4022), Millipede (RX 8048), Qix (CXL 4027) and Miner 2049er (Big 5 Software)

These worked when I was playing around with them back in the 90's, no reason that they shouldn't work now, but since I have no Atari to test these, I'm offering them on an as-is basis.

Thanks for reading.

869. Re: Omnimon XL connection schematic?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-10 09:14:48 UTC
From: Dropcheck <underwoodle@yahoo.com>
Message-ID: <q3gn63dehrk9jjl27sfg6a102a7f27hcrs@4ax.com>
Source record: 4454

On Fri, 08 Jun 2007 02:02:34 -0600, Dropcheck <underwoodle@yahoo.com>
wrote:

>On Tue, 5 Jun 2007 08:48:35 -0400, "Jason Harmon" <jharmon@us.net>
>wrote:
>
>>When you say Omnimon, do you mean the Ramrod 3-OS board, or just the
>>Omnimon OS chip?
>>
>>The Omnimon was just a ROM chip that replaced the XL OS ROM.
>>
>>The Ramroad board pluged into the OS socket and then had a wire going to a 3
>>position toggle switch to allow you to select which of the 3 OS's to use.
>>
>>There are no other wires than that one
>>
>>I have on of these in my 130XE (and the original docs) and can take a photo
>>for you.
>>
>>-Jason
>>
>>"Dropcheck" <dropcheck@yahoo.com> wrote in message
>>news:s74a63pdmscvvpej8rju5vfes0ea7es8nd@4ax.com...
>>> Hi,
>>>
>>> Was hoping someone could point me in the right direction. I have
>>> a 130XE with an Omnimon XL installed. Some of the wires have come
>>> loose. I was wondering if there is a install manual/schematic or if
>>> some kind soul has a set of good quaility photos of thier 130xe
>>> installation. It would sure help me salvage this computer.
>>>
>>> Thanks,
>>>
>>
>
>Hello everyone,
>
> Thanks for the posts. I got the 130XE today. Opened it up and
>confirmed my worst fears. This is definitely a badly botched memory
>upgrade. Missing the second bank of memory as well. The only thing
>that might be salvagable is the Omnimon board. Even the XE OS chip
>had bent pins where someone had jammed the chip into the socket.
>
> Is there anything special I need to do to test it on an 800XL? I

>believe I have one with a socketed OS chip.
>
>Thanks again everyone,
>
>Later

Hi,

Last word on this saga. I was able to salvage the Omnimon XL
board. It is sitting very nice and comfy in my 800XL now.

I guess I'll put the 130xe up for parts listing on ebay. Maybe
someone can benefit and I can recoup some expense.

Again thanks everyone who replied.

Dropcheck

870. Re: MI5 Persecution: Question and Answer 27/9/95 (2094)

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-11 22:15:48 UTC
From: Merman <merman@ntlworld.com>
Message-ID: <1181600148.936864.263360@p77g2000hsh.googlegroups.com>
Source record: 4455
Cross-posted to: comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,uk.misc

I've worked it out. The guy did a web search for CIA, and thought this
was a secret group of spies, when all the time we were talking about
the 6526 Complex Interface Adapter chip :)

871. Re: seeking a SIO cable

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-12 04:50:10 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <466E2602.BD99A1A7@a8maestro.com>
Source record: 4456

You can find SIO cables at some atari vendors such as Best Electronics and
Bravo Sierra Computers.

Rick D.

joey@kitenet.net wrote:

> I need a spare SIO cable for SIO2PC. Is it possible to buy these
> anywhere or anyone have a spare they'd be willing to sell?
>
> I'm hoping to use SIO2PC to finally get my first programs off the
> disks where they've been mouldering for 20 years and properly archived.

872. FS: Atari 8-bit 800xl/130xe Enthusiast Lot

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-13 17:00:24 UTC
From: DM Hebert <drizztiger@hotmail.com>
Message-ID: <LoVbi.177137$mJ1.142305@newsfe22.lga>
Source record: 4457

I posted a few months back regarding my Atari equipment I was thinking of selling. Well, I finally pulled it out of storage and will be listing it for auction within the next few days. I am posting it here first in case any enthusiasts would like to make an offer before its auctioned.

In fairness to all, I tested the items for powering up and in some cases booting, but no guarantees are provided and all items are sold as is.
I am selling the entire lot as one and will not sell items individually.

Here goes:

- Atari 130XE Computer w/ 320k Mod Installed (Powers up and boots)
- Atari 130XE Computer (Powers up and boots)
- Atari 130XE Computer (Powers up but does not boot)
- Atari 800XL Computer (Powers up and boots)
- Atari 800XL Computer (Powers up and boots)
- Atari 800XL Computer (Powers up and boots)
- Atari 1050 Disk Drive (Powers up and boots)
- Atari 1050 Disk Drive (Powers up and boots)
- Atari 1050 Disk Drive (Powers up but does not boot)
- Atari 1050 Disk Drive (Does not power up)
- Indus GT Disk Drive (Powers up and boots)
- CSS Black Box (Powers up, not tested further)
- ICD MIO (Powers up, not tested further)
- ICD MIO (Powers up, not tested further)

(Although it's been a while, I am fairly certain one MIO is a 256k version and the other is a 1 Meg version. Again, this is not guaranteed and no promises are made.)

- ICD R-Time 8 Cartridge (Not tested)
- ICD R-Time 8 Cartridge (Not tested)
- Atari 1050 Printer (Powers up, not tested further)
- Panasonic KX-P1091 Printer (Powers up, not tested further)

- Original Floppy Software
- ICD Sparta DOS
- Carina II BBS

- Cartridges
- BASIC, PILOT, ATARIWRITER, FOOTBALL, SUPER BREAKOUT, QIX, MINER 249ER

- Miscellaneous
- Cables and power supplies, various wired and wireless joysticks (haven't sorted through all yet)
- RF connecters, monitor connector, manuals and instructions
- APE WARP+ OS (Not Installed)
- Original 800XL and 1050 Boxes

As you can see, I have quite a bit of 8 bit equipment. I am still sorting through some of the minor items before I list for auction, but the bulk major items of interest are listed above.

If you're interested in making a quality bid before I set an auction, just shoot me an email. I live in the New Orleans, Louisiana area and interested parties are more than welcome to drop by and take a look.

Thanks,
David

873. Assembler Editor

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-13 22:21:55 UTC
From: Payton Byrd <plbyrd@bellsouth.no.spam.net>
Message-ID: <t5_bi.3206$s8.3152@bignews5.bellsouth.net>
Source record: 4458

I recently picked up an Atari Assembler Editor cartridge off of eBay. It appears to be in like-new condition as the book didn't appear to have ever been opened as its spine was pristine and there was no wear at all on the cartridge. Well, as much as I'd like to keep something this hard to find and in such good shape in its box forever, I just can't resist using it because I want to learn to program this beast. :)

So, I got it out and started working with it. One thing is for sure, the guy who wrote the original manual lacked a fact checker because the errata that was included is nearly as long as the manual!

I haven't had any luck saving any sources to WinAPE. These are the results I get:

```
EDIT
SAVE #D:SAMPLE.SRC
WHAT?
```

```
EDIT
SAVE #D:SAMPLE.SRC<$0700,$0906
WHAT?
```

So, what am I doing wrong here? The manual isn't very helpful and the book I have (The Atari Assembler) doesn't even mention loading or saving files.

BTW, I'm using a 1200XL with the standard DOS.
--
Payton Byrd
Homepage - <http://www.paytonbyrd.com>
Blog - <http://blogs.ittoolbox.com/visualbasic/dotnet/>

874. Re: Assembler Editor

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-13 23:04:13 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <NJ_bi.40411$5j1.36085@newssvr21.news.prodigy.net>
Source record: 4459

"Payton Byrd" <> wrote in message news:
I recently picked up an Atari Assembler Editor cartridge off of eBay. It appears to be in like-new condition as the book didn't appear to have ever been opened as its spine was pristine and there was no wear at all on the cartridge. Well, as much as I'd like to keep something this hard to find and in such good shape in its box forever, I just can't resist using it because I want to learn to program this beast. :)

So, I got it out and started working with it. One thing is for sure, the guy who wrote the original manual lacked a fact checker because the errata that was included is nearly as long as the manual!

I haven't had any luck saving any sources to WinAPE. These are the results I get:

```
EDIT
SAVE #D:SAMPLE.SRC
WHAT?

EDIT
SAVE #D:SAMPLE.SRC<$0700,$0906
WHAT?
```

So, what am I doing wrong here? The manual isn't very helpful and the book I have (The Atari Assembler) doesn't even mention loading or saving files.

BTW, I'm using a 1200XL with the standard DOS.
--
Payton Byrd
Homepage - <http://www.paytonbyrd.com>
Blog - <http://blogs.ittoolbox.com/visualbasic/dotnet/>
You're using the wrong command. SAVE is to write
a section of memory to a .OBJ file, like in the DOS
SAVE command in DOS 2.5.
And the second example is using '$' for a hex address and SAVE only uses decimal numbers. You'll need a hex<>dec calc I would say to do assembler much.
You want to save your source file, you LIST it:
LIST #D:MYFILE.ASM
and then ENTER #D:MYFILE.ASM
To assemble your source, you can first see if
it assembles OK without saving the OBJ file with
just a
ASM (be sure to LIST your source first incase of a crash).
And, finally, (almost) you want to make a LOAD and RU
N, OBJ or .COM file:

```
ASM#D:MYFILE.ASM,#E:,#D:MYFILE.OBJ.
You might want to debug with the BUG command, which you exit from with a
'X'.
Russg
```

875. Re: Assembler Editor

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-13 23:34:41 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <H7%bi.916$vi5.108@newssvr17.news.prodigy.net>
Source record: 4460

```
Uhm.
SAVE uses hex numbers, but doesn't use the '$'.
eg.
SAVE#D:DINK.OBJ<600,700
would save $600 to $700.
(1536,1792 decimal).
I never use SAVE in ASMED.
Now, you wanna use your .OBJ file in a BASIC program?
You gotta pull # args off stack (one PLA).
If you're passing a parameter, then pull two HI, LO
bytes more off stack PLA PLA.
X=USR(1536,16) for example for a OBJ at
$600 and passing a 16 (eg. TAX for an IOCB1 call)
PLA
PLA
PLA
TAX
I could be blathering here, it has been a long time.
```

876. Re: Assembler Editor

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-14 01:33:58 UTC
From: Payton Byrd <plbyrd@bellsouth.no.spam.net>
Message-ID: <LV0ci.2368$L8.1517@bignews8.bellsouth.net>
Source record: 4461

"Russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:NJ_bi.40411$5j1.36085@newssvr21.news.prodigy.net...

> You want to save your source file, you LIST it:
> LIST #D:MYFILE.ASM
> and then ENTER #D:MYFILE.ASM

Aha! That's exactly what I was looking for. Thank you!

877. FS:Stuff

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-14 02:17:18 UTC
From: Chuck B <Cabacon@cox.net>
Message-ID: <Ly1ci.122204$NK5.52389@newsfe23.lga>
Source record: 4462

Atari ST:

1 Mono Monitor *
1 Color Monitor Old Style *
1 Color Monitor New Style Broken Case *
1 Hippo Digitizer Atari ST, new in box. *
1 SF 314 Drive Old Stylen *
1 ICD Host Adapter Only

Atari 8 Bit:

3 800xl *
2 Commodore 1701 Monitor *
1 Commodore 1702 Monitor *
1 Commodore 1084s Monitor *
1 Supra MMP Printer Interface new in Box *
1 Atari Touch Tablet
2 Supra MMP
2 graphix AT
1 Star Raiders Pad
1 1050 US Doubbler No Cables *
1 Indust GT No Cables *
1 XEP 80 No Power Cable *
1 SX 212 Modem No Power Cable *

Software:

2 Habba Personal Information and Phone Dialer ST

Books:

1 The Atari St Book, Secrets and Hints for 520 1040, and Mega ST
1 Atari St Subjects

Apple 2 Software All New In BOX sealed:

1 Infidel Infocom APPLE II
1 Enchanter Infocome Apple ii

C64 Software All New In BOX Sealed:

1 Infidel Infocom C64
1 Hard Hat mac EA c64
1 Trivia Fever c64
1 Breakthrough In The Ardennes

1 Seastalker Infocom c64
2 Springboard Clip Art Collecntion 1 Use with The Newsroom c64

1 Dallas Quest c64

1 Printshop graphics library Disk 3 c64

I am taking Offers on it all. Message me here or e-mail me.

878. PORTLAND, OREGON USA!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-14 07:45:21 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00506599@familynet-international.org>
Source record: 4463

FamilyNet International Newsgate

> From: Bravo Sierra Computers <atari@aracnet.com>

> Is your garage full of Atari? Can you squeeze into your attic? Do you have
> an Atari in your closet? If your Atari stuff needs a new home, especially
> if your in Portland, Oregon USA! E-Mail Atari@aracnet.com or call Ben at
> (503)256-9974! And even if your not in Portland, feel free to contact me.

Hmmm... thought about this for my excess, but then remembered a good lot of
my excess is ST, which he didn't want. Oh well.

Doc Clu - Atari 800 Powered!

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

879. Re: Atari Trash

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-14 07:45:21 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00506598@familynet-international.org>
Source record: 4464

FamilyNet International Newsgate

> From: "Ronald J. Hall" <darklord@suddenlink.net>

> On Fri, 01 Jun 2007 20:18:33 +0000, Mike Andruschak wrote:

>> Sorry everyone, but the lot has been taken, to be resurrected if
>> possible.

> I'm just glad it went to someone, anyone, rather than being trashed.

> --
> Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
> An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

Here here!!

So, speaking of which, anyone in Dallas-ish want some Atari stuff? I am thinking of liquidating the collections that were mailed to me in times past by handing off or maybe selling at First Saturday. Actually in reverse order. :) Anyway, some stuff will come available over here soon.

Doc Clu - Atari 800 Powered!

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

880. WANTED: 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-14 13:26:00 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0706140624510.2956-100000@onyx.spiritone.com>
Source record: 4465

I'm looking for a good working 1200xl! Please E-Mail me! Thanx! ===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

881. PORTLAND, OREGON USA!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-14 13:27:54 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0706140626090.2956-100000@onyx.spiritone.com>
Source record: 4466
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Is your garage full of Atari? Can you squeeze into your attic? Do you have an Atari in your closet? If your Atari stuff needs a new home, especially if your in Portland, Oregon USA! E-Mail Atari@aracnet.com or call Ben at (503)256-9974! And even if your not in Portland, feel free to contact me.

This includes Atari Hardware, Games/Software, Books & Accessories! Classic Atari 8 Bit and Atari ST Computers Plus Atari Jaguar Games and consoles!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

882. BUY 4 NEW ATARI GAMES, GET 1 FREE!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-14 13:30:44 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0706140628050.2956-100000@onyx.spiritone.com>
Source record: 4467
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Buy any 4 titles of my new in the box games for the Classic Atari 8 Bit
and Atari ST Computers and Atari Jaguar Games, mix and match machines,
and receive a brand new in the box game. You can qualify for more than 1
free offer by doubling, or tripling, etc. your order. All you have to do
is pick a minimum of 5 new in the box games, for each 5 games I'll give
you 1 from your list for free! FREE GAME AD: extended through JUNE!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/8bt_soft.htm NEW IN BOX ATARI 8 BIT GAMES!
http://www.aracnet.com/~atari/jaggames.htm NEW IN BOX ATARI JAGUAR GAMES!
http://www.aracnet.com/~atari/st_soft.htm NEW IN BOX ATARI ST GAMES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

883. ATARI SUMMER GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-14 13:38:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0706140635140.2956-100000@onyx.spiritone.com>
Source record: 4468
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save Gas and Take a mini-vacation on your Atari.
Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or
look for Atari games at http://BenSells.Atari.org Games Starting at $5
and Up! The Name everyone knows for Gaming Fun? Have you Played your Atari
Today? For Classic Atari 8 Bit, ST & Jaguar Games! Daily Gaming avoids
Hardening of the Ataris! E-Mail: Atari@aracnet.com or Call (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

884. Random number generation?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-14 18:40:39 UTC
From: Gareth <hotmail.com@dgareth.spm>
Message-ID: <46718b99$0$5867$da0feed9@news.zen.co.uk>
Source record: 4469

Agh, I've forgotten the main issues - could someone explain?

Iirc the Atari 8 bit computers were unique (in relative terms compared to other contemporary 8 bit computers) in that the random number generator did not use a standard string of numbers.

Is this correct? If so what process did the 400/800/XL/XE use to select random numbers?

Gareth.

885. Re: Random number generation?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-14 20:14:54 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <2lhci.9$Rw1.2@newssvr25.news.prodigy.net>
Source record: 4470

"Gareth" <> wrote in message news:
> Agh, I've forgotten the main issues - could someone explain?
>
> Iirc the Atari 8 bit computers were unique (in relative terms compared to
> other contemporary 8 bit computers) in that the random number generator
did
> not use a standard string of numbers.
>
> Is this correct? If so what process did the 400/800/XL/XE use to select
> random numbers?
>
> Gareth.
There's a 17 bit polynomial (whatever that is) at
53770, which generates a number 0-255, really
fast.
You can PEEK(53770), or LDA $D20A for it.
BASIC gives a 0-.999999 number with:
X=RND(0), which, I would think also uses
the 53770 location, but returns a floating point number.
If your program isn't selecting a random number very fast, you could use the
jiffy clock at 20.

886. Re: Random number generation?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-15 08:27:53 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <5df0ojF15tt3mU1@mid.dfncis.de>
Source record: 4471

Gareth wrote:
> Agh, I've forgotten the main issues - could someone explain?
>
> Iirc the Atari 8 bit computers were unique (in relative terms compared to
> other contemporary 8 bit computers) in that the random number generator did
> not use a standard string of numbers.

What do you mean by "standard string of numbers"?. What is correct is
that on the Atari, there is no need to use the classical CPU driven
pseudo-random generators (even though some games did, e.g. "Boulder
Dash" did) since there is a pseudo-random generator in hardware.

> Is this correct? If so what process did the 400/800/XL/XE use to select
> random numbers?

It had a hardware register that allowed access to the output of the
Pokey polycounters. The very same polycounter is also used to generate
the "noise" output of pokey, and since the register is reshuffled at
hardware clock speed, and the sampling times are more or less random, an
additional factor of randomness enters the game.

So long,
Thomas

887. Re: Random number generation?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-15 16:08:13 UTC
From: Gareth <hotmail.com@dgareth.spm>
Message-ID: <4672b944$0$27849$db0fefd9@news.zen.co.uk>
Source record: 4473

"Thomas Richter" <thor@math.tu-berlin.de> wrote in message
news:5df0ojF15tt3mU1@mid.dfncis.de...
> Gareth wrote:
>> Agh, I've forgotten the main issues - could someone explain?
>>
>> Iirc the Atari 8 bit computers were unique (in relative terms compared to
>> other contemporary 8 bit computers) in that the random number generator
>> did not use a standard string of numbers.
>
> What do you mean by "standard string of numbers"?.

Thanks for the replies.

The "standard string of numbers" refers to, well, the standard string of
unchanging numbers that a number of computers including the Vic 20 and C64
used to generate random numbers.

Gareth.

888. Re: Random number generation?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-15 16:11:01 UTC
From: Payton Byrd <plbyrd@bellsouth.no.spam.net>
Message-ID: <lRyci.1139$kR2.216@bignews1.bellsouth.net>
Source record: 4474

```
"Gareth" <hotmail.com@dgareth.spm> wrote in message
news:4672b944$0$27849$db0fefd9@news.zen.co.uk...
>
> "Thomas Richter" <thor@math.tu-berlin.de> wrote in message
> news:5df0ojF15tt3mU1@mid.dfncis.de...
>> Gareth wrote:
>>> Agh, I've forgotten the main issues - could someone explain?
>>>
>>> Iirc the Atari 8 bit computers were unique (in relative terms compared to
>>> other contemporary 8 bit computers) in that the random number generator
>>> did not use a standard string of numbers.
>>
>> What do you mean by "standard string of numbers"?.
>
> Thanks for the replies.
>
> The "standard string of numbers" refers to, well, the standard string of
> unchanging numbers that a number of computers including the Vic 20 and C64
> used to generate random numbers.
>

Most games on the C64 use the whitenoise generator on the SID to get random numbers.
```

889. WANTED: OKC Oklahoma Atari Collectors/Users

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-15 16:52:53 UTC
From: Dropcheck <underwoodle@yahoo.com>
Message-ID: <vkg573l3jfj9volepig4855obe5e6s6nlu@4ax.com>
Source record: 4472

Hi,

I'm getting back into the 8bit Atari scene. Was hoping to get
in touch with local Atari group or users. Maybe swap hardware, get
help with programs etc. Let me know via email if you are within the
state at all.

Thanks,

890. Re: WANTED: OKC Oklahoma Atari Collectors/Users

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-15 17:41:49 UTC
From: DocRotCod <rahbart@cox.net>
Message-ID: <RbAci.2$Zg5.0@newsfe19.lga>
Source record: 4475

Hey there.. I'm BIG into the Atari scene and live in north OKC. Drop me a line!

Thomas

"Dropcheck" <underwoodle@yahoo.com> wrote in message news:vkg573l3jfj9volepig4855obe5e6s6nlu@4ax.com...
> Hi,
>
> I'm getting back into the 8bit Atari scene. Was hoping to get
> in touch with local Atari group or users. Maybe swap hardware, get
> help with programs etc. Let me know via email if you are within the
> state at all.
>
> Thanks,
>

891. FA: Lot of 17 atari 400/800 computer game cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-15 22:47:20 UTC
From: robotron -x- <nospamjoey@aol.com>
Message-ID: <467316F8.34882461@aol.com>
Source record: 4476

```
Item title: Lot of EIGHT vintage 70's matchbox lesney airplanes
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=120131951303
Current price/bids: $9.99(0 Bids)

Item title: Lot of 17 atari 400/800 computer game cartridges
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=120131954775
Current price/bids: $19.99(0 Bids)
End time: Jun-20-07 17:55:44 PDT

Item title: Replacement SONY PS2 Playstation 2 System Console
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=120131955797
Current price/bids: $49.99(0 Bids)
End time: Jun-20-07 17:59:20 PDT
```

892. Atari design group?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-16 14:58:02 UTC
From: Bob Hays <rdhays3@bresnan.net>
Message-ID: <R82dnTHmQqHqZ-7bnZ2dnUVZ_oupnZ2d@bresnan.com>
Source record: 4477

I am interested in designing an Atari 8-bit compatible computer using the W65C816S or W65T32 processors by Western Design Center. Is there a group or site that is doing this that I can get in touch with?

893. Re: WANTED: OKC Oklahoma Atari Collectors/Users

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-17 19:57:05 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0050dbe5@familynet-international.org>
Source record: 4478

```
FamilyNet International Newsgate

And he's a great help too. I live in Dallas, TX.

Doc Clu -Atari 800 Powered

> From: "DocRotCod" <rahbart@cox.net>

> Hey there.. I'm BIG into the Atari scene and live in north OKC. Drop me a
> line!

> Thomas

> "Dropcheck" <underwoodle@yahoo.com> wrote in message
> news:vkg573l3jfj9volepig4855obe5e6s6nlu@4ax.com...
>> Hi,
>>
>> I'm getting back into the 8bit Atari scene. Was hoping to get
>> in touch with local Atari group or users. Maybe swap hardware, get
>> help with programs etc. Let me know via email if you are within the
>> state at all.
>>
>> Thanks,
>>

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org
```

894. Atari design group?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-17 19:57:05 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0050dbe6@familynet-international.org>
Source record: 4479

FamilyNet International Newsgate

Tell us more about this. An Atari clone?

Doc Clu - Atari 800 Powered

> From: "Bob Hays" <rdhays3@bresnan.net>

> I am interested in designing an Atari 8-bit compatible computer using the
> W65C816S or W65T32 processors by Western Design Center. Is there a group or
> site that is doing this that I can get in touch with?

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

895. Re: Atari design group?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-17 20:57:51 UTC
From: Bob Hays <rdhays3@bresnan.net>
Message-ID: <Q--dndbK2JjWPejbnZ2dnUVZ_iydnZ2d@bresnan.com>
Source record: 4480

Yes - but greatly improved.

Some Crazy Ideas - For instance...
Incrporating the W65C816S or W65T32 processors

Runs 8-bit Software

Incrporating the expended address range

Or more? .... (Bank selecting)

Incrporating the improved speed

Game Controller Ports

2 ports Minimum

4 ports?

more?

Improved OS

To handle all improvements

Boot loadable

Boot loader boots OS From a Drive

dual pokey

stereo sound

Standard IBM keyboard connection

IDE interface

hard drive usability

cd-rom useability

flash card usability

Floppy drives

True Double density

3.5" compatible

Improved video

Modern Monitor compatible

Switchable 40/80 column modes

Various graphics modes

Other improvements

Parallel port

Serial port

USB interface

Expansion slots

Network accessible

Motherboard to fit standard pc case

To name a few suggestions.

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:0050dbe6@familynet-international.org...
> FamilyNet International Newsgate
>
> Tell us more about this. An Atari clone?
>
> Doc Clu - Atari 800 Powered
>
>
>> From: "Bob Hays" <rdhays3@bresnan.net>
>
>
>
>> I am interested in designing an Atari 8-bit compatible computer using the
>> W65C816S or W65T32 processors by Western Design Center. Is there a group
>> or
>> site that is doing this that I can get in touch with?
>
> FamilyNet <> Internet Gated Mail
> http://www.familynet-international.org
>

896. Re: Atari design group?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-18 08:26:10 UTC
From: Thomas Richter <thor@math.TU-Berlin.DE>
Message-ID: <5dmtt2F316ealU1@mid.dfncis.de>
Source record: 4481

Bob Hays wrote:

> Standard IBM keyboard connection

Just a question, how to you plan to keep this compatible to the POKEY
keyboard matrix? Just by adapting the Os, a lot of games will not
work with this modification.

> IDE interface
>
> hard drive usability
>
> cd-rom useability
>
> flash card usability
>
>
>
> Floppy drives
>
> True Double density
>
> 3.5" compatible

Ditto. A couple of games use direct communications with the floppy
and bypass SIO. (Lucasfilms, for example, does this).

> Improved video
>
> Modern Monitor compatible
>
> Switchable 40/80 column modes
>
> Various graphics modes

Are you going to re-design the chips?

> Motherboard to fit standard pc case
>
> To name a few suggestions.

I wonder what the purpose of this design will be. Having fun designing
it is a good reason for sure, but a standard PC might be easier to get
and cheaper to build. Plus, it can also run Atari games if you want to,
but also a lot more. (And, adding more graphic modes would be a lot
easier and cheaper. Just, it lacks the software to make use of it. ;-)

So long,
Thomas

897. Looking for Analog magazine ad

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-18 17:36:43 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <1182188203.574426.235930@p77g2000hsh.googlegroups.com>
Source record: 4482

I'm looking for an ad that appeared in Analog for their Analog Compendium book. It was a single page with several screenshots of various programs. The book came out in 1983, and all the issues I have are 1986 and later, so it probably only appeared in the early 80s issues. If someone has a copy of it, could you make a good scan of it for me? Thanks.

Scott

898. Re: Atari design group?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-18 19:58:48 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <y5KdnY5pfLJ2fuvbRVnzvQA@telenor.com>
Source record: 4483

"Bob Hays" <rdhays3@bresnan.net> skrev i melding
news:Q--dndbK2JjWPejbnZ2dnUVZ_iydnZ2d@bresnan.com...
> Yes - but greatly improved.

Is it possible to greatly improve on the Atari 8-bit? I thought it was the
best computer ever???

899. Re: Atari design group?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-18 22:02:08 UTC
From: Bob Hays <rdhays3@bresnan.net>
Message-ID: <COednRRRKtxFnerbnZ2dnUVZ_qemnZ2d@bresnan.com>
Source record: 4484

"Thomas Richter" <thor@math.TU-Berlin.DE> wrote in message
news:5dmtt2F316ealU1@mid.dfncis.de...
> Bob Hays wrote:
>
>> Standard IBM keyboard connection
>
> Just a question, how to you plan to keep this compatible to the POKEY
> keyboard matrix? Just by adapting the Os, a lot of games will not
> work with this modification.
>

I was seeing IBM keyboard adaptor circuits in a couple of 8-bit sites. I was
thinking that it could be incorporated into the design some how.
>> IDE interface
>>
>> hard drive usability
>>
>> cd-rom useability
>>
>> flash card usability
>>
>>
>>
>> Floppy drives
>>
>> True Double density
>>
>> 3.5" compatible
>
> Ditto. A couple of games use direct communications with the floppy
> and bypass SIO. (Lucasfilms, for example, does this).
>
>> Improved video
>>
>> Modern Monitor compatible
>>
>> Switchable 40/80 column modes
>>
>> Various graphics modes
>
> Are you going to re-design the chips?
>
Well That was just a crazy idea. But after I wrote the first message I was
wondering about dual gtias like dual pokey chips to produce stereo sound -

just a crazy thought!
>> Motherboard to fit standard pc case
>>
>> To name a few suggestions.
>
> I wonder what the purpose of this design will be. Having fun designing it
> is a good reason for sure, but a standard PC might be easier to get and
> cheaper to build. Plus, it can also run Atari games if you want to, but
> also a lot more. (And, adding more graphic modes would be a lot easier and
> cheaper. Just, it lacks the software to make use of it. ;-)
Through an emulator - but building it yourself would be more fun.
>
> So long,
> Thomas
>
>

900. Re: Atari design group?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-18 22:03:15 UTC
From: Bob Hays <rdhays3@bresnan.net>
Message-ID: <6_SdnZPWeqeGnOrbnZ2dnUVZ_hKdnZ2d@bresnan.com>
Source record: 4485

Just think what you could do with 16MB of RAM!

"Vidar Olavesen" <olavese@online.no> wrote in message
news:y5KdnY5pfLJ2fuvbRVnzvQA@telenor.com...
> "Bob Hays" <rdhays3@bresnan.net> skrev i melding
> news:Q--dndbK2JjWPejbnZ2dnUVZ_iydnZ2d@bresnan.com...
>> Yes - but greatly improved.
>
> Is it possible to greatly improve on the Atari 8-bit? I thought it was the
> best computer ever???
>
>

901. Re: Atari design group?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-18 23:25:31 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <qM6dnfJXIqPAierbRVnzvQA@telenor.com>
Source record: 4486

> Just think what you could do with 16MB of RAM!

I have 128K, that's good enough ;-)

Seriously though. It would be nice with a little higher resolution with at
least 16 colors on screen (320*192 with 16 colors is fine, meaning you can
have 16 different colors on each scanline)

Then it would be perfect for making a Shining Force for it.

> "Vidar Olavesen" <olavese@online.no> wrote in message
> news:y5KdnY5pfLJ2fuvbRVnzvQA@telenor.com...
>> "Bob Hays" <rdhays3@bresnan.net> skrev i melding
>> news:Q--dndbK2JjWPejbnZ2dnUVZ_iydnZ2d@bresnan.com...
>>> Yes - but greatly improved.
>>
>> Is it possible to greatly improve on the Atari 8-bit? I thought it was
>> the best computer ever???
>>
>>
>
>

902. Re: Looking for Analog magazine ad

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-19 03:17:54 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <1182219905.385980.56350@u2g2000hsc.googlegroups.com>
Source record: 4487

Someone sent me a copy (thanks James!).

903. CIS/Delphi software archives

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-19 14:08:12 UTC
From: rcollet@gmail.com
Message-ID: <1182262092.053693.208350@n15g2000prd.googlegroups.com>
Source record: 4488

Would anyone happen to have the CIS SIG*ATARI or Delphi software archives hidden away somewhere? I've found partial archives.. but never the whole thing. I'd like to get them posted to atari8.com if someone helped me locate them..

Thanks!

904. Reminder for the ABBUC Hardware Contest 2007

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-19 16:32:57 UTC
From: Andreas Mischka <newsbob1@web.de>
Message-ID: <f59074$4u0$02$1@news.t-online.com>
Source record: 4489

If you have developed hardware for the 8-Bit series (interfaces,
Cartridges etc.) you are invited to enter the contest for the best
hardware in 2007.

You can WIN Money and appreciation.

ATARI-Users need you!

Deadline is on August 31st 2007.

You can find more details and the rules at the abbuc pages:
http://www.abbuc.de/modules.php?name=DocTree&dtIsBlk=y&dtId=252

Any questions? - Please feel free to ask!

Greetings,

Andy

Team Hardware - www.abbuc.de

905. Re: CIS/Delphi software archives

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-19 18:03:19 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <HTUdi.34018$Um6.8786@newssvr12.news.prodigy.net>
Source record: 4490

<> wrote in message news:
Delphi software
> archives hidden away somewhere? I've found partial archives.. but
> never the whole thing. I'd like to get them posted to atari8.com if
> someone helped me locate them..
>
>
> Thanks!
http://www.langesite.com/atari/Holmes/Holmes%203/Cis/

Maybe, it has some files. Is Holmes archive.

906. Re: CIS/Delphi software archives

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-19 18:07:53 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <ZXUdi.34019$Um6.27331@newssvr12.news.prodigy.net>
Source record: 4491

Also:
http://www.langesite.com/atari/Holmes/Holmes%202/Atari%20Archives/Unverified
/

907. Analog Sketch Pad program?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-19 20:37:49 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <1182285469.596569.35230@q69g2000hsb.googlegroups.com>
Source record: 4492

This was advertised in Analog magazine's ad for their Compendium book,
but it didn't appear in the book. I'm not sure it even appeared in
any issues. Anyone know more about this?

Here's a copy of the ad, which features a screenshot of it:

http://web.comporium.net/~scottith/ANALOG-Compendium-ad.jpg

908. Re: Analog Sketch Pad program?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-19 21:11:00 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <TAXdi.5175$bP5.1168@newssvr19.news.prodigy.net>
Source record: 4493

> This was advertised in Analog magazine's ad for their Compendium book,
> but it didn't appear in the book. I'm not sure it even appeared in
> any issues. Anyone know more about this?
>
> Here's a copy of the ad, which features a screenshot of it:
>
> http://web.comporium.net/~scottith/ANALOG-Compendium-ad.jpg

Here it is:

http://www.langesite.com/atari/Holmes/Holmes%202/Programming/Basic/

find SKETCH.BAS

909. S: Keyboard for ATARI XEGS

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-19 22:06:14 UTC
From: guido.zeiger@mailprocessor.de
Message-ID: <1hzz3o6.13gx0uf175v6bkN@lehwalder.de>
Source record: 4494

Hi,

I managed to get an ATARI XEGS, but without Keyboard.

Does anyone here a XEGS Keyboard to sell or swap?
Or can a Keyboard from a 65XE or 130XE adapted to a XEGS?

I dont know if a 65XE or 130XE has the small pcb between the
keyboard-matrix and the mainboard.

I also need a clue where to find the Pinout for the
XEGS-Keyboard-Port...

Many thanks for informations in advance.

Bye
Guido.

910. Re: Atari design group?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-19 23:01:34 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <ifZdi.2642$ri2.261@newsfe5-win.ntli.net>
Source record: 4495

This project has the foundations of an 800XL, in that it has a 65C02 running at Atari clock speeds and drives sound and baseband RGB video to a TV.

http://www.howell1964.freeserve.co.uk/logic/polymorph_project.htm

It also has code for the AY38910 and POKEY chips, so you can have as many of those as your FPGA can support.

The CPU is rated to 14 MHz, might eventually even run at 14.318 MHz, eight times the original Atari speed.

I plan to have the FPGA being loaded from a Micro-SD card, which will also be used by the CPU for disk storage. I think you could store most of the games ever written for it in a gigabyte card.

> Improved OS - To handle all improvements

Software - yuk! I hope to port disk storage software but that's it.

> Boot loader boots OS From a Drive

Yep, that's do-able.

> stereo sound

Already got it. 8-bit sound for now, but it could drive a modern CD DAC for >= 16-bit sound.

Why not go for 5.1 -channel sound for home-cinema effects?

> Standard IBM keyboard connection

And that. There is logic to translate PS/2 codes to Atari codes.

> IDE interface

Sure, hardware wouldn't be too hard.

> Floppy drives

Hmm, no. Too much effort and circuitry for a medium that is obsolescent. My laptop doesn't have one as standard.

> Improved video

Can do.

> Modern Monitor compatible

Tricky, the timings are very different.

> Switchable 40/80 column modes

Unless you have a very big TV, 80-columns is hard to read.

> Parallel port
> Serial port

Can do.

> USB interface

Done (as a slave so you can use HyperTerminal to cut and paste text to and from the machine).

> Expansion slots

All expansion is done inside the FPGA.

> Motherboard to fit standard pc case

Way too big. I was thinking of a 100 by 220 or 160 mm PCB.

It is 220 mm long now, it should be able to shrink to 160 mm long.

911. Re: Analog Sketch Pad program?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-20 00:18:45 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <1182298725.184144.299240@u2g2000hsc.googlegroups.com>
Source record: 4496

On Jun 19, 5:11 pm, "Russg" <russg...@MUNGEsbcglobal.net> wrote:
> > This was advertised in Analog magazine's ad for their Compendium book,
> > but it didn't appear in the book. I'm not sure it even appeared in
> > any issues. Anyone know more about this?
>
> > Here's a copy of the ad, which features a screenshot of it:
>
> >http://web.comporium.net/~scottith/ANALOG-Compendium-ad.jpg
>
> Here it is:
>
> http://www.langesite.com/atari/Holmes/Holmes%202/Programming/Basic/
>
> find SKETCH.BAS

Wow, thanks! Finally, after all these years... it actually exists :)
So I guess it did appear in one of the issues along the way.

912. Atari Chat Tonight!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-20 02:11:31 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <005134b4@familynet-international.org>
Source record: 4497

FamilyNet International Newsgate

ust about chat time!!!! (Starting at 8 pm CST)

Here are the directions for the first timers:

"Telnet www.atarinews.org
69.60.124.49

Username:BBS
Password:BBS

use your userid or create a new one.

T for Talk
C for chat

Choose a nickname for chat.

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

913. Re: CIS/Delphi software archives

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-20 04:44:37 UTC
From: Rick <rcollet@gmail.com>
Message-ID: <1182314677.478240.227680@p77g2000hsh.googlegroups.com>
Source record: 4498

On Jun 19, 11:07 am, "Russg" <russg...@MUNGEsbcglobal.net> wrote:
> Also:http://www.langesite.com/atari/Holmes/Holmes%202/Atari%20Archives/Unv...
> /

Ive seen the A and B libraries - but it seems there was a section with
a TON of comms progs - I'm searching for BBS software - pretty much
any I can get my hands on. I know there were versions of AMIS and
hacks out there - NeptuneBBS, Carnival, etc.. I'm just having a hard
time locating them ;)

And thanks for the pointer to Holmes there-- thats just awesome.

914. Re: Atari design group?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-20 16:07:38 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <ehcei.1735$iz5.1129@newsread4.news.pas.earthlink.net>
Source record: 4400

Bob Hays wrote:
> "Thomas Richter" <thor@math.TU-Berlin.DE> wrote in message
> news:5dmtt2F316ealU1@mid.dfncis.de...
<snip>
> Well That was just a crazy idea. But after I wrote the first message I was
> wondering about dual gtias like dual pokey chips to produce stereo sound -
> just a crazy thought!

Bob Wooley did this and published results in the SLCC. IIRC the 2nd GTIA chip had its own RAM so you could effectively display 16k of screen memory vs. the stock 8k like a GR. 15 screen. It was set up so the GTIAs could take on separate commands, like one in ~16 color mode and the 2nd in 16 lum mode to give 160x200 in 16 colors at 16 lum levels.

He also added a 6545 to get 80 column screens in another issue.

He also added a 65816 which reminds me I still have to dig under a ton of my S.O.'s crap to get out my 800 for some testing.

It was a real valiant effort but the rest of the pieces never came together. Very limited tool set available to take advantage of the hardware enhancements i.e. MAE assembler supported 65816 while MAC/65 only supported 65C02.

Then there is the terminal cheapness, myself included, of the Atari community. Soon as you say "I need 10 people to commit to buy the first 10 boards at $50 each" the silence is deafening.

In the dozen or so years I have been reading this group I have formed an opinion of what it would take to get them to purchase a revised Atari 8 bit. People pretty much expect 100% backwards compatibility with Pentium speed and VGA graphics on demand. You have to run PacMan at normal speed but Atari BASIC 1,000 times faster. You also have to put up with ~"I have a 30 meg SCSI" and "I want it to work with my 40 meg IDE" types who are too cheap to buy a used $5 drive and get offended if you don't have exactly what they need. It is a tough market.

Rick

915. Re: CIS/Delphi software archives

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-20 16:32:09 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <dEcei.6229$tb6.1204@newsread3.news.pas.earthlink.net>
Source record: 4401

Rick wrote:

> On Jun 19, 11:07 am, "Russg" <russg...@MUNGEsbcglobal.net> wrote:
>
>>Also:http://www.langesite.com/atari/Holmes/Holmes%202/Atari%20Archives/Unv...
>>/
>
>
> Ive seen the A and B libraries - but it seems there was a section with
> a TON of comms progs - I'm searching for BBS software - pretty much
> any I can get my hands on. I know there were versions of AMIS and
> hacks out there - NeptuneBBS, Carnival, etc.. I'm just having a hard
> time locating them ;)
>
> And thanks for the pointer to Holmes there-- thats just awesome.
>

I remember at least one of the BBS programs on CIS archives was busted.
Had something like over 500 down loads and was never reported before I
caught it. Could have been AMIS or Forem or one of the other popular BBS
programs at the time.

AMIS was really a mess. Spaghetti code that was impossible to follow,
hacked and corrupted by dozens of hands, maximum effective speed of
~1200 BAUD. I can remember it taking so long to load the buffer from
floppy, XModem would time out. I think I solved some of my problems with
it by putting down loads and menu system on a 192k ram disk which was a
problem in itself.

IMO: You would really be better off if you got a hold of one of the
other programs like Carina if you want BASIC or BBCS if you just want
something that mostly works.

Rick

916. Re: Analog Sketch Pad program?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-20 18:13:42 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <C4eei.5457$c06.2554@newssvr22.news.prodigy.net>
Source record: 4402

<> wrote in message news:> On Jun 19, 5:11 pm, "Russg" <> wrote:
> > > This was advertised in Analog magazine's ad for their Compendium book,
> > > but it didn't appear in the book. I'm not sure it even appeared in
> > > any issues. Anyone know more about this?
> >
> > > Here's a copy of the ad, which features a screenshot of it:
> >
> > >http://web.comporium.net/~scottith/ANALOG-Compendium-ad.jpg
> >
> > Here it is:
> >
> > http://www.langesite.com/atari/Holmes/Holmes%202/Programming/Basic/
> >
> > find SKETCH.BAS
>
> Wow, thanks! Finally, after all these years... it actually exists :)
> So I guess it did appear in one of the issues along the way.
Yes, Issue #3 page 34

917. Re: CIS/Delphi software archives

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-20 18:20:12 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <Haeei.5458$c06.4922@newssvr22.news.prodigy.net>
Source record: 4403

```
"Rick Cortese" <> wrote in message news:
> Rick wrote:
>
> > On Jun 19, 11:07 am, "Russg" <> wrote:
> >
>
>>Also:http://www.langesite.com/atari/Holmes/Holmes%202/Atari%20Archives/Unv
...
> >>/
> >
> >
> > Ive seen the A and B libraries - but it seems there was a section with
> > a TON of comms progs - I'm searching for BBS software - pretty much
> > any I can get my hands on. I know there were versions of AMIS and
> > hacks out there - NeptuneBBS, Carnival, etc.. I'm just having a hard
> > time locating them ;)
> >
> > And thanks for the pointer to Holmes there-- thats just awesome.
> >
>
> I remember at least one of the BBS programs on CIS archives was busted.
> Had something like over 500 down loads and was never reported before I
> caught it. Could have been AMIS or Forem or one of the other popular BBS
> programs at the time.
>
> AMIS was really a mess. Spaghetti code that was impossible to follow,
> hacked and corrupted by dozens of hands, maximum effective speed of
> ~1200 BAUD. I can remember it taking so long to load the buffer from
> floppy, XModem would time out. I think I solved some of my problems with
> it by putting down loads and menu system on a 192k ram disk which was a
> problem in itself.
>
> IMO: You would really be better off if you got a hold of one of the
> other programs like Carina if you want BASIC or BBCS if you just want
> something that mostly works.
>
> Rick
Sorry to differ, but I tried both Carina and BBCS.
BBCS was a disaster, from Antic. If I remember I got two or three 'patches'
to BBCS and they still crashed often. Carina was somewhat better, and very
interesting because you could write code to use in it.
BBS Express was rock solid. BBS Express is now in the public domain. BBS
Express Pro! is still sold by Lance Renquist at Video 61, and used in
present day BBS's.
```

I believe Tom Hunt still supports Pro.

918. Re: CIS/Delphi software archives

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-20 21:16:12 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <wOgei.2398$W_6.2193@newsread1.news.pas.earthlink.net>
Source record: 4404

```
Russg wrote:
> "Rick Cortese" <> wrote in message news:
>
>>Rick wrote:
>>
>>
>>>On Jun 19, 11:07 am, "Russg" <> wrote:
>>>
>>
>>>Also:http://www.langesite.com/atari/Holmes/Holmes%202/Atari%20Archives/Unv
>
> ...
>
>>>>/
>>>
>>>
>>>Ive seen the A and B libraries - but it seems there was a section with
>>>a TON of comms progs - I'm searching for BBS software - pretty much
>>>any I can get my hands on. I know there were versions of AMIS and
>>>hacks out there - NeptuneBBS, Carnival, etc.. I'm just having a hard
>>>time locating them ;)
>>>
>>>And thanks for the pointer to Holmes there-- thats just awesome.
>>>
>>
>>I remember at least one of the BBS programs on CIS archives was busted.
>>Had something like over 500 down loads and was never reported before I
>>caught it. Could have been AMIS or Forem or one of the other popular BBS
>>programs at the time.
>>
>>AMIS was really a mess. Spaghetti code that was impossible to follow,
>>hacked and corrupted by dozens of hands, maximum effective speed of
>>~1200 BAUD. I can remember it taking so long to load the buffer from
>>floppy, XModem would time out. I think I solved some of my problems with
>>it by putting down loads and menu system on a 192k ram disk which was a
>>problem in itself.
>>
>>IMO: You would really be better off if you got a hold of one of the
>>other programs like Carina if you want BASIC or BBCS if you just want
>>something that mostly works.
>>
>>Rick
>
> Sorry to differ, but I tried both Carina and BBCS.
```

> BBCS was a disaster, from Antic. If I remember I got two or three 'patches'
> to BBCS and they still crashed often. Carina was somewhat better, and very
> interesting because you could write code to use in it.
> BBS Express was rock solid. BBS Express is now in the public domain. BBS
> Express Pro! is still sold by Lance Renquist at Video 61, and used in
> present day BBS's.
> I believe Tom Hunt still supports Pro.
>
>

I'll defer to Express being the best choice and something I should have
mentioned.

BBCS was ok after you tinkered with it a bit. I can't recall all the
problems but certainly error trapping wasn't what it could be. It
allowed to do things like create a menu heading that you didn't have a
menu for. I bought a printer just to print out what seemed like 40 pages
of docs. Anything you need 40 pages for documentation is not going to be
user friendly!

REAL FOGGY
As the disk was supplied, the duplicated disks all contained truncated
file error or some such for the message base compaction program.

That being said, after about 6 tries at 'construction' I got a version
that worked OK and was fairly stable on a minimal system: Two 188k
floppies and a 192k ramdisk under Sparta DOS. I think I just ran it with
a 1030 with a J/S ring detector hack.

Rick

919. Re: CIS/Delphi software archives

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-20 22:49:45 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <daiei.41218$5j1.2801@newssvr21.news.prodigy.net>
Source record: 4405

clip some BBS stuff

>
> I'll defer to Express being the best choice and something I should have
> mentioned.
>
> BBCS was ok after you tinkered with it a bit. I can't recall all the
> problems but certainly error trapping wasn't what it could be. It
> allowed to do things like create a menu heading that you didn't have a
> menu for. I bought a printer just to print out what seemed like 40 pages
> of docs. Anything you need 40 pages for documentation is not going to be
> user friendly!
>
> REAL FOGGY
> As the disk was supplied, the duplicated disks all contained truncated
> file error or some such for the message base compaction program.
>
> That being said, after about 6 tries at 'construction' I got a version
> that worked OK and was fairly stable on a minimal system: Two 188k
> floppies and a 192k ramdisk under Sparta DOS. I think I just ran it with
> a 1030 with a J/S ring detector hack.
>
> Rick

Ahh. You were using a 1030. That could explain its' funtioning. I'm sure
by the time I tried BBCS, I was using a avetex (?) 1200 baud modem. I think
I was shopping for a BBS system software because I changed from my MPP 300
baud joystick port AMIS MPP, (now who wrote that? I bought it.) I also
tried Carina, and it was somewhat unstable. I finally spent the $50 (I
think) and bought BBS Express from Keith Ledbetter. It never caused any
problems, always worked. I didn't have a UPS, but I made my BBS so that if
there was a power out, I batch filed about 4 floppy drives and a 1 meg MIO
to come back online as soon as power was restored.
I considered my batch file, in SpartaDOS, to be a really neat capability of
the setup.

920. My Vintage Computing Files Archive

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-21 03:48:18 UTC
From: hexstar <hexstar@gmail.com>
Message-ID: <1182397698.703755.237960@j4g2000prf.googlegroups.com>
Source record: 4406

It is my belief that archives like this one should be provided without any limitation to the end users ability to utilize the archive. These archives are getting harder and harder to find and because of that we all should do what we can to let those who want to mirror our archives do so. As such I am now bringing this archive to the vintage computing community. I have not and will not put any limitations on how users can utilize the archive provided here. Users can freely download as much or as little of the archive as they want. Users can also freely contribute as much or as little to the archive as they want. This way people will be able to mirror the archive easily which will help ensure the files contained in this archive have a nice long life span. This will also allow this archive to grow freely and become an ever increasingly useful resource to fellow vintage computing hobbyists. It is my hope that people will take advantage of the great disk space and bandwidth provided here and both contribute to and download from this archive. This will allow users to have a good solid place to go whenever they are in need of a file for their vintage computing hobby. With the resources provided here it is my hope that with others contributions and utilization of this archive that this will become a great resource for all vintage computer hobbyists. That's right, there is no certain vintage computing era this archive is limited to (except the 2000+ computers and their related files), as it is my hope that this becomes a great central archive of everything vintage computing. A resource that makes the vintage computing hobby easier and less intimidating by not requiring hobbyists to go all over the internet for the files they need. Hopefully someday this goal will be met for the benefit of everyone who enjoys vintage computing as a hobby. Enjoy! :-)

FAQ

Where are the files?

The files are hosted on a KDX server. This provides me with an easy to administrate server and it provides everyone else with a nice, easy to navigate, server with which you can download/upload files and chat. If you don't know what KDX is click here for details on what KDX is and how to use it as well as download links for the client. To connect simply use kdxvcfa.dyndns.ws as the address, a username/password is not necessary.

What about http/ftp access?

You can still access the archive via http by clicking here, however note that the http copy of the archive will no longer be updated. Instead it is highly recommended that you use KDX to enjoy the latest

additions to the archive. The same goes for ftp uploading, please upload via the Uploads folder in KDX instead as the archive will now continue to be maintained only via KDX.

Why the change to KDX?
Http access was great for a while. However, http access was being donated and as such disk space was limited. The donated disk space is now getting tight and as such I had to think of alternative methods of keeping the archive online. The best way I could think of was to host the archive myself since I have a bunch of HD's here which thus provide plenty of disk space for the continued expansion of this archive. I could easily have setup http access myself but I thought that since I was doing the hosting myself I might as well use KDX. Why? It's easier to administrate, the administration interface provides many easy to utilize controls for what users can and can't do. It has everything for the makings of a community, file browsing for downloading/uploading, a chat room, private messaging support, and a news section. In addition KDX is completely free and has clients for all the best operating systems: Linux, Mac OS, and Windows so no matter what OS you use you can still enjoy this archive. So now the archive is being provided and maintained via KDX.

How can I contribute to the archive?

To contribute to the archive simply upload your files in the Uploads folder

To expedite the sorting of uploads please do the following when uploading files to the archive:

* Look for a folder corresponding to the type of computer your files are related to (Apple, DEC, Commodore, etc)

* If one exists go in it and place it in the correct category sub folder (e.g. Utilities, Multimedia, Office, etc)

* If the folder corresponding to the type of computer your files are related to doesn't exist or the correct category subfolder doesn't exist create it and place your files inside of the folder (if you create a category subfolder for a category that doesn't exist publicly and your files are determined to be able to be legally hostable, the new category will be created publicly with your files inside of the new category)

This will help speed up the sorting of the uploads by avoiding mess and clutter as much as possible. Thanks! :-)

Uploaded files are not instantly made publicly available as it is necessary to review the files for possible legal issues which could prevent them from being able to be shared publicly on the server, the upload folder is checked daily and any newly uploaded content that is deemed legally sharable (e.g. abandonware and/or software which was made by a company that no longer exists or still exists but has long

since abandoned the software and does not care if the software is shared) will be sorted in the appropriate publicly accessible folders.

What era or type of vintage computer related files are allowed in this archive?

There is no specific era or vintage computer that this archive is restricted to as long as the file(s) don't relate to any computer made in 2000+. It is my hope that this becomes a great central archive of everything vintage computing. A resource that makes the vintage computing hobby easier and less intimidating by not requiring hobbyists to go all over the internet for the files they need. Hopefully someday this goal will be met for the benefit of everyone who enjoys vintage computing as a hobby.

Why should I contribute to/download from this archive?

This archive is unique in that it is maintained with the belief that there should be no limitations in place for how one can utilize this archive. This archive is hosted on a server with 200GB of disk space and 2.8TB of monthly bandwidth, this ensures that everyone can enjoy the archive equally. In addition this archive is hosted in a state of the art data center in the USA, this means that the server has high upload and download speeds, something not every vintage computing archive has unfortunately. The high bandwidth and disk space available for everyone's use ensures that everyone can equally enjoy this archive with nice fast speeds both up and down. This in turn makes it easy for people to download the files they need and for people to contribute to this archive without spending a lot of time doing either. In addition every file uploaded is backed up locally so that if the hard drive in the server goes bad the files will not be gone and can easily be reuploaded (and they would be as soon as the hard drive got replaced). Not only that but because I encourage people to mirror this archive you can rest assured that I will not be the only person with a backup of this archive so that these files will have a good, long life span.

Do you backup the archive?

Yes I sure do. Every time I check for new uploads I backup the uploaded content locally onto two hard drives.

Can I download the entire archive?

Yes! You certainly can using something like wget. I do not believe in limiting the potential of these types of archives as explained above and as such there is nothing stopping you from downloading the entire archive. In fact I encourage people to mirror this archive as it'll help ensure that the files stay around longer. Also note that while we won't stop people from downloading the whole archive for their own personal use (i.e. they have no intention of later sharing the archive with others) it is preferred instead that in this case files are downloaded individually as needed.

What can I do if I find one or more files that are wrongly categorized?

Please email me at hexstar@gmail.com with the location of the file(s) in question and the location where you believe they should be moved to.

How can I contact you?

You can contact me at hexstar@gmail.com

921. Re: Atari design group?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-21 05:10:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <467a448610655b0@comcast.net>
Source record: 4413

>Yes - but greatly improved.
>Some Crazy Ideas - For instance...
>Incrporating the W65C816S or W65T32 processors
>Runs 8-bit Software
>Incrporating the expended address range
> Or more? .... (Bank selecting)
>Incrporating the improved speed
>Game Controller Ports
>
> 2 ports Minimum
>
> 4 ports?

This all sounds so good. If it every came out, I would buy one. I would love to run all my Atari 8-bit software on this. How about adding compatibility for running 16-bit software also. That would be the icing on the cake.
--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

922. ADOPTION: PORTLAND, OREGON USA!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-21 10:11:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0706210309350.32363-100000@onyx.spiritone.com>
Source record: 4407
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Is your garage full of Atari? Can you squeeze into your attic? Do you have an Atari in your closet? If your Atari stuff needs a new home, especially if your in Portland, Oregon USA! E-Mail Atari@aracnet.com or call Ben at (503)256-9974! And even if your not in Portland, feel free to contact me.

This includes Atari Hardware, Games/Software, Books & Accessories! Classic Atari 8 Bit and Atari ST Computers Plus Atari Jaguar Games and consoles!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

923. BUY 4 NEW ATARI GAMES, GET 1 FREE!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-21 10:14:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0706210312230.32363-100000@onyx.spiritone.com>
Source record: 4408
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Buy any 4 titles of my new in the box games for the Classic Atari 8 Bit
and Atari ST Computers and Atari Jaguar Games, mix and match machines,
and receive a brand new in the box game. You can qualify for more than 1
free offer by doubling, or tripling, etc. your order. All you have to do
is pick a minimum of 5 new in the box games, for each 5 games I'll give
you 1 from your list for free! FREE GAME AD: extended through JUNE!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/8bt_soft.htm NEW IN BOX ATARI 8 BIT GAMES!
http://www.aracnet.com/~atari/jaggames.htm NEW IN BOX ATARI JAGUAR GAMES!
http://www.aracnet.com/~atari/st_soft.htm NEW IN BOX ATARI ST GAMES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

924. ATARI SUMMER GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-21 10:19:49 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0706210317030.32363-100000@onyx.spiritone.com>
Source record: 4409
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save Gas and Take a mini-vacation on your Atari.
Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or
look for Atari games at http://BenSells.Atari.org Games Starting at $5
and Up! The Name everyone knows for Gaming Fun? Have you Played your Atari
Today? For Classic Atari 8 Bit, ST & Jaguar Games! Daily Gaming avoids
Hardening of the Ataris! E-Mail: Atari@aracnet.com or Call (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

925. Re: Atari Chat Tonight!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-21 13:24:47 UTC
From: Rick <rcollet@gmail.com>
Message-ID: <1182432287.852836.23410@g37g2000prf.googlegroups.com>
Source record: 4410

Is this something that happens every night?

On Jun 19, 7:11 pm, "Greg Goodwin"
<Greg.Goodwinp0.f2.n8...@fmlynet.org> wrote:
> FamilyNet International Newsgate
>
> ust about chat time!!!! (Starting at 8 pm CST)
>
> Here are the directions for the first timers:
>
> "Telnetwww.atarinews.org
> 69.60.124.49
>
> Username:BBS
> Password:BBS
>
> use your userid or create a new one.
>
> T for Talk
> C for chat
>
> Choose a nickname for chat.
>
> FamilyNet <> Internet Gated Mailhttp://www.familynet-international.org

926. Re: CIS/Delphi software archives

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-21 13:28:31 UTC
From: Rick <rcollet@gmail.com>
Message-ID: <1182432511.299275.118590@z28g2000prd.googlegroups.com>
Source record: 4411

It's not so much as I'm looking for a specific BBS to run - it's that
I want all of them ;)

I ran a superhacked AMIS (as did most of us at some point, I assume) -
later I switched to Express, and somewhere in there Oasis Jr.
Most of my friends ran Carina, Oasis III and IV, or just bit the blue
bullet and ran the bbs on an IBM clone of some kind.

I also had the ring detector.. I thought that was the cleverest thing,
course, I think I was 11 or 12...

>
> IMO: You would really be better off if you got a hold of one of the
> other programs like Carina if you want BASIC or BBCS if you just want
> something that mostly works.
>
> Rick

927. Re: Atari Chat Tonight!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-21 14:24:26 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns99566A07C343emuslor@216.196.97.136>
Source record: 4412

Despite all prevention efforts, Rick <rcollet@gmail.com> wrote in
news:1182432287.852836.23410@g37g2000prf.googlegroups.com:

> Is this something that happens every night?
>
> On Jun 19, 7:11 pm, "Greg Goodwin"
> <Greg.Goodwinp0.f2.n8...@fmlynet.org> wrote:
>> FamilyNet International Newsgate
>>
>> ust about chat time!!!! (Starting at 8 pm CST)
>>
>> Here are the directions for the first timers:
>>
>> "Telnetwww.atarinews.org
>> 69.60.124.49
>>
>> Username:BBS
>> Password:BBS
>>
>> use your userid or create a new one.
>>
>> T for Talk
>> C for chat
>>
>> Choose a nickname for chat.
>>
>> FamilyNet <> Internet Gated Mailhttp://www.familynet-
international.org
>
>

Tonight, the place is our IRC channel. Grab your favorite IRC client,
head over to irc.newnet.net, and join channel #atari. You can also get
in via a java applet from the main page at www.newnet.net.

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

928. Get BAS file out of a ATR that boots the BASIC file?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-22 03:28:44 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <ViHei.5652$bP5.2024@newssvr19.news.prodigy.net>
Source record: 4414

Anyone have a program to extract the BASIC SAVEd
file out of a boot the file .ATR? I believe there's a BAS2ATR.EXE file for
PC's to put the BAS file into a boot ATR, but is there an extractor?

929. Re: Get BAS file out of a ATR that boots the BASIC file?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-22 07:44:07 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <h5Lei.7644$oh3.4736@newsfe03.phx>
Source record: 4415

"Russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:ViHei.5652$bP5.2024@newssvr19.news.prodigy.net...
> Anyone have a program to extract the BASIC SAVEd
> file out of a boot the file .ATR? I believe there's a BAS2ATR.EXE file
> for
> PC's to put the BAS file into a boot ATR, but is there an extractor?
>
>
Russg,

The file I use a lot is ' UNMAKATR.EXE ' will extract bootable basic .ATR's.
By Ken Sider (sp) on this webpage
http://atari.ksiders.tzo.com/a8emulators.html now combined into one download
called atrutils.zip..
Good Luck

RoyE

930. Re: Get BAS file out of a ATR that boots the BASIC file?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-22 12:50:23 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <pAPei.389788$ZA5.137501@newsfe15.phx>
Source record: 4416

"RoyE" <r-dean@cox.net> wrote in message
news:h5Lei.7644$oh3.4736@newsfe03.phx...
>
> "Russg" <russgilb@MUNGEsbcglobal.net> wrote in message
> news:ViHei.5652$bP5.2024@newssvr19.news.prodigy.net...
>> Anyone have a program to extract the BASIC SAVEd
>> file out of a boot the file .ATR? I believe there's a BAS2ATR.EXE file
>> for
>> PC's to put the BAS file into a boot ATR, but is there an extractor?
>>
>>
> Russg,
>
> The file I use a lot is ' UNMAKATR.EXE ' will extract bootable basic
> .ATR's.
> By Ken Sider (sp) on this webpage
> http://atari.ksiders.tzo.com/a8emulators.html now combined into one
> download called atrutils.zip..
> Good Luck
>
> RoyE
>
>
Opps,
I just tried this and it doesn't like basic files. But it does work on
'K-files' short atr's made with makeatr.exe

http://www.atarimax.com/jindroush.atari.org/asoft.html has the BAS2BOOT.EXE
and sources, but I didn't find a program to reverse the process.

RoyE

931. Re: Get BAS file out of a ATR that boots the BASIC file?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-22 17:41:36 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <kRTei.17491$y_7.14573@newssvr27.news.prodigy.net>
Source record: 4417

snip about unmakatr.exe
> http://www.atarimax.com/jindroush.atari.org/asoft.html has the
BAS2BOOT.EXE
> and sources, but I didn't find a program to reverse the process.
>
> RoyE
>
>
Thanks, Roy. I'm still trying to extract starbase hyperion from the -bas
.atr.

932. Re: Get BAS file out of a ATR that boots the BASIC file?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-22 22:20:18 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <TWXei.453005$JN6.103651@newsfe17.phx>
Source record: 4418

```
"Russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:kRTei.17491$y_7.14573@newssvr27.news.prodigy.net...
>
> snip about unmakatr.exe
>> http://www.atarimax.com/jindroush.atari.org/asoft.html has the
> BAS2BOOT.EXE
>> and sources, but I didn't find a program to reverse the process.
>>
>> RoyE
>>
>>
> Thanks, Roy. I'm still trying to extract starbase hyperion from the -bas
> .atr.
>
>
Russg,
Try loading program into the Emulator, then break key and LIST "P:"..or SAVE
"H1:filename.bas. Enter it back into the emulator and SAVE
"D:FILENAME.BAS. Or break key then ALT-'1' to change disk then SAVE
"D:FILENAME.BAS". If you have a hex editor strip the first 258 bytes off
the ATR and save file as FILENAME.BAS.. I have probably missed a step or
two but I have used the hex editor method and it works..
I don't seem to have the file -----starbase hyperion atr------ or I could
email the file to you.
RoyE
```

933. FA: Atari Lot 130XE/800XL w/ 2xICD MIO, Black Box, 2xR-Time 8...

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-24 03:46:50 UTC
From: DM Hebert <drizztiger@hotmail.com>
Message-ID: <ROlfi.11785$Zg5.3503@newsfe19.lga>
Source record: 4419

Hi,

I finally put my Atari collection up for auction:
http://cm.ebay.com/cm/ck/1065-29296-2357-0?uid=34339675&site=0&ver=LCA080805&item=320130416462&lk=URL

It includes a 130XE w/ 320k RAM, (2)130XE, (3)800XL, (5)1050, (1)Indus GT,
(2)ICD MIO, (1)Black Box, (2)R-Time 8 and more.
Check it out if interested and contact me if you have any questions.

Best Regards,
David

934. Re: Atari Chat Tonight!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-24 13:39:38 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00575e51@familynet-international.org>
Source record: 4420

```
FamilyNet International Newsgate

That channel... Tuesday at 8 pm cst and 10 am CST Sunday.

Doc Clu

> From: Rick <rcollet@gmail.com>
> Is this something that happens every night?
> On Jun 19, 7:11 pm, "Greg Goodwin"
> <Greg.Goodwinp0.f2.n8...@fmlynet.org> wrote:
>> FamilyNet International Newsgate
>>
>> ust about chat time!!!! (Starting at 8 pm CST)
>>
>> Here are the directions for the first timers:
>>
>> "Telnetwww.atarinews.org
>> 69.60.124.49
>>
>> Username:BBS
>> Password:BBS
>>
>> use your userid or create a new one.
>>
>> T for Talk
>> C for chat
>>
>> Choose a nickname for chat.
>>
>> FamilyNet <> Internet Gated Mailhttp://www.familynet-international.org

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org
```

935. Can I use an ATARI CX-40 joystick to satisfy my girlfriend?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-24 13:39:39 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00575e52@familynet-international.org>
Source record: 4421

FamilyNet International Newsgate

> From: "Dick ATARI" <dickatari@canishovemydiskintoyourfloppy.ask>
> X-No-Archive:yes
> Did you ever use an ATARI joystick for that purpose? You
> know what I'm talking about.
> If yes, did she like it or was the CX-40 not huge enough?
> Did ATARI make some other periphals that could be used
> as toys in bed?

:) Reminds me of the "digital data porn" which had an icon of a woman licking an Atari joystick. That was actually as riskay as it got though. It was a site that catered to geeks and therefore had a lot of retro pictures in it. Some good pictures at that. Some computers even with their tops off. :P

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

936. Atari OS ROMs - where are they now?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-24 19:34:50 UTC
From: Dot Net Developer <dotnetdeveloper@hotmail.co.uk>
Message-ID: <1182713690.660159.48300@m36g2000hse.googlegroups.com>
Source record: 4422

Just downloaded Atari Win Plus version 4 - require OS ROMs to get it going.

Please advise where I can get them - have googled for 1/2 hour, no joy.

Thanks, regards, Robert.

937. Re: Atari OS ROMs - where are they now?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-24 20:35:01 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <4AAfi.430571$g24.106003@newsfe12.phx>
Source record: 4423

"Dot Net Developer" <dotnetdeveloper@hotmail.co.uk> wrote in message
news:1182713690.660159.48300@m36g2000hse.googlegroups.com...
> Just downloaded Atari Win Plus version 4 - require OS ROMs to get it
> going.
>
> Please advise where I can get them - have googled for 1/2 hour, no
> joy.
>
> Thanks, regards, Robert.
>
I believe that the site you downloaded Atari Win Plus version 4 should have
the roms or a separate link. Try this one..
http://www.a800win.atari-area.prv.pl/xf25.zip

Good Luck
RoyE

938. Re: Atari OS ROMs - where are they now?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-25 05:31:26 UTC
From: Dot Net Developer <dotnetdeveloper@hotmail.co.uk>
Message-ID: <1182749486.460715.146550@q69g2000hsb.googlegroups.com>
Source record: 4424

On 24 Jun, 21:35, "RoyE" <r-d...@cox.net> wrote:
> "Dot Net Developer" <dotnetdevelo...@hotmail.co.uk> wrote in
messagenews:1182713690.660159.48300@m36g2000hse.googlegroups.com...> Just downloaded Atari
Win Plus version 4 - require OS ROMs to get it
> > going.
>
> > Please advise where I can get them - have googled for 1/2 hour, no
> > joy.
>
> > Thanks, regards, Robert.
>
> I believe that the site you downloaded Atari Win Plus version 4 should have
> the roms or a separate link. Try this one..http://www.a800win.atari-area.prv.pl/xf25.zip
>
> Good Luck
> RoyE

Tried several times - just get "Page not found".
Any chance someone could just email them to me please?

Thanks, regards, Robert.

939. Re: Atari OS ROMs - where are they now?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-25 05:46:13 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <tIlfi.218626$Fk2.125121@newsfe08.phx>
Source record: 4425

http://atari.fandal.cz/emulators.php

"Dot Net Developer" <dotnetdeveloper@hotmail.co.uk> wrote in message
news:1182749486.460715.146550@q69g2000hsb.googlegroups.com...
> On 24 Jun, 21:35, "RoyE" <r-d...@cox.net> wrote:
>> "Dot Net Developer" <dotnetdevelo...@hotmail.co.uk> wrote in
>> messagenews:1182713690.660159.48300@m36g2000hse.googlegroups.com...> Just
>> downloaded Atari Win Plus version 4 - require OS ROMs to get it
>> > going.
>>
>> > Please advise where I can get them - have googled for 1/2 hour, no
>> > joy.
>>
>> > Thanks, regards, Robert.
>>
>> I believe that the site you downloaded Atari Win Plus version 4 should
>> have
>> the roms or a separate link. Try this
>> one..http://www.a800win.atari-area.prv.pl/xf25.zip
>>
>> Good Luck
>> RoyE
>
> Tried several times - just get "Page not found".
> Any chance someone could just email them to me please?
>
> Thanks, regards, Robert.
>

940. Re: Atari OS ROMs - where are they now?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-25 07:05:39 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <7PJfi.630$Od7.40@newsread1.news.pas.earthlink.net>
Source record: 4426

Dot Net Developer wrote:
> On 24 Jun, 21:35, "RoyE" <r-d...@cox.net> wrote:
>
>>"Dot Net Developer" <dotnetdevelo...@hotmail.co.uk> wrote in
messagenews:1182713690.660159.48300@m36g2000hse.googlegroups.com...> Just downloaded Atari
Win Plus version 4 - require OS ROMs to get it
>>
>>>going.
>>
>>>Please advise where I can get them - have googled for 1/2 hour, no
>>>joy.
>>
>>>Thanks, regards, Robert.
>>
>>I believe that the site you downloaded Atari Win Plus version 4 should have
>>the roms or a separate link. Try this one..http://www.a800win.atari-area.prv.pl/xf25.zip
>>
>>Good Luck
>>RoyE
>
>
> Tried several times - just get "Page not found".
> Any chance someone could just email them to me please?
>
> Thanks, regards, Robert.
>

They should be in any Xformer distribution too, ST, DOS, Windows, ...

Rick

941. Re: Atari OS ROMs - where are they now?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-25 09:15:17 UTC
From: Dot Net Developer <dotnetdeveloper@hotmail.co.uk>
Message-ID: <1182762917.629107.261910@u2g2000hsc.googlegroups.com>
Source record: 4427

```
On 25 Jun, 06:46, "RoyE" <r-d...@cox.net> wrote:
> http://atari.fandal.cz/emulators.php
>
> "Dot Net Developer" <dotnetdevelo...@hotmail.co.uk> wrote in
messagenews:1182749486.460715.146550@q69g2000hsb.googlegroups.com...
>
>
>
> > On 24 Jun, 21:35, "RoyE" <r-d...@cox.net> wrote:
> >> "Dot Net Developer" <dotnetdevelo...@hotmail.co.uk> wrote in
> >> messagenews:1182713690.660159.48300@m36g2000hse.googlegroups.com...> Just
> >> downloaded Atari Win Plus version 4 - require OS ROMs to get it
> >> > going.
>
> >> > Please advise where I can get them - have googled for 1/2 hour, no
> >> > joy.
>
> >> > Thanks, regards, Robert.
>
> >> I believe that the site you downloaded Atari Win Plus version 4 should
> >> have
> >> the roms or a separate link. Try this
> >> one..http://www.a800win.atari-area.prv.pl/xf25.zip
>
> >> Good Luck
> >> RoyE
>
> > Tried several times - just get "Page not found".
> > Any chance someone could just email them to me please?
>
> > Thanks, regards, Robert.- Hide quoted text -
>
> - Show quoted text -

Many thanks. It's great to play those old games again! :o)
```

942. Re: Atari OS ROMs - where are they now?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-25 09:16:11 UTC
From: Dot Net Developer <dotnetdeveloper@hotmail.co.uk>
Message-ID: <1182762971.008451.81970@w5g2000hsg.googlegroups.com>
Source record: 4428

On 25 Jun, 08:05, Rick Cortese <ricor...@earthlink.net> wrote:
> Dot Net Developer wrote:
> > On 24 Jun, 21:35, "RoyE" <r-d...@cox.net> wrote:
>
> >>"Dot Net Developer" <dotnetdevelo...@hotmail.co.uk> wrote in
messagenews:1182713690.660159.48300@m36g2000hse.googlegroups.com...> Just downloaded Atari
Win Plus version 4 - require OS ROMs to get it
>
> >>>going.
>
> >>>Please advise where I can get them - have googled for 1/2 hour, no
> >>>joy.
>
> >>>Thanks, regards, Robert.
>
> >>I believe that the site you downloaded Atari Win Plus version 4 should have
> >>the roms or a separate link. Try this
one..http://www.a800win.atari-area.prv.pl/xf25.zip
>
> >>Good Luck
> >>RoyE
>
> > Tried several times - just get "Page not found".
> > Any chance someone could just email them to me please?
>
> > Thanks, regards, Robert.
>
> They should be in any Xformer distribution too, ST, DOS, Windows, ...
>
> Rick- Hide quoted text -
>
> - Show quoted text -

Thanks - I was unaware of that. Is Xformer a good emulator? The one
I got ATM (Atari Win plus) seems good.

943. lost game title from my youth.

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-25 12:28:21 UTC
From: jerry.young@gmail.com
Message-ID: <1182774501.415236.228030@q75g2000hsh.googlegroups.com>
Source record: 4429

Hello all,

I have recently started to rebuild my Atari 8-bit collection an library after it was stolen almost a decade ago. There is a game that I used to play and wanted to show my friends son who is into this stuff as well but I can not remember the title of the game. I remember it is a space game along the lines Star Raiders but when you dock with the space station a guy in a space suit would drift out and repair and refuel the ship and then drift back by waving at you as you departed.

I thought maybe one of you fellow Atari fans may know of the game I am seeking and can direct me to a archive that may have it or place I might be able to buy it.

Post here or shoot me an email at jerry.young@gmail.com

Thanks.

944. Re: lost game title from my youth.

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-25 14:56:26 UTC
From: ASI Industries <ASI@asi-industries.freeseve.co.uk>
Message-ID: <01c7b741$1a1094c0$2000a8c0@asi-01>
Source record: 4430

I believe you ar refering to Astrochase by Fist Star Software.
http://tinyurl.com/28xvwy

--
Posted via a free Usenet account from http://www.teranews.com

945. Re: lost game title from my youth.

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-25 16:05:25 UTC
From: jerry.young@gmail.com
Message-ID: <1182787525.595826.224320@g4g2000hsf.googlegroups.com>
Source record: 4431

On Jun 25, 10:56 am, "ASI Industries" <A...@asi-
industries.freeseve.co.uk> wrote:
> I believe you ar refering to Astrochase by Fist Star Software.http://tinyurl.com/28xvwy
>
> --
> Posted via a free Usenet account fromhttp://www.teranews.com

It was a first person type game. Though I do like the looks of that
game and will see if I can find it.

946. Re: Atari OS ROMs - where are they now?

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-25 17:12:12 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <MHSfi.808$Od7.473@newsread1.news.pas.earthlink.net>
Source record: 4432

Dot Net Developer wrote:
> On 25 Jun, 08:05, Rick Cortese <ricor...@earthlink.net> wrote:
<snip>
>>They should be in any Xformer distribution too, ST, DOS, Windows, ...
>>
>>Rick- Hide quoted text -
>>
>>- Show quoted text -
>
>
> Thanks - I was unaware of that. Is Xformer a good emulator? The one
> I got ATM (Atari Win plus) seems good.
>

The pluses are things like it has a small footprint, fast, and is stable. I think the DOS version will just about run full speed on a 286/386SX with VGA graphic card an 20 meg MFM hd.

It has the most trouble with running the tough stuff like Alternate Reality and sound reproduction. I think the other emulators run more software and more accurately.

Rick

947. Re: lost game title from my youth.

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-25 19:09:20 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <2qKdnfYayMxbjx3bRVnzvQA@telenor.com>
Source record: 4433

Like Star Raiders? Astrochase? I thought Astrochase too when I read waving,
but the game is nothing like Star Raiders. And there's no docking in
Astrochase, is there?

"ASI Industries" <ASI@asi-industries.freeseve.co.uk> skrev i melding
news:01c7b741$1a1094c0$2000a8c0@asi-01...
>I believe you ar refering to Astrochase by Fist Star Software.
> http://tinyurl.com/28xvwy
>
> --
> Posted via a free Usenet account from http://www.teranews.com
>

948. Re: lost game title from my youth.

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-25 19:39:38 UTC
From: jerry.young@gmail.com
Message-ID: <1182800378.522993.168290@p77g2000hsh.googlegroups.com>
Source record: 4434

On Jun 25, 3:09 pm, "Vidar Olavesen" <olav...@online.no> wrote:
> Like Star Raiders? Astrochase? I thought Astrochase too when I read waving,
> but the game is nothing like Star Raiders. And there's no docking in
> Astrochase, is there?
>
> "ASI Industries" <A...@asi-industries.freeseve.co.uk> skrev i
meldingnews:01c7b741$1a1094c0$2000a8c0@asi-01...
>
> >I believe you ar refering to Astrochase by Fist Star Software.
> >http://tinyurl.com/28xvwy
>
> > --
> > Posted via a free Usenet account fromhttp://www.teranews.com

Yeah it is a hard one to remember but I do remember it. It was kewl
game, as you approached the space station and got within range the guy
would fix your ship.

949. Vintage Computer Festival Midwest 3.0: July 14-15, West Layatette, IN, USA

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-25 21:37:23 UTC
From: Patrick Finnegan <finnegpt@excalibur.cc.purdue.edu>
Message-ID: <f5pcij$2ct$2@mailhub227.itcs.purdue.edu>
Source record: 4435
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

It's just 3 weeks until the third annual Vintage Computer Festival,
Midwest edition. We've got a few interesting speakers lined up, and
more to be added shortly.

So come all ye collectors, see the speakers, and even exhibit your
favorite items from your collection! We still have plenty of space to
fill up with exhibitors. If you're interested in being an exhibitor,
please sign up before Sunday, July 8th. Don't wait until the last
minute, or there may not be space left!

VCF/Midwest 3.0 will be July 14-15, at Purdue University's Stewart
center. Speakers will run from 11a to 2p each day, and exhibits and
the marketplace will be open from 2p to 6p. Admission is $5 per day
for access to the whole event, and kids 17 and under get in for free.

For more details, and to sign up as an exhibitor or vendor, please see
the official VCF/Midwest 3.0 website at:
http://www.vintage.org/2007/midwest/index.php

If you have any questions, feel free to send me a message at:
vcfmw at computer-refuge.org.

Pat
--
Purdue University Research Computing --- http://www.rcac.purdue.edu/
The Computer Refuge --- http://computer-refuge.org

950. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-26 04:26:27 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1182831964@rtfm.mit.edu>
Source record: 4436
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: June 5, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.
Atari, headquartered at the time in Sunnyvale, California, USA, produced this
line of computers from 1979-1992.

To see what Atari, Inc. is up to today, visit: http://www.atari.com/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

Former (before 1987) Usenet newsgroups for Atari computer discussion:
net.micro.atari8 - created Feb 1986
net.micro.atari - created Nov 1982
net.micro - created Jan 1982

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
```

To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

ACGC - Atlantic Computer and Gaming Club
http://www.chebucto.ns.ca/Technology/NSACUG/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Atari computers news aggregator site, by Matthew Bacon)
http://www.ataritoday.com/

951. Re: lost game title from my youth.

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-26 14:12:49 UTC
From: ASI Industries <ASI@asi-industries.freeseve.co.uk>
Message-ID: <01c7b804$2b119120$2000a8c0@asi-01>
Source record: 4437

Hi Jerry, you will find Astrochase here, also you may find the game you are looking for as well.
(http://tinyurl.com/3327qy)

--
Posted via a free Usenet account from http://www.teranews.com

952. Re: lost game title from my youth.

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-26 16:00:13 UTC
From: jerry.young@gmail.com
Message-ID: <1182873613.854010.326310@u2g2000hsc.googlegroups.com>
Source record: 4438

On Jun 26, 10:12 am, "ASI Industries" <A...@asi-
industries.freeseve.co.uk> wrote:
> Hi Jerry, you will find Astrochase here, also you may find the game you are
> looking for as well.
> (http://tinyurl.com/3327qy)
>
> --
> Posted via a free Usenet account fromhttp://www.teranews.com

Now if I only knew the name of the game I was looking for.

953. test message

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-26 18:16:28 UTC
From: test <test@test.com>
Message-ID: <0Kcgi.121$WG1.72@read2.cgocable.net>
Source record: 4439

This is just a test message. Please ignore.

954. Re: ATARI SUMMER GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-26 18:21:04 UTC
From: test <test@test.com>
Message-ID: <kOcgi.122$WG1.45@read2.cgocable.net>
Source record: 4440
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

In comp.sys.atari.8bit Bravo Sierra Computers <atari@aracnet.com> wrote:
> Cant afford a vacation? Save Gas and Take a mini-vacation on your Atari.
> Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or
> look for Atari games at http://BenSells.Atari.org Games Starting at $5
> and Up! The Name everyone knows for Gaming Fun? Have you Played your Atari
> Today? For Classic Atari 8 Bit, ST & Jaguar Games! Daily Gaming avoids
> Hardening of the Ataris! E-Mail: Atari@aracnet.com or Call (503)256-9974!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. Customers love the speedy service! I have
> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!
>

I'm just testing my newsreader. Please ignore this reply.

955. Trivia Fever from Professional

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-27 03:35:22 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <SVkgi.82827$2K1.36762@newsfe18.lga>
Source record: 4441

I bought Trivia Fever from Professionl for Atari long time ago. Now I lost the disks. Anyone has copy of it ? Please send me the image ATR.

Thanks!
Tseng

956. Re: Trivia Fever from Professional

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-27 11:56:05 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <8KGdnd5ijevJzR_bRVnzvAA@telenor.com>
Source record: 4442

Hey, what is this game? Never seen that title before. Have Trivia Arcade,
Quest and a couple of others, but this one was new to me. Any info on it?

"Jack Tseng" <tseng4@hotmail.com> skrev i melding
news:SVkgi.82827$2K1.36762@newsfe18.lga...
>I bought Trivia Fever from Professionl for Atari long time ago. Now I
> lost the disks. Anyone has copy of it ? Please send me the image ATR.
>
> Thanks!
> Tseng
>

957. Re: lost game title from my youth.

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-27 15:38:14 UTC
From: atari_frog@yahoo.com
Message-ID: <1182958694.160273.156980@o61g2000hsh.googlegroups.com>
Source record: 4443

I think it's either Orbit - A Trip to the Moon or XTAL (both by Antic Software).

--
Atari Frog
http://www.atarimania.com

958. Re: lost game title from my youth.

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-27 18:46:40 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <1182970000.500239.194980@g4g2000hsf.googlegroups.com>
Source record: 4444

On Jun 27, 11:38 am, atari_f...@yahoo.com wrote:
> I think it's either Orbit - A Trip to the Moon or XTAL (both by Antic
> Software).
>
> --
> Atari Froghttp://www.atarimania.com

My money is on XTAL. You can find a copy of it here:
http://ape.dyndns.org:8085/T-Z/

959. ST GUILD BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-27 23:23:52 UTC
From: Chuck B <Cabacon@cox.net>
Message-ID: <5kCgi.194981$nh4.73680@newsfe20.lga>
Source record: 4445

Everyone is welcome to log onto the ST Guild BBS!

telnet:://stguild-bbs.dyndns.org

4 Gigs Of St, and 8-Bit files. Running on and Atari ST. Currently on a MEGA
2.

960. WANTED: 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-28 14:29:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0706280728050.28444-100000@onyx.spiritone.com>
Source record: 4446

I'm looking for a good working 1200xl! Please E-Mail me! Thanx! ===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

961. ADOPTION: PORTLAND, OREGON USA!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-28 14:30:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0706280729170.28444-100000@onyx.spiritone.com>
Source record: 4447
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Is your garage full of Atari? Can you squeeze into your attic? Do you have an Atari in your closet? If your Atari stuff needs a new home, especially if your in Portland, Oregon USA! E-Mail Atari@aracnet.com or call Ben at (503)256-9974! And even if your not in Portland, feel free to contact Ben.

This includes Atari Hardware, Games/Software, Books & Accessories! Classic Atari 8 Bit and Atari ST Computers Plus Atari Jaguar Games and consoles!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

962. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-28 14:32:28 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0706280730560.28444-100000@onyx.spiritone.com>
Source record: 4448
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

963. FA: Lot of 26 atari 400/800 computer game cartridges + more

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-28 22:24:09 UTC
From: robotron -x- <nospamjoey@aol.com>
Message-ID: <46843509.DA1F00AC@aol.com>
Source record: 4350

Item title: Lot of 26 atari 400/800 computer game cartridges + more
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=120136124782

Item title: RG Dynamic Processor PRO 16
Item URL:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=120136763989

Item title: HP Photosmart 945 5.3 MegaPixel Digital Camera w/Card
Item URL:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=120136766539

Item title: Replacement SONY PS2 Playstation 2 System Console
Item URL:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=120136767468

Item title: Philips multi room sound MRS6 speaker selector
Item URL:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=120136137871

964. Re: lost game title from my youth.

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-29 15:51:34 UTC
From: jerry.young@gmail.com
Message-ID: <1183132294.388691.103720@o61g2000hsh.googlegroups.com>
Source record: 4351

On Jun 27, 2:46 pm, "super_sto...@yahoo.com" <super_sto...@yahoo.com>
wrote:
> On Jun 27, 11:38 am, atari_f...@yahoo.com wrote:
>
> > I think it's either Orbit - A Trip to the Moon or XTAL (both by Antic
> > Software).
>
> > --
> > Atari Froghttp://www.atarimania.com
>
> My money is on XTAL. You can find a copy of it here:http://ape.dyndns.org:8085/T-Z/

I'll check it out and make a post if it is the one or not.

965. Re: lost game title from my youth.

Newsgroup: comp.sys.atari.8bit
Date: 2007-06-29 18:42:36 UTC
From: jerry.young@gmail.com
Message-ID: <1183142556.657020.255940@n2g2000hse.googlegroups.com>
Source record: 4352

On Jun 29, 11:51 am, jerry.yo...@gmail.com wrote:
> On Jun 27, 2:46 pm, "super_sto...@yahoo.com" <super_sto...@yahoo.com>
> wrote:
>
> > On Jun 27, 11:38 am, atari_f...@yahoo.com wrote:
>
> > > I think it's either Orbit - A Trip to the Moon or XTAL (both by Antic
> > > Software).
>
> > > --
> > > Atari Froghttp://www.atarimania.com
>
> > My money is on XTAL. You can find a copy of it here:http://ape.dyndns.org:8085/T-Z/
>
> I'll check it out and make a post if it is the one or not.

That is the one. I can't thank you both enough. Hope you all have a
super weekend.

966. ST GUILD BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-02 02:45:57 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <005888c6@familynet-international.org>
Source record: 4353

FamilyNet International Newsgate

> From: "Chuck B" <Cabacon@cox.net>
> Everyone is welcome to log onto the ST Guild BBS!
> telnet:://stguild-bbs.dyndns.org
> 4 Gigs Of St, and 8-Bit files. Running on and Atari ST. Currently on a MEGA
> 2.

Remember, this and all the currently active Atari BBS's are available at the
Atari Gateway...

telnet://pb.darktech.org

Get to the main menu, x for internet, A for Atari, and all the Atari BBS's are
listed there.

I believe when you reach ST Guild and Dark Forces you need to hit return,
otherwise nothing will ever show up.

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

967. Re: ST GUILD BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-02 16:25:23 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2007.07.02.16.25.23.99173@suddenlink.net>
Source record: 4354

On Mon, 02 Jul 2007 02:45:57 +0000, Greg Goodwin wrote:

> FamilyNet International Newsgate
>
>> From: "Chuck B" <Cabacon@cox.net>
>> Everyone is welcome to log onto the ST Guild BBS!
>> telnet:://stguild-bbs.dyndns.org
>> 4 Gigs Of St, and 8-Bit files. Running on and Atari ST. Currently on a MEGA
>> 2.
>
> Remember, this and all the currently active Atari BBS's are available at the
> Atari Gateway...
>
> telnet://pb.darktech.org
>
> Get to the main menu, x for internet, A for Atari, and all the Atari BBS's are
> listed there.
>
> I believe when you reach ST Guild and Dark Forces you need to hit return,
> otherwise nothing will ever show up.
>
> Doc Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.familynet-international.org

Just thought I'd let everyone know, I'm having trouble with my UDS10.
Whenever a call comes in, it acts like it accepts it, then the red
diagnostics light comes on, and the call will not continue...

So we might be temporarily unavailable until I can figure out what is
going on with it.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

968. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-04 04:22:34 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1183522938@rtfm.mit.edu>
Source record: 4355
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: June 5, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.
Atari, headquartered at the time in Sunnyvale, California, USA, produced this
line of computers from 1979-1992.

To see what Atari, Inc. is up to today, visit: http://www.atari.com/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

Former (before 1987) Usenet newsgroups for Atari computer discussion:
net.micro.atari8 - created Feb 1986
net.micro.atari - created Nov 1982
net.micro - created Jan 1982

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
```

To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

ACGC - Atlantic Computer and Gaming Club
http://www.chebucto.ns.ca/Technology/NSACUG/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Atari computers news aggregator site, by Matthew Bacon)
http://www.ataritoday.com/

969. CHRISTMAS in JULY!

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-05 09:42:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0707050239350.14709-100000@onyx.spiritone.com>
Source record: 4356
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

FREE GAMES! BUY 8 BIT OR ST, GET FREE GAME! OR 2 FREE JAG GAMES!

25% off Games/Software-Hardware & Books for Classic Atari 8 Bit & Atari ST Computer lines plus Jaguar Consoles & Games! Cut & Paste my Catalogs and E-Mail your order with your Mailing address so I can figure Shipping! Many items I have One, Two or Too Few of! Questions? E-Mail Atari@aracnet.com or call Ben anytime at (503)256-9974! 1st Come, 1st Serve! All July Long!

Spend $100.00 on 8 Bit or ST, Get ANY GAME FREE! Spend $100.00 on Jaguar, Get 2 FREE Jag Games! Such as: Bruce Lee, Bubsy, DooM, Pitfall & Wolf 3D!

http://BensCatalogs.Atari.org Ben's Atari Catalogs & Website!
http://www.aracnet.com/~atari/shipping.htm I can save you Money & Time!
http://www.aracnet.com/~atari/specials.htm Atari Sale Details!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

970. ADOPTION: PORTLAND, OREGON USA!

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-06 18:44:27 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <005d7af3@familynet-international.org>
Source record: 4357

FamilyNet International Newsgate

Say you had someone that was outside of Oregon that needed to find a home for
Atari items, would you still accept those? How do you handle shipping?

Doc Clu
Dallas, TX- USA

> From: Bravo Sierra Computers <atari@aracnet.com>

> Is your garage full of Atari? Can you squeeze into your attic? Do you have
> an Atari in your closet? If your Atari stuff needs a new home, especially
> if your in Portland, Oregon USA! E-Mail Atari@aracnet.com or call Ben at
> (503)256-9974! And even if your not in Portland, feel free to contact Ben.

> This includes Atari Hardware, Games/Software, Books & Accessories! Classic
> Atari 8 Bit and Atari ST Computers Plus Atari Jaguar Games and consoles!

> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

971. Game "New York City"

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-07 13:23:52 UTC
From: T0M <viepriv&#65533;e@fra>
Message-ID: <k2aq83lbghc1f4leq51h0gla4am6rjnbfa@4ax.com>
Source record: 4358

Hi and tnx for reading my message.

I've renctly played a game called "New York City" where you drive a car
and if you park it, you play a little guy.... but after playing a while,
I still don't understand what I need to do ?!!!

Any help will be appreciate.

tnx in advance

T0M
--
Sorry if I don't answer quickly but I can't be online each day

972. Re: Game "New York City"

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-07 16:39:57 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <ElPji.76802$s57.26745@newsfe07.phx>
Source record: 4359

"T0M" <viepriv&#65533;e@fra> wrote in message
news:k2aq83lbghc1f4leq51h0gla4am6rjnbfa@4ax.com...
> Hi and tnx for reading my message.
>
> I've renctly played a game called "New York City" where you drive a car
> and if you park it, you play a little guy.... but after playing a while,
> I still don't understand what I need to do ?!!!
>
> Any help will be appreciate.
>
> tnx in advance
>
> T0M
> --
> Sorry if I don't answer quickly but I can't be online each day

```
* THE BIG APPLE *
(NYC)

OBJECTIVE:
----------

As a visiting tourist, you must visit
12 locations in New York City within a
specific amount of time. The locations
are:

LOCATION SYMBOL
-------- ------
EMPIRE STATE BUILDING ES
UNITED NATIONS BUILDING UN
GRANT'S TOMB GT
WORLD TRADE CENTER WT
CITICORP CENTER CC
CITY HALL CH
CENTRAL PARK ZOO ZO
POST OFFICE PO
AUTOMAT AU
MART MA
BANK BA
SUBWAY SU

The BANK and the SUBWAY are always
open during the game. All other
locations are open only when you see
```

their two letter symbol at the top of screen under SIGHT. In addition to these 12 locations, you will see 3 other locations:

LOT: You must retrieve your car from the lot if it is towed. To get your car back you must pay $90+$20 for each 7.5 minutes on the game clock.

GAS AND GARAGE: If you are involved in an accident or run out gas, your car will be brought here. When you pick up your car, your tank will be full and you will be charged for the gas and $50 to $350 for repairs. You may buy gas voluntarily by parking and then going into the building and position the man in the top center of the screen. Then hold down the fire button and your gas supply will go up. You will be charged $1 per gallon.

HOSPITAL: If you are hit by a vehicle while walking, or if your car is hit by blue tow truck you will be brought here to recuperate and will be charged $200.

Each time you start the game, all locations are randomly placed except for:

ZOO : Always in Central Park.
GARAGE: Always at the east end of Central Park
SUBWAY: Entrances are always on the street that runs along the south edge of Central Park.

DRIVING THE CAR:

Your car is the blue car in the center of the screen. You can drive it forward by moving in the desired direction the car is facing. To stop, simply release the joystick. You can turn 45 degrees from your current direction by moving the joystick in the

desired direction.
If you park your car and your meter expires, you will get a 'METER EXPIRED' message.
If you run out of gas or your meter expires, your car will be towed to GAS AND GARAGE, and you will become a pedestrian if you weren't already one.

BEING A PEDESTRIAN:

To enter any of the 12 locations you must visit, you will have to get out of your car. Getting into an accident with the blue tow truck will get you out of your car automatically. A better way is to pull into parking space or parking space or parking lot and push the joystick button. Pushing the button will get you out of your car only when you are legally parked or out of gas. To enter a location, just walk in the front door. If you don't disappear in-side, you are not lined up with the door. To get back into your car, stand on the left end of the car and push the fire button. If you leave your car parked too long, the tow truck will come to tow your car away to the lot.

THE LOCATIONS:

Empire State Building (ES), United Nations Building (UN), Grant's Tomb (GT), World Trade Center (WT), Citicorp Center (CC), City Hall (CH). These six locations have the same objective but each one will be successively more difficult. You must make your way to the top of the grid of platforms and ladders, grab the pretzel or key, and exit the bottom of the screen without running into the men who are chasing you.
If you get caught, you will lose $50 and have to start again at the bottom of the screen. The two men who are chasing you can bridge the gaps which might be present. You must try to lure the men to the necessary place.

CENTRAL PARK ZOO:

Someone has let the animals out of their cages at the zoo! The animals must be put into separate fenced areas. To lay a fence, hold down the fire button and move the joystick. You must fence each animal so that it is completely surrounded by fencing or walls. You may freeze caged animals by moving to the top of the screen and pressing the fire button. Each caged animal will then be frozen and $25 dollars will be deducted from your money. You must freeze all the animals to complete this segment of the game. BEWARE! The animals bite (including frozen ones) and each bite costs you $50 and you must start again at the top of the screen.

POST OFFICE:

The Post Office is the most difficult of the locations to complete. The object is to grab the letter, place it on the empty stamp pad, wait for it to be stamped, take it off the stamp pad, climb up the ladder and put it into the white mail box at the top of the screen.
The Post Office is divided into several colored bands. You must use the fire button to jump from one color up to the next. To move down the screen to a different color, simply move the joystick down.
Your first task is to get the letter you are trying to mail. You must chase the letter and jump if necessary to grab the letter. If you miss, you will be charged $50 and have to start over at the bottom of the screen.
You must next get through the moving mail carts and past the dog to the stamping pads. Touching either the mail carts or the dog will cause you to start again at the bottom of the screen. Since the dog will follow you, try luring the dog to the far left of the screen and then dash to the right while avoiding the mail cars. Your letter must next be stamped. To do this, position yourself next to a

stamper. Wait until your stamper stamps and then jump onto the pad and quickly get out of the way. If you fail to get out of the way, you will also be stamped, lose $50, and have to start over. If your letter is successfully stamped, you will start with your letter on the stamp pad any time you are forced to start over.
Next you must take your letter off the pad and put it into the white mail box at the top of the screen. You must retrieve your letter from the pad by jumping onto the pad. You must then jump onto a ladder and ride the ladder until you can drop your letter into the proper mail box. You may not ride a ladder off the edge of the screen, so it may be necessary to move off a ladder temporarily. To do this, move your character down off the ladder by moving the joystick down. Be sure you do not exit onto a stamper!
Once your letter has been dropped into the proper mail box, you must make your way back to the bottom of the screen while avoiding the dangers you have just passed. You must repeat this process with another letter to complete this location.

AUTOMAT:

At 10:00, 2:00, and 6:00 on the game clock, IT'S MEAL TIME will appear. All locations except the automat, bank, gas and garage will then close until you complete the automat location.
The object is to eat 10 hamburgers. You can order your burgers by moving to the top of the screen and pressing the fire button. Each time you press the button you will be charged $20 and a burger will appear on the screen. You must catch 10 burgers while avoiding Felix Hunger who also has designs on your burgers. Getting bit by Felix costs you $50.
When you have ate ten hamburgers, congratulations! You are done.

973. Re: Trivia Fever from Professional

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-08 02:03:49 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <7CXji.2504$Sb4.1225@newsfe21.lga>
Source record: 4360

http://www.atarimagazines.com/v4n3/ProductReviews.html

Vidar, you are behind....

"Vidar Olavesen" <olavese@online.no> wrote in message
news:8KGdnd5ijevJzR_bRVnzvAA@telenor.com...
> Hey, what is this game? Never seen that title before. Have Trivia Arcade,
> Quest and a couple of others, but this one was new to me. Any info on it?
>
> "Jack Tseng" <tseng4@hotmail.com> skrev i melding
> news:SVkgi.82827$2K1.36762@newsfe18.lga...
>>I bought Trivia Fever from Professionl for Atari long time ago. Now I
>> lost the disks. Anyone has copy of it ? Please send me the image ATR.
>>
>> Thanks!
>> Tseng
>>
>
>

974. Re: Trivia Fever from Professional

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-08 15:21:36 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <v_6dnd4g6upnnQzbRVnzvAA@telenor.com>
Source record: 4361

"Jack Tseng" <tseng4@hotmail.com> skrev i melding
news:7CXji.2504$Sb4.1225@newsfe21.lga...
> http://www.atarimagazines.com/v4n3/ProductReviews.html
>
> Vidar, you are behind....

I know, I am getting old. Never even seen this, but then again, I don't have
all Antic's. Anybody have a clue on where to get it? Ben Smith? You got it?

975. Re: Game "New York City"

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-09 00:13:36 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <Q4fki.4711$4A1.1323@news-server.bigpond.net.au>
Source record: 4362

T0M wrote:
> Hi and tnx for reading my message.
>
> I've renctly played a game called "New York City" where you drive a car
> and if you park it, you play a little guy.... but after playing a while,
> I still don't understand what I need to do ?!!!
>
> Any help will be appreciate.
>
> tnx in advance
>
> T0M
> --
> Sorry if I don't answer quickly but I can't be online each day

Man I loved that game when I was a kid. Played it to death. Up there
with Star Raiders imo.

Mark

976. XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-09 02:34:26 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <O8hki.37875$aP2.12059@newsfe16.lga>
Source record: 4363

I use Atari800Win Plus 4.0 to load Atari Writer 80 column (need XEP80). How do I enable the XEP80 on the Atari800win ???

Thanks!
Jack

977. Re: XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-09 20:17:09 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <1NWdnetaO_QOCg_bnZ2dnUVZ_hqdnZ2d@comcast.com>
Source record: 4364

I don't know of any of the emulators that emulate an XEP-80. Remember that the XEP-80 is an external device that the Atari talks to over a joystick port. To emulate this, one would need to build emulation of this device and its connection to the joystick port into the emulator.

It would be a very cool addition to an emulator. The XEP-80 could be emulated as a seperate display window from the main display.

-Jason

"Jack Tseng" <tseng4@hotmail.com> wrote in message news:O8hki.37875$aP2.12059@newsfe16.lga...
>I use Atari800Win Plus 4.0 to load Atari Writer 80 column (need XEP80). How >do I enable the XEP80 on the Atari800win ???
>
> Thanks!
> Jack
>

978. 8 bit clones

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-09 22:58:56 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1184021936.056007.33180@22g2000hsm.googlegroups.com>
Source record: 4365

Was there ever any clones made of the Atari 8bits? The Apple][, Timex
Sinclair 1000, TI 99/4a had theirs (not sure about commodore though).
Did Atari have any?

Bill H

979. Re: 8 bit clones

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-10 00:04:47 UTC
From: Payton Byrd <payton@paytonnospambyrd.com>
Message-ID: <W1Aki.613$UY3.33@newsfe04.lga>
Source record: 4366

"Bill H" <bill@ts1000.us> wrote in message
news:1184021936.056007.33180@22g2000hsm.googlegroups.com...
> Was there ever any clones made of the Atari 8bits? The Apple][, Timex
> Sinclair 1000, TI 99/4a had theirs (not sure about commodore though).
> Did Atari have any?
>
> Bill H
>

The Soviets were prolific at cloning Commodore machines. Occasionally you see reference to a soviet-made Commodore disk drive or printer. I think they had major problems with chip production and the systems wouldn't run for very long.

980. Re: 8 bit clones

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-10 00:24:23 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1184027063.562488.271500@22g2000hsm.googlegroups.com>
Source record: 4367
Body handling: HTML body converted to readable text

On Jul 9, 8:04 pm, "Payton Byrd" wrote:
> "Bill H" wrote in messagenews:1184021936.056007.33180@22g2000hsm.googlegroups.com...
> > Was there ever any clones made of the Atari 8bits? The Apple][, Timex
> > Sinclair 1000, TI 99/4a had theirs (not sure about commodore though).
> > Did Atari have any?
>
> > Bill H
>
> The Soviets were prolific at cloning Commodore machines. Occasionally you see reference to a soviet-made Commodore disk drive or printer. I think they had major problems with chip production and the systems wouldn't run for very long.

I wonder if you could have cloned the Antic chip? Can you replicate it
using dicrete logic chips like you can the ULA (similar purpose on the
TS1000)?

Bill H

981. Re: 8 bit clones

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-10 14:34:03 UTC
From: John Selck <selck__j@t-online.de>
Message-ID: <op.tu86q1h7oz2ggb@gott.mshome.net>
Source record: 4369

On Tue, 10 Jul 2007 00:58:56 +0200, Bill H <bill@ts1000.us> wrote:

> Was there ever any clones made of the Atari 8bits? The Apple][, Timex
> Sinclair 1000, TI 99/4a had theirs (not sure about commodore though).
> Did Atari have any?

The Atari 8 bit machines and also the C64 used too many and too complex
custom chips to easily clone them. That's why it never was done.

982. 8 bit clones

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-10 15:38:28 UTC
From: Jfalcon <jfalcon@bbs.00100100.net.remove-12v-this>
Message-ID: <46938BD4.4.usenet_atari8@bbs.00100100.net>
Source record: 4368

To: Bill H
Re: 8 bit clones
By: Bill H to comp.sys.atari.8bit on Mon Jul 09 2007 15:58:56

> From Newsgroup: comp.sys.atari.8bit
>
> Was there ever any clones made of the Atari 8bits? The Apple][, Timex
> Sinclair 1000, TI 99/4a had theirs (not sure about commodore though).
> Did Atari have any?
>
> Bill H
>
> --- Synchronet 3.14b-Linux NewsLink 1.83

For the Apple, there were some remarketed //e|//+ machines made by Bell and
Howell for the schools. Then there were the Laser series which were completely
a clone but licensed the prom from Apple. As for the atari, I've never heard
of a cloned machine as availability seemed to be good in the places it was
marketed. But as another poster said, maybe there were russian counterparts
made tho I find it unlikely as the commodore really had a big influence
overseas.
--- Synchronet 3.14b-Linux NewsLink 1.83
Terminal Frost BBS - telnet://bbs.00100100.net

983. Re: 8 bit clones

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-10 16:21:26 UTC
From: Payton Byrd <payton@paytonnospambyrd.com>
Message-ID: <clOki.349$LS3.37@newsfe03.lga>
Source record: 4370

"Jfalcon" <jfalcon@bbs.00100100.net.remove-12v-this> wrote in message news:46938BD4.4.usenet_atari8@bbs.00100100.net...

> Terminal Frost BBS - telnet://bbs.00100100.net

I'll byte. What's the significance of "36.net" ?

984. Re: 8 bit clones

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-10 16:45:00 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <gIOki.5730$rR.4048@newsread2.news.pas.earthlink.net>
Source record: 4371

John Selck wrote:
> On Tue, 10 Jul 2007 00:58:56 +0200, Bill H <bill@ts1000.us> wrote:
>
>> Was there ever any clones made of the Atari 8bits? The Apple][, Timex
>> Sinclair 1000, TI 99/4a had theirs (not sure about commodore though).
>> Did Atari have any?
>
>
> The Atari 8 bit machines and also the C64 used too many and too complex
> custom chips to easily clone them. That's why it never was done.

At the time and I think it was at least half to do with proprietary
chips at Atari vs. the available chips in some of the others.

Just as a ~loose example: The TI99/4 used a video chip that was marketed
as a separate chip and the manufacturing was licensed to other companies
like Yamaha. Some flavor of the chip found its way into Coleco
Vision/Adam and the NES. Circuit Cellar even made a board for the Apple II.

The TI chip was a display chip with its own RAM and refresh circuitry.
It had the capability of sprites vs. P/M graphics and if you recall the
NES and Coleco Vision games of the era, was quite capable.

The NES on a Chip devices that are commonly sold for <$20 in toy stores
clone both the 6502 and the 9930<?> video chip. If they can clone a 6502
processor, they surely could clone an Antic video processor and GTIA.

Personally I think it would make some sense to do. I mean some of those
games that come with the NES on a chip are really lame. Stock shoot 'em
up Scramble clones abd scrolling racers similar to River Raid. I would
much rather play something like Start Raiders myself if they could get
around the keyboard controls needed.

Rick

985. For Sale: Disk Dirves

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-10 17:56:49 UTC
From: Chuck B <Cabacon@cox.net>
Message-ID: <yLPki.6614$Sb4.294@newsfe21.lga>
Source record: 4372

I have 1 Indust GT Drive, and 1 1050 With US doubble in it. I am selling them with no cables or power supply. If you are interested please let me know.

986. Re: Did the ATARI make you rich?

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-11 02:07:55 UTC
From: Chuck B <Cabacon@cox.net>
Message-ID: <YXWki.46068$aP2.11919@newsfe16.lga>
Source record: 4373

While the commodore 64 when it was released was $595 and the Atari 800 was priced around $999. I am sure could not be true. I do know that the Commodore 1541 was a slow drive. We could ask some Commodore users, but I do not think they have upgraded to PC's yet because they are still trying to load games the got from 82 that have taken all this time to load.
"Rockefeller" <rockefeller@rich.rich> wrote in message news:f7119t$r62$1@aioe.org...
> X-No-Archive:yes
>
> I doubt it. Most ATARI users I know are penniless
> paupers. The ATARI computers are typical poor-men
> computers and most ATARI users are probably
> receiving welfare, while rich people with good jobs
> usually are Commodore 64 owners.
>
>
>

987. Re: Did the ATARI make you rich?

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-11 04:29:26 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <fM2dnTbVGu7owQnbnZ2dnUVZ_sGqnZ2d@comcast.com>
Source record: 4374

Actually, it did.

"Rockefeller" <rockefeller@rich.rich> wrote in message
news:f7119t$r62$1@aioe.org...
> I doubt it. Most ATARI users I know are penniless
> paupers. The ATARI computers are typical poor-men
> computers and most ATARI users are probably
> receiving welfare, while rich people with good jobs
> usually are Commodore 64 owners.

988. Mother son sex Father fucking young dauther insest video clips free taboo erotic incest stories and pics wet sex

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-11 06:08:25 UTC
From: djseids93du@yahoo.com
Message-ID: <1184134105.263043.33610@o61g2000hsh.googlegroups.com>
Source record: 4375

http://www.all-women-dates.com/index750.html
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swimming I'm trying to get some assistance from the Forest Research Institute of Malaysia and bring wildasia net main article cfmarticleID124 2 MYNIPPON Sexy Model Rachael Well I live in Malaysia in the capital Kuala Lumpur Maybe Malaysia is not that popular a country that everyone will know mynippon nao contact 2 KVPUG View topic Zire 71 User List swim back (Sexy You Sexy Me) NTech Internet Architect Director Joined 24 Mar 2002 Posts 2249 Location Malaysia PostPosted Sat kvpug org forum viewtopic phpt2491start20 10 KVPUG View topic Malaysian Idol You can be the Malaysian equivalent of Simon Cowell 3D RING org 3d ring org Sexy Babes and Cool Cars kvpug org forum viewtopic phpt7391 10 kvpug org sexy lingerie Great deals great sexy lingerie suppliers productdatabase net shop sexylingerie17 3 productdatabase net LAND ROVER MALAYSIA in bright promo stickers transporting four gorgeous girls in short sexy silver dresses small product cards and are treated to gifts from Land Rover Malaysia landrovermalaysia my happenings 20030422frsported 1 ibrab La Tigre della Malaysia 28 08 2003 La Tigre della Malaysia L tigre Lo indossa per esser sexy soprattutto a se stessa anche senza un Sandokan nei paraggi ibrab blog excite it permalink 21367 6 Funny Travel Tips to go in without you then go and order a cappuccino from the sexy bras less Malaysia Aside from producing my lovely wife Malaysia produces some of the most joemozian traveltips 4 Asia Listing T S Asia 03 Transsexual Shemale Escort Kuala Lumpur Malaysia Pretty sexy shemales transsexual transvestites more both active passive for your outcall net other asia s Similar pages ShopatWorldPay Romantic Gifts DELIVERY within Malaysia and Singapore Fresh flowers artificial flowers green plants gifts for all occasions leeflower Little Sexy Things shopatworldpay subdepartment aspsubdeptid53 5 Sexy prom dresses 2003 malaysia girl sex children tgp" sexy prom dresses 2003 malaysia girl sex children tgp"asian babes thumbnail teen and puss photo black celebrit pornstar thon photo girl sex fre ad fn sexypromdresses2003 Benny Chan Discussion Forum GOH in TV3 malaysia RACHEL 2 25 2004 10 10 am Re nice to hear that (*NM) Kia 2 25 Looking for a fun sexy man Russian aalll Beel 2 14 2004 10 04 pm members3 boardhost bennychan 3 The Daily Mail Daily News from Pakistan Newspaper from Under the general guidelines the singer cannot wear attires that are too sexy or revealing officials said Predominantly Muslim Malaysia also imposed strict dailymailnews 200401 18 news show02 1 MusicMoz Bands and Artists S Siti Nurhaliza enough to be literally called sexy or even the least revealing in public can be voted multiple times as the most beautiful female artist in Malaysia an over musicmoz org BandsandArtists S SitiNurhaliza desc CD and LP Rock Fat Flat Quest For Trouble (malaysia) CD 13 59 Current Rock Deli Rock Zita Swoon Lifea Sexy Sanctuary CD 20 38 Current Rock Joe musicstack seller cgigenreCurrent Rockseller13011 8 Matthew Yglesias ment on Why Falluja other hand understood this to be a mistake that by the time the insurgents in malaysia were able to Also whatever happened to "Democracy whiskey and sexy" matthewyglesias cgi bin mt mt ments cgientryid3011 2 iafrica | news | world news Jailed ex Malaysian PM denied bail He will not give up his struggle he is innocent " AFP

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Ifa Raziah (Sexy Wallpaper) "This is another Wallpaper on the sexy dangdut singer from Malaysia Ifa Raziah " Jenny Mc hobbynexus topfreebies free wallpaper sexy wallpaper 3 sixthseal sixthseal 1st Birthday Codeine Xany Xanax [sixthseal December 04 2002 Malaysia veritas Xanax Benzo bliss [sixthseal December 13 2002 Malaysia veritas Xanax Valium sixthseal 000500 3 15 sixthseal Archives dooF Spiky tree sixthseal 1st Birthday Sexy Photo Someone is drinking my beer Exam results) Melancholy my bride Xany Xanax Hello from Malaysia Going home sixthseal archives 7 15 sixthseal Channelnewsasia films like 'Sexy Mermaid' and bookstores carry racy titles One political expert there says 'Talibanism' runs counter to Javanese civility CNA Malaysia Votes channelnewsasia stories southeastasia view 76915 1 5 channelnewsasia Y! Asia Mobile Thailand Mobile Downloads Y! Asia Mobile Thailand Mobile Downloads Select country Home Phone Downloads (Ringtones etc) Sexy 33605 31951 34062 yahoo mweb co th logo sexy phpformatid1nameSexy 5 Y! Asia Mobile Thailand Mobile Downloads Y! Asia Mobile Thailand Mobile Downloads Select country Home Phone Downloads (Ringtones etc) Sexy 81903 81911 81804 yahoo mweb co th picturemessage sexy phpformatid1nameSexy 5 yahoo mweb co th SMS ac smsProfile BUGS For the intelligent Society Do u wanna contact the best lookin intelligent sexy people from around the world or desire "n" soul style in malaysia sms ac smsuserprofile aspuserpappy2004 6 SMS ac smsProfile Society Do u wanna contact the best lookin intelligent sexy people from malaysia ragnarok online games afk melodic power metal mp3 sesapa nak trade mp3 sms ac smsuserprofile aspuserpikachu2004 4 sms ac (Kuala Lumpur) Penguin Runners skimpy bright light yellow running gear ? bloody sexy! Penguin 3 mention in passing that they were from China and pointed out to me Ms Yu Fang from Malaysia jroller page penguin 20040301 7 Sexy Ads Adult personal ads online personals swingers club I met this lady at Sexy Ads? we arranged to meet took one singlesites sexyads 3 Ablenow Asia Without links to the sexy independent Web sites and an expected slowdown in RIGHTS MALAYSIA Gov't Walks Tightrope on Acehnese Asylum Seekers Baradan Kuppusamy ablenow aaasia phpstart10 5 Easy Penpals well its Shadwan Mahamad in full but people call me Shad and im 19 years old from the vibrant sexy beautiful and steamy city of Kuala Lumpur Malaysia easypenpals read php3rubr304sec48 3 HERIZONS 2002 about teachers passing remarks about girls getting raped because they wear sexy clothes or What Are Malaysia?s International Obligations to Women?s Rights wccpenang org herizons2002 10 Southeast Asia's "Tiger Cubs" Roar Japan Article Jpan Inc TOP 5 ARTICLES The Cost Killer eth Sexy and Smart Young Japanese Men Pay Big Malaysia in particular jumped several ranks from 10th in 2001 to 4th in 2003 japaninc net article phparticleID1202 2 MediaChannel org | ROUNDTABLES | AIDS Media HIV AIDS has been getting increasing coverage in Malaysian media in A typical editor's quote will be "I don't want worthy give me sexy " That's what so many mediachannel org views roundtables aidsmedia s 3 Which GPS for mountain biking a mountain biker in Malaysia will not need Magellan Sportrak Sportrak Map Sportrak Pro These are the 300 series Magellans in a new sexy ergonomic package bikehash freeservers gps gps 2 Vacations A Trout's

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insest father dauther fat girls nakedexperienced caribicsex 2 free pics pics transsex father fucking his dauther pussy incest pics cynthia rothrock screen saver father fucking there galleries of incest families insest free xxx sex mamuang index index6 10 free anal sex hard free fist anal sex photo gallary anal sex nude sex free thumbs softcore france free sex stoires pany philipinosex sluty latinos bulma fucks vegeta father fucking dauther alissa milano a1bssite 4zoom analsexhard 6 babe in white lingerie sons mothersporn motherdildo mother dauther porn mothers daughter mother son sex free mound mothers fuck motorcycle club mother son father daughter motherstits caipirauai babe in white lingerie Similar pages FREE PORN NAKED SEX WITH FUCK NUDE VIDEOS AND PHOTOS OF MOVIES video free download darrian vids dauther father videos davia free download gay incest father son free hanna barbera xxx toons hentai free hanna barberra freewebhosting hostdepartment g genimat 777 9 nudist father dauther photos dauther sucking dads dick pictures father dauther fuck pics free fathers fucking dauthers ass pics free hot dauther mother incest pics free insest storys father dauther free mother dauther garrettsgraphics dauther 1 NO !! NO lolitas ONLY teens!! Best Incest Rape Sites Family rape movies free insest sex pics thumbnails free stories downloads free insest storys free insest storys father dauther free insest thumb gallery garrettsgraphics insest 1 garrettsgraphics free adult father dauther sex movies free erotic incest stories picters daugter father insest daugter father sex pics daugther father anal fuck daugther pissing father daugther sucking father dauther father free movies camco op father1 1 erotic story father doughter erotica father doughter exotic dauther father incest picsa free dauther father pics free downloads fathers daughter incest image gallerys free father daughter insest rape free gradyleemusic father 1 Insest Father Fucks Young Dauther Free Movie Clips new Index of incest pics insest father fucks young dauther free movie clips mother son sex cartoons ics family forced sex pictures insest father fucks young free incest clips wet sex pictures net insest father fucks young dauther free movie clips incest 1 Insest Father Fucks Young Dauther Free Movie Clips new Family sex pic insest father fucks young dauther free movie clips taboo sex acts incest family insest father fucks young dauther free movie clips 3d mother free father son gay incest wet sex pictures net insest father fucks young dauther free movie clips incest 1 Father Insest new toons insest father fucks young dauther free movie clips father son gay incest pics free incest dad pics insest father fucks young dauther free movie clips free father son gay incest wet sex pictures net father insest incest 1 free father son gay incest wet sex pictures net Insest Father Fucks Young Dauther Free Movie Clips new insest gallery father fucking young dauther insest video clips incest free pics and videos insest father fucks young dauther free movie clips father fucking free insest stories wet sex pictures net insest father fucks young dauther free movie clips incest 1 Free Home Taken Insest Pics new porno mom incest stories free sex pics incest father and daughters insest father fucking young dauther insest video clips free mother son sex pics porn brother free insest stories wet sex

pictures net free home taken insest pics incest 1 free insest stories wet sex pictures net Insest Father Fucks Young Dauther Free Movie Clips new free insest clips free young insest stories free rape incest pics and stories insest and porn insest father fucks young dauther free movie clips free young free young incest pictures wet sex pictures net insest father fucks young dauther free movie clips incest 1 Father Fucking Young Dauther Insest Video Clips new Free mother son sex pics porn father fucking young dauther insest video clips under age incest sex father fucking young dauther insest video clips free mom son insest pics wet sex pictures net father fucking young dauther insest video clips incest 1 Insest Pics new young girls incest pics mother son free home taken insest pics japanese incest incest letters insest pics real free insest pics father insest free mother son insest pics wet sex pictures net 1 Father Fucking Young Dauther Insest Video Clips new Russian insest father fucking young dauther insest video clips free home incest pics father fucking young dauther insest video clips mom daughter incest sister fucking brother incest wet sex pictures net father fucking young dauther insest video clips incest 1 Father Fucking Young Dauther Insest Video Clips new Incest movie videos free sibling incest porn pics father fucking young dauther insest video clips free insest video clips grandmother incest free galleries free incest video clips wet sex pictures net father fucking young dauther insest video clips incest 1 russian naked asian sex rape raped hardcore pic pics girl gallery Story dauther father fucking dauther pornos mortal And son sister and brother father and daughter only free phto sexe free xxx indian vidoes free xxx insest rex14 wow hosting free 3 8 russian naked asian sex rape raped hardcore pic pics girl gallery shemale avi mpeg mpg transexual son dauther law father fucking pics free free teen father and daughter trump free hardcore pics bianca trump FREE STORYS erotic rex14 wow hosting free 4 8 rex14 wow hosting Free Insest Rape Pics new movie clips incest mom son videos son and mother indulge in incest free mother daughter incest rape pics insest father fucks young dauther free movie clips incest mother son free pics wet sex pictures net free insest rape pics incest 1 Boy Insest Pics new incest stories home taken insest pics free porn sites with pics of incest free simpsons incest pics father fucking young dauther insest video clips real free incest mother son free pics wet sex pictures net boy insest pics incest 1 incest mother son free pics wet sex pictures net Free Insest new incest free taboo manga super taboo manga issue free insest father fucks young dauther free movie clips russian incest pics forums free insest free stories free insest wet sex pictures net 1 Free Gay Insest Video Clips new Erotic incest stories underground incest pics insest father fucks young dauther free movie clips incest mother son tgp captured family and sex free adult free insest wet sex pictures net free gay insest video clips incest 1 free insest wet sex pictures net Free Insest Video Clips new incest pics father fucking young dauther insest video clips simpsons incest rape pics father fucking young dauther insest video clips free insest video clips free incest videos wet sex pictures net free insest video clips incest 1 Father Insest new fathers and

daughters download free incest stories free hidden camera incest movies granny incest pics insest father fucks young dauther free movie clips father son incest pics wet sex pictures net father insest incest 1 Father Daughter Incest Pics new Father fucking young dauther insest video clips naked incest pics free incest stories father daughter free insest old women sex incest stories father daughter father son incest pics wet sex pictures net father daughter incest pics incest 1 father son incest pics wet sex pictures net Incest Father Daughter Pics Free Forced new gallery free dad daughter incest pics free taboo stories father daughter free father daughter incest pics insest father fucks young dauther free movie clips free incest sex pics and stories wet sex pictures net incest father daughter pics free forced incest 1 Free Incest Taboo Sex Pics And Stories new illegal amateur incest free galleries incest and stories free incest sex stories and pictures father fucking young dauther insest video clips free incest sex pics and stories wet sex pictures net free incest taboo sex pics and stories incest 1 free incest sex pics and stories wet sex pictures net Father Insest new insest stories and pictures fathers and daughters free incest stories daddy daughter faimly incest pics insest father fucks young dauther free movie clips father son gay incest wet sex pictures net father insest incest 1 Father Son Gay Incest new son gay incest adult taboo father son gay incest father fucking young dauther insest video clips gay father son incest Free pussy incest pics taboo photos father son gay incest wet sex pictures net 1 father son gay incest wet sex pictures net Porn celebs free girls pics hardcore star teens porn xxx tgp naked online feature stories oshkosh discovery dauther images galleries illegal membership hardcore porn hardcore sex free son sister and brother father if you mono4 wow hosting woman 5 8 Celebs star naked xxx porn tgp porn sex free pics lesbian teen Gallery dad gallerying daughter daddy dauther gallery daddy and son sister and brother father and daughter free sex cartoons pics stories free sex cartoons mono4 wow hosting nude 5 8 mono4 wow hosting Free Gay Insest Video Clips new fucking young dauther insest video clips free incest stories to read father fucking young dauther insest video clips free tiny girls incest pics family sex free incest video wet sex pictures net free gay insest video clips incest 1 Free Insest Video new series family sex stores insest father fucks young dauther free movie clips father son incest stories free free insest freegirl incest pics india incest free incest video wet sex pictures net free insest video incest 1 free incest video wet sex pictures net Boy hardcore girls sex picture gallery anal pussy preteens free fucks his daugter daddy fucks his dauther daddy fucks daughters insest dirty old men insest father daughter sex Womens clits free pictues xxx free pictues young sega1 wow hosting pic 1 8 Gallery adult masturbate hardcore pic girls nude illegal innocent Russian no lolitas only teens dauther pussy picture pics jap schoolgirls young japanees girls free xxx pictures and son sister and brother father and daughter sega1 wow hosting free 2 8 sega1 wow hosting Free Young Insest Stories new daughter incest pictures incest stories mom insest father fucks young dauther free movie clips porn pics taboo incest pictures free adult stories young

incest stories wet sex pictures net free young insest stories incest 1 Free Insest Pic new incest fucking stories father fucking young dauther insest video clips British incest pictures free simpson incest pics family sex insest free pic video mode free incest story wet sex pictures net free insest pic incest 1 Free Young Insest Stories new Black incest free girl incest stories insest father fucks young dauther free movie clips free incest sex stories and pics insest pics free incest stories free insest pics wet sex pictures net free young insest stories incest 1 Porn Insest Micro Clips new fucks young dauther free movie clips free very young girl incest sex pics stories free incest mother son insest father fucks young dauther free movie clips free insest pics wet sex pictures net porn insest micro clips incest 1 free insest pics wet sex pictures net Free Gay Insest Video Clips new hardcord incest mother son incest hardcore free incest with mom pictures incest taboos insest father fucks young dauther free movie clips bold incest pics incest video clips wet sex pictures net free gay insest video clips incest 1 Porn Insest Micro Clips new insest video clips fiction incest young rape torture sex father fucking young dauther insest video clips absolutely free incest pics insest porno incest photos cousin insest wet sex pictures net porn insest micro clips incest 1 Porn Insest Micro Clips new young dauther free movie clips taboo sex chat rooms insest father fucks young dauther free movie clips very very very young girl insest incest pics of mom insest porn wet sex pictures net porn insest micro clips incest 1 Father And Daughters Insest new son sex gallery incest father and son free pics incest incest galleries free father daughter insest stories Insest father fucks young dauther free movie clips free mother and son sex wet sex pictures net father and daughters insest incest 1 Free Young Insest Stories new father fucks young dauther free movie clips products of incest rape insest father fucks young dauther free movie clips free rape incest pics and stories free nasty incest stories wet sex pictures net free young insest stories incest 1 Father Daughter Incest Sex Stories new Incest pics mother underground family sex insest father fucks young dauther free movie clips free father daughter incest sex stories amature incest pictures incest pictures father daughter wet sex pictures net father daughter incest sex stories incest 2 Free Father Daughter Incest Stories new aunt incest sex stories free incest stories father daughter son and father incest free pics insest father fucks young dauther free movie clips free incest find free incest stories wet sex pictures net free father daughter incest stories incest 1 Incest Mother And Son Pics And Videos Free new Familt taboo father fucking young dauther insest video clips incest father daughter pics free forced free hardcore incest pics of mothers and sons incest mother and son incest pictures wet sex pictures net incest mother and son pics and videos free incest 2 Free Insest new avi phone sex incest insest free pic video mode avi incest movies vhs cousin incest stories true incest pics insest father fucks young dauther free movie clips insest sex wet sex pictures net free insest incest 1 Free Incest Pics new free pics family incest sex sex with my mom mother son video videos movies free pics family incest sex

insest father fucks young dauther free movie clips free incest pics wet sex pictures net 1 Free Hardcore Incest Pics new Insest free incest hardcore mpegs free adult incest pics insest father fucks young dauther free movie clips free incest rape movies free incest sex gallery free incest pics wet sex pictures net free hardcore incest pics incest 1 free incest pics wet sex pictures net Father And Daughters Insest new sister incest pictures free mother and son incest erotica insest father fucks young dauther free movie clips free insest porn free incest movies mother and son incest porn wet sex pictures net father and daughters insest incest 1 Free Father Daughter Incest Sex Stories new b bdaughter b incest sex bstories b personal incest pictures incest free pics and videos insest father fucks young dauther free movie clips free grandfather father daughter incest stories wet sex pictures net free father daughter incest sex stories incest 1 Free Incest Father Daughter Rape new daughter incest videos free pics family sex mothers and sons insest free hardcore father daughter incest net 1 Sex pussy naked preteens free photo girls girls girl pic teen girl Sex free gay gril sex free gay insest sex pix free gay jail old men fucking little father fuck daughter nude picture free father nude dauther fatma nudes mix7 wow hosting boy 1 8 Free amateur woman gallery teen naked pic nude nude sex asian art downloads free hedonist free streaming video heels insest free pix heels photo download big breast woman free photo father dauther porn free photo father mix7 wow hosting boy 2 8 mix7 wow hosting Real Incest Stories And Pics new free pics mother teach son sex free incest sex pics and stories psychology mother son sex Father fucking young dauther insest video clips free taboo erotic incest stories and pics wet sex pictures net real incest stories and pics incest 1 Incest Sex Free new and son incest tsories free mother son sex pics porn free thunder fiction incest young rape torture insest father fucks young dauther free movie clips free incest chat wet sex pictures net incest sex free incest 1 Free Mother And Son Sex Movies new Incest rape fantasies baby sex incest free mother and son incest pics insest father fucks young dauther free movie clips incest videos free lesbian incest mother and son sex wet sex pictures net free mother and son sex movies incest 1 Incest Sex Mother Daughter new mother daughter incest stories taboo phone sex links father fucking young dauther insest video clips rape incest thumbnails free mother son incest mother daughter wet sex pictures net incest sex mother daughter incest 2 Dad Son Sex Incest new sex stories father fucking young dauther insest video clips incest pics of mom son sex fat women mother son incest "Dad Son Sex Incest" links free young dad son incest wet sex pictures net dad son sex incest incest 1 Super Taboo Extreme new Incest hardcore teens pictures free sex and family porn insest father fucks young dauther free movie clips taboo extreme only incest pics manga super taboo super taboo extreme wet sex pictures net 1 Free Incest Porn Picture Galleries new porno pictures download free incest stories incest adult videos incest free porno pictures Family sex father fucking young dauther insest video clips free incest porno wet sex pictures net free incest porn picture galleries incest 1 Russia Incest Porno new rape incest fantacy stories

russian incest free hilary clinton incest stories russian incest father fucking young dauther insest video clips free incest porno wet sex pictures net russia incest porno incest 1 Free Dad Daughter Incest Pictures new dad daughter incest free galleries mind control insest stories incest with grandma pics father fucking young dauther insest video clips free pictures lesbian incest sister daughter stories daddy wet sex pictures net free dad daughter incest pictures incest 1 Hentai Incest Pics new Adult incest archive pics free sister sister incest pics hardcore incest pics insest father fucks young dauther free movie clips hardcore incest pics lesbian incest pics wet sex pictures net hentai incest pics incest 1 Legal Incest Videos For Sale new forced lesbian incest hot family sex pics forced lesbian incest hot incest sex stories incest sex forums insest father fucks young dauther free movie clips incest pics forums wet sex pictures net legal incest videos for sale incest 1 Mature Incest new young dauther insest video clips free tgp mature incest anal stories family rape sex father daughter insest incest sex stories first time Illegal incest pics mature incest wet sex pictures net 1 Free Young Girl Family Incest Stories new Incest mother pics links xxx incest rape xxx free young girl family incest stories father fucking young dauther insest video clips free erotic family incest free incest text stories wet sex pictures net free young girl family incest stories incest 1 True Incest Pics new pictures incest mom and son incest pics same sex sibllng incest stories incest movies free gay incest pics father fucking young dauther insest video clips taboo incest pics wet sex pictures net true incest pics incest 1 Illegal Incest new pictures of daddy and son incest father son incest illegal amateur incest free galleries father fucking young dauther insest video clips mother daughter incest stories wet sex pictures net illegal incest incest 1 Mother Daughter Lesbian Sex Incest new lesbian free rape and incest incest pics forums mother sex stories visiting aunt taboo incest sex insest father fucks young dauther free movie clips mother daughter incest stories wet sex pictures net mother daughter lesbian sex incest incest 1 Incest Pictures Grandfather Granddaughter new written stories father fucking young dauther insest video clips rape and incest stories free father son incest Mother and son insest kissing incest movies bbs free incest sex pics wet sex pictures net incest pictures grandfather granddaughter incest 1 free incest sex pics wet sex pictures net Free Cousin Incest Stories new pictures free incest stories sites incest pics stories free free porn brother sister incest pictures insest father fucks young dauther free movie clips free incest sex stories wet sex pictures net free cousin incest stories incest 1 Adult sex lolita picture gallery lolita girl movie mpeg pic xxx sex personal ads mother dauther toys big dick picture thumbnails celebrityd pictures father daugther celebrityd galeries lingerie models free picture galeries mono5 wow hosting adult 2 8 mono5 wow hosting Incest Movies Free new Free xxx incest pics free lesbian incest thumbs free incest incest sample movies stories sex incest insest father fucks young dauther free movie clips incest movies free wet sex pictures net incest movies free incest 1 Lesbian Incest Free

Sex Stories new lingerie free pics family sex Free first time incest stories incest rapes lesbian incest free sex stories father fucking young dauther insest video clips free free xxx lesbian incest stories wet sex pictures net lesbian incest free sex stories incest 1 free xxx lesbian incest stories wet sex pictures net Free Incest Sex new free post pixies free incest sex stories free illegal incest pics insest father fucks young dauther free movie clips incest erotic stories free pixies free free incest porn stories wet sex pictures net free incest sex incest 1 sex adult porn adult porn gallery amateur teen photo adult picture erotic erotica event events exhibition click penis teen free pictures of father Dauther cumshots pussy manga pics pussy screensaver pussy free mpeg delta13 wow hosting pic 1 7 Free Gay Incest Movies new family free gay incest stories incest sister free pics free gay incest stories Family guy brian lois sex insest father fucks young dauther free movie clips free incest movies wet sex pictures net free gay incest movies incest 1 Family Free Sex Stories new Father fucking young dauther insest video clips indian incest dirty sex stories family free sex stories mature taboo nude incest pics family free sex stories taboo stories free wet sex pictures net family free sex stories incest 1 Incest Storys new free incest pics storys free incest videos and pictures free incest pics storys father fucking young dauther insest video clips free incest pics storys taboo free incest storys wet sex pictures net incest storys incest 1 Mother Daughter Incest Nude Pictures new storiues mother daughter incest nude pictures pics of taboo hentai mother daughter incest pictures insest father fucks young dauther free movie clips incest mother daughter stories wet sex pictures net mother daughter incest nude pictures incest 1 incest mother daughter stories wet sex pictures net My Incest Story new father daughter free incest sex phtos free sample incest stories mother son incest story father fucking young dauther insest video clips my incest story wet sex pictures net my incest story incest 1 Hardcore teen sex girls girls innocent girls gallery free girl story daugthersex dauhter mother fuking dauther father fuck pic dauther fuck dad dauther getting fucks lesbians hairy pussys youg lesbians free pics youg no sega2 wow hosting teen 4 8 Nude gallery girl teen naked teenager gallery free innocent nude dauther fuck anal free pics dad dauther fucking dad and son sister and brother father and daughter pictures free houston gangbang mpeg free insest teens girls sega2 wow hosting picture 6 8 sega2 wow hosting Mother Daughter Incest Nude Pictures new sex free insest father fucks young dauther free movie clips Free sex stories on insest daughter incest pictures pictures incest and sex free father son incest mother daughter lesbian incest wet sex pictures net mother daughter incest nude pictures incest 1 schoolgirls shaved unshaved schoolgirl teen teens gallery sex xxx Dauther nude zooiphilia midgetteensporn jordan rivers sexnoveller nancy photos Fuck mother son insest womensex pussy black free father fucking mother delta17 wow hosting pics 1 8 Daddy S Little Girl Incest Stories new brother sister little incest stories incest gay free galleries insest sex taboo mom son incest stories father fucking young dauther insest video clips incest girl stories wet sex pictures net

daddy s little girl incest stories incest 1 Incest Family Sex new incest sex brother sister incest clips pictures father fucking young dauther insest video clips sex abortion in case of incest rape free xxx rated family young incest pictures wet sex pictures net incest family sex incest 1 Free Incest Sex new free incest teen sex stories indian incest women stories insest father fucks young dauther free movie clips hardcore incest pics ics incest taboo incest sex incest free pictures stories wet sex pictures net free incest sex incest 1 Hardcore Free Incest Stories new incest incest stories for free hot young sex incest no pop up free incest galleries free mom son stories Father fucking young dauther insest video clips free stories incest wet sex pictures net hardcore free incest stories incest 1 Taboo Extreme new super taboo extreme manga insest father fucks young dauther free movie clips extreme taboo Insest pictures free free incest stories and pics extreme taboo mature taboo wet sex pictures net taboo extreme incest 1 Mother Son Incest Forum new incest pics free hardcore mother son incest pictures father fucking young dauther insest video clips mother and son incest pictures homemade insest pics young mother and son incest porn wet sex pictures net mother son incest forum incest 1 Incest Sex Drawings new erotic incest sex adult incest family sex pics lesbian incest free incest sex mother fuck son incest insest father fucks young dauther free movie clips incest drawings wet sex pictures net incest sex drawings incest 1 My Incest Story new incest sex with mom mother my son father fucking young dauther insest video clips Free links to preeteen incest cumshot pics absolutely free incest incest story wet sex pictures net my incest story incest 1 Free Real Incest Photos new picture galleries free family incest photos absolute free incest pics mother son incest xxx insest father fucks young dauther free movie clips free family free incest forum wet sex pictures net free real incest photos incest 1 download isaku freedownload isaku game download isaku hentai free download isaku hentai video sex download isaku mpeg download isaku video download italian south park download ixacy oych summervacation adult free downloading clip movie hindi ixacy oych summervacation adult free downloading xxx clip movie hindi jade speculum videos free download janine fucks vince neil download janine lindemulder vince neil download jap gay movie downloads jap girl video free download jap hentai trailers downloads jap scat mpeg download free jap schoolgirls free downloads movies jap vomit video freedownload japan adult movie download japan anime sex movie free download sailormoon japan bukkake movies free download Home hallosex gynsex paare download sexfilm totalsexmovies hallosex schlucker org zeiginhalt3 Similar pages SEXCHAT FKK LOLITA FKK LOLITAS DOWNLOAD SEXFILM FKK fkk lolita fkk lolitas Download sexfilm lolitas hairy housewifes erotikadult gays nude deutsche erotiksuchmaschinen bildererotik girls illegal hotbabe muschi athletic center ch camchat43u Similar pages sexfilm warez Passwordrecovery internetpasswort Hacker aber download hackerview Sexfilm Warez sexfilm warez hack promise das anti viren scaner und illegale pc spiele warez! Gehackte passwfrter illegal moviez Incest Pictures Grandfather Granddaughter new written stories father fucking

young dauther insest video clips rape and incest stories free father son incest Mother and son insest kissing incest movies bbs free incest sex pics wet sex pictures net incest pictures grandfather granddaughter incest 1 free incest sex pics wet sex pictures net Free Cousin Incest Stories new pictures free incest stories sites incest pics stories free free porn brother sister incest pictures insest father fucks young dauther free movie clips free incest sex stories wet sex pictures net free cousin incest stories incest 1 Adult sex lolita picture gallery lolita girl movie mpeg pic xxx sex personal ads mother dauther toys big dick picture thumbnails celebrityd pictures father daugther celebrityd galeries lingerie models free picture galeries mono5 wow hosting adult 2 8 mono5 wow hosting Incest Movies Free new Free xxx incest pics free lesbian incest thumbs free incest incest sample movies stories sex incest insest father fucks young dauther free movie clips incest movies free wet sex pictures net incest movies free incest 1 Lesbian Incest Free Sex Stories new lingerie free pics family sex Free first time incest stories incest rapes lesbian incest free sex stories father fucking young dauther insest video clips free free xxx lesbian incest stories wet sex pictures net lesbian incest free sex stories incest 1 free xxx lesbian incest stories wet sex pictures net Mother Daughter Lesbian Sex Incest new lesbian free rape and incest incest pics forums mother sex stories visiting aunt taboo incest sex insest father fucks young dauther free movie clips mother daughter incest stories wet sex pictures net mother daughter lesbian sex incest incest 1 Free Incest Sex new free post pixies free incest sex stories free illegal incest pics insest father fucks young dauther free movie clips incest erotic stories free pixies free free incest porn stories wet sex pictures net free incest sex incest 1 Russia Incest Porno new rape incest fantacy stories russian incest free hilary clinton incest stories russian incest father fucking young dauther insest video clips free incest porno wet sex pictures net russia incest porno incest 1 sex adult porn adult porn gallery amateur teen photo adult picture erotic erotica event events exhibition click penis teen free pictures of father Dauther cumshots pussy manga pics pussy screensaver pussy free mpeg delta13 wow hosting pic 1 7 Free Gay Incest Movies new family free gay incest stories incest sister free pics free gay incest stories Family guy brian lois sex insest father fucks young dauther free movie clips free incest movies wet sex pictures net free gay incest movies incest 1 Incest Movies Bbs new incest stories free uncle niece incest pics sample incest movies incest movies bbs free incest porn movies father fucking young dauther insest video clips free incest movies wet sex pictures net incest movies bbs incest 1 free incest movies wet sex pictures net Family Free Sex Stories new Father fucking young dauther insest video clips indian incest dirty sex stories family free sex stories mature taboo nude incest pics family free sex stories taboo stories free wet sex pictures net family free sex stories incest 1 Incest Storys new free incest pics storys free incest videos and pictures free incest pics storys father fucking young dauther insest video clips free incest pics storys taboo free incest storys wet sex pictures net

incest storys incest 1 Free Lesbian Incest Erotic Stories new Free home taken insest pics nika phone sex rape daddy taboo mother son free erotic incest stories insest father fucks young dauther free movie clips erotic incest stories free wet sex pictures net free lesbian incest erotic stories incest 1 Mother Daughter Incest Nude Pictures new storiues mother daughter incest nude pictures pics of taboo hentai mother daughter incest pictures insest father fucks young dauther free movie clips incest mother daughter stories wet sex pictures net mother daughter incest nude pictures incest 1 incest mother daughter stories wet sex pictures net My Incest Story new father daughter free incest sex phtos free sample incest stories mother son incest story father fucking young dauther insest video clips my incest story wet sex pictures net my incest story incest 1 Hardcore teen sex girls girls innocent girls NUDE CELEB CLIP nude celebrity sex celebs pictures topless teens celebs porn celebs movies rare sexy celebs photo celebrity movie archives free celeb porn pics free fake nude free nude celeb clip xxx sex voyeur Similar pages FREE HOT NUDE CELEB woman free fake naked celeb free xxx celebrity pictures asian celebrity naked celebs free site celeb porn movies celebrities babe pics celebrities female free hot nude celeb xxx sex voyeur Similar pages CELEB MOVIE TRAILER celeb porn site celeb fake free gallery celeb fake videos celebrity fake links picture connelly jennifer nude videos celeb porn pics celebrity posters cindy celeb movie trailer x miss Similar pages CELEB PIC TEEN scenes alyssa milano picture gallery charlize theron topless charlize theron pics daisy fuentes fake celebrity porn pics alyssa milano breast celeb free tgp celeb pic teen x miss Similar pages CELEB CLIP MOVIE celeb cumshot pics naked celebrities photos celebrities tv upskirt celeb female wallpapers sexy female celebrities picture celeb porn pics sexy celebrity photo celeb clip movie xxx sex voyeur Similar pages ARCHIVES CELEB FREE NUDE picture alyssa milano ben affleck jennifer lopez pictures celeb movie nude pics britney spears breast charlize theron monster celeb porn pics alyssa milano archives celeb free nude x miss Similar pages CELEB XXX PIC fucking nude celebs free sexy female celebrities pictures celebrity nude sex celeb pussy shot celebrities fake links free celeb porn pics actress celebrity celeb xxx pic xxx sex voyeur Similar pages CELEB PHOTOS wallpapers ben claire dane lee armageddon liv tyler anderson gillian smoking thumbnail celebrity hardcore sex celebrity nude movies celeb porn pics alyssa hair celeb photos x miss Similar pages CELEB PORNSTARS van der wal alyssa milano topless celeb nude movie costume jennifer lopez case ryder winona bad celebrity picture britney spears pics celeb porn video archive celeb pornstars x miss Similar pages CELEB PUTER WALLPAPER butts celeb free nude rare anna nicole smith celebrity fake teen alyssa hair milano short celebrity sex pic alyssa milano movie pics celeb porn stars beautiful celeb puter wallpaper x miss Similar pages CELEB FREE WALLPAPER celebrity news sex free celeb nude photo celebrities sex site celeb sex pictures celeb pic movie young nude celebrities celeb porn pics celeb fucking scene celeb free wallpaper xxx sex voyeur Similar pages CELEB HOT WALLPAPER jennifer love pictures celeb ezine nude charlize theron nude photo blanchett

cate wallpaper celeb sex galleries celeb free hot pics celeb porn video charlize celeb hot wallpaper x miss Similar pages FREE CELEB XXX VIDEO nude celebrities clip naked celebs movies celebrities upskirt accidental celebrities movies free nude celebrity movie clip free celeb porn pics naked celebrity free celeb xxx video xxx sex voyeur Similar pages CELEB SEX PIC blanchett pictures black female celebrity celebrity euro fake celebrity club fake charlize theron naked beautiful celebrities celeb porn pics alyssa milano celeb sex pic x miss Similar pages ARCHIVE CELEB FREE NUDE celeb famous movie celeb tit celeb gallery thumbnails celeb fake video alyssa milano mpg donna d errico alyssa milano poison ivy celeb porn pics britney spears archive celeb free nude x miss Similar pages CELEB VIDEO celeb free naked celebs pics sexy celeb gallery celeb lesbian pics fake celebrity nude photos celeb naked wallpaper free celeb porn pics celebrity couple photo celeb video xxx sex voyeur Similar pages CELEB NUDE WOMEN sexy celeb celebrity nude photos fake naked celebrity picture fake celebrity gallery celebs free gallery pics hot celebs naked free celeb porn pics celeb free celeb nude women xxx sex voyeur Similar pages CELEB GIRLS HOT celebrities hot sex celebrities nude pics free celebrity porn story sexy black celebrity nude celebrity sites black nude celebrity celeb porn pics celebs naked celeb girls hot xxx sex voyeur Similar pages CELEB NUDE MOVIE CLIP couple hot celebrity nudez anderson fhm gillian in photo bridget fonda naked free celeb alyssa milano embrace of the vampire celebrity porn pics celeb free tgp celeb nude movie clip x miss Similar pages CELEB FEMALE HOTTEST movie download free celebrities fake movies celeb fake old celebs gallery thumbnail daily celebs video nude celebrity picture free celebs porn pics free sexy celeb female hottest xxx sex voyeur Similar pages CELEB PUTER WALLPAPERS shots celeb female hot pics celebrity desktop wallpaper celeb fake movies find celeb black celebrity picture alyssa desnuda milano celeb porn pics claire dane celeb puter wallpapers x miss Similar pages CELEB DAILY FREE two week celeb pictures baby i jennifer lopez love alyssa milano sexy pictures britney spears hot alyssa hot milano naked pics fake celeb porn celeb hard porn celeb daily free x miss Similar pages CELEB CUMSHOT PICTURES adriana sklenarikova celeb ass baby i jennifer lopez love lyric celebrity club fake celeb porn celebrity model wallpaper alyssa milano pics pussy celebrity celeb cumshot pictures x miss Similar pages CELEB PICTURE screensaver wallpaper celeb sexy teens free celebs sex videos celeb hot young celeb desktop wallpaper celeb female hot pics free celebs porn video celebs sex celeb picture xxx sex voyeur Similar pages WOMAN CELEB NAKED jennifer lopez clothing sandra bullock photo free fake celebrity galleries liv tyler porn piper perabo pic sexy britney spears pics free celeb porn videos nude woman celeb naked x miss Similar pages CELEB CUM SHOTS wallpaper women nude celeb pictures nude hollywood celebs celeb free lesbian free celebs mpeg celeb gallery pics celeb sex mpeg celeb porn pics celebrity sex celeb cum shots xxx sex voyeur Similar pages ASS CELEB NICE photos celebrity photo teens celebrity photo celebrity upskirt galleries celeb sex photo celeb non nude alyssa charmed milano pics celeb porn buy celebrity ass celeb

nice x miss Similar pages ANAL CELEB charlize theron clip movie nudes celeb exposed claire dane picture celebrity sex photos alyssa embrace milano nude vampire celeb porn pics celeb gallery pics anal celeb x miss Similar pages CELEB FEMALE GALLERY sex videos celebrities movie nude scene celebrity hot video celebrities desktop picture celebrities porn sex rare nude celebrities celeb porn pics free celebs celeb female gallery xxx sex voyeur Similar pages CELEB GRATIS SEX celebrity free pic celebrity celebrities puter wallpaper celebs clips porn celebrities foto celebs pics teen lesbian celebs free celeb porn pics celebs sex celeb gratis sex xxx sex voyeur Similar pages CAUGHT CELEB NUDE celeb fake celebrities news sex buy celebrity photo fake celeb naked celeb free naked video celeb thong celebrity facial fake celeb porn pics celebs hot teens caught celeb nude xxx sex voyeur Similar pages CELEB NAKED WALLPAPERS female celebs nude celebs fake list celeb fake site celeb naked sites free fake celebrity pic free naked celebrity movies free celeb porn pics celeb sports celeb naked wallpapers xxx sex voyeur Similar pages CELEB FREE GALLERY PIC milano tour uso celeb puter wallpapers celeb nude scene anderson gillian like look alyssa milano fake nude celeb gallerys celeb porn pics charlize theron celeb free gallery pic x miss Similar pages FREE CELEB MOVIES pictures celebrity clip free porn female celebrity gallery celeb model wallpapers celeb naked thumbnail celeb blowjob pics fake celebrity porn pics fake celeb free celeb movies x miss Similar pages FREE CELEB NIPPLE SLIP celebrity thumbnails celeb leg celeb naked site charlize theron clip breast connelly jennifer celeb porn videos alyssa embrace milano pics vampire alyssa free celeb nipple slip x miss Similar pages CELEB FREE TGP elebrities in pantyhose alyssa milano nude movie clip fake celebrity pics bollywood celebrity sexy elizabeth hurley celebrity porn pics chyna celeb sexy teen celeb free tgp x miss Similar pages CELEB FREE TEEN silverstone tyler celebrity pc wallpaper connelly jennifer

989. Re: 8 bit clones

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-11 14:12:10 UTC
From: John Selck <selck__j@t-online.de>
Message-ID: <op.tva0ekm2oz2ggb@gott.mshome.net>
Source record: 4376

On Tue, 10 Jul 2007 18:45:00 +0200, Rick Cortese <ricortes@earthlink.net>
wrote:

> At the time and I think it was at least half to do with proprietary
> chips at Atari vs. the available chips in some of the others.

Ofcourse. Speccy was mostly cloned because it could be built from the
soviet Z80 clone + standard TTL components.

> If they can clone a 6502 processor, they surely could clone an Antic
> video processor and GTIA.

The 6502 only has a few thousand transistors. It's a very small and
simple circuit compared to (for example) the SID or the VIC of the
C64 which have several times more transistors. Also it was a matter
of what the military needed. It was soviet zone, everything which
was high tech was developed for the military, and they needed CPUs
but they didn't need sound and video chips for games.

990. Adult sex personals . where to meet women . meet women for sex . love hina sim

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-12 11:15:21 UTC
From: usdhfuihf7w84ef@yahoo.com
Message-ID: <1184238921.386767.316220@o61g2000hsh.googlegroups.com>
Source record: 4377
Cross-posted to: alt.sports.football.pro.dallas-cowboys,comp.sys.atari.8bit,japan.music.newage,alt.msdos.batch,mex.ciencia

http://www.all-women-dates.com/index658.html
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fonlovingwoman porn # fonloving woman porn # fonloving porn # fon porn # folfillmentspicing porn # folfillment spicing porn # folfillment porn # fogotpassword porn # fogot password porn # fogot porn # foferbest porn # fofer best porn # fofer porn # fnulovingwoman porn # fnuloving woman porn # fnuloving porn # fnu porn # fntasyfulfillment porn # fntasy fulfillment porn # fntasy porn # fntasies porn # fnlovingwoman porn # fnloving woman porn # fnloving porn # fnlandfrance porn # fnland france porn # fnland porn # fnilandfrance porn # fniland france porn # fniland porn # fnidtonight porn # fnidsex porn # fnidperfect porn # fniding porn # fnidgreat porn # fnider porn # fnidadult porn # fnid tonight porn # fnid sex porn # fnid perfect porn # fnid great porn # fnid adult porn # fnid porn # fndtonight porn # fndsex porn # fndperfect porn # fnding porn # fndgreat porn # fnder porn # fndadult porn # fnd tonight porn # fnd sex porn # fnd perfect porn # fnd great porn # fnd adult porn # fnd porn # fnatasyfulfillment porn # fnatasy fulfillment porn # fnatasy porn # fnatasies porn # fn porn # fmealefemale porn # fmealecouplefemalecouple porn # fmealecouplefemale porn # fmealecouplecouplefemale porn # fmealecouplecouple porn # fmealecouple porn # fmealeage porn # fmeale female porn # fmeale couple female couple porn # fmeale couple female porn # fmeale couple couple female porn # fmeale couple couple porn # fmeale couple porn # fmeale age porn # fmeale porn # fmalefemale porn # fmalecouplefemalecouple porn # fmalecouplefemale porn # fmalecouplecouplefemale porn # fmalecouplecouple porn # fmalecouple porn # fmaleage porn # fmale female porn # fmale couple female couple porn # fmale couple female porn # fmale couple couple female porn # fmale couple couple porn # fmale couple porn # fmale age porn # fmale porn # flufillmentspicing porn # flufillment spicing porn # flufillment porn # flfillmentspicing porn # flfillment spicing porn # flfillment porn # fjiifinland porn # fjii finland porn # fjii porn # fjifinland porn # fji finland porn # fji porn # fitlivestyle porn # fitlifstyle porn # fitlifetyle porn # fitlifesyle porn # fitlifestyle porn # fitlifestyl porn # fitlifestye porn # fitlifestle porn # fitlifesdyle porn # fitliestyle porn # fitlfestyle porn # fitifestyle porn # fith porn # fit livestyle porn # fit lifstyle porn # fit lifetyle porn # fit lifesyle porn # fit lifestyle porn # fit lifestyl porn # fit lifestye porn # fit lifestle porn # fit lifesdyle porn # fit liestyle porn # fit lfestyle porn # fit ifestyle porn # fit porn # fisit porn # firginislands porn # firgin islands porn # firgin porn # firendwoman porn # firendship porn # firendmembers porn # firendfinderworldlargestsex porn # firendfinderworldlargest porn # firendfinderworld porn # firendfinderdating porn # firendfinder world largest sex porn # firendfinder world largest porn # firendfinder world porn # firendfinder dating porn # firendfinder porn # firendcasual porn # firend woman porn # firend members porn # firend finder porn # firend casual porn # firend porn #

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to meet men . big love season 2 air date . love is in the air dating . cheat codes for love hina sim date# ferefreechatservices porn # ferefreechatmembers porn # ferefreechatadult porn # ferefreechat porn # ferefreeadult porn # feredatingusasingles porn # feredatingusaservices porn # feredatingusamembers porn # feredatingusaadult porn # feredatingusa porn # feredatinguksingles porn # feredatingukservices porn # feredatingukmembers porn # feredatingukadult porn # feredatinguk porn # feredatingsingles porn # feredatingsignlessingles porn # feredatingsignlesservices porn # feredatingsignlesmembers porn # feredatingsignlesadult porn # feredatingsignles porn # feredatingsexysingles porn # feredatingsexyservices porn # feredatingsexymembers porn # feredatingsexyadult porn # feredatingsexy porn # feredatingservices porn # feredatingmembers porn # feredatingchatsingles porn # feredatingchatservices porn # feredatingchatmembers porn # feredatingchatadult porn # feredatingchat porn # feredatingadult porn # feredating porn # feredatesusasingles porn # feredatesusaservices porn # feredatesusamembers porn # feredatesusaadult porn # feredatesusa porn # feredatesuksingles porn # feredatesukservices porn # feredatesukmembers porn # feredatesukadult porn # feredatesuk porn # feredatessingles porn # feredatessignlessingles porn # feredatessignlesservices porn # feredatessignlesmembers porn # feredatessignlesadult porn # feredatessignles porn # feredatessexysingles porn # feredatessexyservices porn # feredatessexymembers porn # feredatessexyadult porn # feredatessexy porn # feredatesservices porn # feredatesmembers porn # feredateschatsingles porn # omantic dinner date . meet nude girls . meet english men . where to meet single men . meet white men . meet men over 50 . meet me at hot . adult sex personals . where to meet women . meet women for sex . love hina sim date rpg cheats . cheat for love hina sim date . meet black women . meet brazilian men . i love you dating . executive dating . romantic things to do on a date . usa sites . codes for love hina sim date . dating bbw . meet women . dating man . meet irish men . meet hot girls online . meet naked . match dating . meet wealthy men . love dating ru . usa online dating . sex girl . christian dating . meet hot . love dating sim for girls walkthrough . usa webcam sex . dating men . love and dating quizzes . usa singles . webcam dating sex . meet local women . hot rod meet . love hina date . code love hina sim date . romantic date movies . love access dating . dating advice . fast love speed dating . meet hot teens . cheats for love dating sim for girls . dating friend finder . meet local men for sex . meet italian men . love hina sim date rpg flash game cheats . contact dating sex . online dating sites in usa . the beatles love release date . two men meet . cheats for love hina date . love date . meet the mr men . how to meet black men . love hina date game . love hina sim date guide . meet single men . usa woman . pictures of women . pictures of hot . usa personals . meet young men . klee two men meet . uk sex personals . looking for men . meet men sex . romantic winter

date ideas . dating women . love hina sim date rpg walkthrough . meet art nude . match making dating . dating usa . usa dating agencies . meet a men . women to meet men . big love season 2 air date . love is in the air dating . cheat codes for love hina sim dateferedateschatservices porn # feredateschatmembers porn # feredateschatadult porn # feredateschat porn # feredatesadult porn # ferechatsingles porn # ferechatservices porn # ferechatmembers porn # ferechatadult porn # ferechat porn # fereadult porn # fere usa singles porn # fere usa services porn # fere usa members porn # fere usa adult porn # fere usa porn # fere uk singles porn # fere uk services porn # fere uk members porn # fere uk adult porn # fere uk porn # fere start porn # fere singles porn # fere signles singles porn # fere signles services porn # fere signles members porn # fere signles adult porn # fere signles porn # fere sexy singles porn # fere sexy services porn # fere sexy members porn # fere sexy adult porn # fere sexy porn # fere sex usa singles porn # fere sex usa services porn # fere sex usa members porn # fere sex usa adult porn # online sex dating sites . date online . dating in uk . catholic online dating . internet dating

991. WANTED: 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-12 12:38:20 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0707120532210.6775-100000@onyx.spiritone.com>
Source record: 4378

I'm looking for a good working 1200xl! Please E-Mail me! Thanx! ===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

992. ADOPTION: PORTLAND, OREGON USA!

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-12 12:44:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0707120539060.6775-100000@onyx.spiritone.com>
Source record: 4379
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Is your garage full of Atari? Can you squeeze into your attic? Do you have an Atari in your closet? If your Atari stuff needs a new home, especially if your in Portland, Oregon USA! E-Mail Atari@aracnet.com or call Ben at (503)256-9974! And even if your not in Portland, feel free to contact Ben.

This covers Atari Hardware, Games/Software, Books & Accessories! Classic Atari 8 Bit and Atari ST Computers Plus Atari Jaguar Games and consoles!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

993. CHRISTMAS in JULY!

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-12 12:49:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0707120546440.6775-100000@onyx.spiritone.com>
Source record: 4380
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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994. Re: 8 bit clones

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-12 23:08:31 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <Pvyli.19631$_l6.5131@newsfe6-win.ntli.net>
Source record: 4381
Body handling: HTML body converted to readable text

"Bill H" wrote in message
news:1184027063.562488.271500@22g2000hsm.googlegroups.com...
> On Jul 9, 8:04 pm, "Payton Byrd" wrote:
>> "Bill H" wrote in
>> messagenews:1184021936.056007.33180@22g2000hsm.googlegroups.com...

> I wonder if you could have cloned the ANTIC chip? Can you replicate it
> using discrete logic chips like you can the ULA (similar purpose on the
> TS1000)?

Of course. It's only a chip.
Mostly digital, with a bit of analogue.

I've got the POKEY sound logic running in my FPGA.
I've got a VHDL video controller that has cycle timing based on the ANTIC, I
just need to add logic to change modes based on the display list...

995. Re: Did the ATARI make you rich?

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-13 04:52:10 UTC
From: Rybags <rybags@tpg.com.au>
Message-ID: <1184302330.294238.220780@g37g2000prf.googlegroups.com>
Source record: 4382

On Jul 11, 8:25 am, "Rockefeller" <rockefel...@rich.rich> wrote:
The ATARI computers are typical poor-men
> computers and most ATARI users are probably
> receiving welfare, while rich people with good jobs
> usually are Commodore 64 owners.

Highly unlikely. The Atari was a damn expensive computer to get into
compared to most of it's rivals.

BTW, it's kind of pointless starting a topic with a 4-day expiry.

996. Re: Random number generation?

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-13 05:00:12 UTC
From: Rybags <rybags@tpg.com.au>
Message-ID: <1184302812.575505.139210@z28g2000prd.googlegroups.com>
Source record: 4383

Obviously, a "standard string of numbers" is referring to the
predictable sequence that seeded RND() functions generate.

The C-64 just like the Atari has a hardware function to generate
better "random" numbers - it provides the amplitude output from Voice
3 (which obviously has to be set to white noise to generate random
numbers).

The difference with BASIC is that the Atari utilizes the hardware and
the C-64 doesn't, since it's BASIC is virtually unchanged from the PET
days.
The Atari just reads $D20A and throws out values that aren't valid BCD
numbers.

997. Re: 8 bit clones

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-13 11:51:32 UTC
From: John Selck <selck__j@t-online.de>
Message-ID: <op.tvei76fioz2ggb@gott.mshome.net>
Source record: 4384

On Tue, 10 Jul 2007 02:24:23 +0200, Bill H <bill@ts1000.us> wrote:

> I wonder if you could have cloned the Antic chip? Can you replicate it
> using dicrete logic chips like you can the ULA (similar purpose on the
> TS1000)?

You can, but it is a highly complicated thing to do. You would need
as much ICs for replicating an Antic with TTL and other ICs as you
would need for the entire rest of the computer.

I remember that some Amiga prototypes used TTL logics to simulate
the Amiga blitter and other custom chips. Every simulated chip
had an entire PCB with lots of logic on it.

Another problem is that it's not that easy to reverse-engineer
complex chips like Antic. It takes a lot of work to reproduce it's
exact behaviour in every aspect, and as I said: This work was only
done if the military needed it.

998. Re: 8 bit clones

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-13 17:29:29 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <ZDOli.7199$Od7.864@newsread1.news.pas.earthlink.net>
Source record: 4385

John Selck wrote:
> On Tue, 10 Jul 2007 02:24:23 +0200, Bill H <bill@ts1000.us> wrote:
>
>> I wonder if you could have cloned the Antic chip? Can you replicate it
>> using dicrete logic chips like you can the ULA (similar purpose on the
>> TS1000)?
>
>
> You can, but it is a highly complicated thing to do. You would need
> as much ICs for replicating an Antic with TTL and other ICs as you
> would need for the entire rest of the computer.
>
> I remember that some Amiga prototypes used TTL logics to simulate
> the Amiga blitter and other custom chips. Every simulated chip
> had an entire PCB with lots of logic on it.
>
> Another problem is that it's not that easy to reverse-engineer
> complex chips like Antic. It takes a lot of work to reproduce it's
> exact behaviour in every aspect, and as I said: This work was only
> done if the military needed it.

FWIW: I just had another foray into the wonderful world of micros. Last time, circa 2000, I had trouble even buying chips or getting a manufacturer to return calls or email. I think I was 0 for 20 or so.

About the only thing I could find was obsolete DSP chips and $600-$7,000 developer kits. I think everything was being sucked up by the cell phone manufacturers.

Anyway, I am revisited the H8 since I have 3 or 4 working systems and just bought a working GPS board with an ARM processor. I checked with Digikey and both processors are available and at least for one, a <$60 developer kit is available.

Both of the processors I am looking at are 16 bit and various flavors of C are available free or with the developer kit.

I may not have the details exactly right, but the H8 is a derivative of the 68000 and Hitachi even sued Motorola for using some of its advanced technology in the 68030. Fast puppy anyway, 25mHz with 512k flash and 16k RAM for less then $20.

Point being in the H8 case, most of the integration you would need to make an Atari is already there. Comes with I/O lines that could do everything from read keyboards to D/A and A/D to do sound and controllers. If Xformer could run on a 8 mHz ST, it should be a lock to

do with something like the H8.

The ARM I got with the GPS board is interesting on a couple of levels. It has ~the same processing power as a 386 and is in circuit programmable/upgradeable. Most of the stuff I said about the H8 can be said about the ARM too plus a low price of ~$5 each. It is a RISC processor so it is the equivalent of an evolved ANTIC. People have hacked PIC and Atmel microcontrollers to do VGA graphics after a fashion. If an 8 bit PIC can do it, you just know an ARM can do it better.

At this stage I don't think we want want perfect clone as much as current technology. I mean I have a bunch of Atari computers so why would I need to buy a another one? It had better do several things better then the original like use less power or have better video output.

Rick

999. Re: Atari design group?

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-13 21:19:41 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <f78q9d02l7k@news2.newsguy.com>
Source record: 4386

Rick Cortese <ricortes@earthlink.net> wrote:
> Then there is the terminal cheapness, myself included, of the Atari
> community. Soon as you say "I need 10 people to commit to buy the first
> 10 boards at $50 each" the silence is deafening.
>
> In the dozen or so years I have been reading this group I have formed an
> opinion of what it would take to get them to purchase a revised Atari 8
> bit. People pretty much expect 100% backwards compatibility with Pentium
> speed and VGA graphics on demand. You have to run PacMan at normal speed
> but Atari BASIC 1,000 times faster. You also have to put up with ~"I
> have a 30 meg SCSI" and "I want it to work with my 40 meg IDE" types who
> are too cheap to buy a used $5 drive and get offended if you don't have
> exactly what they need. It is a tough market.

IMO, the next iteration would be to go the emulator route. Use something
like Linux to bootstrap an emulator. It's a lot easier to add "hardware"
to an emulator. Since old Pentium's are so cheap, this would allow the
Atari 8-bit to live on. Plus, the emulator can be ported to all sorts
of operating systems.

Is there any emulators that support dual GTIA chips? 80 Column hardware?

--
Ryan 'Gozar' Collins

1000. Re: Atari design group?

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-13 23:32:09 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <ZXTli.7290$Od7.1449@newsread1.news.pas.earthlink.net>
Source record: 4387

gozarcollins@SPAMTRAPhotmail.com wrote:
> Rick Cortese <ricortes@earthlink.net> wrote:
>
>>Then there is the terminal cheapness, myself included, of the Atari
>>community. Soon as you say "I need 10 people to commit to buy the first
>>10 boards at $50 each" the silence is deafening.
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>>In the dozen or so years I have been reading this group I have formed an
>>opinion of what it would take to get them to purchase a revised Atari 8
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>>are too cheap to buy a used $5 drive and get offended if you don't have
>>exactly what they need. It is a tough market.
>
>
> IMO, the next iteration would be to go the emulator route. Use something
> like Linux to bootstrap an emulator. It's a lot easier to add "hardware"
> to an emulator. Since old Pentium's are so cheap, this would allow the
> Atari 8-bit to live on. Plus, the emulator can be ported to all sorts
> of operating systems.
>
> Is there any emulators that support dual GTIA chips? 80 Column hardware?
>

Just my op but I like the idea of a low power system, maybe .5 Watt so
it could be done with batteries.

There's a small footprint linux for portable devices, used on cell
phones and GPS<?> systems, but I worry it will go the same route as the
other OS. With very few exceptions, when I look at someone else's code I
can't figure out what they are doing which is scary. I'm not your
average idiot, I consider myself and standout idiot!<grin> I aced C
programming when I took it so I think people are deliberately trying to
create obtuse code to be cute.

I took a look at the old ST Xformer for reference. It was only ~127k of
mixed C and ASM code and ran ~80% the speed of a real Atari. Micros with
more then that amount of flash are common now. You could do 40 mHz ARM
with 512k flash and have everything but the variables in flash including
anything Atari you wanted like OS and BASIC ROMS. Most micros don't have
a lot of RAM, maybe 2k-16k on chip. That isn't a lot but it could get a
minimal system going w/o having to add an external RAM.

Rick

1001. LESBIAN SEX - HORNY LESBIAN FUCKING HARDCORE VIDEOS AND MOVIES

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-14 09:08:01 UTC
From: sdf83u28ruidoji@yahoo.com
Message-ID: <1184404081.784516.126140@w3g2000hsg.googlegroups.com>
Source record: 4388
Cross-posted to:
comp.sys.atari.8bit,dk.videnskab.historie.genealogi,sfnet.keskustelu.psykologia,japan.music.newage,alt.msdos.batch

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macedoniamadaascar dating .killers uk tour dates . uk dating
websites . top 40 singles . the fountain uk release date . top online
dating sites . online dating email . dating services uk . term dates
uk . online dates . best by date . sims hot date online . online
dating chat . uk asian dating . top dates . adult sex personals .
internet dating uk . dating sites in uk . dating sites in australia .
date uk . dating telegraph co uk . dating perfect match . executive
dating . christian online dating . dating sites uk . wii uk release

date . best internet dating sites . top singles . canadian girl
dolls . online calendar . adult dating chat . online dating market .
| personals free honolulu | personals free houston | personals free
indianapolis | personals free jacksonville | personals free jersey city

1002. Re: Atari design group?

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-14 12:59:24 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <5frvdbF3atrdsU1@mid.dfncis.de>
Source record: 4389

gozarcollins@SPAMTRAPhotmail.com wrote:

> Is there any emulators that support dual GTIA chips? 80 Column hardware?

Currently, not really. As for dual GTIA, please propose a duable and realistic hardware design how to fit two GTIAs into the system - where for example is the data input of the GTIA coming from? Dual ANTIC? Where are the memory cycles coming from to feed it?

As for 80 column output, there are a couple of preparations in Atari++ to make this possible hopefully in the near future, I'm just lacking proper documentation for the XEP-80 to really do it right now (see the xepbuffer classes). The second question would be how much software does really profit from this, so is it worth the trouble.

So long,
Thomas

1003. Making new friends , married adult dating , adult single dating

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-16 08:26:46 UTC
From: sdkfjesiwuuf8rewui@yahoo.com
Message-ID: <1184574406.318151.15950@g4g2000hsf.googlegroups.com>
Source record: 4390
Cross-posted to:
alt.politics.ec,alt.sports.football.pro.dallas-cowboys,comp.sys.atari.8bit,dk.videnskab.historie.genealogi,sfnet.keskustelu.psykologia

http://www.all-women-dates.com/index592.html
http://www.all-women-dates.com/index593.html
http://www.all-women-dates.com/index594.html
http://www.all-women-dates.com/index595.html
http://www.all-women-dates.com/index596.html
http://www.all-women-dates.com/index597.html
http://www.all-women-dates.com/index598.html
http://www.all-women-dates.com/index599.html
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http://www.all-women-dates.com/index501.html
http://www.all-women-dates.com/index502.html
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http://www.all-women-dates.com/index546.html
http://www.all-women-dates.com/index547.html
http://www.all-women-dates.com/index548.html

mature women , tits boobs , big tits and ass , matchmaking sites , big boobs videos , old tits , sex positions photos , naked women , dating adult , gangbang video clips , tits porn , adult cam , gangbang girl , date , hot japanese girls , adult dating agencies , sex photo ru , hot movies com , big boobs movies , long sex movies , mature gangbang , making friends com , naked men and women , britney sex video , tits galleries , photos sex gratuit , live sex list , asian gangbang , live sex cam , sexy teen girls , tamil sex movies , black gang bang , hidden camera surprise , funny sex videos , teen gangbang , 18 year old , www hot girls com , sexy tits , asian tits , adult friend finder com , match make , adult dating agency , personals adult , cartoon sex videos , hot naked girl , sex video 89 , hidden camera photos , milf gang bang , hot babes videos , hidden cams , hot girl club , tits and asses , gangbang party , hot sex photos , dating website , naked russian women , sex for women , good friends are hard to find , hidden cam porn , cartoon sex movies , natural tits , cartoon porn pics , homemade sex movies , pictures of nude women , hot girl sex , sex with teen , match making website , lana big boobs , hot sex movies , teen lesbian sex , amateur sex movies , tits fuck , hidden camera xxx , hardcore porn pics , gang bang sex , sex video , scarlett johansson sex video , naked women sex , celebrity porn pics , www hotmovies , sex video com , oral sex videos , adult dating online , hot naked women , live sex web cams , big boob videos , big tits pics , teen lesbian porn , sex photos , tit job , beautiful nude women , gangbang nl , live sex tv , blog video sex , find out who your friends are , interracial gang bang , hot live sex , hot horny girls , porn pics gallery , soft tit , sex video trailer , hidden sex cams , nude women pics , videos of people having sex , hot girls club , live hidden cam , green tits , girl porn pics , teen having sex , hidden camera upskirt , hidden camera voyeur , asian porn pics , tit , adult match making , you find out who your friends are , hidden camera pictures , big tit castle , video of sex , hot lesbian sex , lesbian dating , gratis webcam sex , lesbian sex , biggest gang bang , photos de sex , adult sex video , women sexy legs , hot girls com , brittany

spears sex video , tits sex , 3gp sex videos , young tits , naked women having sex , big sex movies , find school friends , find a friends email address , local sex date , hot lesbian videos , video clips sex , sex on video , big large breasts , big tits castle , gang bang paris , teen boy porn , amateur sex video , hot girl wallpaper , big tits round , gangbang video , nude wife , teen titans sex , big tits com , anabolic gangbang , best tits , find high school friends , naked women pics , sexy nude teens , mega tits , video clips movies , how to find a friend , hidden cam videos , 18 year old girl , gangbang galleries , find out who your friends are lyrics , gang bang my face , teen titans porn , sex photo galleries , ultra sex movies , gangbang parties , porn pic hunter , sex teen , find a lost friend , personals , find lost friend , live sex web cam , webcam sex , find old friends , making new friends , married adult dating , adult single dating , to find a friend , find lost friends , video de sex , animal porn pics , webcam web cam , london escort , caught on hidden cam , pictures of hot girls , how to make friend , big black boobs , sex movies 89 , matchmaking software , lesbian sex video , gangbang dvd , group sex movies , xxx porn pics , anal sex photos , asian sex movies , adult xxx dating , sexy woman gallery , sexy young teen , sex teen video , hotmovies , sex videos download , secrets dont make friends , adult sex videos , adult dating in , gang bang record , porn teen , rate my tits , womensex , big tit video , sexy teen , reverse gang bang , sex video download , find friend , sexy legs , hardcore gang bang , sexdate , girls tits , hot sexy girl , naked girls pics , hot brazilian girls , big boobs alert , big boob deepthroat galleries , north face coats , bbw webcams , cocksucking , fuck videos , dating for large women , sex porno video , north face clothing , fuck , bbw tits , houston swingers , meet swingers , date women , bukkake , bbw girls , facial nerve , interracial sex , nude movie clips , bisexual women dating , facial pain , hardcore fucking , pussy cat , oral porn , katie price sex video , celebrity sex video , european women dating , facial xxx , pornstar ass , bbw fucking , dick nasty , date married women , huge cock , girl sex video , face off , deepthroat cock , facial care , fucking movies , pictures of naked women , brisbane swingers , britney spears pics , sexy girl videos , oral sex techniques , big brother sex video , granny sex movies , real sex videos , arab sex movies , women dating sex , video sexy gratuite , naked girls videos , sexy music videos , www ideepthroat com , the face shop , cock whores , sex video izle , black dick , michelle thorne , dating italian women , group sex videos , cock sucking , nude girls , live sex video , celebrity sex scenes , online sex dating , swingers sites , hot dick , london swingers , paparazzi sex pics , old woman dating , erotic swingers , facial features , big dick , casual sex dating , meet bbw , videos of sex , heather graham nude , titty fuck , smiley face , asian fucking , tit fucking , swingers couples , deep throat porn , bbw ladies , best facial , cock , fuck girl , young nude girls , double face , deepthroat girls , naked girl , britney spears sex video download , fetish pics , adult sex movies , pussy cats , livecams com sassy , oral sex positions ,

collagen facial , wealthy women dating , bbw singles , amatuer sex videos , long sex videos , women who date younger men , facial treatment , pink pussy , video sex gratuit , face cream , fuck pics , horse fucking , nude movie , ideepthroat , facial swelling , fetish queen , naked girls video , dog fucking , sexy back video , bbw porn , deep throat this , pussy girl , better sex video , naked video , married swingers , bbw date , white men who date black women , amateur facial , insane cock , amateur livecams , sex video gratis , sex scandal video , fucking video , xxx bbw , bbw uk , best facial movies , pornstar gallery , older bbw , scar face , fotos da revista sexy , hardcore fuck , dating multiple women , dick sluts , pussy movies , paris sex video , dicks sporting , dating older women , sexy aishwarya rai , nude black girls , fuck games , xxx mpegs , naked women videos , dating russian woman , lesbian sex movie , fuck movie , asian pornstars , sex movie gallery , sexy teen pics , sex video downloads , halle berry nude , black deepthroat , mr big dicks hot chicks , facial masks , sex and the city movie , tight pussy , swingers dating , britney spears pussy shot , bbw , bbw pics , sexy picture , men's facial , dating a divorced woman , girls sex video , plumper bbw , deepthroat clips , anal sex video , deepthroat tgp , pussy pics , face party , white pussy , fucking pictures , young pussy , face mask , brutal blowjobs , anal sex movies , bbw anal , briana banks , rich women dating , britney spears fotos , my sinister fetish , bbw women , sylvia saint , nude nicole kidman , big black cock , face the nation , nude celebrity videos , women for date , about face , date young women , pornstar pussy , spears sex video , sex movies , black women dating white men , sex movies download , naked girls , face down , having sex videos , video sex gratuite , pussy pictures , online sex movies , sex video trailers , bbw video , latina pussy , tera patrick , hardcore sex , nude teen girls , big beautiful women , naked videos , peter north cumshots , fetish movies , facial treatments , dick in a box , christina aguilera wallpapers , older women dating sites , texas swingers , sexy pic , busty bbw , fetish video , mpegs , paralisis facial , sexy nude pics , britney spears wallpapers , fuck teens , dating friend finder , black blowjobs , couple swingers , melbourne swingers , nude video , north face denali jacket , angelina jolie sex scene , pornstar movie zone , dating korean women , large women dating , women dating tips , asian fuck , bbw sex , black cocks , dating for big women , black sex video , shemale fucking , bbw galleries , fuck buddy , facial mask , eat pussy , sex movie clips , swingers parties , russian women dating , date woman , private sex videos , dick clark , big women dating , women who date married men , swingers uk , anal sex videos , sex livecams , horse fuck , college sex videos , pornstar com , sex video clips , face pic com , women swingers , fotos sexy , asian pornstar , www pornstar , sex porn video , silvia saint , dating advice for women , angelina jolie scenes , single women date , pussy pic , bbw woman , spears pussy , www sex video , nude women , blowjob facial , ebony pussy , sexy wallpapers , fetish bank , bi swingers , why black men date white women , gratis sex videos , bbw swingers ,

rate my pussy , adult sex dating , anal fucking , facial humiliation , fist fucking , fat women dating , face painting , swingers party , dick cheney , deepthroat blow jobs , pictures of wallpapers , men and women dating , local swingers , bbw love , nude demi moore , sex dating , pictures of women , best facials , bbw escorts , pornstar land , face down lyrics , race face , britney spears sex video , big league facials , www face , mr big dicks , sex video clip , fetish porn , how to date younger women , sexy videos , women online dating , girls sex videos , naked school girls , bbw single , woman dating , paralisia facial , zu dick , young black pussy , fotos de videos , 2 face , sexy movie clips , swingers sex , large cock , pornstar finder , facial spas , big fuck , hotel sex , dating two women , plumpers bbw , dick sucking , north face , dick girls , ukraine women dating , face transplant , feet fetish , women dating men , fucking machines , nude scene , nude girls video , sexy girls pics , britney pussy , european facial , hot fuck , oral sex tips , limpieza facial , pictures of girl , black fetish , facial movies , sex video samples , beautiful nude girls , find swingers , dating women , fuck fest , sad face , www sex video com , live sex cams , lesbian sex videos , pornstar fucking , paparazzi sex movies , anime sex video , facial , dick ass , asian pussy , black sex videos , teen dick , hair fetish , hardcore sex video , sex scenes , czech women dating , dog sex movies , dating women with kids , swingers contacts , asian sex videos , bbw dating , anal sex movie , famous pornstars , movie video clips , deepthroat blowjob , sexy wallpaper , milf fuck , sex in movies , fuck ass , pornstar pictures , sexy nude women , fetish , naked girl videos , xxx dick , big bbw , extrait video sex , pussy fucking , hot sex videos , homemade sex video , north face denali , facial waxing , adult sex dating service , amateur nude bbw , adult livecams , adult sex movie , facial abuse , hot cock , sexy kareena kapoor , tgp pornstar , sex dating sites , swingers , how to give oral sex , swingers club , date russian women , hairy pussies , in your face , face lift , crush fetish , bbw photos , raw pussy , women dating younger men , how to date women , mature sex movies , dating asian women , britney spears pussy , bbw boobs , pornstar book , thai women dating , big cock , deepthroat com , personals women , sexy girl video , sex videos kostenlos , pussy cat dolls , videos de sex , video clip movies , dating sites for women , pretty face , slut fuck , www pussy , the north face , gratis sex films , sex dvd , facial exercises , dating black women , sample sex videos , horny dick , dating married woman , best nude scenes , face to face , dating tips for women , nude little girls , porn pussy , sex movies sexy videos , amateur bbw , facial recognition , sperm facial , 77 laws of success with women and dating , celeb sex videos , fat fuck , ebrahimi sex video , homemade sex videos , nude salma hayek , video clips nude , fuck in the ass , monsters of cock , mr big dick , bbw ass , sexy pictures , pictures of pics , fuck video , older women dating younger men , dating older woman , fetish com , bbw plump , tall women dating , dating a married woman , scare face , tara reid scenes , dick in the ass , nude videos , north face fleece , sexy girls video ,

dating women with children , dating japanese women , fetish clothing , asian sex video , pictures of naked girls , pink pornstars , brittney spears sex video , pornstar pics , face paint , single women dating , mature sex video , fetish sex , cock sluts , blonde fuck , bbw online dating , sex video galleries , sex movies com , facial cumshots , jessica simpson wallpapers , amateur swingers , big woman dating , bbw sluts , big beautiful , movies of sex , pussy slip , pamela anderson sex video , suck cock , full length sex movies , sexy picture gallery , white face , imogen sex video , video clips scenes , swingers fun , mature women dating , japan sex movie , teen fucking , homemade facial , facial paralysis , facial expression , japanese sex movies , dating tips for woman , nude girls videos , bukkake facial , chloe jones , asian sex movie , livecams schweiz , online sex video , pussy girls , dating married women , fetish stories , sexy video , nude celeb videos , interracial sex movies , pornstar search , lesbian pussy , mature bbw , fat bbw , pornstars movies , facial videos , latex fetish , swingers com , mature swingers , looking for women , acne facial , having sex video , dating and sex , live web cams , adult swingers , nude movie stars , dating young women , sex clips , xxx livecams , facials , naked college girls , hardcore deepthroat , xxx sex videos , facial plastic surgery , fuck whores , sexy girls photos , north face outlet , en face , asian woman dating , sex movie galleries , oral sex video , the face , facial hair , 777 livecams , video de sex gratuit , dating a married women , sock fetish , funny sexy videos , australian swingers , sex films , date a women , dating with women , north face nuptse , asian dick , mature women swingers , facial cleanser , hard fuck , internal cumshots , college fuck , spa facial , my face , fuck off , livecams dreamnet com , brazilian facials , pussy , hot nude girls , naked girls com , women and dating , famous pornstar movies , colombian women dating , hardcore sex pics , black woman dating , burnt face man , blowjobs , oral sex movies , swingers group , facial products , muslim women dating , paparazzi celebrity sex , fucking machine , fuck you , the pussy cat dolls , woman dating woman , sexy naked women , big cocks , nude black women , face pic , fuck sluts , pornstar galleries , black sex movies , pornstars famosas , dating younger women , face shop , huge dicks , swingers australia , hot sex video , women to date , face sitting , sex dating uk , cock suckers , screech sex video , sexy jessica simpson , fuck girls , lesbian sex movies , bedava sex video , deepthroat , black bbw , sex scene video , nude girl , pornstar list , best sex scenes , suck my dick , teen pussy , hot naked girls , smoking fetish , nude school girls , naked bbw , ukrainian women dating , pornstars com , 1024 x 768 wallpapers , face value , dicks sporting goods , face it , wet pussy , online sex videos , facial hair removal , pornstars y famosas , sexy video clips , facial shot , pink pornstar , new face , sexy video clip , sex videos , pornstar gals , date asian women , swingers photos , sexy girls videos , celebrity sex movies , sex hotels , sexy amisha patel , naked black girls , hard cock , angelina jolie sex video , beautiful naked women , livecams freeones com , amateur facials , dick smith electronics , zahra amir

ebrahimi sex video , pussy shots , cocks , whores dick , deepthroat blowjobs , adult sex dating sites , live sex videos , huge dick , facials com , halle berry sex scene , beautiful women dating , hardcore sex videos , video sexy gratuit , pornstar babes , swinger women , anime sex movies , funny face , japanese sex video , chinese woman dating , paparazzi sex pictures , dating latin women , clock face , tera patrick nude , dating mistakes women make , blonde pussy , deepthroat xxx , font face , swingers pictures , pretty woman dating , gratis livecams , black pornstar , sexy photo gallery , swingers personals , naked black women , naked little girls , dating white woman , sex video games , sexy pics , deepthroat sucking , fucking videos , paparazzi filth sex , bbw videos , estetica facial , women fucking , date younger women , non nude girls , white women date black men , interracial sex pics , www pussy org , black cock , young women dating older men , hot bbw , snl dick in a box , nude college girls , oxygen facial , wild sex clips , teen facial , eating pussy , sexy movies , facial muscles , sucking fuck , fuck women , sex videos com , kiss my face , big beautiful women dating sites , britney spears sex movie , sex videos 89 , tara reid nude , group sex video , hardcore anal sex , deepthroat sluts , black pussy , bbw pussy , dating chinese women , girl sex videos , leg fetish , date japanese women , briana banks freeones , dating divorced women , bbws , fuck com , naked movie , hot dating , interracial sex sites , pussy ass , sex porn videos , date a woman , hardcore sex movies , dildo fuck , deep throat , face masks , celebrity sex videos , pussy teens , sex movie clip , dating white women , fucking , cock ring , oral sex position , deepthroat movies , celeb sex scenes , kostenlose sex videos , ultra pornstars , sex movie download , local sex dating , fat pussy , full sex movies , bbw dating service , cumshots , hairy pussy , dating eastern european women , ejac facial , chubby bbw , face recognition , black fuck , video sexy gratis , big dicks , sex porn movies , why do black men date white women , hot sexy videos , sex video sample , private livecams , pussy sucking , woman to date , erotik livecams , naked pussy , fetish wear , nude angelina jolie , jordan sex video , deep throat sex , bbw tgp , dating foreign women , arabic sex movies , face on body , anime sex videos , facial massage , russian women for dating , african women dating , dick girl , teen fuck , pamela anderson sex videos , bbw sites , fuck tits , facial skin care , i deep throat , woman for dating , dating french women , sex scene , big pussy , how to date a woman , dating women in prison , face shapes , medical fetish , deepthroat fuck , face box , mature pussy , mature sex videos , sex dating agency , 1000 facials , polish women dating , pornstars , amature sex videos , amateur sex videos , sexy sport clips , teen cock , fuck u , tit fuck , saving face , fetish videos , date mature women , bbw escort , pornstar clips , north face jackets , brittany spears pussy , sexy clips , foto sexy , girls fucking , nylon fetish , live video cams , deep throat deepthroat , dating a woman , pussy com , black face , jessica simpson sex video , sex movie , pornstar video , date white women , japanese sex videos , nude pamela anderson , german women dating , bbw fuck , naked women , livecams

nl , oral sex pictures , lindsay lohan pussy , dating rules for women , facial sex , face , dating a younger woman , granny sex videos , facial girls , tgp pornstars , mature sex movie , date rich women , long sex movies , naked movies , facial surgery , fuck my wife , heather graham scenes , britney sex video , lohan pussy , dicks , tamil sex movies , funny sex videos , oral sex , hot pornstars , sexy photos , foot fetish , swingers singles , women dating married men , adult sex online dating , date older women , panty fetish , naked teen girls , cartoon sex videos , dick smith , how to deep throat , sex video 89 , movie sex scene , fatty bbw , fucking girl , black pornstars , cums , mexican women dating , bbw dating services , women for dating , street blowjobs , livecams ohne anmelden , swingers clubs , sex videos sexy pics , jessica simpson pics , cartoon sex movies , women date married men , bbw movies , telefonsex livecams , face book , single woman dating , homemade sex movies , devon pornstar , online dating for women , huge fuck , facial cumshot , sex hotel london , hot sex movies , aromatherapy facial , backroom facials , amateur sex movies , mens facial , sex video , what the fuck , scarlett johansson sex video , dating china women , women dating advice , sexy nude girls , pussy org , christina aguilera pics , pussy videos , sex video com , oral sex videos , sex dating service , fuck movies , hot naked women , live sex web cams , ass fucking , vaginal cumshots , bbw pictures , xxx sex movies , pics facial , livecams , salma hayek scenes , sexy britney spears , sexy naked girls , anal dick , hotel room sex , mpeg sex , hot pussy , beautiful nude women , date tips for women , facial numbness , blog video sex , pornstar , lolita mpegs , date older woman , single swingers , sex video trailer , dating for sex , videos of people having sex , asian women and dating , wild pornstars , how to date a white woman , mega pornstar , pussy sex , bbw nude , face fucking , north face jacket , face reading , i wanna fuck you lyrics , sex videos porn videos , teens fucking , fuck you lyrics , animal fuck , mega pornstar vids , old pussy , face shape , live adult web cams , sex in the hotel , video of sex , women dating women , adult sex video , pornstar movie , erotic livecams , sexy bollywood actress , brittany spears sex video , bbw hardcore , fucking pics , 3gp sex videos , big sex movies , woman swingers , north face apex , sex movie com , facial steamer , video clips sex , sex on video , fuck me , 777 livecams com , pornstar thumbs , facial galleries , bbw gallery , girls sex movies , amateur sex video , britney spears videos , suck dick , facial forum , black dicks , nude scenes , skin facial , facial sluts , japanese sex movie , date black women , pornstar movies , mature woman dating , pornstar paradise , video clips movies , big beautiful women dating , ultra sex movies , anal fuck , young fuck , how to fuck , tera patrick video , dog fuck , cleansing facial , pornstar scope , brazilian women dating , facial expressions , pantyhose fetish , facial rash , video de sex , college fuck fest , face fuck , pussies , rubber fetish , sex movies 89 , adult sex dating services , looking for swingers , face warp , huge cocks , ideepthroat com , lesbian sex video , american women dating , group sex movies ,

fetish forum , naked asian girls , asian sex movies , cock girls , fetish tgp , bbw personals , sex videos download , nude movies , horse cock , dating a black woman , famous pornstar , sexy girls pictures , ultra pornstar , date beautiful women , deepthroat teen , adult sex videos , sexy bbw , looking for dating , sexy pussy , pornstar vids , sexy movie , movie sex scenes , fuck it , pussy lips , old women dating , shaved pussy , i wanna fuck you , sex video download , full length sex videos , dating a women , pussy video , fetish ladies , date a married woman , sex fuck , young naked girls , sex dating services , philip k dick , hardcore sex pictures , hydrating facial , dick van dyke , dating younger woman , alyssa milano nude , sex im hotel , christian women dating , women dating older men , dicks sports , dick , more pornstars , malayalam sex movies , old bbw , legs fetish , naked women pictures , oral sex pics , asian bbw , akon i wanna fuck you , pornstar videos , naked women wrestling , sexy women , naked women com , mature tits , 18 year old pussy , sex porno video , make friendship bracelets , sexy teen models , fat nude women , black lesbian sex , orgy sex parties , hot blonde girls , sex photo gallery , teen anal sex , pictures of girls , live sex feeds , teen very young , naked mature women , gangbang fucking , pictures of porn , perfect tits , hidden camera masturbation , you find out who your friends are lyrics , hidden cam pictures , katie price sex video , celebrity sex video , perky tits , naked female , hidden spy cam , girl sex video , find friends from school , uk match making , 18 year old sex , pictures of naked women , fre dating , mature porn pics , make friends , big boobs com , hot sexy teens , big brother sex video , big tits movie , real sex videos , gangbang de , the gangbang girl , hot girls having sex , match making , gangbang lessons , tit castle , dating , sex video izle , group sex videos , how to make new friends , find a friends , girls with big boobs , live sex video , gangbang bus , adult dating personals , adult match maker , making friend , gang bang squad , big ass tits , adult sex , wireless hidden camera , videos of sex , hot teenage girls , tit fucking , gangbang nds , hot white girls , hot clips , nude women pictures , sex date , interracial gangbang , britney spears sex video download , find a friends email , adult sex movies , hidden camera videos , simpsons porn pics , amatuer sex videos , long sex videos , search big tits , lesbian sex pictures , single dating , video sex gratuit , britney spears porn pics , girls with big tits , babes tits , hot porn movies , lana's big boobs , camera hotel , online matchmaking , granny porn pics , teen age sex , wife gangbang , bigs tits , better sex video , lesbian gang bang , naked old women , really hot girls , teen boy sex , sex video gratis , sex scandal video , photo de sex gratuit , gang bang sluts , hot big movies , female nude , biggest gangbang , paris sex video , hidden camera clips , tits gallery , naked women videos , hot girls , tits out , tit pictures , big tit galleries , tits palace , gang bang videos , sexy teen pics , sex video downloads , horoscope match making , gang bang amateur , nude asian women , find friends uk , tit galleries , big gangbang , girls sex video , gratis sexdate , make friends online , anal sex video ,

hidden toilet cams , tit video , sexy teens , hidden web cams , hot hot girls , hidden camera porn , anal sex movies , find a friends birthday , tit movies , live sex show , www sexdate , photos sex gratuites , deluxe porn pics , 18 year , milk tits , adult friend finder , how to find people , gang bang com , big black tits , naked tits , lesbian sex toys , big tits , hot girls kissing , sex movies , spears sex video , small tit , sex movies download , match making software , make friend , secrets dont make friends lyrics , having sex videos , video sex gratuite , online sex movies , gang bang gratis , nude russian women , very young girls , sex video trailers , gangbang movies , hot girls wallpaper , hot school girls , huge tits , gangbang trailer , teen boys sex , hot girl videos , caught on hidden camera , great tits , matchmaking , tits , big natural boobs , girly gang bang , big tit bangers , making friends online , sex kontakt , hidden cam pics , xxl tits , escort service , teen girls having sex , tiny tits , porn pics and movies , intense gangbangs , black sex video , hidden camera girls , anime porn pics , escort uk , big natural tits , tits and pussy , sex movie clips , online match making , private sex videos , blind date sex , webcam hotel , tits pictures , hot anime girls , anal sex videos , gang bang party , college sex videos , sex video clips , fake tits , nude older women , gang bang girl , world's biggest gang bang , sex porn video , match making websites , how to make a friend , porn pics galleries , gangbangs , tit movie , gangbang sluts , www sex video , drunk sex orgy , nude women , gang bang my wife , huge tit , hot college girls , hidden camera movies , hot ass girls , gratis sex videos , www sex photo , adult sex dating , hot young girls , teen girl porn , lesbian sex story , gang bang pictures , hot video , direct sex live , hot video clips , mature big tits , teen gang bang , match making service , sex dating , pictures of women , make a match , dating web sites , match making services , discreet adult dating , hot movie clips , britney spears sex video , sex video clip , girls sex videos , hidden cam nude , naked asian women , big tits round ass , big tits and round asses , hidden camera girl , hot latin girls , girl shits in hot tub , mature sex photos , adult dating website , gangbang com , teen girl sex , milf gangbang , reverse gangbang , christian match making , no tits , lesbian porn pics , sex hot girls , uk adult dating , sexy naked teens , naked older women , lesbian sex slave , sex video samples , to find a lost friend , how to make friends , large breasts boobs , nude woman , online sex date , live sex cams , sex position photos , lesbian sex videos , gigantic tits , tit sucking , disney porn pics , gangbang movie , www gang bang , find my friends , hidden cam sex , extra big boobs , anime sex video , girls sex photos , hardcore gangbang , black sex videos , celeb porn pics , hardcore sex video , hot movies , black gangbang , dog sex movies , asian sex videos , sexy porn pics , hot girl video , ebony tits , gang bang de , hot sexy video , big tit , porn pics and videos , sexy hidden cam , www gangbang com , sex in movies , hot asian girls , sexdate be , sexy nude women , busty tits , hot teen videos , sexy young teens , sex porn pics , extrait video sex , make new friends , hot sex videos , homemade sex video , adult

sex movie , find friends online , gang bang 5 , gangbang sex , hot asian girl , beautiful tits , gangbang extreme , find a friend , biggest tits , worlds biggest gang bang , group sex photos , make new friends but keep the old , gangbang porn , gratis gangbang , nude women videos , mature sex movies , all hot girl , find girl friend , gangbang record , teen group sex , find a long lost friend , www hot girls , sex videos kostenlos , videos de sex , milky tits , find a old friend , sucking tits , hidden camera sex , big tits porn , bit tits , gang bang berlin , adult dating services online , milking tits , adult dating service , sex dvd , sex orgy , single women , gangbang videos , hot girls pictures , soft tits , houston gangbang , very young hot , big tit sex , lactating tits , gang bang gratuit , tits and ass , hot teen girl , photos of sex , hot teen girls , celeb sex videos , puffy tits , lesbian sex clips , ebrahimi sex video , homemade sex videos , video clips nude , gangbang darlings , round tits , sex girl photo , nude sex photos , big boobs porn , teen girls sex , pictures of pics , teens tits , hot movie , hidden camera sexy , live sex shows , live hidden cams , internet dating , asian sex video , brittney spears sex video , tits ass , mature sex video , adult friend find , hidden camera sex videos , hidden webcam , tits tgp , tits castle , making friends , mature gang bang , video clips porn , 18 year old porn , big tit pics , sex movies com , gang bang , large breasts tits , nude pregnant women , tit pics , wam sex orgy , pamela anderson sex video , real big tits , gangbang pics , hot sexy teen , matchmaking dll , imogen sex video , tit patrol , pictures of woman , hot young girl , japanese sex movies , lesbian gangbang , find new friends , adult dating sites , online sex video , gang bang roma , double penetration gangbang , firm tits , gang bang porno , sexy teen movies , fucking tits , photo of sex , make friends on line , sexy russian woman , asian friend finder , photos of naked women , teen girls porn , sexy teen videos , big boobs video , find a friend com , sexy woman , having sex video , nude old women , adult find a friend , make friends with , group sex orgy , live web cams , floppy tits , big tits pictures , sex clips , hot bikini girls , videos of hot girls , celebrity tits , big boob , xxx sex videos , hidden camera shower , real tits , hot porn videos , hot little girls , oral sex video , hot video magazine , hot girls gallery , sexy black women , photo sex gratuit , big tits movies , how to find friends , sexy mature women , video de sex gratuit , asian gang bang , hot tits , black porn pics , hotmovies com , wild hot girl , gangbang gallery , hidden camera nude , porn pics com , gang bang video , granny tits , singles , escort agency , hot and sexy girls , find your friend , real hidden cam , hardcore lesbian sex , gang bang porn , hidden camera toilet , hot nude girls , oral sex photos , gangbang pussy , tiny tit , tits com , pics of naked women , find friends email , swinger gangbang , live sex com , tit for tat , hanging tits , find college friends , hot sexy naked girls , tits video , anal sex photo , gangbang 5 , nice tits , huge natural tits , my tits , friend finder com , hot girls pics , photo de sex , tits master , gangbang teens , naked women photos , sexy single woman , how to make friendship bracelets , soft

tits com , big tit movie , west coast gang bang , sexy naked women , match singles , bouncing tits , nude black women , gangbang pictures , teen hardcore sex , black sex movies , sexy older women , west coast gangbang , voyeur hidden cam , hot sex video , hot sexy women , big boobs , sexdate nl , hidden camera , sexdate no , screech sex video , locker room hidden camera , group gangbang , gang bang movies , russian hidden camera , find old school friends , creampie gangbang , lesbian sex movies , tit anime , hidden shower cams , www hotmovies com , bedava sex video , hidden security camera , big tits patrol , sex scene video , big tit videos , big tit movies , make friends online com , find my friend , make a friend , hot girl pics , tits movie , hot girls movies , wild hot girls com , hidden spy camera , lanas big boobs , hot naked girls , what makes a good friend , hidden camera pics , lesbian sex stories , people find , porn stars pics , oleansoft hidden camera , adult dating , hot teen movies , online sex videos , sex photo , nude women photos , wet tits , big juicy boobs , porn pics , hot black girl , matchmaker , hot girls videos , hidden camera show , find friends , massive tits , amateur porn pics , sex videos , tits movies , celebrity sex movies , porn pic , hot sexy girls , big tits palace , tits pics , pictures of sexy , hot girls video , sex web cam , beautiful naked women , www big tits , zahra amir ebrahimi sex video , black attack gangbang , hidden spy cams , live sex videos , secrets don t make friends , hotel cam , little tits , worlds biggest gangbang , web cam live , gangbang xxx , hardcore sex videos , anime sex movies , dating sites , hidden toilet cam , japanese sex video , sex teen movies , halo 2 matchmaking , live webcam sex , big tits sex , teen tits , find old friend , big tits videos , small tits , flirt , hot babe videos , very young teens , naked black women , sex video games , live sex webcams , dating services , hidden cam , wild hot girls , match making sites , girly gangbang , hot girls fucking , tits videos , live sex , gang bang girls , internet match making , big tits fans , large tits , hidden cam masturbation , tit wank , wild sex clips , hidden web cam , very young sex , real hidden camera , sex videos com , big tit teens , ebony porn pics , anal gang bang , gangbang squad , hot bollywood videos , sex videos 89 , group sex video , gangbang berlin , fat naked women , hot girls getting fucked , naked women video , hot girl porn , big tits gallery , 18 years old , gang bang lessons , sexy teen girl , girl sex videos , tamil sex photos , big tit porn , lesbian sex photos , hot girls dancing , tit sex , all hot girls , gang bang pics , pictures of nude , naked pregnant women , lesbian group sex , hot girl pictures , fat tits , tit porn , amateur sex photos , women with big tits , hardcore sex photos , naked woman , britney spears naked pics , www gangbang , sex porn videos , hardcore sex movies , amateur tits , celebrity sex videos , sexy teen sandy , west coast gangbangs , lesbian sex pics , 18 year old girls , hot nude women , kostenlose sex videos , hot girl , nude tits , full sex movies , asian big tits , gangbang stories , escort , make top friends , my wife nude , big tit patrol , naked girl pics , daily tits , sex film , hidden camera naked , matchmaking services , britney spears tits , hot

girls porn , sex webcams , big tits video , sex porn movies , orgy video clips , dating www , black tits , gangbang , hot sexy videos , sex video sample , adult dating services , sex girls photo , gangbang amateur , saggy tits , jordan sex video , arabic sex movies , anime sex videos , photo sex amateur , hot black girls , hidden shower cam , pamela anderson sex videos , orgy sex party , match maker , matchmaking service , gang bang stories , pics of hot girls , hot girls stripping , hot girls sex , hot videos , naked pics , gangbang my wife , mature sex videos , adult dating websites , anal gangbang , anal porn pics , very hot girls , amature sex videos , amateur sex videos , find a girl friend , gangbang clips , hot girls online , online dating , hidden cam movies , tit fuck , find your friends , big boob movies , sexdate limburg , ebony gangbang , hot porn pics , hidden cam clips , hot russian girls , gangbang girls , gangbang porno , sex movie , jessica simpson sex video , pics of porn , hot girls making out , nudealert , tit videos , tit torture , big tits round asses , hot girls in thongs , 18 year olds , hot girls in bikinis , malayalam sex movies , gangbang mpeg , big boob pass , naked women pictures , singles dating , women sex , young porn pics , gangbang fuck , super tits , friend finder ,

1004. Re: Atari design group?

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-16 08:40:10 UTC
From: Jochen <spam@joschs-robotics.de>
Message-ID: <469B2EEA.7050509@joschs-robotics.de>
Source record: 4391

Hi Thomas.

Thomas Richter schrieb:
> gozarcollins@SPAMTRAPhotmail.com wrote:
>
> As for 80 column output, there are a couple of preparations in Atari++
> to make this possible hopefully in the near future, I'm just lacking
> proper documentation for the XEP-80 to really do it right now (see the
> xepbuffer classes). The second question would be how much software does
> really profit from this, so is it worth the trouble.
What would you need for that? The driver source that came with the
XEP-80? The XEP-80 itself?

Bye Jochen

1005. NEW Item from More Than Games

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-17 04:28:08 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <469C4558.65DD1FE0@a8maestro.com>
Source record: 4392

Hello,

I have just released a new set of items. The EASI/O SPIDER. it is a professionally made circuit board that holds up to 4 SIO jacks and/or 5 SIO cables. With other features including an EASI/O port, internal upgrade header, prototyping area, and external power support.

Available in pcb only for $12.00 +Ship/hand/tax/paypal fee, thru assembled kit.

View the information at...www.a8maestro.com/sites/mtgcat/proda8/a8-p1.htm.

Please see the current email on the page for any questions.

More new Items coming this summer.....Stay tuned.

Thanks,

Rick D.
MTG
Do Not use the a8maestro"a t"a8maestro.com address to send any emails.

1006. Translator Tape?

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-18 09:28:51 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1184750931.028527.57420@o11g2000prd.googlegroups.com>
Source record: 4393

When Atari released the 600/800xl, did they ever release a translator tape for those who didn't have a 1050 drive?

Bill H

1007. Re: Translator Tape?

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-18 19:42:43 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <T2uni.50555$5j1.8791@newssvr21.news.prodigy.net>
Source record: 4394

"Bill H" <> wrote in message
> When Atari released the 600/800xl, did they ever release a translator
> tape for those who didn't have a 1050 drive?
>
> Bill H
I don't think Atari did it, probably some user
made the Cassette version from the disk.
I'm pretty sure it is TRANSLAT.CAS available
at www.atarimax.com down the page in the APE/PRO area download APE118d.zip.
APE for DOS area.

1008. Re: Translator Tape?

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-18 19:50:14 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <W9uni.50556$5j1.30679@newssvr21.news.prodigy.net>
Source record: 4395

"Bill H" <> wrote in message
> When Atari released the 600/800xl, did they ever release a translator
> tape for those who didn't have a 1050 drive?
>
> Bill H
I said where to get TRANSLAT.CAS, at atarimax.
But, hmm.... How to use it?
You might be able to use it in emulator, but why do that, just use the 800
OS?
You might be able to, in FTeDOS:
COPY D:TRANSLAT.CAS C: after booting
from APE. But if you have APE working, why need a CAS file? It is possible
APE118d supports a CAS file like it does ATR files.
OK, I'm trying to present a solution without knowing what the problem is.

1009. Re: Translator Tape?

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-18 21:04:51 UTC
From: Andreas Koch <andiko.nospam@web.de>
Message-ID: <f7lut5$f26$00$1@news.t-online.com>
Source record: 4396

Bill H schrieb:
> When Atari released the 600/800xl, did they ever release a translator
> tape for those who didn't have a 1050 drive?
>
> Bill H
>

Well,
Atari themselves did NOT release a translator tape. But some Atarians
did, because so many versions of the Translator were floating around, it
was treated as being "PD". I would look for a translator version, that
supports both Disk + Tape boot (e.g. Power-Play, Ultra-Translator, etc.)
or even Disk + Tape + Cart. boot (like Ultra-Translator)... -Andreas Koch.

1010. ADOPTION: PORTLAND, OREGON USA!

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-19 10:50:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0707190348490.26194-100000@onyx.spiritone.com>
Source record: 4397
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Is your garage full of Atari? Can you squeeze into your attic? Do you have an Atari in your closet? If your Atari stuff needs a new home, especially if your in Portland, Oregon USA! E-Mail Atari@aracnet.com or call Ben at (503)256-9974! And even if your not in Portland, feel free to contact Ben.

This covers Atari Hardware, Games/Software, Books & Accessories! Classic Atari 8 Bit and Atari ST Computers Plus Atari Jaguar Games and consoles!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1011. CHRISTMAS in JULY!

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-19 11:00:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0707190354270.26194-100000@onyx.spiritone.com>
Source record: 4398
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

FREE GAMES! BUY 8 BIT OR ST, GET FREE GAME! OR 2 FREE JAG GAMES!

25% off Games/Software-Hardware & Books for Classic Atari 8 Bit & Atari ST Computer lines plus Jaguar Consoles & Games! Cut & Paste my Catalogs and E-Mail your order with your Mailing address so I can figure Shipping! Many items I have One, Two or Too Few of! Questions? E-Mail Atari@aracnet.com or call Ben anytime at (503)256-9974! 1st Come, 1st Serve! All July Long!

Spend $100.00 on 8 Bit or ST, Get ANY GAME FREE! Spend $100.00 on Jaguar, Get 2 FREE Jag Games! Such as: Bruce Lee, Bubsy, DooM, Pitfall & Wolf 3D!

http://BensCatalogs.Atari.org Ben's Atari Catalogs & Website!
http://www.aracnet.com/~atari/shipping.htm I can save you Money & Time!
http://www.aracnet.com/~atari/specials.htm Atari Sale Details!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1012. Re: Game "New York City"

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-21 14:03:55 UTC
From: T0M <viepriv&#65533;e@fra>
Message-ID: <go7n935nnmqhntsm50pg986m2cqddlqjhf@4ax.com>
Source record: 4250

RoyE a ï¿½crit:

>> * THE BIG APPLE *
>> (NYC)

Thank you very much RoyE !

I'm sure I will enjoy the game with this help :o)

T0M

1013. Re: Game "New York City"

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-21 14:03:57 UTC
From: T0M <viepriv&#65533;e@fra>
Message-ID: <8scs939el1iu1o3pav47k7f3ilspci8dov@4ax.com>
Source record: 4399

Mark Bedingfield a ï¿½crit:

>>Man I loved that game when I was a kid. Played it to death. Up there
>>with Star Raiders imo.
>>
>>Mark

I've played the game for several hours during 2 days and I really
enjoyed it !
It's a nice game, different to what I've played.
I've just finished the game and my level is: "Brooklyn Commuter Class
2"... How bad is that ? :o)

T0M

1014. Adult dating agency , full service escort , personals adult , sexdates

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-22 11:16:20 UTC
From: oked88uiok@gmail.com
Message-ID: <1185102980.798903.311160@57g2000hsv.googlegroups.com>
Source record: 4251
Cross-posted to:
alt.politics.ec,comp.sys.atari.8bit,dk.videnskab.historie.genealogi,sfnet.keskustelu.psykologia,japan.music.newage

http://www.all-women-dates.com/index747.html
http://www.all-women-dates.com/index748.html
http://www.all-women-dates.com/index749.html
http://www.all-women-dates.com/index752.html
http://www.all-women-dates.com/index751.html
http://www.all-women-dates.com/index750.html
http://www.all-women-dates.com/index852.html
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http://www.all-women-dates.com/index867.html
http://www.all-women-dates.com/index868.html
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http://www.all-women-dates.com/index870.html
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http://www.all-women-dates.com/index872.html
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http://www.all-women-dates.com/index883.html
http://www.all-women-dates.com/index884.html
http://www.all-women-dates.com/index885.html
http://www.all-women-dates.com/index886.html

russian dating new york , sexdates potsdam , creative live cam video im pro webcam , sexdates frankfurt , zahra amir ebrahimi sex video , adult sex blogs , adult sex forum , fairytale of new york release date , online dating new york , live sex videos , webcamera sex , new york review of books personals , lesbian online dating service , adult sex sites , video cameras , blonde escort london , web cam video , livecam girls , dating sites , mature sexdates , sexcam cafe , www sexdates , live sex camera , live webcam sex , creative webcam live pro , lesbian dating agency , dating sex , webcam strip video , escorts london uk , denver sex , bbw sexdates , web sexcam , meet sexy , intimate dating , live sex webcams , dating services , fuck married woman , geile cams , speed dating los angeles , new york bar exam release date , sexdates dresden , video cam sex , sexy seeking , live sex , lonely married women , lesbian dating sites , live camera new york city , independent escorts in london , live webcam new york , london ontario escorts , seducing married women , sexdates maastricht , how to seduce married women , live animal cams , live cam , personals in new york , webcamsex , important dates in new york , dating internet service , sexdates limburg , speed dating paris , new york dating scene , new york adult personals , web cams , lesbian dating agencies , video cam , romantic dates new york , speed dating dublin , live web cam sex , live nude webcams , live webcams , live cams , san francisco dating , sexcam telefon , livecam kostenlos , live cameras , adult sex com , web cam , married woman cheating , hot live sex show , sexcam , sexdates in nrw , lesbian dating services , adult sex comics , hot adult sex , soft porn , live porn webcams , mumbai married women , speed dating , bbw dating service , escort , singles dating sites , speed dating leeds , what married women want , xxx porn , new york internet dating , sexdates in mechelen , personals college girls seeking , how to seduce a married women , adult sex galleries , hete sexdates , hot girls porn , escort agency in london , sex webcams , bisexual married women , jasmin sexcam , sex cam , oma sexdates , married women seeking single men , dating www , new york city live webcams , dallas dating , married woman fucking , webcam live ultra , in love with a married women , naughty married women , girls seeking dating , london escort services , adult dating services , windows live messenger webcam , digital video cam , women looking for married men , spontane sexdates , escort girl london , www livecam , adult movies , geile webcam , married women pics , live xxx cams , love married woman , betaalde sexdates , i married a woman , sexdates groningen , women seeking younger men personals , lesbian dating new york , live cams girls , women and married men , adult sex toys , speed dating montreal , internet dating services , sexdates friesland , picking up married women , transexual escort london , speed dating tips , adult dating websites , date restaurants new york city , live cam video im pro , kostenlose live cams , creative labs webcam live , dating for single parents , sexcam gratuit , cheap london escorts , speed dating in new york city , online dating , chicago dating , how to seduce a married woman , nude sex , sexdates de , web cam girl , www sexdates co uk , black escorts london , live video cams , sexy dating ,

sexdates vlaanderen , jessica simpson sex video , genius video cam , dating new york , live web cam from new york , dating services in new york city , sexdates ch , girls seeking marriage dating , live camera feeds , date girls , speed dating questions , shemale escort london , goedkoopste sexcam , married women for dating , adult dating phone , dating adult , live sex movie , adult cam , sexdates sites , adult sex porno , mature sexcam , adult sex films , seks cam , live nude cams , webcam sexi , married women looking for affairs , sexdates be , married women looking for sex , adult webcam , new york auto show dates , asian speed dating , belgische sexdates , britney sex video , married women sex stories , live sex list , dating services in new york , single dating sites , online dating services , live sex cam , speed dating chicago , sexdates at , date restaurants in new york , sexcam preview , adult sex online , married women looking , married women affair , date du marathon de new york , married women who fuck , live sexe , adult porn videos , teen webcam sex , sexdates in vlaanderen , mature escorts london , women dating married men , sex webcam , live video cam , adult dating agency , full service escort , personals adult , sexdates nederland , dating seeking , sms sexdates , san diego dating , married women photos , sex video 89 , adult sex finder , adult sex education , seducing married woman , adult sex clips , genius video cam nb , adult sex flash games , married women s property act , dating website , adult matchmaker , seduce married women , meet married woman , sexdates tilburg , lesbian dating service , how to get a married woman , single dating man , women date married men , gratis sexdates , lesbian dating website , asian dating new york , pictures of married women , video cam eye , shemale sexcam , adult video , sex personals , online sexcam , live traffic cam , asian escorts in london , sex video , married women looking for affair , video de webcam

1015. WTB: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-23 01:17:19 UTC
From: Chuck B <Cabacon@cox.net>
Message-ID: <ykToi.2345$gZ1.896@newsfe21.lga>
Source record: 4252

Anyone have one?

1016. Re: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-23 02:54:10 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <mLUoi.40459$Um6.13910@newssvr12.news.prodigy.net>
Source record: 4253

"Chuck B" <> wrote in message
> Anyone have one?
>
http://cgi.ebay.com/VINTAGE-ATARI-130XE-PERSONAL-COMPUTER-WORKS_W0QQitemZ170133202031QQihZ007QQcategoryZ82631QQssPageNameZWDVWQQrdZ1QQcmdZViewItem

I bet that URL wrapped won't work.

1017. Wanted Atari 410/1010 Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-23 22:20:43 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <QV9pi.2838$MW6.1354@bignews3.bellsouth.net>
Source record: 4254

Looking for a few Atari 410 and 1010 Program Recorders.

Must be in good working condition.

Send details to me at:

phantomm@bellsouth.net

1018. Wanted: Atari 8-bit items....

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-23 22:28:16 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <YX9pi.2840$MW6.2046@bignews3.bellsouth.net>
Source record: 4255

Looking for a good working Voice Digitiser such as
the Parrot II and any others.

XF551 Disk Drive converted to use 3 1/2 disks.

ICD PR Connector box with the RS232 ports and printer connection.

Indus GT Disk Drive

All must be in good working condition.

Send details to me at:

phantomm@bellsouth.net

1019. Atari 8-Bit Sound

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-23 22:36:59 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <84api.2843$MW6.1079@bignews3.bellsouth.net>
Source record: 4256

In my opinion the Atari 8-bit had a great Sound system.

I remember how easy it was to program and produce some
really interesting sound effects.

Anyone know more technical details on the sound system.

I'd like to know if stereo sound is possible and what kHz it was
capable of producing when digitising Voice and other Sounds,
or does that depend on the type of Digitiser used?

1020. Re: Atari 8-Bit Sound

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-24 00:09:08 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <Eqbpi.11016$4A1.4764@news-server.bigpond.net.au>
Source record: 4257

Phantom wrote:
> In my opinion the Atari 8-bit had a great Sound system.
>
> I remember how easy it was to program and produce some
> really interesting sound effects.
>
> Anyone know more technical details on the sound system.
>
> I'd like to know if stereo sound is possible and what kHz it was
> capable of producing when digitising Voice and other Sounds,
> or does that depend on the type of Digitiser used?

It is possible to upgrade the machine for stereo using another Pokey chip;

http://atrey.karlin.mff.cuni.cz/~pavel/atari/pokey.html

Alone it was capable of 16 bit sound. Datasheet is found here;

http://homepage.ntlworld.com/kryten_droid/Atari/800XL/atari_hw/pokey.htm

Mark

1021. Re: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-24 23:02:25 UTC
From: Chuck B <Cabacon@cox.net>
Message-ID: <3yvpi.7053$rH6.4588@newsfe22.lga>
Source record: 4258

Did not want to pay that.

"Russg" <russgilb@MUNGEsbcyahoo.net> wrote in message
news:mLUoi.40459$Um6.13910@newssvr12.news.prodigy.net...
>
> "Chuck B" <> wrote in message
>> Anyone have one?
>>
> http://cgi.ebay.com/VINTAGE-ATARI-130XE-PERSONAL-COMPUTER-WORKS_W0QQitemZ170133202031QQihZ007QQcategoryZ82631QQssPageNameZWDVWQQrdZ1QQcmdZViewItem
>
> I bet that URL wrapped won't work.
>

1022. Re: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-24 23:45:51 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <Pawpi.53040$5j1.42379@newssvr21.news.prodigy.net>
Source record: 4259

"Chuck B" <> wrote in message news:
> Did not want to pay that.
>
>
> "Russg" <> wrote in message news:
>>
>> "Chuck B" <> wrote in message
>>> Anyone have one?
>>>
>> http://cgi.ebay.com/VINTAGE-ATARI-130XE-PERSONAL-COMPUTER-WORKS_W0QQitemZ170133202031QQihZ007QQcategoryZ82631QQssPageNameZWDVWQQrdZ1QQcmdZViewItem
>>
>> I bet that URL wrapped won't work.
>>
That auction doesn't have any bidders yet, so you may be right, his price is high. I can say that a new 130XE from Video 61, Ben Smith, B&C will cost you about $100, if I remember. Otherwise, someone may have one to sell that isn't as clean, with box and original styrofoam. I dunno. Good luck.

1023. Re: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-25 00:05:21 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <5twpi.53041$5j1.27710@newssvr21.news.prodigy.net>
Source record: 4260

I checked. Video 61 didn't seem to have any.
Bravo Sierra had, I presume used ones, for $75 with power supply.
B&C (www.myatari.com) had new ones for $150.

1024. FA: Atari portfolio file manager card

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-25 03:19:29 UTC
From: John <john@junk.com>
Message-ID: <f86fg2$1k5$1@news-01.bur.connect.com.au>
Source record: 4261
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

http://cgi.ebay.com.au/ws/eBayISAPI.dll?ViewItem&ih=012&sspagename=STRK%3AMESE%3AIT&viewitem=&item=220133618179&rd=1&rd=1

1025. Mature personal swinger ads , mature personals , mature personals personals

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-25 18:22:43 UTC
From: hdes389eiei839211@gmail.com
Message-ID: <1185387763.196502.66990@19g2000hsx.googlegroups.com>
Source record: 4262
Cross-posted to:
alt.politics.ec,comp.sys.atari.8bit,dk.videnskab.historie.genealogi,sfnet.keskustelu.psykologia,japan.music.newage

http://www.all-women-dates.com/index157.html
http://www.all-women-dates.com/index158.html
http://www.all-women-dates.com/index159.html
http://www.all-women-dates.com/index160.html
http://www.all-women-dates.com/index161.html
http://www.all-women-dates.com/index162.html
http://www.all-women-dates.com/index163.html
http://www.all-women-dates.com/index164.html
http://www.all-women-dates.com/index165.html
http://www.all-women-dates.com/index166.html
http://www.all-women-dates.com/index167.html
http://www.all-women-dates.com/index168.html
http://www.all-women-dates.com/index169.html
http://www.all-women-dates.com/index170.html
http://www.all-women-dates.com/index171.html
http://www.all-women-dates.com/index172.html
http://www.all-women-dates.com/index173.html
http://www.all-women-dates.com/index174.html
http://www.all-women-dates.com/index175.html
http://www.all-women-dates.com/index176.html
http://www.all-women-dates.com/index177.html
http://www.all-women-dates.com/index178.html
http://www.all-women-dates.com/index179.html
http://www.all-women-dates.com/index180.html
http://www.all-women-dates.com/index181.html
http://www.all-women-dates.com/index182.html
http://www.all-women-dates.com/index183.html
http://www.all-women-dates.com/index184.html
http://www.all-women-dates.com/index185.html
http://www.all-women-dates.com/index186.html
http://www.all-women-dates.com/index187.html
http://www.all-women-dates.com/index188.html
http://www.all-women-dates.com/index189.html
http://www.all-women-dates.com/index190.html
http://www.all-women-dates.com/index191.html
http://www.all-women-dates.com/index192.html
http://www.all-women-dates.com/index193.html
http://www.all-women-dates.com/index194.html
http://www.all-women-dates.com/index195.html
http://www.all-women-dates.com/index196.html
http://www.all-women-dates.com/index197.html

http://www.all-women-dates.com/index198.html
http://www.all-women-dates.com/index199.html
http://www.all-women-dates.com/index100.html
http://www.all-women-dates.com/index101.html
http://www.all-women-dates.com/index102.html
http://www.all-women-dates.com/index103.html
http://www.all-women-dates.com/index104.html

deutschportugиksitaiano , deutschportugиksidalianonederlands , deutschportugиksidaliano , deutschportugиksialianonederlands , deutschportugиksialiano , deutschportugиks , deutschportugиkitalianonederlands , deutschportugиkitaliano , deutschportugиk , deutschportuguesitalianonederlands , deutschportuguesitaliano , deutschportugues , deutschportugoksitalianonederlands , deutschportugoksitaliano , deutschportugoks , new york marathon date , american single com , 8 simple rule for dating my teenage daughter , swingers , peter north porn , usa chart , teen dating violence hotline , russian women seeking men , matchmaking christian , new york city personals , porn videos , meet japanese women , woman looking for sex , teen dating love , carbon 14 dating , women with large breasts , romance , dogging , friend finder personals , dating agencies ireland , sex chatten , teen dating chatrooms , dealing with women , teen advice on dating , polish dating agency , canada personals , adult , new york bar exam results release date , meet for men , dating woman , personals women , okaycupid , sex community , women seeking , interracial dating new york , interracial dating , russian women , date finder , dating agency ru , colombian marriage agency , save the date new york , single women , anal sex with women , women seeking men for marriage , singles game , cams , 8simple rules for dating my teenage daughter , porn pussy , international dating agency , sexy date , porn devon , singles flirt up your life , ohio dates , looking for woman , chatear sex , places to meet single women , american singles online , women seeking men in uae , how to flirt with women , new singles , marriage women , date in new york , matchmaking agencies , usa date , sex kontaktanzeigen , meet woman in toronto , match dating agency , dating services new york city , sex chatrooms , internet dating , women with animals , sex live , lesbian date , speed singles , women who run with wolves , facts about teen dating , sexy date sites , time date new york , sexy married women , pron date , ny singles , video clips porn , radiometric dating , woman with hat , married women seeking affairs , dateing singles , adult phone sex , confidence with women , women who run with the wolves , dating websites for teens , christian singles dating , success with women , american singles dating , new york dating services , meet local girls , porn dates , marriage agency russia , women with strapons , vinyl singles , sexy girls dating , matchmaking website , craigslist women seeking men , dating married women , american singles dating service , new york sex personals , date line , dating russian brides ,

teen dating finder , cd singles , adultchat , woman with a guitar ,
online teen dating services , singles in usa , looking for women ,
women fucking men with strap ons , blonde date , women seeking men in
new york , meet ladies , dating teenage daughter , live web cams ,
dating clubs , dog sex with women , women with , ukraine marriage
agency , ohio date , pussy date deutschportoguĸsitalianonederlands ,
deutschportoguĸsitaliano ,friend finder program , friend finder friend
finder program dating , friend finder friend finder quality , friend
finder friend finder quality dating , friend finder friend finder
rebate , friend finder friend finder rebate dating , friend finder
friend finder recommended price , friend finder friend finder
recommended price dating , friend finder friend finder reduction ,
friend finder friend finder reduction dating , friend finder friend
finder repair , friend finder friend finder repair dating , friend
finder friend finder replacement , friend finder friend finder
replacement dating , friend finder friend finder report , friend
finder friend finder report dating , friend finder friend finder
retail price , friend finder friend finder retail price dating ,
friend finder friend finder review , friend finder friend finder
review dating , friend finder friend finder sample , friend finder
friend finder sample dating , friend finder friend finder second-
hand , friend finder friend finder second-hand dating , friend finder
friend finder secret , friend finder friend finder secret d , fuck
wife opportunities dating , fuck wife optimization , fuck wife
optimization dating , fuck wife order , fuck wife order dating , fuck
wife organization , fuck wife organization dating , fuck wife
overview , fuck wife overview dating , fuck wife practice , fuck wife
practice dating , fuck wife price , fuck wife price comparison , fuck
wife price comparison dating , fuck wife price dating , fuck wife
prices , fuck wife prices dating , fuck wife products , fuck wife
products dating , fuck wife program , fuck wife program dating , fuck
wife quality , fuck wife quality dating , fuck wife rebate , fuck wife
rebate dating , fuck wife recommended price , fuck wife recommended
price dating , fuck wife reduction , fuck wife reduction dating , fuck
wife repair , fuck wife repair dating , fuck wife replacement , fuck
wife replacementrebate dating , girl girl girl recommended price ,
girl girl girl recommended price dating , girl girl girl reduction ,
girl girl girl reduction dating , girl girl girl repair , girl girl
girl repair dating , girl girl girl replacement , girl girl girl
replacement dating , girl girl girl report , girl girl girl report
dating , girl girl girl retail price , girl girl girl retail price
dating , girl girl girl review ,on , girl girl selection dating , girl
girl service , girl reduction , friend finder friend finder reduction
date , friend finder friend finder repair , friend finder friend
finder repair date , friend finder friend finder replacement , friend
finder friend finder replacement date , friend finder friend finder
report , friend finder friend finder report date , friend finder
friend finder retail price , friend finder friend finder retail price
date , friend finder friend finder review , friend finder friend

finder review date , friend finder friend finder sample , friend finder friend finder sample date , friend finder friend finder second-hand , friend finder friend finder second-hand date , friend finder friend finder secret , friend finder friend finder secret d , fuck wife opportunities date , fuck wife optimization , fuck wife optimization date , fuck wife order , fuck wife order date , fuck wife organization , fuck wife organization date , fuck wife overview , fuck wife overview date , fuck wife practice , fuck wife practice date , fuck wife price , fuck wife price comparison , fuck wife price comparison date , fuck wife price date , fuck wife prices , fuck wife prices date , fuck wife products , fuck wife products date , fuck wife program , fuck wife program date , fuck wife quality , fuck wife quality date , fuck wife rebate , fuck wife rebate date , fuck wife recommended price , fuck wife recommended price date , fuck wife reduction , fuck wife reduction date , fuck wife repair , fuck wife repair date , fuck wife replacement , fuck wife replacementrebate date , young woman young woman young woman recommended price , young woman young woman young woman recommended price date , young woman young woman young woman reduction , young woman young woman young woman reduction date , young woman young woman young woman repair , young woman young woman young woman repair date , young woman young woman young woman replacement , young woman young woman young woman replacement date , young woman young woman young woman report , young woman young woman young woman report date , young woman young woman young woman retail price , young woman young woman young woman retail price date , young woman young woman young woman review ,on , young woman young woman selection date , young woman young woman service , young woman young woman service date , young woman young woman setup , young woman young woman setup date , young woman young woman special offer , young woman young woman special offer date , young woman young woman specialist , young woman young woman specialist date , young woman young woman standard , young woman young woman standard date , young woman young woman suggestions , young woman young woman suggestions date , young woman young woman summary , young woman young woman summary date , young woman young woman support , young woman young woman support date , young woman young woman system , young woman young woman system date , young woman young woman table , young woman young woman table date , young woman young woman techniques , young woman young woman techniques date , young woman young woman test , young woman young woman test date , young woman young woman tips , young woman young woman tips date , young woman young woman training , young woman young woman training date , young woman young woman trial , young woman young woman trial date , young woman young woman tricks , young woman young woman tricks date , young woman young woman tutorial , young woman young woman tutorial date , young woman help , young woman help date , young woman ideas , young woman ideas date , young woman improvement , young woman improvement date , young woman index , young woman index date , young woman info , young woman info date , young woman information , young woman information date ,

young woman inquiry , young woman inquiry date , young woman installation , young woman installation date , young woman know-how , young woman know-how date , young woman knowledge , young woman knowledge date , young woman list price , young woman list price date , young woman lowest price , young woman lowest price date , young woman maintainment , young woman maintainment date , young woman manual , young woman manual date , young woman market leader , young woman market leader date , young woman market overview , young woman market overview date , young woman method , young woman method date , young woman models , young woman models date , young woman news , young woman news date , young woman offer , young woman offer date , young woman online , young woman online date , young woman opportunities , young woman opportunities date , young woman optimization , young woman optimization date , young woman order , young woman order date , young woman organization , , meeting expertise date , meeting facts , meeting facts date , meeting features , meeting features date , meeting fee , meeting fee date , meeting functions , meeting functions date , meeting help , meeting help date , meeting ideas , meeting ideas date , meeting improvement , meeting improvement date , meeting index , meeting index date , meeting info , meeting info date , meeting information , meeting information date , meeting inquiry , meeting inquiry date , meeting installation , meeting installation date , meeting know-how , meeting know-how date , meeting knowledge , meeting knowledge date , meeting list price , meeting list price date , meeting lowest price , meeting lowest price date , meeting maintainment , meeting maintainment date , meeting manual , meeting manual date , meeting market leader , meeting market leader date , meeting market overview , meeting market overview date , meeting method , meeting method date , meeting models , meeting models date , meeting news , meeting news date , meeting offer , , online price date , online prices , online prices date , online products , online products date , online program , online program date , online quality , online quality date , online rebate , online rebate date , online recommended price , online recommended price date , online reduction , online reduction date , online repair , online repair date , online replacement , date , personal ads overview , personal ads overview date , personal ads practice , personal ads practice date , personal ads price , personal ads price comparison , personal ads price comparison date , personal ads price date , personal deutschportoguĸs , deutschportguĸsitalianonederlands , deutschportguĸsitaliano , deutschportguĸs , deutschporduguĸsitalianonederlands , deutschporduguĸsitaliano , deutschporduguĸs , deutschortuguĸsitalianonederlands , deutschortuguĸsitaliano , deutschortuguĸs , deutschbortuguĸsitalianonederlands , deutschbortuguĸsitaliano , deutschbortuguĸs , deutsch purtuguĸs italiano nederlands , deutsch purtuguĸs italiano , deutsch purtuguĸs , deutsch prtuguĸs italiano nederlands , deutsch prtuguĸs italiano , deutsch prtuguĸs , deutsch potuguĸs italiano nederlands , deutsch

potuguкs italiano , deutsch potuguкs , deutsch poruguкs italiano nederlands , deutsch poruguкs italiano , deutsch poruguкs , deutsch portuuкs italiano nederlands , deutsch portuuкs italiano , deutsch portuuкs , deutsch portukuкs italiano nederlands , deutsch portukuкs italiano , deutsch portukuкs , deutsch portugкs italiano nederlands , deutsch portugкs italiano , deutsch portugкs , deutsch portuguкs taliano nederlands , deutsch portuguкs taliano , deutsch portuguкs itliano nederlands , deutsch portuguкs itliano , deutsch portuguкs italino nederlands , deutsch portuguкs italino , deutsch portuguкs italiao nederlands , datessinlessingles , datessinlesservices , datessinlesmembers , datessinlesmature , datessinles , datessinkles , datessingls , datessingles , datessingle , datessinges , datessiknlessingles , datessiknlesservices , datessiknlesmembers , datessiknlesmature , datessiknles , datessignlssingles , datessignlsservices ,abroad | abroad date | abroad find | abroad gratis | abroad help | abroad indian | abroad indian date | abroad ladies | abroad ladies looking for | abroad ladies looking for men | accept | access | access multiple | access sites | active | active looking for | active looking for ladies | active woman | active woman looking for | active woman looking for men | activity | activity ago | activity ago australia | activity ago australia sydney | activity ago canada | addresses | ads | ads brief | ads couple | ads couple looking for | ads date | ads desi | ads gratis | ads gay | ads gay couple | ads gay couple looking for | girl service dating , girl girl setup , girl girl setup dating , girl girl special offer , girl girl special offer dating , girl girl specialist , girl girl specialist dating , girl girl standard , girl girl standard dating , girl girl suggestions , girl girl suggestions dating , girl girl summary , girl girl summary dating , girl girl support , girl girl support dating , girl girl system , girl girl system dating , girl girl table , girl girl table dating , girl girl techniques , girl girl techniques dating , girl girl test , girl girl test dating , girl girl tips , girl girl tips dating , girl girl training , girl girl training dating , girl girl trial , girl girl trial dating , girl girl tricks , girl girl tricks dating , girl girl tutorial , girl girl tutorial dating , girl help , girl help dating , girl ideas , girl ideas dating , girl improvement , girl improvement dating , girl index , girl index dating , girl info , girl info dating , girl information , girl information dating , girl inquiry , girl inquiry dating , girl installation , girl installation dating , girl know-how , girl know-how dating , girl knowledge , girl knowledge dating , girl list price , girl list price dating , girl lowest price , girl lowest price dating , girl maintainment , girl maintainment dating , girl manual , girl manual dating , girl market leader , girl market leader dating , girl market overview , girl market overview dating , girl method , girl method dating , girl models , girl models dating , girl news , girl news dating , girl offer , girl offer dating , girl online , girl online dating , girl opportunities , girl opportunities dating , girl optimization , girl optimization dating , girl order , girl order

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datessiknles , datessignlssingles , datessignlsservices ,abroad | abroad dating | abroad find | abroad free | abroad help | abroad indian | abroad indian dating | abroad women | abroad women seeking | abroad women seeking men | accept | access | access multiple | new york marathon date , american single com , 8 simple rule for dating my teenage daughter , swingers , peter north porn , usa chart , teen dating violence hotline , russian women seeking men , matchmaking christian , new york city personals , porn videos , meet japanese women , woman looking for sex , teen dating love , carbon 14 dating , women with large breasts , romance , dogging , friend finder personals , dating agencies ireland , sex chatten , teen dating chatrooms , dealing with women , teen advice on dating , polish dating agency , canada personals , adult , new york bar exam results release date , meet for men , dating woman , personals women , okaycupid , sex community , women seeking , interracial dating new york , interracial dating , russian women , date finder , dating agency ru , colombian marriage agency , save the date new york , single women , anal sex with women , women seeking men for marriage , singles game , cams , 8simple rules for dating my teenage daughter , porn pussy , international dating agency , sexy date , porn devon , singles flirt up your life , ohio dates , looking for woman , chatear sex , places to meet single women , american singles online , women seeking men in uae , how to flirt with women , new singles , marriage women , date in new york , matchmaking agencies , usa date , sex kontaktanzeigen , meet woman in toronto , match dating agency , dating services new york city , sex chatrooms , internet dating , women with animals , sex live , lesbian date , speed singles , women who run with wolves , facts about teen dating , sexy date sites , time date new york , sexy married women , pron date , ny singles , video clips porn , radiometric dating , woman with hat , married women seeking affairs , dateing singles , adult phone sex , confidence with women , women who run with the wolves , dating websites for teens , christian singles dating , success with women , american singles dating , new york dating services , meet local girls , porn dates , marriage agency russia , women with strapons , vinyl singles , sexy girls dating , matchmaking website , craigslist women seeking men , dating married women , american singles dating service , new york sex personals , date line , dating russian brides , teen dating finder , cd singles , adultchat , woman with a guitar , online teen dating services , singles in usa , looking for women , women fucking men with strap ons , blonde date , women seeking men in new york , meet ladies , dating teenage daughter , live web cams , dating clubs , dog sex with women , women with , ukraine marriage agency , ohio date , pussy date access sites | active | active seeking | active seeking women | active woman | active woman seeking | active woman seeking men | activity | activity ago | activity ago australia | activity ago australia sydney | activity ago canada | addresses | ads | ads brief | ads couple | ads couple seeking | ads dating | ads desi | ads free | ads gay | ads gay couple | ads gay couple seeking | ads lesbian | ads lesbian couple |

ads lesbian couple seeking | ads photos | ads photos lovecompass | ads photos lovecompass free | ads seeking | ads web | ads web site | ads web site couple | ads web site gay | ads web site lesbian | ads web site seeking | ads web site woman | ads woman | ads woman seeking | adult | adult dating | adult dating florida | adult dating florida adult | adult dating ireland | adult dating ireland adult | adult dating services | adult dating services sites | adult dating usa | adult friend | adult friend finder | adult friend finder world | adult personals | adult personals free | adult personals free adult | adult services | adult singles | adult singles florida | adult singles florida adult | adult singles ireland | adult singles ireland adult | adultfriendfinder | adultfriendfinder free | adultxdating | adultxdating personals | adultxdating personals couple | adultxdating personals couple seeking | adultxdating personals gay | adultxdating personals gay couple | adultxdating personals lesbian | adultxdating personals lesbian couple | adultxdating personals seeking | adultxdating personals woman | adultxdating personals woman seeking | advanced | advertisement | advice | advices | adyar | affiliate | african | age | age ads | age photos | age range | age women | agencies | agency | ago | ago australia | ago australia sydney | ago canada | agree | ahmedabad | ads lesbian | ads lesbian couple | ads lesbian couple looking for | ads photos | ads photos lovecompass | ads photos lovecompass gratis | ads looking for | ads web | ads web site | ads web site couple | ads web site gay | ads web site lesbian | ads web site looking for | ads web site woman | ads woman | ads woman looking for | mature | mature date | mature date florida | mature date florida mature | mature date ireland | mature date ireland mature | mature date services | mature date services sites | mature date usa | mature friend | mature friend finder | mature friend finder world | mature personals | mature personals gratis | mature personals gratis mature | mature services | mature singles | mature singles florida | mature singles florida mature | mature singles ireland | mature singles ireland mature | maturefriendfinder | maturefriendfinder gratis | maturexdate | maturexdate personals | maturexdate personals couple | maturexdate personals couple looking for | maturexdate personals gay | maturexdate personals gay couple | maturexdate personals lesbian | maturexdate personals lesbian couple | maturexdate personals looking for | maturexdate personals woman | maturexdate personals woman looking for | advanced | advertisement | advice | advices | adyar | affiliate | african | age | age ads | age photos | age range | age ladies | agencies | agency | ago | ago australia | ago australia sydney | ago canada | agree | ahmedabad | ahmedabad ahmedabad | ahmedabad bangalore | ahmedabad date | ahmedabad find | ahmedabad gratis | ahmedabad indian | ahmedabad indian date | ahmedabad shahibaug | ahmedabad vastrapur | ahmedabad ladies | ahmedabad ladies looking for | ahmedabad ladies looking for men | alerted | alerted real | alone | alone nashik | alternative | ameerpet | ameerpet new | america | american | american single | american single ladies | american single ladies looking for | andaman | andaman

nicobar | andhra | andhra pradesh | anil | anil | anil delhi | anil delhi south | anonymous | anonymous email | appearance | apr | archive | archive webmasters | area | area city | area india | area online | areas | argentina | argentina india | arizona | arizona singles | articles | arunachal | arunachal pradesh | asia | asian | asian brides | asian community | asian date | asian date sites | asian date sites compare | asian singles | asian ladies | ass | assam | assam bihar | assists | atlanta | attached | attached ladies | attract | attractive | aunties | aunties betwen | aunties young womans | aunties kadapa | australia | australia date | australia date oceanian | australia date oceanian single | australia online | australia online gay | australia online gay couple | australia online lesbian | australia online lesbian couple | australia online personals | australia online personals ads | australia online woman | australia online woman personals | australia personals | australia personals australia | australia personals australia date | australia sydney | avelabel | avelabel secrecy | average | backpage | backpage interactive | backpage personals | bagh | bagh couple | bangalore | bangalore basavanagudi | bangalore chennai | bangalore date | bangalore find | bangalore gratis | bangalore indian | bangalore indian date | bangalore vimanpura | bangalore ladies | bangalore ladies looking for | bangalore ladies looking for men | bar | basavanagudi | basavanagudi updated | bbw | beach | beautiful | beautiful brazilian | beautiful russian | beautiful russian ladies | beautiful ladies | become | belarus | belgique couple looking for female sex | couple looking for gay | couple looking for gay couples | couple looking for gay sex | couple looking for lesbian | couple looking for lesbian couples | couple looking for single | couple looking for single woman | couple looking for woman | couples | couples couple | couples couple looking for | couples html | couples html australia | couples html australia online | couples looking for | couples sex | couples sex fun | couples sex fun maturexdate | couples single | crazy | cute | dadar | dadar mahim | dadra | dadra nagar | dakota | dakota date | damage | daman | daman diu | dancing | datehunters | dates | dates date | date | date abroad | date abroad ladies | date abroad ladies looking for | date mature | date advice | date agency | date ahmedabad | date ahmedabad ladies | date ahmedabad ladies looking for | date asian | date bangalore | date bangalore ladies | date bangalore ladies looking for | date casual | date casual romance | date chennai | date chennai ladies | date chennai ladies looking for | date couple | date couple personals | date couple personals ads | date date | date delhi | date delhi ladies | date delhi ladies killers uk tour dates . uk date websites . top 40 singles . the fountain uk release date . top online date sites . online date email . date services uk . term dates uk . online dates . best by date . sims hot date online . online date talk . uk asian date . top dates . mature sex personals . internet date uk . date sites in uk . date sites in australia . date uk . date telegraph co uk . date perfect match . executive date . christian online date . date sites uk . wii uk release date . best internet date

sites . top singles . canadian young woman dolls . online calendar . mature date talk . online date market . ps3 australian release date . date in australia . match date . sexy young womans . top date . best personals . online date software . christian date . match online date . internet date websites . best date . online date australia . online date statistics . canada young womans . chinese date . australian date . mature friend finder . mature date friend . internet date . date games online . date on the internet . 2007 online calendar . sexy canadian young womans . online date toronto . speed date online . top 10 reasons to date . internet date sites . date yorkshire . uk release dates . single . date friend finder . date of chinese new year . best western date tree . online date in india . internet personals . online date profile . guns n roses chinese democracy release date . uk concert dates . this online date service . date co uk . lesbian online date . australian online date . date in the uk . canadian online date . online date agencies . best date ever . mature sim date . online date safety . online date india . best friend date . mature friend . mature date finder . photo personals date . date my best friend . speed date uk . online date london . match profile date friend online . mature singles . top 10 date sites . date ladies . match making date . zune uk release date . best online date service . online date industry . find love . matchmake . australian movie release dates . hot dates . www photo personals co uk . mature talk . young womans of canada . date online nl . canadian wild young womans . top dates net . lesbian personals online . online date magazine . online date sim . date in china . online save the date . interracial date . date south africa . online date canada . top 40 singles chart . single ladies . flirting . date no no's . wii uk launch date . best online date services . single online date . uk film release dates . up to date online . internet date . chinese date & time . bbw online date . gears of war uk release date . top online date . christian singles date . american singles date . online date websites . date russian brides . local online date . final fantasy 12 uk release date . hot canadian young womans . online date guide . top date . uk singles charts . date agency uk . this online date . top 10 singles . russian young womans . computer date . online date vancouver . meet people date . australian release dates . dates for chinese new year . canadian young woman doll . dangers of internet date . date online lt . ????allsinglesbest . best date websites . best online date . uk half term dates . online date scam . internet date statistics . the best date . thesun co uk date . www date online nl . best before dates . mature date . online date articles . tips for online date . christmas posting dates uk . uk internet date . chinese new year date 2007 . web date . uk tour dates . online date new york . uk movie release dates . online date website . jackass 2 uk release date . date sites . online date in calgary . about online date . date chinese young womans . naked canadian young womans . international online date . date australia . chinese new year dates . internetdate . mature photo personals . best date website . date talk rooms . gods

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woman young woman young woman trial date , young woman young woman young woman tricks , young woman young woman young woman tricks date , young woman young woman young woman tutorial , young woman young woman young woman tutorial date , young woman young woman help , young woman young woman help date , young woman young woman ideas , young woman young woman ideas date , young woman young woman improvement , young woman young woman improvement date , young woman young woman index , young woman young woman index date , young woman young woman info , young woman young woman info date , young woman young woman information , young woman young woman information date , young woman young woman inquiry , young woman young woman inquiry date , young woman young woman installation , young woman young woman installation date , young woman young woman know-how , young woman young woman know-how date , young woman young woman knowledge , young woman young woman knowledge date , young woman young woman list price , young woman young woman list price date , young woman young woman lowest price , young woman young woman lowest price date , young woman young woman maintainment , young woman young woman maintainment date , young woman young woman manual , young woman young woman manual date , young woman young woman market leader , young woman young woman market leader date , young woman young woman market overview , young woman young woman market overview date , young woman young woman method , young woman young woman method date , young woman young woman models , young woman young woman models date , young woman young woman news , young woman young woman news date , young woman young woman offer , young woman young woman offer date , young woman young woman online , young woman young woman online date , young woman young woman opportunities , young woman young woman opportunities date , young woman young woman optimization , young woman young woman optimization date , young woman young woman order , young woman young woman order date , young woman young woman organization , young woman young woman organization date , young woman young woman overview , young woman young woman overview date , young woman young woman practice , young woman young woman practice date , young woman young woman price , young woman young woman price comparison , young woman young woman price comparison date , young woman young woman price date , young woman young woman prices , young woman young woman prices date , young woman young woman products , young woman young woman products date , young woman young woman program , young woman young woman program date , young woman young woman quality , young woman young woman quality date , young woman young woman rebate , young woman young woman rebate date , young woman young woman recommended price , young woman young woman recommended price date , young woman young woman reduction , young woman young woman reduction date , young woman young woman repair , young woman young woman repair date , young woman young woman replacement , young woman young woman replacement date , young woman young woman report , young woman young woman report date , young woman young woman retail price , young woman young woman retail price date , young woman young woman review , young woman young woman review

date , young woman young woman sample , young woman young woman sample date , young woman young woman second-hand , young woman young woman second-hand date , young woman young woman secret , young woman young woman secret date , young woman young woman selecti, porn hardcore friends , porn hardcore hardcore , porn hardcore hot meet , porn hardcore lesb , porn hardcore naked , porn hardcore nude , porn hardcore personals , porn hardcore looking for , porn hardcore sex , porn hot meet , porn hot meet dates , porn hot meet date , porn hot meet find , porn hot meet gratis , porn hot meet friend , porn hot meet friends , porn hot meet hardcore , porn hot meet hot meet , porn hot meet lesb , porn hot meet naked , porn hot meet nude , porn hot meet personals , porn hot meet looking for , porn hot meet sex , porn lesb , porn lesb dates , porn lesb date , porn lesb find , porn lesb gratis , porn lesb friend , porn lesb friends , porn lesb hardcore , porn lesb hot meet , porn lesb lesb , porn lesb naked , porn lesb nude , porn lesb personals , porn lesb looking for , porn lesb sex , porn naked , porn naked dates , porn naked date , porn naked find , porn naked gratis , porn naked friend , porn naked friends , porn naked hardcore , porn naked hot meet , porn naked lesb , porn naked naked , porn naked nude , porn naked personals , porn naked looking for , porn naked sex , porn nude , porn nude dates , porn nude date , porn nude find , porn nude gratis , porn nude friend , porn nude friends , porn nude hardcore , porn nude hot meet , porn nude lesb , porn nude naked , porn nude nude , porn nude personals , porn nude looking for , porn nude sex , porn personals , porn personals dates , porn personals date , porn personals find , porn personals gratis , porn personals friend , porn personals friends , porn personals hardcore , porn personals hot meet , porn personals lesb , porn personals naked , porn personals nude , porn personals personals , porn personals looking for , porn personals sex , porn looking for , porn looking for dates , porn looking for date , porn looking for find , porn looking for gratis , porn looking for friend , porn looking for friends , porn looking for hardcore , porn looking for hot meet , porn looking for lesb , porn looking for naked , porn looking for nude , porn looking for personals , porn looking for looking for , porn looking for sex , porn sex , porn sex dates , porn sex date , porn sex find , porn sex gratis , porn sex friend , porn sex friends , porn sex hardcore , porn sex hot meet , porn sex lesb , porn sex naked , porn sex nude , porn sex personals , porn sex looking for , porn sex sex , real dates , real dates dates , real dates date , real dates find , real dates gratis , real dates friend , real dates friends , real dates hardcore , real dates hot meet , real dates lesb , real dates naked , real dates nude , real dates personals , real dates looking for , real dates sex , real date , real date dates , real date date , real date find , real date gratis , real date friend , real date friends , real date hardcore , real date hot meet , real date lesb , real date naked , real date nude , real date personals , real date looking for , real date sex , real find , real find dates , real find date , real find find , real find gratis , real

find friend , real find friends , real find hardcore , real find hot meet , real find lesb , real find naked , real find nude , real find personals , real find looking for , real find sex , real gratis , real gratis dates , real gratis date , real gratis find , real gratis gratis , real gratis friend , real gratis friends , real gratis hardcore , real gratis hot meet , real gratis lesb , real gratis naked , real gratis nude , real gratis personals , real gratis looking for , real gratis sex , real friend , real friend dates , real friend date , real friend find , real friend gratis , real friend friend , real friend friends , real friend hardcore , real friend hot meet , real friend lesb , real friend naked , real friend nude , real friend personals , real friend looking for , real friend sex , real friends , real friends dates , real friends date , real friends find , real friends gratis , real friends friend , real friends friends , real friends hardcore , real friends hot meet , real friends lesb , real friends naked , real friends nude , real friends personals , real friends looking for , real friends sex , real hardcore , real hardcore dates , real hardcore date , real hardcore find , real hardcore gratis , real hardcore friend , real hardcore friends , real hardcore hardcore , real hardcore hot meet , real hardcore lesb , real hardcore naked , real hardcore nude , real hardcore personals , real hardcore looking for , real hardcore sex , real hot meet , real hot meet dates , real hot meet date , real hot meet find , real hot meet gratis , real hot meet friend , real hot meet friends , real hot meet hardcore , real hot meet hot meet , real hot meet lesb , real hot meet naked , real hot meet nude , real hot meet personals , real hot meet looking for , real hot meet sex , real lesb , real lesb dates , real lesb date , real lesb find , real lesb gratis , real lesb friend , real lesb friends , real lesb hardcore , real lesb hot meet , real lesb lesb , real lesb naked , real lesb nude , real lesb personals , real lesb looking for , real lesb sex , real naked , real naked dates , real naked date , real naked find , real naked gratis , real naked friend , real naked friends , real naked hardcore , real naked hot meet , real naked lesb , real naked naked , real naked nude , real naked personals , real naked looking for , real naked sex , real nude , real nude dates , real nude date , real nude find , real nude gratis , real nude friend , real nude friends , real nude hardcore , real nude hot meet , real nude lesb , real nude naked , real nude nude , real nude personals , real nude looking for , real nude sex , real personals , real personals dates , real personals date , real personals find , real personals gratis , real personals friend , real personals friends , real personals hardcore , real personals hot meet , real personals lesb , real personals naked , real personals nude , real personals personals , real personals looking for , real personals sex , real looking for , real looking for dates , real looking for date , real looking for find , real looking for gratis , real looking for friend , real looking for friends , real looking for hardcore , real looking for hot meet , real looking for lesb , real looking for naked , real looking for nude , real looking for

personals , real looking for looking for , real looking for sex , real sex , real sex dates , real sex date , real sex find , real sex gratis , real sex friend , real sex friends , real sex hardcore , real sex hot meet , real sex lesb , real sex naked , real sex nude , real sex personals , real sex looking for , real sex sex , looking for dates , looking for date , looking for find , looking for gratis , looking for friend , looking for friends , looking for hardcore , looking for hot meet , looking for lesb , looking for naked , looking for nude , looking for personals , looking for looking for , looking for sex , sex dates , sex dates dates , sex dates date , sex dates find , sex dates gratis , sex dates friend , sex dates friends , sex dates hardcore , sex dates hot meet , sex dates lesb , sex dates naked , sex dates nude , sex dates personals , sex dates looking for , sex dates sex , sex date , sex date dates , sex date date , sex date find , sex date gratis , sex date friend , sex date friends , sex date hardcore , sex date hot meet , sex date lesb , sex date naked , sex date nude , sex date personals , sex date looking for , sex date sex , sex find , sex find dates , sex find date , sex find find , sex find gratis , sex find friend , sex find friends , sex find hardcore , sex find hot meet , sex find lesb , sex find naked , sex find nude , sex find personals , sex find looking for , sex find sex , sex gratis , sex gratis dates , sex gratis date , sex gratis find , sex gratis gratis , sex gratis friend , sex gratis friends , sex gratis hardcore , sex gratis hot meet , sex gratis lesb , sex gratis naked , sex gratis nude , sex gratis personals , sex gratis looking for , sex gratis sex , sex friend , sex friend dates , sex friend date , sex friend find , sex friend gratis , sex friend friend , sex friend friends , sex friend hardcore , sex friend hot meet , sex friend lesb , sex friend naked , sex friend nude , sex friend personals , sex friend looking for , sex friend sex , sex friends , sex friends dates , sex friends date , sex friends find , sex friends gratis , sex friends friend , sex friends friends , sex friends hardcore , sex friends hot meet , sex friends lesb , sex friends naked , sex friends nude , sex friends personals , sex friends looking for , sex friends sex , sex hardcore , sex hardcore dates , sex hardcore date , sex hardcore find , sex hardcore gratis , sex hardcore friend , sex hardcore friends , sex hardcore hardcore , sex hardcore hot meet , sex hardcore lesb , sex hardcore naked , sex hardcore nude , sex hardcore personals , sex hardcore looking for , sex hardcore sex , sex hot meet , sex hot meet dates , sex hot meet date , sex hot meet find , sex hot meet gratis , sex hot meet friend , sex hot meet friends , sex hot meet hardcore , sex hot meet hot meet , sex hot meet lesb , sex hot meet naked , sex hot meet nude , sex hot meet personals , sex hot meet looking for , sex hot meet sex , sex lesb , sex lesb dates , sex lesb date , sex lesb find , sex lesb gratis , sex lesb friend , sex lesb friends , sex lesb hardcore , sex lesb hot meet , sex lesb lesb , sex lesb naked , sex lesb nude , sex lesb personals , sex lesb looking for , sex lesb sex , sex naked , sex naked dates , sex naked date , sex naked find , sex naked gratis , sex naked friend , sex naked

friends , sex naked hardcore , sex naked hot meet , sex naked lesb , sex naked naked , sex naked nude , sex naked personals , sex naked looking for , sex naked sex , sex nude , sex nude dates , sex nude date , sex nude find , sex nude gratis , sex nude friend , sex nude friends , sex nude hardcore , sex nude hot meet , sex nude lesb , sex nude naked , sex nude nude , sex nude personals , sex nude looking for , sex nude sex , sex personals , sex personals dates , sex personals date , sex personals find , sex personals gratis , sex personals friend , sex personals friends , sex personals hardcore , sex personals hot meet , sex personals lesb , sex personals naked , sex personals nude , sex personals personals , sex personals looking for , sex personals sex , sex looking for , sex looking for dates , sex looking for date , sex looking for find , sex looking for gratis , sex looking for friend , sex looking for friends , sex looking for hardcore , sex looking for hot meet , sex looking for lesb , sex looking for naked , sex looking for nude , sex looking for personals , sex looking for looking for , sex looking for sex , sex sex , sex sex dates , sex sex date , sex sex find , sex sex gratis , sex sex friend , sex sex friends , sex sex hardcore , sex sex hot meet , sex sex lesb , sex sex naked , sex sex nude , sex sex personals , sex sex looking for , sex sex sex , sexy dates , sexy dates dates , sexy dates date , sexy dates find , sexy dates gratis , sexy dates friend , sexy dates friends , sexy dates hardcore , sexy dates hot meet , sexy dates lesb , sexy dates naked , sexy dates nude , sexy dates personals , sexy dates looking for , sexy dates sex , sexy date , sexy date dates , sexy date dates dates , sexy date dates date , sexy date dates find , sexy date dates gratis , sexy date dates friend , sexy date dates friends , sexy date dates hardcore , sexy date dates hot meet , sexy date dates lesb , sexy date dates naked , sexy date dates nude , sexy date dates personals , sexy date dates looking for , sexy date dates sex , sexy date date , sexy date date dates , sexy date date date , sexy date date find , sexy date date gratis , sexy date date friend , sexy date date friends , sexy date date hardcore , sexy date date hot meet , sexy date date lesb , sexy date date naked , sexy date date nude , sexy date date personals , sexy date date looking for , sexy date date sex , sexy date find , sexy date find dates , sexy date find date , sexy date find find , sexy date find gratis , sexy date find friend , sexy date find friends , sexy date find hardcore , sexy date find hot meet , sexy date find lesb , sexy date find naked , sexy date find nude , sexy date find personals , sexy date find looking for , sexy date find sex , sexy date gratis , sexy date gratis dates , sexy date gratis date , sexy date gratis find , sexy date gratis gratis , sexy date gratis friend , sexy date gratis friends , sexy date gratis hardcore , sexy date gratis hot meet , sexy date gratis lesb , sexy date gratis naked , sexy date gratis nude , sexy date gratis personals , sexy date gratis looking for , sexy date gratis sex , sexy date friend , sexy date friend dates , sexy date friend date , sexy date friend find , sexy date friend gratis , sexy date friend friend , sexy date friend friends , sexy date friend hardcore ,

sexy date friend hot meet , sexy date friend lesb , sexy date friend naked , sexy date friend nude , sexy date friend personals , sexy date friend looking for , sexy date friend sex , sexy date friends , sexy date friends dates , sexy date friends date , sexy date friends find , sexy date friends gratis , sexy date friends friend , sexy date friends friends , sexy date friends hardcore , sexy date friends hot meet , sexy date friends lesb , sexy date friends naked , sexy date friends nude , sexy date friends personals , sexy date friends looking for , sexy date friends sex , sexy date hardcore , sexy date hardcore dates , sexy date hardcore date , sexy date hardcore find , sexy date hardcore gratis , sexy date hardcore friend , sexy date hardcore friends , sexy date hardcore hardcore , sexy date hardcore hot meet , sexy date hardcore lesb , sexy date hardcore naked , sexy date hardcore nude , sexy date hardcore personals , sexy date hardcore looking for , sexy date hardcore sex , sexy date hot meet , sexy date hot meet dates , sexy date hot meet date , sexy date hot meet find , sexy date hot meet gratis , sexy date hot meet friend , sexy date hot meet friends , sexy date hot meet hardcore , sexy date hot meet hot meet , sexy date hot meet lesb , sexy date hot meet naked , sexy date hot meet nude , sexy date hot meet personals , sexy date hot meet looking for , sexy date hot meet sex , sexy date lesb , sexy date lesb dates , sexy date lesb date , sexy date lesb find , sexy date lesb gratis , sexy date lesb friend , sexy date lesb friends , sexy date lesb hardcore , sexy date lesb hot meet , sexy date lesb lesb , sexy date lesb naked , sexy date lesb nude , sexy date lesb personals , sexy date lesb looking for , sexy date lesb sex , sexy date naked , sexy date naked dates , sexy date naked date , sexy date naked find , sexy date naked gratis , sexy date naked friend , sexy date naked friends , sexy date naked hardcore , sexy date naked hot meet , sexy date naked lesb , sexy date naked naked , sexy date naked nude , sexy date naked personals , sexy date naked looking for , sexy date naked sex , sexy date nude , sexy date nude dates , sexy date nude date , sexy date nude find , sexy date nude gratis , sexy date nude friend , sexy date nude friends , sexy date nude hardcore , sexy date nude hot meet , sexy date nude lesb , sexy date nude naked , sexy date nude nude , sexy date nude personals , sexy date nude looking for , sexy date nude sex , sexy date personals , sexy date personals dates , sexy date personals date , sexy date personals find , sexy date personals gratis , sexy date personals friend , sexy date personals friends , sexy date personals hardcore , sexy date personals hot meet , sexy date personals lesb , sexy date personals naked , sexy date personals nude , sexy date personals personals , sexy date personals looking for , sexy date personals sex , sexy date looking for , sexy date looking for dates , sexy date looking for date , sexy date looking for find , sexy date looking for gratis , sexy date looking for friend , sexy date looking for friends , sexy date looking for hardcore , sexy date looking for hot meet , sexy date looking for lesb , sexy date looking for naked , sexy date looking for nude , sexy date looking for personals , sexy date looking for looking for , sexy date looking for

sex , sexy date sex , sexy date sex dates , sexy date sex date , sexy date sex find , sexy date sex gratis , sexy date sex friend , sexy date sex friends , sexy date sex hardcore , sexy date sex hot meet , sexy date sex lesb , sexy date sex naked , sexy date sex nude , sexy date sex personals , sexy date sex looking for , sexy date sex sex , sexy find , sexy find dates , sexy find date , sexy find find , sexy find gratis , sexy find friend , sexy find friends , sexy find hardcore , sexy find hot meet , sexy find lesb , sexy find naked , sexy find nude , sexy find personals , sexy find looking for , sexy find sex , sexy gratis , sexy gratis dates , sexy gratis date , sexy gratis find , sexy gratis gratis , sexy gratis friend , sexy gratis friends , sexy gratis hardcore , sexy gratis hot meet , sexy gratis lesb , sexy gratis naked , sexy gratis nude , sexy gratis personals , sexy gratis looking for , sexy gratis sex , sexy friend , sexy friend dates , sexy friend date , sexy friend find , sexy friend gratis , sexy friend friend , sexy friend friends , sexy friend hardcore , sexy friend hot meet , sexy friend lesb , sexy friend naked , sexy friend nude , sexy friend personals , sexy friend looking for , sexy friend sex , sexy friends , sexy friends dates , sexy friends date , sexy friends find , sexy friends gratis , sexy friends friend , sexy friends friends , sexy friends hardcore , sexy friends hot meet , sexy friends lesb , sexy friends naked , sexy friends nude , sexy friends personals , sexy friends looking for , sexy friends sex , sexy hardcore , sexy hardcore dates , sexy hardcore date , sexy hardcore find , sexy hardcore gratis , sexy hardcore friend , sexy hardcore friends , sexy hardcore hardcore , sexy hardcore hot meet , sexy hardcore lesb , sexy hardcore naked , sexy hardcore nude , sexy hardcore personals , sexy hardcore looking for , sexy hardcore sex , sexy hot meet , sexy hot meet dates , sexy hot meet date , sexy hot meet find , sexy hot meet gratis , sexy hot meet friend , sexy hot meet friends , sexy hot meet hardcore , sexy hot meet hot meet , sexy hot meet lesb , sexy hot meet naked , sexy hot meet nude , sexy hot meet personals , sexy hot meet looking for , sexy hot meet sex , sexy lesb , sexy lesb dates , sexy lesb date , sexy lesb find , sexy lesb gratis , sexy lesb friend , sexy lesb friends , sexy lesb hardcore , sexy lesb hot meet , sexy lesb lesb , sexy lesb naked , sexy lesb nude , sexy lesb personals , sexy lesb looking for , sexy lesb sex , sexy naked , sexy naked dates , sexy naked date , sexy naked find , sexy naked gratis , sexy naked friend , sexy naked friends , sexy naked hardcore , sexy naked hot meet , sexy naked lesb , sexy naked naked , sexy naked nude , sexy naked personals , sexy naked looking for , sexy naked sex , sexy nude , sexy nude dates , sexy nude date , sexy nude find , sexy nude gratis , sexy nude friend , sexy nude friends , sexy nude hardcore , sexy nude hot meet , sexy nude lesb , sexy nude naked , sexy nude nude , sexy nude personals , sexy nude looking for , sexy nude sex , sexy personals , sexy personals dates , sexy personals date , sexy personals find , sexy personals gratis , sexy personals friend , sexy personals friends , sexy personals hardcore , sexy personals hot meet , sexy personals lesb , sexy

personals naked , sexy personals nude , sexy personals personals , sexy personals looking for , sexy personals sex , sexy looking for , sexy looking for dates , sexy looking for date , sexy looking for find , sexy looking for gratis , sexy looking for friend , sexy looking for friends , sexy looking for hardcore , sexy looking for hot meet , sexy looking for lesb , sexy looking for naked , sexy looking for nude , sexy looking for personals , sexy looking for looking for , sexy looking for sex , sexy sex , sexy sex dates , sexy sex date , sexy sex find , sexy sex gratis , sexy sex friend , sexy sex friends , sexy sex hardcore , sexy sex hot meet , sexy sex lesb , sexy sex naked , sexy sex nude , sexy sex personals , sexy sex looking for , sexy sex sex , videos dates , videos dates dates , videos dates date , videos dates find , videos dates gratis , videos dates friend , videos dates friends , videos dates hardcore , videos dates hot meet , videos dates lesb , videos dates naked , videos dates nude , videos dates personals , videos dates looking for , videos dates sex , videos date , videos date dates , videos date date , videos date find , videos date gratis , videos date friend , videos date friends , videos date hardcore , videos date hot meet , videos date lesb , videos date naked , videos date nude , videos date personals , videos date looking for , videos date sex , videos find , videos find dates , videos find date , videos find find , videos find gratis , videos find friend , videos find friends , videos find hardcore , videos find hot meet , videos find lesb , videos find naked , videos find nude , videos find personals , videos find looking for , videos find sex , videos gratis , videos gratis dates , videos gratis date , videos gratis find , videos gratis gratis , videos gratis friend , videos gratis friends , videos gratis hardcore , videos gratis hot meet , videos gratis lesb , videos gratis naked , videos gratis nude , videos gratis personals , videos gratis looking for , videos gratis sex , videos friend , videos friend dates , videos friend date , videos friend find , videos friend gratis , videos friend friend , videos friend friends , videos friend hardcore , videos friend hot meet , videos friend lesb , videos friend naked , videos friend nude , videos friend personals , videos friend looking for , videos friend sex , videos friends , videos friends dates , videos friends date , videos friends find , videos friends gratis , videos friends friend , videos friends friends , videos friends hardcore , videos friends hot meet , videos friends lesb , videos friends naked , videos friends nude , videos friends personals , videos friends looking for , videos friends sex , videos hardcore , videos hardcore dates , videos hardcore date , videos hardcore find , videos hardcore gratis , videos hardcore friend , videos hardcore friends , videos hardcore hardcore , videos hardcore hot meet , videos hardcore lesb , videos hardcore naked , videos hardcore nude , videos hardcore personals , videos hardcore looking for , videos hardcore sex , videos hot meet , videos hot meet dates , videos hot meet date , videos hot meet find , videos hot meet gratis , videos hot meet friend , videos hot meet friends , videos hot meet hardcore , videos hot meet hot meet , videos hot meet lesb ,

videos hot meet naked , videos hot meet nude , videos hot meet personals , videos hot meet looking for , videos hot meet sex , videos lesb , videos lesb dates , videos lesb date , videos lesb find , videos lesb gratis , videos lesb friend , videos lesb friends , videos lesb hardcore , videos lesb hot meet , videos lesb lesb , videos lesb naked , videos lesb nude , videos lesb personals , videos lesb looking for , videos lesb sex , videos naked , videos naked dates , videos naked date , videos naked find , videos naked gratis , videos naked friend , videos naked friends , videos naked hardcore , videos naked hot meet , videos naked lesb , videos naked naked , videos naked nude , videos naked personals , videos naked looking for , videos naked sex , videos nude , videos nude dates , videos nude date , videos nude find , videos nude gratis , videos nude friend , videos nude friends , videos nude hardcore , videos nude hot meet , videos nude lesb , videos nude naked , videos nude nude , videos nude personals , videos nude looking for , videos nude sex , videos personals , videos personals dates , videos personals date , videos personals find , videos personals gratis , videos personals friend , videos personals friends , videos personals hardcore , videos personals hot meet , videos personals lesb , videos personals naked , videos personals nude , videos personals personals , videos personals looking for , videos personals sex , videos looking for , videos looking for dates , videos looking for date , videos looking for find , videos looking for gratis , videos looking for friend , videos looking for friends , videos looking for hardcore , videos looking for hot meet , videos looking for lesb , videos looking for naked , videos looking for nude , videos looking for personals , videos looking for looking for , videos looking for sex , videos sex , videos sex dates , videos sex date , videos sex find , videos sex gratis , videos sex friend , videos sex friends , videos sex hardcore , videos sex hot meet , videos sex lesb , videos sex naked , videos sex nude , videos sex personals , videos sex looking for , videos sex sex , wives dates , wives dates dates , wives dates date , wives dates find , wives dates gratis , wives dates friend , wives dates friends , wives dates hardcore , wives dates hot meet , wives dates lesb , wives dates naked , wives dates nude , wives dates personals , wives dates looking for , wives dates sex , wives date , wives date dates , wives date date , wives date find , wives date gratis , wives date friend , wives date friends , wives date hardcore , wives date hot meet , wives date lesb , wives date naked , wives date nude , wives date personals , wives date looking for , wives date sex , wives find , wives find dates , wives find date , wives find find , wives find gratis , wives find friend , wives find friends , wives find hardcore , wives find hot meet , wives find lesb , wives find naked , wives find nude , wives find personals , wives find looking for , wives find sex , wives gratis , wives gratis dates , wives gratis date , wives gratis find , wives gratis gratis , wives gratis friend , wives gratis friends , wives gratis hardcore , wives gratis hot meet , wives gratis lesb , wives gratis naked , wives gratis nude , wives gratis personals ,

wives gratis looking for , wives gratis sex , wives friend , wives friend dates , wives friend date , wives friend find , wives friend gratis , wives friend friend , wives friend friends , wives friend hardcore , wives friend hot meet , wives friend lesb , wives friend naked , wives friend nude , wives friend personals , wives friend looking for , wives friend sex , wives friends , wives friends dates , wives friends date , wives friends find , wives friends gratis , wives friends friend , wives friends friends , wives friends hardcore , wives friends hot meet , wives friends lesb , wives friends naked , wives friends nude , wives friends personals , wives friends looking for , wives friends sex , wives hardcore , wives hardcore dates , wives hardcore date , wives hardcore find , wives hardcore gratis , wives hardcore friend , wives hardcore friends , wives hardcore hardcore , wives hardcore hot meet , wives hardcore lesb , wives hardcore naked , wives hardcore nude , wives hardcore personals , wives hardcore looking for , wives hardcore sex , wives hot meet , wives hot meet dates , wives hot meet date , wives hot meet find , wives hot meet gratis , wives hot meet friend , wives hot meet friends , wives hot meet hardcore , wives hot meet hot meet , wives hot meet lesb , wives hot meet naked , wives hot meet nude , wives hot meet personals , wives hot meet looking for , wives hot meet sex , wives lesb , wives lesb dates , wives lesb date , wives lesb find , wives lesb gratis , wives lesb friend , wives lesb friends , wives lesb hardcore , wives lesb hot meet , wives lesb lesb , wives lesb naked , wives lesb nude , wives lesb personals , wives lesb looking for , wives lesb sex , wives naked , wives naked dates , wives naked date , wives naked find , wives naked gratis , wives naked friend , wives naked friends , wives naked hardcore , wives naked hot meet , wives naked lesb , wives naked naked , wives naked nude , wives naked personals , wives naked looking for , wives naked sex , wives nude , wives nude dates , wives nude date , wives nude find , wives nude gratis , wives nude friend , wives nude friends , wives nude hardcore , wives nude hot meet , wives nude lesb , wives nude naked , wives nude nude , wives nude personals , wives nude looking for , wives nude sex , wives personals , wives personals dates , wives personals date , wives personals find , wives personals gratis , wives personals friend , wives personals friends , wives personals hardcore , wives personals hot meet , wives personals lesb , wives personals naked , wives personals nude , wives personals personals , wives personals looking for , wives personals sex , wives looking for , wives looking for dates , wives looking for date , wives looking for find , wives looking for gratis , wives looking for friend , wives looking for friends , wives looking for hardcore , wives looking for hot meet , wives looking for lesb , wives looking for naked , wives looking for nude , wives looking for personals , wives looking for looking for , wives looking for sex , wives sex , wives sex dates , wives sex date , wives sex find , wives sex gratis , wives sex friend , wives sex friends , wives sex hardcore , wives sex hot meet , wives sex lesb , wives sex naked , wives sex nude , wives sex

personals , wives sex looking for , wives sex sex , singles woman honolulu ; singles woman houston ; singles woman indianapolis ; singles woman jacksonville ; singles woman jersey city ; singles woman kansas city ; singles woman laredo ; singles woman las vegas ; singles woman lexington ; singles woman lincoln ; singles woman long beach ; singles woman los angeles ; singles woman louisville ; singles woman lubbock ; singles woman madison ; singles woman memphis ; singles woman mesa ; singles woman miami ; singles woman milwaukee ; singles woman minneapolis ; singles woman modesto ; singles woman montgomery ; singles woman nashville ; singles woman new orleans ; singles woman new york ; singles woman newark ; singles woman norfolk ; singles woman oakland ; singles woman oklahoma city ; singles woman omaha ; personals lavalif ; personals lavalie singles ; personals lavalie ; personals lavalfe singles ; personals lavalfe ; personals lavaife singles ; personals lavaife ; personals lafalife singles ; personals lafalife ; personals laalife singles ; personals laalife ; personals k singles ; personals k services ; personals k members ; personals k mature ; personals k ; personals iwntu swingers singles ; personals iwntu swingers ; personals iwntu ; personals iwatu swingers singles ; personals iwatu swingers ; personals iwatu ; personals iwanu swingers singles ; personals iwanu swingers ; personals iwanu ; personals iwantu wingers singles ; personals iwantu wingers ; personals iwantu swngers singles ; personals iwantu swngers ; personals iwantu swinkers singles ; personals iwantu swinkers ; personals iwantu swingrs singles ; personals iwantu swingrs ; personals iwantu swinges singles ; personals iwantu swinges ; personals iwantu swingers sngles ; personals iwantu swingers sinles looking for men surrey | looking for men surrey british | looking for men vancouver | looking for men vancouver british | looking for romance | looking for sex | looking for sex fun | looking for single | looking for single woman | looking for single woman sex | looking for woman | looking for woman html | looking for woman html australia | looking for woman single | looking for ladies | looking for ladies sex | looking for ladies sex date | looking for ladies single | looking for ladies single married | looking for ladies ladies | looking for ladies ladies looking for | seeks | select | select photo | select select | selected | senior | senior php | sense | sensual | serious | serious relationship | service | service date | service enables | service gratis | service online | service sex | services | services | services | services mature | services classes | services dates | services date | services gratis | services indian | services indian matrimonial | services photo | services sites | services ladies | servie | sex | sex call | sex date | sex date couple | sex date couple personals | sex date gay | sex date gay couple | sex date lesbian | sex date lesbian couple | sex date personals | sex date personals ads | sex date woman | sex date woman personals | sex delhi | sex fun | sex fun maturexdate | sex fun maturexdate personals | sex hyderabad | sex personals | sex sites | sex sites changing | sex sites changing rules | sexual | sexual relationship | sexually | sexually explicit | sexy | sexy seccur |

sexy singles | sexy ladies | sexy ladies date | sexy ladies date servie | shahibaug | share | sharing | sharing hot | shopping | short | shy | sign | sign gratis | sikfieda | sikkim | sikkim tamil | single | single beautiful | single brazil | single brazilian | single brazilian ladies | single latin | single married | single men | single russian | single woman | single woman looking for | single woman sex | single woman sex fun | single ladies | single ladies men | single ladies looking for | single ladies looking for couple | single ladies looking for men | singles | singles area | singles couples | singles date | singles date sites | singles florida | singles florida mature | singles florida mature personals | singles fort | singles gratis | singles gratis personals | singles gratis personals indian | singles fun | singles ireland | singles ireland mature | singles ireland mature personals | singles personals | singles saint | singles san | singles sites | site | site assists | site couple | site couple looking for | site date | site find | site gratis | site gay | site gay looking for | site lesbian | site map | site looking for | site thousands | site thousands ladies | site woman | site woman looking for | sites | sites asian | sites asian community | sites changing | sites changing rules | sites changing rules love | sites compare | sites compare best | sites compare best asian | sites compare best christian | sites date | sites new | sites singles | sites ladies | slim | social | social butterfly | soul | south | south delhi | south extension | south extension south | south extension south extension | soviet | speaker | speaker information | special | speed | speed date | spend | sports | springs | start | state | states | stories | story | street | street personals | strings | strings attached | style | successful | surat | surat abroad | surat date | surat find | surat gratis | surat ghod | surat indian | surat indian date | surat pics | surat satisfaction | surat ladies | surat ladies looking for | surat ladies looking for men | surrey | surrey british | surrey british columbia | survey | sweet | swingers | sydney | talk | talkback | tall | tamil | tamil nadu | tampa | tech | techno | techno music | tennessee | term | terms | terms contact | terms privacy | texas | texas singles | thai | thick | thick bangalore | thousands | thousands ladies | thu | thu sex | tips | tips poster | titles | titles images | tonight | totally | totally gratis | tours | translations | travel | treated | treated publisher | tripura | tripura uttar | true | true love | trust | trustworthy | ukraine | ukraine ladies | ukrainian | ukrainian brides | ukrainian ladies | ultimate | understand | united | united states | unsatisfied | unsatisfied woman | unsatisfied ladies | unsatisfy | unsatisfy aunties | update | updated | updated dear | updated dear ladies | updated lady | updated search | updated wanna | updated ladies | url | usa | username | username password | utah | uttar | uttar pradesh | uttaranchal | uttaranchal west | vancouver | vancouver british | vancouver british columbia | vancouver british columbia contact | vasant | vasant kunj | vastrapur | venezuela | venezuela brazil | video | videos | vietnamese | viewed | vihar | vihar mayur | vimanpura | vimanpura bangalore | vimanpura indiranagar

| virginia | virginia date | virtual | viva | viva street | vivastreet | vivastreet ads | wanna | wanna play | wanted | wanted aunties | wants | wants age | washington | watch | web | web site | web site couple | web site couple looking for | web site gay | web site gay looking for | web site lesbian | web site looking for | web site woman | web site woman looking for | webdate | webmasters | webmasters gratis | website | website date | website gratis | website gratis date | websites | weekend | welcome | west | west bengal | western | wild | windows | wired | wisconsin | witty | woman | woman brazil | woman club | woman date | woman html | woman html australia | woman html australia online | woman looking | woman personals | woman personals ads | woman personals ads web | woman personals ads woman | woman looking for | woman looking for lesbian | woman looking for lesbian couples | woman looking for men | woman looking for men columbus | woman looking for men single | woman looking for men surrey | woman looking for men vancouver | woman looking for woman | woman looking for ladies | woman seeks | woman sex | woman sex date | woman sex fun | woman sex fun maturexdate | woman single | ladies | ladies mature | ladies age | ladies asian | ladies bangalore | ladies brazil | ladies brazil ladies | ladies brazil ladies latin | ladies brazilian | ladies brazilian ladies | ladies call | ladies couple | ladies date | ladies date servie | ladies delhi | ladies desire | ladies find | ladies friendship | ; personals iwantu swingers sinkles ; personals iwantu swingers singls ; personals iwantu swingers singles ; personals iwantu swingers single ; personals iwantu swingers singes ; personals iwantu swingers sigles ; personals iwantu swingers ingles ; personals iwantu swingers ; personals iwantu swinger singles ; personals iwantu swinger ; personals iwantu swiners singles ; personals iwantu swiners ; personals iwantu swigers singles ; personals iwantu swigers ; personals iwantu svingers singles ; personals iwantu svingers ; personals iwantu singers singles ; personals iwantu singers ; personals iwantu ; personals iwanto swingers singles ; personals iwanto swingers ; personals iwanto ; personals iwant swingers singles ; personals iwant swingers ; personals iwant ; personals iwandu swingers singles ; personals iwandu swingers ; personals iwandu ; personals ivantu swingers singles ; personals ivantu swingers ; personals ivantu ; personals ites ; personals iternet ; personals ite ; personals intrnet ; personals internt ; personals internet ; personals interned ; personals interne ; personals interet ; personals intenet ; personals ingles ; personals ingle date ; personals ingle ; personals inernet ; personals indernet ; personals ignles singles ; personals ignles services ; personals ignles members ; personals ignles mature ; personals ignles ; personals iantu swingers singles ;
onlineatultdate , onlineatult , onlineatingwebsite , onlineatingsites , onlineatingsimple , onlineatingservicessingles , onlineatingservices , onlineatingservice ,| | | | | | | |
chennai indian | chennai indian date | chennai nagar | chennai ladies | chennai ladies looking for | chennai ladies looking for men |

chhattisgarh | chhattisgarh dadra | children | chile | chile argentina | chinese | choose | choose area | christian | christian catholic | christian catholic date | christian catholic date sites | cities | city | classes | classes categories | classic | classic rock | classic rock music | classic rock music pop | classical | classical music | classifieds | classifieds backpage | classifieds section | club | club friendship | club ladies | cnet | cnet networks | code | college | college young womans | colombia | colorado | columbia | columbia beach | columbia contact | columbia contact mobile | columbia date | columbus | columbus ohio | columbus ohio contact | columbus ohio contact mobile | comment | comments | comments anonymous | community | community classifieds | community jobs | compare | compare best | compare best asian | compare best asian date | compare best christian | compare best christian catholic | computer | computer service | connections | connections strings | | looking for men classifieds | looking for men classifieds backpage | looking for men columbus | looking for men columbus ohio | looking for men date | looking for men delhi | looking for men find | looking for men find men | looking for men hyderabad | looking for men indian | looking for men indian date | looking for men kolkata | looking for men men | looking for men men looking for | looking for men mumbai | looking for men personal | looking for men personal ads | looking for men pune | looking for men sexy | looking for men sexy ladies | looking for men single | looking for men single married | looking for men surat |ladies young womans | ladies latin | ladies latin ladies | ladies looking | ladies looking men | ladies love | ladies marriage | ladies marriage brazil | ladies marriage brazil intro | ladies meet | ladies men | ladies missed | ladies online | ladies personals | ladies photos | ladies plz | ladies review | ladies russia | ladies russian | ladies search | ladies seek | ladies looking for | ladies looking for couple | ladies looking for men | ladies looking for men abroad | ladies looking for men ahmedabad | ladies looking for men bangalore | ladies looking for men chennai | ladies looking for men classifieds | ladies looking for men date | ladies looking for men delhi | ladies looking for men find | ladies looking for men hyderabad | ladies looking for men indian | ladies looking for men kolkata | ladies looking for men men | ladies looking for men mumbai | ladies looking for men personal | ladies looking for men pune | ladies looking for men sexy | ladies looking for men surat | ladies looking for ladies | ladies sex | ladies sex date | ladies single | ladies single married | ladies singles | ladies sites | ladies ladies | ladies ladies looking for | ladiess | ladiess young womans | work | world | world largest | yahoo | yahoo help | york | york singles | york ladies | young | yrs | yrs | yrs | yrs boy | yrs deserving | φsterreich | φsterreich mıxico | onlineatingpersonals , onlineatingmature , onlineating , onlineaternative , onlinealtrnative , onlinealterntive , onlinealternitive , 1st , 1st international , 48dd , amaturepersonal , amaturepersonal ads , amaturepersonal ads bisexual , amaturepersonal ads bisexual singles , aarens , aarens soulmate , aberdeen , absolute , absolute agency ,

absolute agency elena , absolute agency elena models , absolutly , absolutly gratis , absolutly gratis personals , account , actly , admin , adrian , ads , ads mature , ads aprettywoman , ads bbw , ads bisexual , ads bisexual singles , ads cerning , ads date , ads discreet , ads discreet affair , ads find , ads foreign , ads gratis , ads nal , ads people , ads personals , ads pics , ads sex , ads shagdr , ads shagdr mature , ads shagdr mature date , ads swingers , adting , adting ladies , adualt , adualt friend , adukt , adukt friend , mature , mature mature , mature mature date , mature talk , mature class , mature class find , mature class find sex , mature classified , mature clubs , mature dateing , mature date , mature date mature , mature date mature date , mature date date , mature date online , mature date online mature , mature date personals , mature date personals ads , mature date personals mature , mature date personals shagdr , mature date service , mature date services , mature date shagdr , mature date shagdr mature , mature date sites , mature finder , mature finder friend , mature gratis , mature friend , mature friend finder , mature friend finder friend , mature friend finder india , mature friend finder instant , mature friend finder pop , mature friend finder review , mature friend finder sex , mature friends , mature friends singles , mature friends singles hot , mature ing , mature internet , mature match , mature online , mature personal , mature personal swinger , mature personal swinger ads , mature personals , mature personals personals , mature personals pics , mature personals sex , mature personals sex date , mature photo , mature photo sex , mature photo sex swingers , mature pictures , mature pictures phone , mature pictures phone personls , mature pictures ladies , mature relationship , mature secret , mature secret sexual , mature secret sexual affair , mature sex , mature sex ads , mature sex date , mature sex date pers , mature sex singles , mature sex singles love , mature single , mature singles , mature singles interracial , mature singles interracial singles , mature sites , mature sites swinger , mature swingers , mature swingers clubs , mature turkish , maturedate , maturedate lovers , maturefinder , maturefriend , maturefriendfinder , matures , matures ads , matures fuck , aduly , aduly friend , adutl , adutl friend , adventures , adventures absolute , advice , affair , affair brides , affair datine , affair date , affair ing , affair married , affair married ladies , affair marry , affair personal , affair secret , affair secret sexual , affair secret sexual affair , affair singles , affairs , affairs female , affairs female swingers , african , african american , afroconnection , afroconnection cyberdate , afroconnections , afroconnections eastern , age , agencies , agencies date , agenci

1026. Re: WTB: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-26 00:27:27 UTC
From: Demivec <likeb4garbage@msn.com>
Message-ID: <f88pol0h9q@news2.newsguy.com>
Source record: 4263

I have a 130XE (used by me) available for sale.

It had a memory mod (in 1987) to upgrade it to 1mb Ram. and included the addition of 3 switches on the back relating to the memory upgrade.
I did not perform the upgrade, and frankly do not remember the gentlemen that did, though he was a popular name in the biz at the time for upgrades.
I did work to write software to use the extra memory, so I am familiar with its workings somewhat.

It is in fine working condition. Keyboard works.

I'm asking $60 for the 130XE.

Demivec

I also have an excellent monitor for it and some odds and ends such as disk drives available that I used with it. The monitor was much better than a TV and used a split cable, not a switchbox for the signal. The monitor viewing area included areas normally in the overscan. No doubt it would be more costly to ship if the monitor was included.

1027. Re: WTB: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-26 04:43:11 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns997978073A22emuslor@216.196.97.136>
Source record: 4264

Despite all prevention efforts, "Demivec" <likeb4garbage@msn.com> wrote
in news:f88pol0h9q@news2.newsguy.com:

> I have a 130XE (used by me) available for sale.
>
> It had a memory mod (in 1987) to upgrade it to 1mb Ram. and included
> the addition of 3 switches on the back relating to the memory upgrade.
> I did not perform the upgrade, and frankly do not remember the
> gentlemen that did, though he was a popular name in the biz at the
> time for upgrades. I did work to write software to use the extra
> memory, so I am familiar with its workings somewhat.
>
> It is in fine working condition. Keyboard works.
>
> I'm asking $60 for the 130XE.
>

I'm interested in this machine. First come first served, or just the
original poster?

thanks

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

1028. ADOPTION: PORTLAND, OREGON USA!

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-26 09:42:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0707260239190.3103-100000@onyx.spiritone.com>
Source record: 4265
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Is your garage full of Atari? Can you squeeze into your attic? Do you have an Atari in your closet? If your Atari stuff needs a new home, especially if your in Portland, Oregon USA! E-Mail Atari@aracnet.com or call Ben at (503)256-9974! And even if your not in Portland, feel free to contact Ben.

This covers Atari Hardware, Games/Software, Books & Accessories! Classic Atari 8 Bit and Atari ST Computers Plus Atari Jaguar Games and consoles!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1029. ATARI SUMMER GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-26 12:33:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0707260531240.5139-100000@onyx.spiritone.com>
Source record: 4266
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save Gas and Take a mini-vacation on your Atari.
Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or
look for Atari games at http://BenSells.Atari.org Games Starting at $5
and Up! The Name everyone knows for Gaming Fun? Have you Played your Atari
Today? For Classic Atari 8 Bit, ST & Jaguar Games! Daily Gaming avoids
Hardening of the Ataris! E-Mail: Atari@aracnet.com or Call (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1030. Re: WTB: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-26 22:54:37 UTC
From: Demivec <likeb4garbage@msn.com>
Message-ID: <f8b8mg0tuc@news5.newsguy.com>
Source record: 4267

> > I have a 130XE (used by me) available for sale.
> >
> > It had a memory mod (in 1987) to upgrade it to 1mb Ram. and included
> > the addition of 3 switches on the back relating to the memory upgrade.
> > I did not perform the upgrade, and frankly do not remember the
> > gentlemen that did, though he was a popular name in the biz at the
> > time for upgrades. I did work to write software to use the extra
> > memory, so I am familiar with its workings somewhat.
> >
> > It is in fine working condition. Keyboard works.
> >
> > I'm asking $60 for the 130XE.
> >
>
> I'm interested in this machine. First come first served, or just the
> original poster?
>

First & highest usually works best. Contact me at likeb4garbarge@msn.com
by taking out the garbage first, and I can answer any additional questions
you may have before we close the deal. I do have pictures as well.

Demivec

1031. Big thanx to ATARI company for beautifoul commputer ATARI 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-27 06:37:15 UTC
From: Robert Bralic <robert.bralic@si.t-com.hr>
Message-ID: <f8c3qr$1b$1@ss408.t-com.hr>
Source record: 4268

THE BEST COMPUTER OF ALL TIMES....
Espetialy with catrige for LISP, and Disk unit...

Robert...!!!
robert.bralic@si.t-com.hr

1032. new Vintage Technology magazine

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-27 11:52:46 UTC
From: vintagetechnology@yahoo.co.uk
Message-ID: <1185537166.755147.198630@w3g2000hsg.googlegroups.com>
Source record: 4269

go to www.vintagetechnology.co.uk to view online edition. Monthly print editions out from Jan 2008.

The world's first magazine devoted to the collection, preservation and history of all aspects of digital and electronics technology, including computers, arcade games, calculators, led watches, mobile phones, appliances, gadgets, robots, radio, audio and tv.

VTM aims to explore the legacy of recent past technology, explore new 'electronica' which could become or already is collectible, be an enjoyable resource for collectors & historians and celebrate the history and personalities surrounding this subject.

1033. Re: Big thanx to ATARI company for beautifoul commputer ATARI 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-27 15:24:42 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns997A7444ECA4Eemuslor@216.196.97.136>
Source record: 4270

Despite all prevention efforts, "Robert Bralic" <robert.bralic@si.t-com.hr>
wrote in news:f8c3qr$1b$1@ss408.t-com.hr:

> THE BEST COMPUTER OF ALL TIMES....
> Espetialy with catrige for LISP, and Disk unit...
>

A LISP cart for the 8-bit? I didn't know there was one, but that would be
way cool to have...

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

1034. Re: Big thanx to ATARI company for beautifoul commputer ATARI 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-28 02:10:26 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1185588626.056506.193100@19g2000hsx.googlegroups.com>
Source record: 4271

```
On Jul 27, 11:24 am, Slor <se...@rols.ten> wrote:
> Despite all prevention efforts, "Robert Bralic" <robert.bra...@si.t-com.hr>
> wrote innews:f8c3qr$1b$1@ss408.t-com.hr:
>
> > THE BEST COMPUTER OF ALL TIMES....
> > Espetialy with catrige for LISP, and Disk unit...
>
> A LISP cart for the 8-bit? I didn't know there was one, but that would be
> way cool to have...
>
> --
> Jameshttp://www.e-host-direct.com
> Reliable web hosting from $12/year.

is he thinking of PILOT? I don't think there was a cartridge Lisp for
the 8bit Atari's.
```

1035. Looking for the solution of "Hacker"

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-28 14:07:00 UTC
From: T0M <viepriv&#65533;e@fra>
Message-ID: <d81fa3db5jka60tchn5mbipo97ltejcenb@4ax.com>
Source record: 4272

Hi and tnx for reading my message.

Anyone know where I will be able to find the solution of the game
"Hacker" ?

tnx in advance

T0M
--
Sorry if I don't answer quickly but I can't be online each day

1036. Re: Looking for the solution of "Hacker"

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-28 14:40:23 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <lzIqi.47008$dI1.40771@newsfe08.phx>
Source record: 4273

"T0M" <viepriv&#65533;e@fra> wrote in message
news:d81fa3db5jka60tchn5mbipo97ltejcenb@4ax.com...
> Hi and tnx for reading my message.
>
> Anyone know where I will be able to find the solution of the game
> "Hacker" ?
>
> tnx in advance
>
> T0M
> --
> Sorry if I don't answer quickly but I can't be online each day

```
********
*HACKER*
********

Total Spoiler below

To get past the data check of the sru if you do not use the password,the
points are as follows;

INFRARED VIDEO IMAGE SENSOR:
This is located at the back of the head,Place the cross hair on the
black strip near the top,then press the F/B.

ASYNCHRONUS DATA COMPACTOR:
Place the cross hair at the joint between the "hand" and the "arm",
press the F/B.

HYDRAULIC MOTIVATOR:
Place the cross hair in the box on the side or the SRU, which is
outlined in yellow. Place the VERT] line of the cross hair just inside
the box on the right side, press the F/B.

PHLAMSON JOINT:
Place the cross hair just above the axle on the small rear wheel,
with the VERT. line on the axle. Press the F/B.

THELMAN PORT:
Place the cross hair at the end of the black pipe coming out of the
left side of the SRU. Press the F/B.

*NOTE*
If you do not get all of these correct you will have to redo the test
until you get them all correct, the first time!
```

PASSWORD =AUSTRALIA

WORDS TO GIVE TO THE SATELLITE WHEN IT DOES A SECURITY CHECK. The words MUST be entered just as shown:

MAGMA, LTD.
MODEL # AX-0310479
HYDRAULIC
AUSTRALIA

These words are not in the order asked for, so make sure you use the correct word.

THIS THE ORDER IN WHICH TO GO TO THE DIFFERENT PLACES AND WHAT TO BUY-GIVE FOR THE INFO YOU NEED. In order to buy, when you get to the location you want Press "U" to go to the surface, then press "I" after the port opens, Press "c" to call the spy. He will say something to you. To make an offer Press "I" to select the item to offer, then Press <RETURN> to offer it to him. After your done with your transactions Press "D" to leave.

Press "M" to read incoming messages.

Total Spoiler below

1. SWITZERLAND -GIVE HIM CASH,BUY THE CHALET AND THE CHRONOGRAPH.
2. EGYPT -GIVE HIM THE CHRONOGRAPH,BUY THE SCARAB AND THE TUT.
3. GREECE -GIVE HIM THE SCARAB,BUY NOTHING.
4. INDIA -GIVE HIM TUT,BUY NONTHING.
5. NEY YORK -GIVE HIM THE SWISS CHALET,BUY THE STOCKS
6. JAPAN -GIVE HIM THE STOCKS,BUY THE CAMERA AND THE PEARL.
7. CHINA -GIVE HIM THE PEARL,BUY THE SECOND ITEM HE OFFERS TO YOU.

DON'T HAVE ANYMORE HINTS

1037. Re: Looking for the solution of "Hacker"

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-29 10:38:40 UTC
From: Andreas Koch <andiko.nospam@web.de>
Message-ID: <f8hqo0ivd02$1@news.t-online.com>
Source record: 4274

```
Err well,
the only solution I have for "Hacker" is written in german language
(search for a good translation program)... -Andreas Koch.

--------------------------------------------------------------------------

*********
Hacker:
*********

Allgemeine Tips:
----------------

1) Es ist egal, wie oft man von dem
Satelliten beruehrt wird. Folgende
Codewoerter werden waehrend des
Spieles abgefragt:

a) Name der Firma: Magma Ltd.
b) Seriennr. des SRU: AX-0310479
c) Antrieb des SRU: Hydraulic
d) Firmenstandort: Australia

2) Man darf sich kein einziges Mal
verfahren, da das Zeitlimit genau auf
den kuerzesten Weg abgestimmt ist.

3) Um das Einstellen am Roboter zu
umgehen, sofort nach Logon Please
AUSTRALIA eingeben.

4) Die ZEITSKALA so stellen, dass am
rechten Bildschirmrand noch 3 Reihen
im Dunkeln liegen (wichtig !!). Nur
CHINA, JAPAN und INDIEN duerfen im
grauen Bereich liegen...

5) Da nach etwa 7 Stationen die SRU
unsichtbar wird, muss man sich
anhand der Toene orientieren...

6) Die Loesung:
---------------

Zuerst in die Schweiz (6 rechts, 4
hoch) fahren und die 5.000$ abgeben.
Kaufe THE DEAD OF A SWISS CHARLET
und den CHRONOGRAPH. Danach fahre
```

nach Aegypten (4 links, 1 hoch, 6 rechts, 2 runter, 1 rechts) und gebe dem Agenten den CHRONOGRAPHEN. Nehme von dem Agenten beide Gegenstaende (SCARAB und STATUETTE). Dann fahre nach Indien (1 rechts,3 hoch,2 rechts, 3 runter, 1 rechts) und gebe die STATUETTE OF TUT ab. Von dem Agenten >nichts< kaufen.

Nun fahre nach New York (1 links,3 hoch, 16 links, 1 runter). Gebe THE DEED OF A SWISS CHARLET ab. Von dem Agenten >nur< STOCKS & BONDS nehmen. Darauf begibst Du Dich nach Japan (6 links,1 hoch, 14 links,2 runter,5 rechts) und bietest dem Agenten STOCKS & BONDS an. Nun beide Objekte (35 mm CAMERA und CULTURED PEARLS) annehmen.

Weiter geht's nach China (4 links) und die CULTURED PEARLS abgeben. Vom Chinesen >nur< JADE CARVING nehmen. Nun fahre in die FALSCHE Karibik. Dieser Ort ist auf der Karte nicht eingezeichnet, entspricht aber dem Ort, der vor der Kueste von Brasilien (Suedamerika) liegt. Der Weg dahin: 1 links,2 hoch,14 rechts,1 runter, 6 rechts,1 hoch. Hier JADE CARVING abgeben, aber >nichts< kaufen.

Danach nach Griechenland fahren (14 rechts,2 runter, 1 links) und EMERALD SCARAB (!) abgeben, >nichts< kaufen. Jetzt nach England (1 links,1 hoch,3 links) fahren und die 35mm CAMERA anbieten. >Nur< das BEATLES ALBUM kaufen. Nun zur naechsten Station nach San Francisco fahren (3 links, 2 runter, 12 links, 1 hoch, 1 rechts) und das BEATLES ALBUM abgeben.

Nun ist das Dokument vollstaendig und muss in Washington abgegeben werden (1 links,1 runter, 10 rechts, 2 hoch, 2 links,1 runter,3 links). Nun folgt ein Zeitungsbericht, das Spiel ist beendet.

Tastaturbelegung

U-Up :wenn der Roboter in
der Stadt ist
D-Down :wenn der Roboter auf
der Erdoberflaeche ist
M-Message :nur dann in Funktion,
wenn "MSG" blinkt
I-Infrared (1) :wenn vorher "U"
gedrueckt wurde und der Ort im grauen
Bereich liegt
C-Call :wenn vorher "U" und
ggf."I" gedrueckt wurde. Der Agent
erscheint dann

I-Inventory (2):wenn vorher "U",ggf.
"I" und "C" gedrueckt wurden. Nun
kann dem Agenten jedes Objekt
angeboten werden (RETURN)
Y-Yes :wenn vorher "U",
ggf."I" und "C" gedrueckt wurden und
der Agent einen Gegenstand angenommen
hat. ("Y" bewirkt Kaufen des
angebotenen Gegenstandes).
N-No :bewirkt das Gegenteil
von "Y" (nicht Kaufen des angebotenen
Gegenst.)
E-Evidence :nur ueberirdisch,
zeigt das vorhandene Dokument

PS: Codewort 2 (Ax-0310479) lautet
bei Commodore "Ax-0314479". Alle
anderen sind gleich. Es kann schon
mal vorkommen, dass der Agent seine
Wuensche aendert, z.B. in der Karibik
nicht die Camera, sondern Jade
Carving annimmt, dafuer aber in
England die Camera verlangt. Nicht
irritieren lassen, sondern einfach
weiterspielen...

7) Kleiner Schlusshinweis: Wenn man
das Spiel komplett geloest hat, wird
eine schoene Titelseite einer
Zeitung ausgedruckt. Hierzu muss aber
ein Drucker angeschlossen sein und
auf "On-Line" stehen. Wer keinen
Drucker am XL besitzt, hat halt Pech
gehabt...

T0M schrieb:
> Hi and tnx for reading my message.
>
> Anyone know where I will be able to find the solution of the game
> "Hacker" ?
>
> tnx in advance
>
> T0M
> --
> Sorry if I don't answer quickly but I can't be online each day

1038. ZAXXON

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-30 19:10:59 UTC
From: Dane Stegman <cf943@bfn.org>
Message-ID: <Pine.GSO.3.96.1070730150758.11813A-100000@bfn.org>
Source record: 4275

Hi! Got a question, I just got ZAXXON on cassette, and I am having trouble loading it on my 130xe system. The instuctions say to hold down the START key, while pressing return on the keyboard. I have used both the Atari 1010 Recorder and the newer Atari XC12 recorder. Does Zaxxon only work on the Atari 400/800. Thanks! for the help!

Dane

1039. Re: ZAXXON

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-31 01:39:39 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <zpwri.990$ox5.527@nlpi068.nbdc.sbc.com>
Source record: 4276

"Dane Stegman" <g> wrote in message news:
> Hi! Got a question, I just got ZAXXON on cassette, and I am having trouble
> loading it on my 130xe system. The instuctions say to hold down the START
> key, while pressing return on the keyboard. I have used both the Atari
> 1010 Recorder and the newer Atari XC12 recorder. Does Zaxxon only work on
> the Atari 400/800. Thanks! for the help!
>
> Dane
>
Hold down OPTION and START and turn the computer on. Do not hold down
RETURN.
It should make regular tone sounds as it loads.
If it doesn't make the regular tone-space sound, then the tape is
questionable.
OPTION turns the built in BASIC off at boot time.
START tells the computer to load a tape. When you turn it on as described,
it should make a loud beep, at which time you hit PLAY on the tape. You may
have to position the tape a little into it for it to work. If there's too
long a delay before the data starts, the tape won't load/make the
beep-pause-beep sounds.

1040. Re: ZAXXON

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-31 01:43:43 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <ntwri.1062$ox5.7@nlpi068.nbdc.sbc.com>
Source record: 4277

Oh, wait... I forgot the hit RETURN after the loud beep that occurs when turn on computer. You hit PLAY on the tape drive before turning the computer on, the tape won't start until you hit RETURN.

1041. Re: ZAXXON

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-31 19:20:31 UTC
From: Dane Stegman <cf943@bfn.org>
Message-ID: <Pine.GSO.3.96.1070731151958.21337A-100000@bfn.org>
Source record: 4278

Thanks! for the help, I'll give it a try!

Dane

On Mon, 30 Jul 2007, Russg wrote:

>
> "Dane Stegman" <g> wrote in message news:
> > Hi! Got a question, I just got ZAXXON on cassette, and I am having trouble
> > loading it on my 130xe system. The instuctions say to hold down the START
> > key, while pressing return on the keyboard. I have used both the Atari
> > 1010 Recorder and the newer Atari XC12 recorder. Does Zaxxon only work on
> > the Atari 400/800. Thanks! for the help!
> >
> > Dane
> >
> Hold down OPTION and START and turn the computer on. Do not hold down
> RETURN.
> It should make regular tone sounds as it loads.
> If it doesn't make the regular tone-space sound, then the tape is
> questionable.
> OPTION turns the built in BASIC off at boot time.
> START tells the computer to load a tape. When you turn it on as described,
> it should make a loud beep, at which time you hit PLAY on the tape. You may
> have to position the tape a little into it for it to work. If there's too
> long a delay before the data starts, the tape won't load/make the
> beep-pause-beep sounds.
>
>
>
>

1042. Re: Looking for the solution of "Hacker"

Newsgroup: comp.sys.atari.8bit
Date: 2007-07-31 22:06:30 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <1185919590.418453.127900@57g2000hsv.googlegroups.com>
Source record: 4279

On Jul 28, 10:07 am, T0M <vieprivée@fra> wrote:
> Hi and tnx for reading my message.
>
> Anyone know where I will be able to find the solution of the game
> "Hacker" ?
>
> tnx in advance
>
> T0M
> --
> Sorry if I don't answer quickly but I can't be online each day

http://www.digitpress.com/eastereggs/a48hacker.htm

1043. Re: ATARI computers are crap

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-01 01:37:05 UTC
From: Chuck B <Cabacon@cox.net>
Message-ID: <4tRri.18767$rH6.11249@newsfe22.lga>
Source record: 4280

I like Cake,,,

"ATARI is CRAP" <atariiscrap@rubbish.org> wrote in message
news:f8lkmo$oj6$1@aioe.org...
> X-No-Archive:yes
>
> Most of the ATARI programs are utter crap, so
> nobody bought a system with only 4 single colored
> sprites and only 4 background colors.
>
> Even the Sinclair Spectrum was much better.
>
> ATARI = RUBBISH
>
>
>

1044. Re: ATARI computers are crap

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-01 07:28:08 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <xeednUvIlueRqy3b4p2dnAA@telenor.com>
Source record: 4281

"Chuck B" <Cabacon@cox.net> skrev i melding
news:4tRri.18767$rH6.11249@newsfe22.lga...
>I like Cake,,,
>

Can you eat it too?

1045. Re: Looking for the solution of "Hacker"

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-01 12:55:10 UTC
From: T0M <viepriv&#65533;e@fra>
Message-ID: <5giva3hd9n4u5kkks6vdvb9m33eqol32k5@4ax.com>
Source record: 4282

thanks both !

T0M

1046. FS: 20% OFF ALL ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-02 12:05:20 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0708020501440.25345-100000@onyx.spiritone.com>
Source record: 4283
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ALL GAMES 20% OFF! ALL GAMES 20% OFF!ALL GAMES 20% OFF! ALL GAMES 20% OFF!

ORDER OVER $50 GETS 20% OFF ALL GAMES FOR CLASSIC 8 BIT/ST & JAGUAR GAMES!
ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF ALL ATARI
GAMES!Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask
for Atari catalogs. Cut-&-Paste your order and E-Mail your list with your
Shipping Address so I can expedite your order or call 24/7 @(503)256-9974!

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I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
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Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1047. ATARI SUMMER GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-02 12:09:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0708020507230.25345-100000@onyx.spiritone.com>
Source record: 4284
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save Gas and Take a mini-vacation on your Atari.
Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or
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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1048. Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-02 22:02:12 UTC
From: Ted <Use-Author-Supplied-Address-Header@[127.1]>
Message-ID: <78e99c240aadafae171a62fe6b6e67d7@pseudo.borked.net>
Source record: 4285
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.8bit

eBay: http://301url.com/Atari_800XL

1049. Re: Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-04 04:18:54 UTC
From: Ted <Use-Author-Supplied-Address-Header@[127.1]>
Message-ID: <5237921412ca272ec1ce8dcb2755ea62@msgid.frell.theremailer.net>
Source record: 4286
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.8bit

In article <78e99c240aadafae171a62fe6b6e67d7@pseudo.borked.net>
Ted <Use-Author-Supplied-Address-Header@[127.1]> wrote:
>
> eBay: http://301url.com/Atari_800XL

Winning bid $163.50

1050. atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-05 05:33:00 UTC
From: estrinleo@hotmail.com
Message-ID: <1186291980.833164.241600@q3g2000prf.googlegroups.com>
Source record: 4287

i have loaded the above on my windows XP & i can now program but do
not know how to SAVE the program on my computer DISK. can anyone
PLEASE explain in VERY simple terms how to do this.
leo

1051. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-05 14:30:00 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <f94mt3fhg1@infosun2.rus.uni-stuttgart.de>
Source record: 4288

estrinleo@hotmail.com schrieb:
> i have loaded the above on my windows XP & i can now program but do
> not know how to SAVE the program on my computer DISK. can anyone
> PLEASE explain in VERY simple terms how to do this.

There are several emulators, actually. I'm not aware of one that is
called atari 800xl emulator, but I just try to answer for mine (atari++)

In the emulator menu, go to the menu "Os", the submenu "H1Dir". A file
requester will open and allow you to select a directory that becomes a
"virtual disk" for the emulator. Select for example your home directory.

Then, press "OK". The basic screen should re-appear. To save your
program, type

SAVE "H:MYPROG.BAS"

This will save your basic program into the directory you have just
selected, giving it the name "MYPROG.BAS". H: is the virtual disk you
have just assigned before.

Greetings,
Thomas

1052. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-05 19:51:56 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <HSpti.3613$Yz6.596@newssvr22.news.prodigy.net>
Source record: 4289

<> wrote in message news:
> i have loaded the above on my windows XP & i can now program but do
> not know how to SAVE the program on my computer DISK. can anyone
> PLEASE explain in VERY simple terms how to do this.
> leo
You gotta have loaded a DOS when you booted.
The two most common are FTe/Sparta and MyDOS.
Even the H: device Thomas mentions will still need a DOS loaded.
You have booted with BASIC enabled, so after you write your program, at the
READY prompt type:
SAVE "D:PROG.BAS"
where 'D:" is drive one (you can say "D2:xxx" for drive 2)
or "H:" for the virtual drive.
If you have run the emulator without a DOS, there is no way to save the
program to 'disk' (ATR image).

1053. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-05 22:50:47 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <musti.33081$C96.20949@newssvr23.news.prodigy.net>
Source record: 4291

<?> wrote in message news:
> Not strictly accurate; it is possible (not easily) to peek in
> page zero for program pointers and dump a block of
> memory to a group of sectors with the resident disk
> handler so you can reboot with DOS, reload the memory,
> reset the pointers and then save it to a DOS file. I did it
> years ago and it was a royal pain.
>
> Jess
I don't see that. Even if you use SIO calls from assembler code done in
BASIC USR calls, you still don't have the D: handler to save it to a DOS
file. You're really way out here, not doubting you, the OP asked for a
simple answer. Where'd you get the DOS.SYS to dump to sectors on a disk?
Are you suggesting the sector dumps of OMNIMON? I'm sure you did it, but it
would take a lot more description of how to answer the question.

1054. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-06 00:36:57 UTC
From: rjh4jhh2@peoplepc.com
Message-ID: <13bcka2i801e9bc@corp.supernews.com>
Source record: 4290

Not strictly accurate; it is possible (not easily) to peek in
page zero for program pointers and dump a block of
memory to a group of sectors with the resident disk
handler so you can reboot with DOS, reload the memory,
reset the pointers and then save it to a DOS file. I did it
years ago and it was a royal pain.

Jess

"Russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:HSpti.3613$Yz6.596@newssvr22.news.prodigy.net...
>
> If you have run the emulator without a DOS, there is no way to save the
> program to 'disk' (ATR image).
>
>

1055. Re: WTB: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-06 04:43:47 UTC
From: Chuck B <Cabacon@cox.net>
Message-ID: <8Gxti.138006$LE1.104253@newsfe13.lga>
Source record: 4292

did you sell it yet?

"Demivec" <likeb4garbage@msn.com> wrote in message
news:f8b8mg0tuc@news5.newsguy.com...
>
>> > I have a 130XE (used by me) available for sale.
>> >
>> > It had a memory mod (in 1987) to upgrade it to 1mb Ram. and included
>> > the addition of 3 switches on the back relating to the memory upgrade.
>> > I did not perform the upgrade, and frankly do not remember the
>> > gentlemen that did, though he was a popular name in the biz at the
>> > time for upgrades. I did work to write software to use the extra
>> > memory, so I am familiar with its workings somewhat.
>> >
>> > It is in fine working condition. Keyboard works.
>> >
>> > I'm asking $60 for the 130XE.
>> >
>>
>> I'm interested in this machine. First come first served, or just the
>> original poster?
>>
>
> First & highest usually works best. Contact me at likeb4garbarge@msn.com
> by taking out the garbage first, and I can answer any additional questions
> you may have before we close the deal. I do have pictures as well.
>
> Demivec

1056. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-06 06:32:17 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <f96fbk$3v9$1@infosun2.rus.uni-stuttgart.de>
Source record: 4293

Russg schrieb:
> <?> wrote in message news:
>> Not strictly accurate; it is possible (not easily) to peek in
>> page zero for program pointers and dump a block of
>> memory to a group of sectors with the resident disk
>> handler so you can reboot with DOS, reload the memory,
>> reset the pointers and then save it to a DOS file. I did it
>> years ago and it was a royal pain.
>>
>> Jess
> I don't see that. Even if you use SIO calls from assembler code done in
> BASIC USR calls, you still don't have the D: handler to save it to a DOS
> file. You're really way out here, not doubting you, the OP asked for a
> simple answer. Where'd you get the DOS.SYS to dump to sectors on a disk?
> Are you suggesting the sector dumps of OMNIMON? I'm sure you did it, but it
> would take a lot more description of how to answer the question.

It really depends on the emulator. For atari++, the emulator comes with
its DOS
(no DOS.SYS needed), and H: and D: are always present. You can just fire
up the emulator and are ready to load and save files.

So long,
Thomas

1057. Re: WTB: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-06 13:06:33 UTC
From: Demivec <likeb4garbage@msn.com>
Message-ID: <f976b502pgu@news2.newsguy.com>
Source record: 4294

Not yet. I am currently considering several who have expressed interest.

> did you sell it yet?
>
>
> "Demivec" <likeb4garbage@msn.com> wrote in message
> news:f8b8mg0tuc@news5.newsguy.com...
> >
> >> > I have a 130XE (used by me) available for sale.
> >> >
> >> > It had a memory mod (in 1987) to upgrade it to 1mb Ram. and included
> >> > the addition of 3 switches on the back relating to the memory
> >> > upgrade.
> >> > I did not perform the upgrade, and frankly do not remember the
> >> > gentlemen that did, though he was a popular name in the biz at the
> >> > time for upgrades. I did work to write software to use the extra
> >> > memory, so I am familiar with its workings somewhat.
> >> >
> >> > It is in fine working condition. Keyboard works.
> >> >
> >> > I'm asking $60 for the 130XE.
> >> >
> >>
> >> I'm interested in this machine. First come first served, or just the
> >> original poster?
> >>
> >
> > First & highest usually works best. Contact me at
> > likeb4garbarge@msn.com
> > by taking out the garbage first, and I can answer any additional
> > questions
> > you may have before we close the deal. I do have pictures as well.

1058. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-06 18:01:24 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <13beog06rs9ajb3@corp.supernews.com>
Source record: 4295

Russg wrote:
> <?> wrote in message news:
>
>>Not strictly accurate; it is possible (not easily) to peek in
>>page zero for program pointers and dump a block of
>>memory to a group of sectors with the resident disk
>>handler so you can reboot with DOS, reload the memory,
>>reset the pointers and then save it to a DOS file. I did it
>>years ago and it was a royal pain.
>>
>>Jess
>
> I don't see that. Even if you use SIO calls from assembler code done in
> BASIC USR calls, you still don't have the D: handler to save it to a DOS
> file. You're really way out here, not doubting you, the OP asked for a
> simple answer. Where'd you get the DOS.SYS to dump to sectors on a disk?
> Are you suggesting the sector dumps of OMNIMON? I'm sure you did it, but it
> would take a lot more description of how to answer the question.
>

I think you could save to resident cassette handler if the emulator
supports it but then I seem to recall you had to jump through a few
hoops to retrieve the program with DOS loaded.

Rick

1059. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-06 20:14:17 UTC
From: estrinleo@hotmail.com
Message-ID: <1186431257.304931.213250@x40g2000prg.googlegroups.com>
Source record: 4296

On Aug 4, 10:33 pm, estrin...@hotmail.com wrote:
> i have loaded the above on my windows XP & i can now program but do
> not know how to SAVE the program on my computer DISK. can anyone
> PLEASE explain in VERY simple terms how to do this.
> leo

thanks for getting back. i'll try it now
leo

1060. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-06 22:56:58 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/vendev_1186440937@rtfm.mit.edu>
Source record: 4298
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: July 22, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

This document is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

The latest version of this document is posted to these Usenet newsgroups
every 60 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

You may also request my latest working version at: michael@mcurrent.name

**********************************************************************
* For other 8-bit Atari related FAQs please see the "Welcome FAQ": *
* ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome *
* http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html *
**********************************************************************

UPDATES SINCE PREVIOUS POSTING:
2007.07.22 preamble updated with latest mirror sites info
2007.07.17 More Than Games: 850 to modem adapter (9 to 9),
EASI/O SPIDER Multi port adapter PCB
2007.07.15 updated: MatoSimi, including Belljumper 1k (game)
2007.07.01 added: Tomasz Piorek (Video Board XE project)
2007.06.19 MadTeam, MADS 1.7.7
2007.06.17 MadTeam, MADS 1.7.6
2007.06.16 Bostjan Gorisek, Sprite Engine 1.0.3
2007.05.25 Atarimax, SIO2PC/ProSystem Universal Interface -- USB edition
2007.05.25 updated: MadTeam
```

Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web page address.

Unless explicitly requested by the vendor, no entries will include an email address due to the overwhelming amount of spam that would result.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Mr. Corey Koltz) 4/06
302 W Dewey St
Cassville WI 53806-9733
USA
Phone: 608-725-2137
http://www.8bitclassics.com/
Vendor: new and used hardware and commercial software

A-ONE Online Magazine 2/07
See: Dana P. Jacobson

ABBUC HAR -- Hannoverschen ABBUC Regionalgruppe 2/07
Hanover
Germany
http://www.bertelmann.org/har/
Vendor: XF351 Upgrade-Kit includes Floppy + Cable + EPROM + Bootdisc,
Used Atari 800 XL PAL, Speedy1050 TDS. Not all items online available--
Ask for more information. Additionally vendor of:
- all items from Frank Heuser Shop
- all items from Wolfram Fischer
Special lower prices for ABBUC members available.

ABBUC RAF -- Regionalgruppe ABBUC Frankfurt 5/07
Dillenburgerstrabe 61
60439 Frankfurt / Main
Germany
http://www.abbuc-raf.de/
Vendor: MultiJoy8 cable and adapter
Developer: SIO2PC, Network Interface, 2 computer interface (automatic
2 computer switch for use the same peripherie), Schaltnetzteil
(Power supply), 8 channel digital voltmeter, SIO2USB

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated
temperature monitoring station using simple thermisters and the provided
software. Also available: source code listing, temperature data aggregation
utility

Alhart Enterprises Presents (AEP) 8/06
c/o Paul V. Alhart
524 N Z St
Lompoc CA 93436-5019
USA
tel: (805) 736-4624
"encoded" email: OOOp.alhartOOO@OOOverizonOOO.OOOnetOOO
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12
Repair shop: Atari disk drives

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module,

TV/Computer Switch

Art Transfair Berlin (Andre Motzkus) 2/07
Brunsbuetteler Damm 223d
13581 Berlin
Germany
http://www.art-transfair.de/
Vendor: Computer, expansion, Floppy, memory-upgrades up to 16 mb,
Audio A/D changer, additional many other Atari items (16/32/64bit).
Special lower prices for ABBUC members.

Atari800 Development Team 6/06
See also: Mark Grebe
See also: Christian Groessler
See also: Piotr Fusik
See also: Kostas Nakos
See also: Vasyl Tsvirkunov
See also: Ludovic Jacomme
Petr Stehlik (maintainer), Troy Ayers (Playstation 2), Michael Borisov (POKEY
sound), Piotr Fusik (core developer), Mark Grebe (Mac OSX), Christian
Groessler (Sega Dreamcast), Perry McFarlane (cycle-exact ANTIC and GTIA),
Kostas Nakos (Windows CE), Krzysztof Nikiel (Win32), Jacek Poplawski (SDL),
Vasyl Tsvirkunov (Windows CE), James Wilkinson (DOS, BeOS, Win32),
Ludovic Jacomme (PSP)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 2.0.2 - an Atari 400, 800, 600XL, 800XL, 130XE
and 5200 emulator for Unix, Linux, Win32, Amiga, MS-DOS, Atari TT/Falcon,
BeOS, WinCE, Mac OSX, Playstation 2 and other systems

AtariAge (Albert Yarusso, Alex Bilstein) 4/06
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware (includes homebrew project supplies by Pixels Past)
Developer: Beef Drop cartridge (by Ken Siders)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax
Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and
Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World
by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed
Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX)
titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management
Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort,
Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern
Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT
Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill,
Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match,

Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics Package, Solitaire, Source Code For Eastern Front (1941), Letterman, Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc, Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage, Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt, Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show, Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing, BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!, Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy, Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler, Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atarimax (Steven J. Tucker) 5/07
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v3.0.2 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS 32-in-1 for XL/XE, APE Warp+ OS 32-in-1 for 1200XL, Imagic 1.06 95/NT - Atari Disk Image Conversion System (ATR/XFD/DCM/SCP), Imagic 1.06 DOS, Atari Terminal Simulator ATS 2.0 (SR2) - ATASCII Telnet/Serial Terminal & Break Movie Player 95/NT, Break Movie Screensaver 95/NT, MaxFlash Flash MultiCart (1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface (RS232 and USB editions), Atarimax/ABBUC USB Cartridge, MyIDE+Flash IDE Interface Cartridge

Atari Online News, Etc. 2/07
See: Dana P. Jacobson

The Atari Shop (Sandra) 1/07
The Netherlands
http://www.atari-shop.nl/
Vendor: new/used hardware, new/used commercial software

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 6/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 2.2 (Interactive 6502 Disassembler for Win32,
designed to specifically support Atari binary files)

Matthew Bacon 2/07
UK
http://www.myatari.net/
Publisher: MyAtari online magazine (back issues online)

BAKTRA (Michael Kalous) 2/07
Czech Republic
http://www.baktra.wz.cz/
Developer: TURGEN SYSTEM 3 (for JRE; generate a Turbo 2000 sound record
from files for ATARI located on PC. Output to WAV file or direct output to
sound card.), QUO VADIS Intro (demo), mmSAP 1.6 (SAP player for Linux),
Popis formatu Turbo 2000 a Super Turbo verze 1.0 2006-10-24,
Caverns of the Lost Miner

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland

http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced) SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz 5/04
Germany
http://www.cc65.org/
Developer: cc65 2.10.1 - a complete cross development package for 65(C)02 systems, including a macro assembler, a C compiler, linker, librarian and several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 4/07
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out), IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10, MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0, CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"), ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 6/07
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: (408) 278-1070 (M-F 1:30pm to 5:00pm PST)
FAX: (408) 278-1092
E-FAX: (815) 364-3703
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch keyboard upgrade for XE computers, Best Light Gun,

Best Gold CX40 Joystick PCB, Atari CX40 Joystick Rebuild Kit with Atari Upgraded CX40 Handle and Best Gold CX40 PCB, Atari CX40 Joysticks upgraded with the Best Gold CX40 PCB, Atari Jaguar Power Pad to Other Atari Systems Adapter Cable, Sega Genesis Controllers To Atari Systems Adapter Cable

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 8/06
USA
http://www.bigfivesoftware.com/
Developer: Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenek Burian 4/07
Marie Majerove 33
Prostejov 6
798 11
Czech Republic
Tel. 582 360 714
http://flop.atari.org/
Publisher: FLOP disk magazine, annual (FLOP 50 published April 2007)

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 8/06
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 1/07
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens: Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart
(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/07
1350 Buffalo Rd Ste 2
Rochester NY 14624-1829
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems (include a hard disk, Black Box, power supply,
controller, cables, and software), SIO cables, hard disk controllers:
Adaptec 4000 SCSI, Adaptec 4070 (RLL) SCSI, Xebec S1410a SASI
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,

XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Cosine Systems (Exin [Sebastian], Intensity [Arman], Odie [Sean], 1/06
Sack [Adam], Magic Roundabout [Jason])
United Kingdom
http://www.cosine.org.uk/
Developer: demos: C.G.M. UKScene Radio Intro, 1K Party. game: Reaxion

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file
analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS
or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory
tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4
(written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel
Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor
and more)

CSW-Verlag 2/07
Weidenstrabe 13/1
71364 Winnenden
Germany
tel/FAX: +49 (0) 71 95/6 11 20
http://www.retro-magazin.de/
Publisher: RETRO magazine. Themes: Retro-computing for all systems.
Atari part: approx. 10%. (Not only 8bit) 9.90 euro per magazine, 4
magazines per year for 35 euro.

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine
(1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques (Dan Dotson and Marilyn Saul) 9/06
PO Box 40751
Tucson AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/

Vendor: used hardware and software

DGS 11/03
See: Dean Garraghty

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?,
What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS,
D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2,
Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5,
Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system:
Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Marius Diepenhorst 10/04
http://www.mr-atari.com/hardware-3rd.htm
Developer: "SpartaDOS for MyIDE"

Digital Force (Mario Trams) 1/07
Germany
http://www.digital-force.net/
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler (Flo) 4/07
Germany
http://www.akk.org/~flo/
Developer: Ice-Hockey (for MultiJoy interface, March/April 2002),
Sheep-Race (for MultiJoy interface, Aug 2002),
CardGrabber (for MultiJoy interface, May-Aug 2002),
Peripheral Test (May-July 2004)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

Draco (Konrad M. Kokoszkiewicz, KMK) 6/06
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: for standard Atari: DEMON, EYE, SysInfo 2.11, SD-Load. for
SpartaDOS X: CP v.1.2, MAN, SpartaDOS TAR v.1.3a, mdump, run, inidos, ca2001,
XF-551 Config. for KMK/JZ IDE: IDE BIOS 1.11, KMK/JZ IDE user's manual,
Utilities diskette, HDSC v.1.4, MaKe a SpartaDos FileSystem, RW-Test. for
65c816 Atari: 65c816 XL OS v. 2.11 (5.VI.2006.), D2D v.0.5, grep,
LPOKE/LPEEK, MultiBASIC v.0.33, MultiBASIC Manual, SD-Load. patches for:
Moon Patrol, Music Protracker v.2.4, Perestroyka Demo, Prof!'s XDIR. for
UNIX: SIO2BSD

Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 1/07
PO Box 3365
Spring Hill FL 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware, used commercial software

Emulators (Derek Mihocka) 8/06
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit & Atari ST & Apple Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 - 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 - 8-bit Atari emulator for MS-DOS

Epi/Tristesse^O.S. (Adrian Matoga) 3/07
See also: Tristesse
See also: O.S.
Adrian Matoga
ul. Jezdziecka 11
30-698 Krakow
Poland
http://epi.atari8.info/
Developer: NeoTracker Winamp plugin v0.1, TIP Tools v0.3.1 (includes: TipView 1.0, BMP2TIP 0.21), sapemu v0.1 - http://asma.atari.org/bin/sapemu.zip , HardCore Assembler v1.0

Raphael Espino 6/05
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility); PgmView 0.1 (17Oct03) - read PGM (Portable Greymap) files; Atari 8-bit JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface", JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg", JpegShow 0.1 (07Aug01) "A slideshow version"; CpegView 0.1 (30May05) "The colour JPEG viewer for Atari 8-bit computers"

Subject: F

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for
68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,
Atari 400/800/XL/XE emulation for the PowerMac),

Wolfram Fischer 2/07
Dorfstrasse 1a
28870 Ottersberg
Germany
"encoded" email: OOOmega-hzOOO@OOOt-onlineOOO.OOOdeOOO
Vendor: SIO2IDE 3.X, MultiJoy8/16
Developer: Speedy 1050 TDS with track-led, 256KB memory expansion for
800XL.
Special lower prices for ABBUC members.

FLOP disk magazine 5/05
See: Zdenek Burian

Foundation Two 1/07
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks,
N!ne)
Germany
http://www.foundationtwo.de/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut,
Bremspunkt (Brems.)

Ron Fries 4/07
http://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" / "0xF" 6/06
See also: Atari800 Development Team
See also: Taquart
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Infinity
Poland
http://xasm.atari.org/
http://asap.sourceforge.net/
Developer: Atari utilities: Professional Copy 2.1, FlashPack 2.1,
PowerGraph 1.0, GR8 Logoser 1.1; PC utilities: ASAP (Another Slight Atari
Player) 0.2.1, xasm 3.0.0, SAP Maker 5.0, unsap

Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster

DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes International English versions of Power Per Post (PPP) software from Germany; Commercial Software Collection CD-ROM includes: Quick (programming language) V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM) V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer (DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper, Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues 1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain Software Collection CD-ROM includes 191 mostly double-sided disks plus some bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

Bostjan Gorisek (Gury, Firemover) 6/07
Poland
http://gury.atari8.info/
Developer: Sprite Engine 1.0.3

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force, Zero War, Menace, Pacland, Moonbase

Mark Grebe 9/06
See also: Atari800 Development Team
USA
http://members.cox.net/atarimac/
Developer: Atari800MacX 3.4.2 (version of Atari800 emulator for Mac OS X), Sio2OSX 1.1 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 2/07
See Also: Atari800 Development Team
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
http://contiki.cvs.sourceforge.net/contiki/contiki-atari/
Developer: Atari800 for SEGA Dreamcast v0.76, Contiki 1.0 for Atari (a working release of the Contiki web browser for the Atari 8bit systems)

Subject: H

Lee Hanken 1/07
United Kingdom

http://www.leehanken.pwp.blueyonder.co.uk/atascii/
Developer: ATASCIIView Version 1.3 (ATASCII file viewer for MS-Windows).
web-based Atari 8-bit ATASCII file viewer:
http://www.leehanken.pwp.blueyonder.co.uk/atari/

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,
VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,
CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase,
Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye,
Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

Frank Heuser 2/07
Kappelstrasse 10
67269 Gruenstadt
Germany
http://www.asselheim.de/
Vendor: new hardware expansion items, including: SIO2PC (internal/
external), 1050PC, Midi, Voicebox (Atari Magazin), Function keys,
16-OS-switch, AKI, RAM Expansion, Audio/Video cable and adapter, Videobox.
Special lower prices for ABBUC members.

HiassofT 4/06
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria

http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC or APE; atarixfer - a small tool to read/write ATR images to an Atari disk drive connected by a 1050-2-PC or ProSystem cable), Atari-Link PC (AtariDsk) V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPicoDos 4.04 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks)

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 2/07
USA
http://cth.dtdns.net/
Developer: The Armorizer (file corruption detector), ATOS (graphical desktop environment), BrainFork (programming language), Check CRC32, Disk Fragmentation Utility, The Long Integer Library (CC65 and Action! versions), M.T.O.S. (Multi-Tasking Operating System), Micro BASIC, Mouse (programming language), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell (for SpartaDOS), Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet),

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Subject: I

IEC "Innovative Electronics & Computing" 4/07
6185 E 56th Ave
Commerce City CO 80022-3959
USA
Phone: +1-303-288-5000
(USA) 800-765-4432 Mon-Fri, 8:00AM-6:00PM MT

Fax: +1-303-288-5099
http://www.iec-usa.com/
Developer: Atari connectors: Atari 13 Position Buss Connector for Atari
400 and Atari 800 Computers. Atari cables:
(http://www.connectworld.net/cgi-bin/iec/05MCOlderAtari.html)
Atari Color Monitor Cable 5', Atari Monochrome Monitor Cable 5',
Atari Color Monitor Cable With 2 RCA Plugs 5',
Atari Monitor Cable With 2 RCA Plugs 5', Atari Lefty Joystick Adapter,
Atari IF850 and IF860 Parallel Cable 6', Atari IF850 and IF860 Modem Cable 6',
Atari IF850 and IF860 to Serial Printer Cable 6',
Atari 400 and 800 Bus (SIO) Cable 6'

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari
MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class
(combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000),
Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik,
Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Integrated Logic Systems (ILS - Stephen J. Carden) 4/07
3321 Jonathan Cir
Augusta GA 30906-3829
USA
http://www.tcpipexpress.com/
Developer: Multiplexer (MUX) board Version 1.1 July 21, 2006,
TurBoss O/S (Atari XL/XE O/S Replacement Module), TCPIP Express,
Real.DOS Ver 1.0a Build 0024 2-Oct-06

Subject: J

Jeff Jackson 8/06
USA
http://www.jeff-jackson.com
Developer: JLS BASIC - Jackson Languange System BASIC compiler

Dana P. Jacobson 2/07
USA

http://www.atarinews.org/ or http://people.delphiforums.com/dpj/a-one.htm
Publisher: Atari Online News, Etc. -- A-ONE Online Magazine. weekly

Ludovic Jacomme (Zx-81) 3/07
France
http://zx81.zx81.free.fr/
Developer: PSPAtari v1.0.7: Atari 800/130/5200 Emulator for PSP
(port of Atari800 emulator for PlayStation Portable)

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not
complete version)

Shawn Jefferson 3/07
Victoria, BC
Canada
http://www.jeffersonsauctioneering.com/atari/
Developer: MyIDE Config 4.0, MyIDE Image Manager 4.0,
MyIDE Image Batcher 1.0

Subject: K

Nick Kennedy 5/07
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://pages.suddenlink.net/wa5bdu/
Developer: SIO2PC 4.21 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari
Drive to PC Interface): software, hardware plans, cables, parts (not for
Windows-XP), HAM Terminal for Atari, The WA5BDU Computer Keyer 1.5
(morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 7/07
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Krishna Software (Krishnasoft) 1/07
173 Prestwick Way
Edison NJ 08820-4680
USA
http://www.krishnasoft.com/sps.htm
Developer: Multi-platform Distributive Operating System (MPDOS) Standard
(version 1.00. simulate joystick, mouse, keyboard with a PC),
MPDOS Professional for Atari (version 1.00. simulate Atari disk drive and
cassette program recorder), Sound Processing Software (SPS) 1.00 (software
for Windows suitable for creating sounds for the Atari)

The Sound Processing Software (SPS)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://hysteria.sk/~mikro/
Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9, Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to connect an 8-bit Atari computer (or any device with a serial port) directly to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

LaResistance (born, NoiD, powrooz, pr0be, stryker) 3/07
Poland
http://laresistance.pigwa.net/
Developer: edict (intro), Silly Venture 2k4 Invitation, polymatrix (demo), the shrine (demo)

Derek Ledbetter 8/05
540 Canal St Apt 9
San Rafael CA 94901-4145
USA
Home Phone (415) 256-1931
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator 1.0.7 developement release 3 for MacOS 8.6 and later, and OS X

Marcin Lewandowski (Jaskier/Taquart) 8/05
See also: Taquart
ul. Wyszynskiego 15/22
87-100 Torun
Poland

http://jaskier.atari8.info/ and
http://atariarea.histeria.pl/PLus/index_us.htm
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM,
MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1,
Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM
(Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2,
3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick
Assembler to PC X-Asm), Atari800Win PLus 4.0 (for Windows, based on
Atari800)

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 9/06
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS,
Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502
Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software:
MEMDRV10

MadTeam (Tebe, Pajero, Profi, Rage, Psychol, Rocky, KAMM) 6/07
Poland
http://madteam.atari8.info/
http://g2f.atari8.info/
http://mads.atari8.info/
Developer: demos: Happy Demo, MadTeam Intro, The Muppet Movie Show, IGOR,
FAJER, SINTRO, Running Cow, LAJF, Journey, Vasco, X, Splash, TIT, ANI,
SAMAR Graphics Collection, Kaszel #1, Syzygy #8, Dupland Slideshow.
games: Droga Do Duplandu, Mental Age, Dyna Blaster, Getris, Nibbly.
Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5,
Mathaf****r Editor 3.1, Mathaf****r Reader 1.1, Turbo 2000F, Visage 2.7,
XL-Paint 2.5MaX, 2.6MaX, Rip2Max, 2xMPT 8Channel Stereo Project 1.0,
Atari Commander 1.6, Via Copy 4.4, SAMAR Hi-res Interlace with Map of
Colours (SHIMC) Editor 1.0, LZW Pack 4.2, Squash 1.4, Total Commander ATR
Plugin v1.5. PC utilities: Graph2Font 3.8.5.3 (convert graphics to Atari
chars and design multicolor graphics for the Atari), MADS 1.7.7
(Mad-Assembler: 4-pass crossassembler designed for 6502 and 65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989),
Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

Alex Martin 1/04
P.O. Box 65
00-952 Warszawa
Poland
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static memory expansion and replacement (backed-up with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interface.
Under development: ANTIC buffering system, 14 MHz 65c816 CPU with 16 MB static memory

MatoSimi (Martin Simecek) 7/07
Slovakia
http://matosimi.atari.org/
Developer: CMC Musix 1 (demo), CMC MSX Extractor (utility), Plasma4 (intro), Atari FontMaker v1.1 (create ATARI font on PC), Laser Blaster (game), Monex v1.1 (game), Music From Zeus Intro, T2K decoder v.021 (convert programs from cassette tape to disk), Light Up! (game), Belljumper 1k (game)

MCM, an InOne company 5/06
650 Congress Park Dr
Centerville OH 45459-4000
USA
Phone: 1-800-543-4330
Fax: 1-800-765-6960
http://www.mcminone.com/
Developer: 9 Pin Jack For Atari, AC Adaptor Atari 3.5mm 9V DC 500mA

The MESS Team 1/07
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS)-- an emulator of a large number of systems, including the 8-bit Atari computers -- downloads available for Windows, *nix, Mac OS, and DOS

MicroUSB.org - Microprocessor USB Project 1/06
Atari project: Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann
Germany
http://microusb.org/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart (Hardware Cypress SL811, Hardware USBN9602), AtariXLJoypad (Logitech Rumblepad 2 USB Version 2.0), AtariXLJoystick (Competition Pro USB 1.0), AtariXLKeyboard 0.1 BETA, AtariXLMouse (Logitech USB Mouse), AtariXLWheel (Thrustmaster Nascar Pro Digital 2, Logitech Formula GP 1.0, Logitech Vibration Feedback Wheel), USB Device Driver Development Kit 1.2.0, USB Enduser Driver Disk USBTEST Version 0.6, USB HID Base Driver Version 2.0, USBDOS 0.1

Mirage Interactive 6/05
See also: Rewindgames (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555

http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 6/06
Gdansk
Poland
http://atariarea.histeria.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 3.3a, 4.4, 4.4a (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 7/07
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://www.a8maestro.com/sites/mtgcat/
Vendor: NEW Super Sketch Graphics Tablet W/cart (PPI), used hardware, used commercial software
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter, 850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25), 850 to modem adapter (9 to 9), EASI/O-S SIO adapter cable 18", EASI/O-S SIO adapter cable 3', EASI/O-P Printer adapter cable 5', A8 A/V BOB Audio/Video BreakOut Box with s-video jack, 6' Svideo cable, 12' Svideo cable, SPEEDIER: 19.2K RS232 adapter, EASI/O SPIDER Multi port adapter PCB

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

MyAtari 2/07
See: Matthew Bacon

Subject: N

Kostas Nakos 1/06
See also: Atari800 Development Team
Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/
Developer: Pocket Atari 2.0.1

New Breed Software 9/06
c/o Bill Kendrick
2210 Rock St Apt 33
Mountain View CA 94043-2644
USA
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector, MuxChat, SIFE - Super-IRG Font Editor

Nelson Nieves 8/06
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree, TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

Subject: O

Odsiecz Sobieskiego -- O.S. 3/07
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik
See also: Epi
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
Developer: xunzip v2.1 (18 September 2006 -- a ZIP, TAR, GZ and TGZ (TAR.GZ) archives depacker) http://www.atari8.info/stuff/xz21.zip

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit rom dumps

Outland Quest Software 6/06
USA
http://www.outlandquestsoftware.com/
Developer: Ally Attack, Black Sea Silver Fishing, Desert Crossfire, Dungeons of Oti, Empire, Golf Tees, Graphics 8 Painter, Hoss Racing, Korellian Conflict, Lite Show, Mad Libs, Motions Variable, Scattergories, Space Regent, Starbase Alpha, Standoff, Star Maze, Terror Fair, Three-D Force Tic-Tac-Toe, T.I.A.K. - Taking In Accurate Knowledge, Uncle Milton's Million Dollar Mystery Mansion

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Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom

http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

Eric Parent 8/06
http://joyfulcoder.com/
Developer: Memo Pad Release 4 (August 26, 2006; ATASCII file viewer and
converter)

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

Pecus and Pirx 6/07
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: OMC65 crossassembler - Our 5oft MaCro assember for 6502
ver. 1.3 (Win32 executable); Scorched Earth for Atari XL/XE build 114,
Chip 8 & SuperChip 8 emulator v1.1

Tomasz Piorek / electron 7/07
See also: Taquart
Poland
http://vbxe.atari8.info/
Developer: VBXE - Video Board XE - project is a programmable, FPGA based
graphics subsystem for Atari XE computers

Pixels Past (Joe Grand) 4/06
2907 Shelter Island Dr Ste 105-169
San Diego CA 92106-2797
USA
Telephone: 619-222-4100
Facsimile: 619-222-1797
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari),
Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/
paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: R

Werner Raetz 9/06
Postfach 16 40
D-75006 Bretten
Germany
Telefon: 07252/4827 oder 07252/3058
Telefax: 07252/85565
"encoded" email: OOORaetz.SMOOO@OOOt-onlineOOO.OOOdeOOO
Publisher: WASEO-Publisher, WASEO-Designer, WASEO-Triology,
WASEO-Grafinoptikum, WASEO-Labouratorium, WASEO-Practoscope, WASEO
DISK-LINE disk magazine

Burkhard Rau (HCRBurk) 5/06
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

Ready Magazin (Sascha Leidel) 2/07
Germany
http://www.8-bits.de
Publisher: READY. Magazine. Atari part: 100%, only Atari.
2.60 euro per magazine. 6 magazines per year
Special lower prize for ABBUC members available.

READY Technologies (Thomas Smailus) 5/06
254 Nelson Dr Apt U

Baton Rouge LA 70808-5059
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital hardware systems; design, development, and production of software systems; software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering, Consulting

RETRO magazine 2/07
See: CSW-Verlag

Rewindgames (Fred Meijer) 4/06
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.rewindgames.com/
Vendor: new and used hardware, new and used commercial software including all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!, Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds, Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility Disk

Thomas Richter 4/07
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ Emulator (800/XL/XE/5200 emulator for Unix/Linux/Solaris/Irix) Stable Release 1.52, CVS Snapshot 1.52, atari++ 1.52 for win32

Markus Roemer / R.I.K. of Kaisersoft 10/06
An der Roehr 6a
55606 Hochstetten-Dhaun
Germany
Publisher: Top Magazin 2006

Pawel Rosowski 4/05
Poland
http://uce.pl/ikplus/
Developer: IK+ C64 to Atari 8-bit Conversion Project (game) version 0103 (March 2005)

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/ or http://www.schappel.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy), BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master, Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings, ROBOX, Snow Plow, Snow Plow Editor

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Subject: S

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire,
Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons,
zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping,
TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II.
XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint,
MultiJoy 16/2 hardware interface

Darren Schebek 6/07
Canada
http://www.schebek.ca/ or http://www.user.dccnet.com/dschebek/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Serious Magazine 5/05
See: Dial Group

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 9/06
The Netherlands
http://members.home.nl/stack/Atari/atari-xlxe-download.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-
ROM)

Ernest R. Schreurs 9/06
Kempenlandstraat 8
5211 VN Hertogenbosch
The Netherlands
http://home.planet.nl/~ernest/
http://members.home.nl/stack/Atari/atari-pooldisk.html
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm
archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image
system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a
clean .wav file from a Digital Cassette Image), POOLDISK TOO
(PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.ksiders.tzo.com/
Developer: Emulators Utilities: ATR/DCM utilities (DOS),
AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer,
KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler,

Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus.
Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker,
KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic,
Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish,
Circle of Richness

Sikor Soft (Pawel Sikorski) 1/05
See also: Rewindgames (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://sikorsoft.internetdsl.pl/
Developer: 5 x 5, 5 x 5 Editor, ABC, Centurion, Cyborg, Fire Stone,
Ketchup, Liga Polska, Magic of Words, Max, Moscow 1993, Neuroid, Nexus, Orto
Puzzle, Pilkarski Poker, Sexy Six, Sexy Six Data Disk #1, Sexy Six Data Disk
#2, Sexy Six Data Disk #3, Teacher Killer, Tekblast

Mark l. Simonson 9/06
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 1/06
http://makeatr.atari8.info/
Developer: makeATR v0.06 (software for MS-Windows)

Len Spencer 8/06
USA
http://www.lspenc13.us/Lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black
Box interfaces), FoReM-XE Professional BBS Version 5.4

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely
from scratch")

SquoQuo (Hopper, Bugger, Genetic Gemini, Scythoior, Yoda) 4/06
Germany?
http://squoquo.tk/
Developer: Let's Hop, Sh*t Alpin 2005, Ms.Bulimia

Radek Sterba (Raster/C.P.U.) 5/07
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer: MultiJoy8 (connect 8 joysticks to one Atari), MultiJoy16 (connect 16 joysticks to one Atari), ATADIM v2.05 Beta (Win9x- work with Atari disk images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor), LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8), Multris (Tetris-like game for MultiJoy4), Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4 (Quadro-Tron patched for MultiJoy). utilities: MPE (MIDI Pattern Editor) v2.3, HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4, SA_POKEY (Standalone dynamic DLL library for emulation of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of Atari 6502 processor), Raster Music Tracker (RMT) v1.25 - cross-plaftorm XL/XE music maker for PC, RMT Player v1.06 (plays *.RMT (Raster Music Tracker) song files on Atari XE/XL computers), Creaxin1 "Create X in 1" (for use with S/XEGS RAMcart 128KB by C.P.U.) v1.03.
games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch), The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS - 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS) PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS, ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine interpreter, original by Steve Wozniak), Infoline for ACTION!

Sunmark (Mark DiLuciano) 4/06
383 Broadway
Lorain OH 44052-1631
USA
tel: 440-245-3678
http://www.sunmark.com/
Developer: 400/800/XL PCB, sio2pc PCB, R-Time - Real Time Cartridge (ICD R-Time 8 clone), Hollex Cartridge (16K of SRAM powered by a lithium battery),

various electronic components useful for homebrew projects

Super Products 4/04
c/o James Bradford
14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 1/07
Czech Republic
http://jirkasuv.duch.cz/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..." text game)

Subject: T

Taquart 1/06
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely'
Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru'
Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj
'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz,
Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski
See also: Tomasz Piorek
See also: Marcin Zukowski
Poland
http://numen.scene.pl/ and
http://www.s-direktnet.de/homepages/k_nadj/taquart.html
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995),
Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag,
1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro,
Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996),
Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997),
Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997),
Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,

Atart 1.07.0 program zip archive (manual contained)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan) 3/07
See also: Epi
Poland
http://atariki.krap.pl/index.php/Tristesse
Developer: SROLL-demo, TRS-Desktop 0.9d alpha:
http://www.atari8.info/trsdesktop.php (screenshots)
http://trub.atari8.info/sdx_files/TRS_desktop_v09d_alfa.zip (download),
NeoTracker v1.6 : http://epi.atari8.info/files/neotracker-1.6.zip ,

trub 10/06
Poland
http://trub.atari8.info/ or http://trub.sys.net.pl/
Developer: all require SDX 4.x: TDPL 2.0 / TD 2.0 (enhanced TD.COM, Polish/
English), XEP.SYS 0.1F (XEP80 device driver), TRACE2 (file tracer for SDX
executable files), RUNEXT 0.4, QE 2.0 (Continuation of the famous Quick Edit
- E: and CON: accelerator by KMK), RWTEST2 (Read/Write Tester by KMK). for
SDX+65C816: RAMD816.SYS. for SDX+QMEG OS: OSSIO.SYS. for SIO2IDE:
S2I Commands 0.8, S2I JukeBox 4.0a. for MS Windows: FIXATR. for KMK/JZ IDE:
CDPLAY 0.4a. more: ED 2.9, ABASIC, YOGI/YELLYSTONE PARK Multidrive, XLDisk.
SDX upgrade project: SpartaDOS X 4.39RC, intSDX128, intSDX128 "flash",
AtraX SDX 128

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs. (Mainly working these days on HP Alpha (VMS), Sparc
(Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 2/07
See also: Atari800 Development Team
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: new hardware, new commercial software (cassette format)

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339

Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable
perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 4/07
http://retrobits.net/
Developer: Atari810 1.4d -- software for emulating an Atari 8-bit floppy
drive or hard disk on your PC (Windows NT/2000/XP)

Video 61 & Atari Sales (Lance Ringquist) 4/06
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
"We service, sell and publish hardware and software"
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developers: Checkers, Hearts, Ultra Translator

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12),
commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
USA
http://www.videogametrader.com/
Vendor: new and used commercial software

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

WASEO 9/06
c/o Thorsten Helbing
Koenigsberger Str. 9
30916 Isernhagen
Germany
tel: +49 175 9982360
FAX: +49 121 258 409 3729
http://www.waseo.de/
Developer: audio CDs: The 20 best ATARI Hits, The 20 most inventive ATARI Songs, The Best of Music Non Stop, The Best of ATARI Game Music, The ATARI Super Soundmix. Titles published by Werner Ratz: WASEO-Publisher (DTP-Programm), WASEO-Designer (Erganzung zum DTP-Programm), WASEO-Triology (Nutzliche Programmsammlung), WASEO-Grafinoptikum (Grafikprogrammsammlung), WASEO-Labouratorium (Arbeitserleichterungsprogramme), WASEO-Practoscope (Sammlung praktischer Programme), Demo Disk, Basic Hits, DISK-LINE disk magazine

B. Watson (Urchlay) 5/07
http://www.urchlay.com/cassio/
Developer: cassio 0.2.2 - A tool for working with Atari 8-bit computer cassette image (.cas) files on Linux or other UNIX-like systems.

Mark Watson 6/07
http://www.scrameta.net/a800.html
Developer: GP32 port of Atari800 emulator, version 0.8;
GP2X port of Atari800 emulator, version 1.0

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

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Subject: Z

Marcin Zukowski (eru/tqa) 5/07
See also: Taquart
The Netherlands
http://lepix.sourceforge.net/
Developer: LePix v.0.2.0

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End of atari-8-bit/vendev
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1061. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-06 22:57:50 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1186440937@rtfm.mit.edu>
Source record: 4299
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

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Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 22, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.
Atari, headquartered at the time in Sunnyvale, California, USA, produced this
line of computers from 1979-1992.

To see what Atari, Inc. is up to today, visit: http://www.atari.com/

ABOUT THIS DOCUMENT
Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 7 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

Former (before 1987) Usenet newsgroups for Atari computer discussion:
net.micro.atari8 - created Feb 1986
net.micro.atari - created Nov 1982
net.micro - created Jan 1982

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.atarimania.com/faq.php

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

ACGC - Atlantic Computer and Gaming Club
http://www.chebucto.ns.ca/Technology/NSACUG/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Atari computers news aggregator site, by Matthew Bacon)
http://www.ataritoday.com/

1062. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-06 23:06:30 UTC
From: rjh4jhh2@peoplepc.com
Message-ID: <13bf3aq8dmu2sd3@corp.supernews.com>
Source record: 4297

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:13beog06rs9ajb3@corp.supernews.com...
> Russg wrote:
>> <?> wrote in message news:
>>
>>>Not strictly accurate; it is possible (not easily) to peek in
>>>page zero for program pointers and dump a block of
>>>memory to a group of sectors with the resident disk
>>>handler so you can reboot with DOS, reload the memory,
>>>reset the pointers and then save it to a DOS file. I did it
>>>years ago and it was a royal pain.
>>>
>>>Jess
>>
>> I don't see that. Even if you use SIO calls from assembler code done in
>> BASIC USR calls, you still don't have the D: handler to save it to a DOS
>> file. You're really way out here, not doubting you, the OP asked for a
>> simple answer. Where'd you get the DOS.SYS to dump to sectors on a disk?
>> Are you suggesting the sector dumps of OMNIMON? I'm sure you did it, but
>> it
>> would take a lot more description of how to answer the question.
>>
>
> I think you could save to resident cassette handler if the emulator
> supports it but then I seem to recall you had to jump through a few hoops
> to retrieve the program with DOS loaded.
>
> Rick
>
I was thinking of a real 8-bit rather than an emulator;
either way, it's a simple matter if you have cassette
to CSAVE or SAVE"C:" with no DOS loaded, then
reboot w/DOS and CLOAD or LOAD"C:" and put it
in a disk file. No hoops involved as BASIC and the OS
know where to find or store a program by the contents
of MEMLO, unless a very large program cannot co-
reside with DOS.SYS and the sector buffers.

Also a snap to use the SIO Resident Disk Handler (not
the CIO Disk File Handler) to manually write memory
to a series of sectors and record contents of 128-141.
The major hoops are involved after booting DOS and
reading in the sectors now offset above DOS and your
loader code with USR calls to fix 128-141 for the

relocated code,

Jess

1063. Re: WTB: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-07 02:27:55 UTC
From: Chuck B <Cabacon@cox.net>
Message-ID: <LMQti.174274$wG2.100944@newsfe17.lga>
Source record: 4300

I tried to email you. Could try to email me?

"Demivec" <likeb4garbage@msn.com> wrote in message
news:f976b502pgu@news2.newsguy.com...
> Not yet. I am currently considering several who have expressed interest.
>
>
>> did you sell it yet?
>>
>>
>> "Demivec" <likeb4garbage@msn.com> wrote in message
>> news:f8b8mg0tuc@news5.newsguy.com...
>> >
>> >> > I have a 130XE (used by me) available for sale.
>> >> >
>> >> > It had a memory mod (in 1987) to upgrade it to 1mb Ram. and included
>> >> > the addition of 3 switches on the back relating to the memory
>> >> > upgrade.
>> >> > I did not perform the upgrade, and frankly do not remember the
>> >> > gentlemen that did, though he was a popular name in the biz at the
>> >> > time for upgrades. I did work to write software to use the extra
>> >> > memory, so I am familiar with its workings somewhat.
>> >> >
>> >> > It is in fine working condition. Keyboard works.
>> >> >
>> >> > I'm asking $60 for the 130XE.
>> >> >
>> >>
>> >> I'm interested in this machine. First come first served, or just the
>> >> original poster?
>> >>
>> >
>> > First & highest usually works best. Contact me at
>> > likeb4garbarge@msn.com
>> > by taking out the garbage first, and I can answer any additional
>> > questions
>> > you may have before we close the deal. I do have pictures as well.

1064. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-07 12:49:22 UTC
From: estrinleo@hotmail.com
Message-ID: <1186490962.484030.17760@x35g2000prf.googlegroups.com>
Source record: 4301

On Aug 6, 4:06 pm, <rjh4j...@peoplepc.com> wrote:
> "Rick Cortese" <ricor...@earthlink.net> wrote in message
>
> news:13beog06rs9ajb3@corp.supernews.com...
>
>
>
> > Russg wrote:
> >> <?> wrote in message news:
>
> >>>Not strictly accurate; it is possible (not easily) to peek in
> >>>page zero for program pointers and dump a block of
> >>>memory to a group of sectors with the resident disk
> >>>handler so you can reboot with DOS, reload the memory,
> >>>reset the pointers and then save it to a DOS file. I did it
> >>>years ago and it was a royal pain.
>
> >>>Jess
>
> >> I don't see that. Even if you use SIO calls from assembler code done in
> >> BASIC USR calls, you still don't have the D: handler to save it to a DOS
> >> file. You're really way out here, not doubting you, the OP asked for a
> >> simple answer. Where'd you get the DOS.SYS to dump to sectors on a disk?
> >> Are you suggesting the sector dumps of OMNIMON? I'm sure you did it, but
> >> it
> >> would take a lot more description of how to answer the question.
>
> > I think you could save to resident cassette handler if the emulator
> > supports it but then I seem to recall you had to jump through a few hoops
> > to retrieve the program with DOS loaded.
>
> > Rick
>
> I was thinking of a real 8-bit rather than an emulator;
> either way, it's a simple matter if you have cassette
> to CSAVE or SAVE"C:" with no DOS loaded, then
> reboot w/DOS and CLOAD or LOAD"C:" and put it
> in a disk file. No hoops involved as BASIC and the OS
> know where to find or store a program by the contents
> of MEMLO, unless a very large program cannot co-
> reside with DOS.SYS and the sector buffers.
>
> Also a snap to use the SIO Resident Disk Handler (not
> the CIO Disk File Handler) to manually write memory

> to a series of sectors and record contents of 128-141.
> The major hoops are involved after booting DOS and
> reading in the sectors now offset above DOS and your
> loader code with USR calls to fix 128-141 for the
> relocated code,
>
> Jess- Hide quoted text -
>
> - Show quoted text -

nothing works. if there is another atari basic emulator i can load &
then save please
fill me in. i loaded a xf 2000 xformer from emulators, inc.

1065. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-07 14:48:48 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <kD%ti.56238$5j1.16755@newssvr21.news.prodigy.net>
Source record: 4302

> nothing works. if there is another atari basic emulator i can load &
> then save please
> fill me in. i loaded a xf 2000 xformer from emulators, inc.
>
http://www.math.tu-berlin.de/~thor/atari++/
^^^^
Richter emulator, no DOS required.
Get the win 32 zip file.
There's a manual at the page as well.
no ROMs needed.
http://www.romnation.net/srv/emulators/27/atari5200/Atari800Win-PLus-v3-1-fo
r-Windows.html
You have to get the ROMs for this version.
(ATARIXL.ROM ATARIOSB.ROM ATARIBAS.ROM) and put them in a ROMS directory.
Since you have XFORMER emulator, you have the
ROMs.

(I recommend 3.1 rather that 4.0)

1066. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-07 15:07:51 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <jU%ti.2196$jO3.1787@nlpi070.nbdc.sbc.com>
Source record: 4303

Here's the ROMs.

http://www.langesite.com/atari/Holmes/Holmes%202/PC%20Atari%20Emulators%20Old/atarirom.zip

1067. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-07 15:10:20 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <EW%ti.2197$jO3.1658@nlpi070.nbdc.sbc.com>
Source record: 4304

That didn't work.
This is the page, down at the bottom, atariroms.zip.

http://www.langesite.com/atari/Holmes/Holmes%202/PC%20Atari%20Emulators%20Old/

1068. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-07 15:15:10 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <9%%ti.2198$jO3.1525@nlpi070.nbdc.sbc.com>
Source record: 4305

> Here's the ROMs.
>
>
http://www.langesite.com/atari/Holmes/Holmes%202/PC%20Atari%20Emulators%20Ol
> d/atarirom.zip
>
>
> That didn't work.
> This is the page, down at the bottom, atariroms.zip.
>
>
http://www.langesite.com/atari/Holmes/Holmes%202/PC%20Atari%20Emulators%20Ol
> d/
Neither did that work, getting wrap.
you can get the site, just use the 'd/' on 20Old/ at the end
in the holmes 2/pc atari emulators Old/ directory.
at www.langesite.com/atari/holmes

1069. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-07 15:23:35 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <f9a2rrjta1@infosun2.rus.uni-stuttgart.de>
Source record: 4306

Russg schrieb:
>> nothing works. if there is another atari basic emulator i can load &
>> then save please
>> fill me in. i loaded a xf 2000 xformer from emulators, inc.
>>
> http://www.math.tu-berlin.de/~thor/atari++/
> ^^^^
> Richter emulator, no DOS required.
> Get the win 32 zip file.
> There's a manual at the page as well.
> no ROMs needed.
> http://www.romnation.net/srv/emulators/27/atari5200/Atari800Win-PLus-v3-1-fo
> r-Windows.html
> You have to get the ROMs for this version.
> (ATARIXL.ROM ATARIOSB.ROM ATARIBAS.ROM) and put them in a ROMS directory.
> Since you have XFORMER emulator, you have the
> ROMs.
>
> (I recommend 3.1 rather that 4.0)

You *will* need the BASIC rom (otherwise, no BASIC). You will not need
the Operating system ROM. Or, to be even more precise, you *should not*
use any operating system ROM if you want to use the built-in DOS. The
built-in Os of the emulator contains a filing system, the regular Atari
ROMs do not include one.

No matter what, the H: device is available in either version, but you
won't have any kind of command line ("DUP") to acces the directory, etc.
with the "real" ROM.

So long,
Thomas

1070. Chat time 8 pm CST (Tuesdays)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-08 10:49:06 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002543a@familynet-international.org>
Source record: 4307

```
FamilyNet International Newsgate

Chat time!!

Telnet www.atarinews.org

Username:BBS
Password:BBS

use your userid or create a new one.

T for Talk
C for chat

Choose a nickname for chat.

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org
```

1071. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-09 01:47:32 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <qdskb3hjv1q2n1sess0shk010ga652j0fd@4ax.com>
Source record: 4308

"Russg" <russgilb@MUNGEsbcglobal.net>:
>
><?> wrote in message news:
>> Not strictly accurate; it is possible (not easily) to peek in
>> page zero for program pointers and dump a block of
>> memory to a group of sectors with the resident disk
>> handler so you can reboot with DOS, reload the memory,
>> reset the pointers and then save it to a DOS file. I did it
>> years ago and it was a royal pain.
>>
>> Jess
>I don't see that. Even if you use SIO calls from assembler code done in
>BASIC USR calls, you still don't have the D: handler to save it to a DOS
>file. You're really way out here, not doubting you, the OP asked for a
>simple answer. Where'd you get the DOS.SYS to dump to sectors on a disk?
>Are you suggesting the sector dumps of OMNIMON? I'm sure you did it, but it
>would take a lot more description of how to answer the question.

Russg,

SIO is part of the ROM, so you can always write sectors to and from a disk
drive, even without a DOS. Of course, you need to be programming (poking
and peeking) at an assembly level basically, to do so. DOS.SYS just loads
the parts that understand files and the DOS file structures.

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

1072. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-09 02:15:37 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <dNuui.56688$5j1.55837@newssvr21.news.prodigy.net>
Source record: 4309

"Shawn Jefferson" <> wrote in message
> "Russg" <>:wrote
> >
> ><Jess> wrote in message news:
> >> Not strictly accurate; it is possible (not easily) to peek in
> >> page zero for program pointers and dump a block of
> >> memory to a group of sectors with the resident disk
> >> handler so you can reboot with DOS, reload the memory,
> >> reset the pointers and then save it to a DOS file. I did it
> >> years ago and it was a royal pain.
> >>
> >> Jess
> >I don't see that. Even if you use SIO calls from assembler code done in
> >BASIC USR calls, you still don't have the D: handler to save it to a DOS
> >file. You're really way out here, not doubting you, the OP asked for a
> >simple answer. Where'd you get the DOS.SYS to dump to sectors on a disk?
> >Are you suggesting the sector dumps of OMNIMON? I'm sure you did it, but
it
> >would take a lot more description of how to answer the question.
>
> Russg,
>
> SIO is part of the ROM, so you can always write sectors to and from a disk
> drive, even without a DOS. Of course, you need to be programming (poking
> and peeking) at an assembly level basically, to do so. DOS.SYS just loads
> the parts that understand files and the DOS file structures.
>
> --
> Shawn Jefferson
> http://www.jeffersonsauctioneering.com/atari/
> (fix reply to for email)
I think I understand that. It is a long shot to come up
with BASIC USR calls to do SIO sector read/writes.
I mean not easy stuff like the OP wanted.

1073. ATARI SUMMER GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-09 10:02:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0708090300090.6201-100000@onyx.spiritone.com>
Source record: 4310
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save Gas and Take a mini-vacation on your Atari.
Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or
look for Atari games at http://BenSells.Atari.org Games Starting at $5
and Up! The Name everyone knows for Gaming Fun? Have you Played your Atari
Today? For Classic Atari 8 Bit, ST & Jaguar Games! Daily Gaming avoids
Hardening of the Ataris! E-Mail: Atari@aracnet.com or Call (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1074. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-09 21:19:44 UTC
From: estrinleo@hotmail.com
Message-ID: <1186694384.341139.79110@m37g2000prh.googlegroups.com>
Source record: 4311

On Aug 5, 11:32 pm, Thomas Richter <t...@math.tu-berlin.de> wrote:
> Russg schrieb:
>
> > <?> wrote in message news:
> >> Not strictly accurate; it is possible (not easily) to peek in
> >> page zero for program pointers and dump a block of
> >> memory to a group of sectors with the resident disk
> >> handler so you can reboot with DOS, reload the memory,
> >> reset the pointers and then save it to a DOS file. I did it
> >> years ago and it was a royal pain.
>
> >> Jess
> > I don't see that. Even if you use SIO calls from assembler code done in
> > BASIC USR calls, you still don't have the D: handler to save it to a DOS
> > file. You're really way out here, not doubting you, the OP asked for a
> > simple answer. Where'd you get the DOS.SYS to dump to sectors on a disk?
> > Are you suggesting the sector dumps of OMNIMON? I'm sure you did it, but it
> > would take a lot more description of how to answer the question.
>
> It really depends on the emulator. For atari++, the emulator comes with
> its DOS
> (no DOS.SYS needed), and H: and D: are always present. You can just fire
> up the emulator and are ready to load and save files.
>
> So long,
> Thomas

thomas,
can you explain in simple language HOW i can SAVE or re LOAD the
program to my disk?
if i program.....10 print"leo"
20 goto 10
what is the exact next line i write to SAVE this?

1075. WriteATR

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-10 03:11:59 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <1IQui.44098$GO6.20403@newsfe21.lga>
Source record: 4312

WriteATR writes the 5.25 disk as Atari Double Densityin PC drive, MSDOS can not read the disk. How does it read ? Can the real Atari 130XE computer hooked up to PC drive that can read Atari Double Density without Indus GT or US Double 1050? I have the SIO2PC/ProSystem for the serial port.

Thanks!
Jack

1076. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-10 06:18:26 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <7o0ob3d0sp9tpp8vtdlmnpusj08chdjmjs@4ax.com>
Source record: 4313

"Russg" <russgilb@MUNGEsbcglobal.net>:
>> Russg,
>>
>> SIO is part of the ROM, so you can always write sectors to and from a disk
>> drive, even without a DOS. Of course, you need to be programming (poking
>> and peeking) at an assembly level basically, to do so. DOS.SYS just loads
>> the parts that understand files and the DOS file structures.
>>
>> --
>> Shawn Jefferson
>> http://www.jeffersonsauctioneering.com/atari/
>> (fix reply to for email)
>I think I understand that. It is a long shot to come up
>with BASIC USR calls to do SIO sector read/writes.
>I mean not easy stuff like the OP wanted.

That's true! :) Way beyond what the guy wanted to know.

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

1077. Re: WriteATR

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-10 09:22:59 UTC
From: Matthias Reichl <usenet-200708@hias.horus.com>
Message-ID: <slrnfbobjj.6hm.usenet-200708@camel.hias.horus.com>
Source record: 4314

On Thu, 9 Aug 2007 23:11:59 -0400, Jack Tseng wrote:
> WriteATR writes the 5.25 disk as Atari Double Densityin PC drive, MSDOS can
> not read the disk. How does it read ? Can the real Atari 130XE computer
> hooked up to PC drive that can read Atari Double Density without Indus GT or
> US Double 1050? I have the SIO2PC/ProSystem for the serial port.

If you just want to access ATR files on your PC with the SIO2PC cable
you don't need WriteAtr, you need SIO2PC/Ape/AtariSIO or any other
Atari peripheral emulator.

WriteAtr is useful if you want to create real 5.25" (or 3.5") disks on
your PC and then use them in you Atari floppy drive. You don't need
to hook up your Atari to your PC with a SIO2PC cable in this case.

In most cases you need to have a double density capable disk drive on
your Atari and you also need double density ATR files.

If you are lucky and the floppy controller in your PC supports it
WriteAtr can also write disks in enhanced/medium density format
(1050 format 130k). This means every floppy drive (except the old
810 which only supports single density) can read the disks and
you can transfer every ATR file to a floppy disk - even single
density ATRs, just write them in enhanced density format, the
sectors 721-1040 will then be blank.

so long,

Hias

1078. Re: WriteATR

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-10 12:21:11 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <0KYui.73$Oo.52@newssvr17.news.prodigy.net>
Source record: 4315

"Jack Tseng" <> wrote in message news:

> WriteATR writes the 5.25 disk as Atari Double Densityin PC drive, MSDOS
can
> not read the disk. How does it read ? Can the real Atari 130XE computer
> hooked up to PC drive that can read Atari Double Density without Indus GT
or
> US Double 1050? I have the SIO2PC/ProSystem for the serial port.
>
> Thanks!
> Jack
I'm guessing you want to make some Atari disks from
ATR images, to use with an Atari disk drive (1050, Indus, etc.)
If that's the case, use APE or SIO2PC and just sector copy the ATR image
from APE to floppy. Use a DOS
for this. MyDOS, FTeDOS. There's a copy whole disk in MyDOS. For FTeDOS
(SpartaDOS), boot the image, and at the D:> prompt type SCOPY D2: D1:
(assuming you have SCOPY). Or boot Disk Wizard II and use the Backup
feature, making sure your densities are set properly.

1079. Re: WriteATR

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-10 12:29:36 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <VRYui.75$Oo.55@newssvr17.news.prodigy.net>
Source record: 4316

"Jack Tseng" <> wrote in message news:
> WriteATR writes the 5.25 disk as Atari Double Densityin PC drive, MSDOS
can
> not read the disk. How does it read ? Can the real Atari 130XE computer
> hooked up to PC drive that can read Atari Double Density without Indus GT
or
> US Double 1050? I have the SIO2PC/ProSystem for the serial port.
>
> Thanks!
> Jack
I'm guessing you want to copy some ATR images from APE/SIO2PC to a real
Atari floppy drive. If that is the case, use MyDOS duplicate disk, make
sure densities are set correctly. Or use Disk Wizard II backup feature. I
don't like FTeDOS SCOPY, but that might work also (SCOPY aborts if it has a
single bad sector.) If you have a double density ATR and only a single
density Atari drive, you can't do it. Set APE emulation to 'STUPID' and
ultraspeed to 'OFF'.
If I don't understand what you're trying to do, sorry.

1080. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-10 12:55:46 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <wfZui.81896$dI1.52046@newsfe08.phx>
Source record: 4317

```
> nothing works. if there is another atari basic emulator i can load &
> then save please
> fill me in. i loaded a xf 2000 xformer from emulators, inc.
>

Try one of these:

http://www.a800win.atari-area.prv.pl/ For Windows

http://www.math.tu-berlin.de/~thor/atari++/ The best

http://www.zerstoerung.de/download.html A8E read the install instructions

http://atari800.sourceforge.net/download.html mostly for DOS but will run
with any windows OS

http://www.emulators.com/download.htm but you already have this one

All require an ATR, XFD, DCM, blank or with an atari DOS. Recommended Dos
2.5 or MyDos 453
Read the documentation and help files, it does help.

KISS

IF you get a ready prompt:
10 ? "Hello World"
20 FOR I=1 TO 10:GOTO 10 :NEXT I

SAVE "D:WORLD.BAS"
LOAD "D:WORLD.BAS"
RUN "D:WORLD.BAS"

other PROGRAMING LANGUAGES might REQUIRE different, SAVE,LOAD,RUN syntax.
```

1081. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-10 22:04:41 UTC
From: estrinleo@hotmail.com
Message-ID: <1186783481.783864.269910@j4g2000prf.googlegroups.com>
Source record: 4318
Body handling: HTML body converted to readable text

```
On Aug 9, 3:19 pm, Brad Rogers wrote:
> On Thu, 09 Aug 2007 14:19:44 -0700, estrinleo wrote:
> > if i program.....10 print"leo"
> > 20 goto 10
> > what is the exact next line i write to SAVE this?
>
> At a READY prompt, type;
>
> SAVE "Dn:PROGRAM.EXT"
>
> and to load it type;
>
> LOAD "Dn:PROGRAM.EXT"
>
> Where n is a number from 1-4, dependant on which drive you wish to save
> the program to. It can be omitted, in which case, D1 is assumed.
>
> The file name can be no more than 8 chars long, with an extension of no
> more than 3 chars. There are conventions for the extension; BAS for a
> BASIC program, COM for a command, EXE for an executable, plus many more.
> None are required, but it does help you to remember a little about them.
>
> --
> Regards _
> / ) "The blindingly obvious is
> / _)rad never immediately apparent"

tried but this also does NOT work to save the program to disk
```

1082. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-10 23:56:02 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <sV6vi.172$%Y7.62@nlpi069.nbdc.sbc.com>
Source record: 4319

snip
>
> tried but this also does NOT work to save the program to disk
>
You need to be more descriptive.
What emulator are you trying?
Can you RUN your program, do you have BASIC?
Exactly what are you typing at the READY prompt?
What happens when you type that, any error messages
do you hang up?
Have you loaded any ATR images in the emulated disk drive? If so, what
image?
Are you booting with BASIC on and a DOS disk in D1:?
What happens when you boot, do you get a READY?
What happens when you type 'DOS' at the READY prompt?
What DOS are you using, or if none, I guess there should be a H: drive
enabled in Atari++?

1083. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-11 01:44:05 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <13bq54c54id8f85@corp.supernews.com>
Source record: 4320
Body handling: HTML body converted to readable text

estrinleo@hotmail.com wrote:
> On Aug 9, 3:19 pm, Brad Rogers wrote:

> tried but this also does NOT work to save the program to disk
>

Easy way to check if DOS is loaded is to type
DOS
and hit return.
If you get memo pad or self test or anything other then a DOS Menu of
some sort or command prompt, the emulator isn't finding the DOS disk.
Rick

1084. Re: WTB: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-11 02:30:42 UTC
From: Chuck B <Cabacon@cox.net>
Message-ID: <hb9vi.7489$Pv4.350@newsfe19.lga>
Source record: 4321

Did you receive my email?

"Demivec" <likeb4garbage@msn.com> wrote in message
news:f976b502pgu@news2.newsguy.com...
> Not yet. I am currently considering several who have expressed interest.
>
>
>> did you sell it yet?
>>
>>
>> "Demivec" <likeb4garbage@msn.com> wrote in message
>> news:f8b8mg0tuc@news5.newsguy.com...
>> >
>> >> > I have a 130XE (used by me) available for sale.
>> >> >
>> >> > It had a memory mod (in 1987) to upgrade it to 1mb Ram. and included
>> >> > the addition of 3 switches on the back relating to the memory
>> >> > upgrade.
>> >> > I did not perform the upgrade, and frankly do not remember the
>> >> > gentlemen that did, though he was a popular name in the biz at the
>> >> > time for upgrades. I did work to write software to use the extra
>> >> > memory, so I am familiar with its workings somewhat.
>> >> >
>> >> > It is in fine working condition. Keyboard works.
>> >> >
>> >> > I'm asking $60 for the 130XE.
>> >> >
>> >>
>> >> I'm interested in this machine. First come first served, or just the
>> >> original poster?
>> >>
>> >
>> > First & highest usually works best. Contact me at
>> > likeb4garbarge@msn.com
>> > by taking out the garbage first, and I can answer any additional
>> > questions
>> > you may have before we close the deal. I do have pictures as well.

1085. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-11 23:37:48 UTC
From: estrinleo@hotmail.com
Message-ID: <1186875468.196241.273580@z24g2000prh.googlegroups.com>
Source record: 4322

On Aug 10, 4:56 pm, "Russg" <russg...@MUNGEsbcglobal.net> wrote:
> snip
>
> > tried but this also does NOT work to save the program to disk
>
> You need to be more descriptive.
> What emulator are you trying?
> Can you RUN your program, do you have BASIC?
> Exactly what are you typing at the READY prompt?
> What happens when you type that, any error messages
> do you hang up?
> Have you loaded any ATR images in the emulated disk drive? If so, what
> image?
> Are you booting with BASIC on and a DOS disk in D1:?
> What happens when you boot, do you get a READY?
> What happens when you type 'DOS' at the READY prompt?
> What DOS are you using, or if none, I guess there should be a H: drive
> enabled in Atari++?

i loaded xf2000 from emulators, inc. i don't get a ready prompt just a
blank screen. can
you suggest a simple atari 800xl emulator that i can load & be able to
save my program
on my computer disk in ENGLISH.

1086. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-12 00:26:23 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <Ossvi.33025$2v1.20102@newssvr14.news.prodigy.net>
Source record: 4323

> i loaded xf2000 from emulators, inc. i don't get a ready prompt just a
> blank screen. can
> you suggest a simple atari 800xl emulator that i can load & be able to
> save my program
> on my computer disk in ENGLISH.
I believe I already suggested Atari800winplus 3.1, and gave a URL for it. I
use it regularly.
It requires that you get the OS and BASIC ROMs from somewhere else. Since
you have XFORMER, you already have the mentioned ROMs, at least the OS ones,
I'm not sure about the BASIC ROM..
Atari800winplus isn't totally simple, as you desire.
You have to have some patience and perseverance.
You've mentioned XFORMER since you started this
thread, but don't seem to have gotten any other
emulator.
I know of no single ZIP file that you can just unzip,
and it installs like a sophisticated Win32 program, then
just click on the icon and go. These emulators, other
than XFORMER, are all free, small (compared to
100s of megabytes commercial programs). I believe XFORMER was sold at first
and may be free now,
but it too was written by a single person.

1087. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-12 00:41:33 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <1Hsvi.33026$2v1.13728@newssvr14.news.prodigy.net>
Source record: 4324

It might help if I mention the names of the ROMs you will need.....:
ATARIXL.ROM
ATARIOSB.ROM
ATARIBAS.ROM
They must be in the 'ROM' directory where you
put the .EXE emulator program, I think.
When you unzip atari800winplus31.zip, with a create directory, probably
automatically does this, there will be a ROM directory, you must put the ROM
files there.
After that, just run the atari800winplus.exe file and then you can access
the help index, or as here in comp.sys.atari.8bit

1088. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-12 00:45:29 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <JKsvi.33028$2v1.25159@newssvr14.news.prodigy.net>
Source record: 4325

I think I figured out one thing. XFORMER doesn't
have the BASIC ROM, just the OS ROMs, that's why you don't get a READY
prompt with it, you gotta get a ATARIBAS.ROM and put wherever XFORMER
requires it, either in a ROM directory or the same directory as XFORMER.
Also, since you get a blank screen, you don't have the OS ROMs right either,
you should get a 'memo pad' with
ATARIOSB.ROM, or the self test screen with ATARIXL.ROM.

1089. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-12 18:11:12 UTC
From: estrinleo@hotmail.com
Message-ID: <1186942272.235597.276940@z24g2000prh.googlegroups.com>
Source record: 4326
Body handling: HTML body converted to readable text

```
On Aug 12, 3:54 am, Brad Rogers wrote:
> On Fri, 10 Aug 2007 15:04:41 -0700, estrinleo wrote:
> > tried but this also does NOT work to save the program to disk
>
> It most certainly does, but I admit to making the assumption that you have
> a DOS on your system. Without DOS, of course it won't save to disk. What
> error message do you get?
>
> --
> Regards _
> / ) "The blindingly obvious is
> / _)rad never immediately apparent"

130
```

1090. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-12 22:06:46 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <YuLvi.348$%Y7.303@nlpi069.nbdc.sbc.com>
Source record: 4327

```
snip
> > error message do you get?
> >
> > --
> > Regards _
> > / )
> > / _)rad
130
Congratulations! You've got BASIC working.
```

1091. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-12 22:24:50 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <ULLvi.349$%Y7.212@nlpi069.nbdc.sbc.com>
Source record: 4328

```
> snip
> > > error message do you get?
> > >
> > > --
> > > Regards _
> > > / )
> > > / _)rad
> 130
> Congratulations! You've got BASIC working.
>
Oh, and that means you've also got the OS working.
```

1092. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-12 22:33:30 UTC
From: estrinleo@hotmail.com
Message-ID: <1186958010.946241.84660@q3g2000prf.googlegroups.com>
Source record: 4329
Body handling: HTML body converted to readable text

On Aug 10, 6:44 pm, Rick Cortese wrote:
> estrin...@hotmail.com wrote:
> > On Aug 9, 3:19 pm, Brad Rogers wrote:
>
> > tried but this also does NOT work to save the program to disk
>
> Easy way to check if DOS is loaded is to type
> DOS
> and hit return.
> If you get memo pad or self test or anything other then a DOS Menu of
> some sort or command prompt, the emulator isn't finding the DOS disk.
> Rick

with DOS i get memo pad & hit F12 to return to basic. i loaded X25 &
basic works better
but all the directions to SAVE do not work.

1093. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-12 22:38:41 UTC
From: estrinleo@hotmail.com
Message-ID: <1186958321.482299.171480@x40g2000prg.googlegroups.com>
Source record: 4330

On Aug 12, 3:24 pm, "Russg" <russg...@MUNGEsbcglobal.net> wrote:
> > snip
> > > > error message do you get?
>
> > > > --
> > > > Regards _
> > > > /)
> > > > / _)rad
> > 130
> > Congratulations! You've got BASIC working.
>
> Oh, and that means you've also got the OS working.

what does 130 mean. i have tried SAVE"D1:WORLD.BAS" every which way
but NOTHING works.

1094. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-12 23:55:54 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <g5Nvi.338$vw7.222@nlpi070.nbdc.sbc.com>
Source record: 4331

```
> > > > > error message do you get?
> >
> > > > > --
> > > > > Regards _
> > > > > / )
> > > > > / _)rad
> > > 130
> > > Congratulations! You've got BASIC working.
> >
> > Oh, and that means you've also got the OS working.
>
> what does 130 mean. i have tried SAVE"D1:WORLD.BAS" every which way
> but NOTHING works.
>
error 130 is 'unknown device'.
it means you don't have DOS loaded at bootup.
(DOS disk operating system).
You don't have a 'D:' device handler, because you haven't
loaded DOS.
To load DOS, you need to "put a disk in drive 1", using the menu items with
the emulator.
The disk you put in is called an image, with a .ATR
extender on the end, eg. MYDOS453.ATR or
FRE32G.ATR or DOS25.ATR.
You can get a DOS image at the Holmes archive at
www.langesite.com/atari/holmes and search for
DOS images.
```

1095. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-13 03:31:08 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <13bvk45hfih5g23@corp.supernews.com>
Source record: 4332
Body handling: HTML body converted to readable text

estrinleo@hotmail.com wrote:
> On Aug 10, 6:44 pm, Rick Cortese wrote:
>
>>estrin...@hotmail.com wrote:
>>
>>>On Aug 9, 3:19 pm, Brad Rogers wrote:
>>
>>
>>
>>>tried but this also does NOT work to save the program to disk
>>
>>Easy way to check if DOS is loaded is to type
>>DOS
>>and hit return.
>>If you get memo pad or self test or anything other then a DOS Menu of
>>some sort or command prompt, the emulator isn't finding the DOS disk.
>>Rick
>
>
> with DOS i get memo pad & hit F12 to return to basic. i loaded X25 &
> basic works better
> but all the directions to SAVE do not work.
>

Mostly what Russ said. Error 130/Memo Pad means the emulator could not
find the DOS image disks in the default directory.

I'm not to familiar with Xformer but I think it defaults to booting
the first disk image with the .ATR extender and the same directory as
the emulator.

So you want Xformer.exe or .com or whatever it is in the same directory
as a disk image. The disk image will probably be a 90k MS DOS file named
something like

DOS25.ATR

or a 180k file that has a double density DOS on it.

REALLY Foggy memory but I *think* in some of the early MSDOS versions
you had to specify the file in the command line i.e.

Xformer DOS25.ATR

Once you get the DOS loaded, you should be able to just type
DOS

From BASIC and it will load a file called DUP.SYS which stands Disk Utility Package and has all the commands to do things like format a disk or load a binary file.

If you get that far, you should be able to get back to BASIC by using the RUN option of the menu with the run address $A000.

If you want to go back and forth between BASIC and DUP, you need to create a MEM.SAV from the DUP menu. Most people don't bother since you can perform most of the functions you need from BASIC.

The disks images I have seen are usually pretty full. You may have to create a new one with only DOS and DUP on it to have room for your programs.

Rick

1096. nude black girls . live nude girls . naked girl pictures . date me now fuck me later

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-13 13:17:34 UTC
From: hewirf8w3r8wr8iei@gmail.com
Message-ID: <1187011054.478176.166800@d55g2000hsg.googlegroups.com>
Source record: 4333
Cross-posted to: rec.humor.oracle.d,misc.health.injuries.rsi.misc,es.comp.cad.misc,alt.politics.ec,comp.sys.atari.8bit

http://use.personals-index.com/index322.html
http://use.personals-index.com/index323.html
http://use.personals-index.com/index324.html
http://use.personals-index.com/index325.html
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http://use.personals-index.com/index460.html

eva longoria gallery . eva longoria pics . elisha cutbirth . girls strip naked . strip girls naked games . mature sex dating . sexy asian girls . totally nude strip club . dating chatrooms . sexy eva longoria naked . online dating rights com & imbra . nz online dating . sexy nude strippers . elisha cuthbirt nude . dating stories . www hardcore sex de . why online dating . eva longoria nude com . online dating meet . nude stripper videos . hardcore sex bilder . elisha kuthbert . hot babes girl . naked stripers . nude gallery . eva longoria harsh times nude . girls sex movie . homo sex dating . patricia santana strip tease sexy video naked 11 . sexy girl galleries . naked nude . girls sex stories . chicks laid . elisha cuthbert and nude . sexy thai girls . dating koppel . girl have sex . party girl sex . nude strip clubs . sexy beautiful girl . girls haveing sex . black girl sex . nude celebs . online dating for teens . lesbian girls having sex . hardcore milf sex . hardcore sex films . sex dating sim . sexy horny girls . dating belgie . nude stars . hardcore sex teen . online dating uk . eva longoria nude movie . sexy nude girls . elisha cuthbart nude . eva longoria nue . elisha cuthbert nude vids . eva longoria nud . hardcore sex orgy . fish online dating . sex of girls . sex dating nederland . www online dating . adult dating online . ecards laid . bachelor party nude . doug geeting . sexy girl gallery . jessica biel nude . eva longoria celebrities . sexy naked girls . girl sex stories . sexy santa girl . online dating blog . elisha cuthbert nude videos . sexy girl pics . webcam strip naked . nude dancers . young hardcore sex . elisha cuberth nude . eva longoria naked nude . nude stripper pictures . dating for sex . muslim online dating . female nude stripper . hardcore sex mpeg . college girls sex . britney spears stripper . elisha cuthberth nude . elisha cuthbert nude scene . diane kruger nude . hardcore sex daily . guide to online dating . naked black strippers . big girl sex . elisha cathbert nude . sex dating groningen . www sexy girl com . elisha cuthbert nude and naked . sex dating com . pictures of sexy girl . great expectations online dating . sex dating india . sexy santa girls . online dating headlines . nude picture of elisha cuthbert . imdb longoria . naked girls sex . all nude strip clubs . girl sex amateur . elisha cuthberg naked . sexy black girl . sexy girl costumes . bollywood hardcore sex . sexy girl stockings . girls for sex . naked girl stripper . trace ayala elisha . dating service . dating sex contacts . halloween sexy girl . eva longoria celebrity movie archive . eva longoria nude picture . hardcore group sex . dating websites . sex teen . personals . dating sex stories . sexy strip . naked pictures of eva longoria . elisha cuthbert naked . ebony hardcore sex . sexy girl dancing . sexy laid . lesbians hardcore sex . little girls having sex . strip him naked . pics of hardcore sex . eva longoria oops . online dating in usa . safe online dating . all nude strip club . asian girl sex . adult xxx dating . eva longoria in nude . sexy girls kissing . elisha cuthert . on line dating services . online dating rpg . tips sex . girl sex picture . young girl sex . sexy cam girls . nude stripper movies . elisha cuthbert nude video clips . nude photos of elisha cuthbert . photos of sexy girls . elisha cuthbert fully naked . show de vizinha elisha . elisha cuthbert the quiet nude . sexy

collage girls . dating personals . eva longoria naked pics . dating online . girls and sex . hot sexy nude girls . dating made fun online . eva longoria topless . old man young girl sex . sex and hardcore . on line dating sites . girl in sex . singles dating . dating when to have sex . sex dating london . online dating simulation . sexy latin girls . sexy christmas girls . nude black dancers . online dating how to . www sexy girls com . internet sex dating . devoted elisha . sexy girl nude . girls having sex with each other . elisha cuthbert in the nude . best sex dating sites . natalie portman stripper . eva longoria nuda . naked strip tease video . hardcore sex tape . online dating questions . jennifer love hewitt nude . elisha cuthbert nude celebrity . looking for sex . eva longoria all naked . sexy party girls . online dating introduction . elisha cuthbert sexy nude . eva longoria celebrity . sexy arab girl . nude strip club new york . pic girl sex . sexi dating . japanese girl sex . geeting ecard . girl sex video . sexy webcam girls . sexy teenage girls . eva longoria scenes . chatrooms sex . strip you naked . sexy girl videos . online dating and sex . eva longoria naked movie . porn eva longoria nude . strip nude for your killer . elisha cubert nude . girls looking for sex . online dating agency . dating . korean hardcore sex . postcode sex dating . www sex girls . rules for online dating . sex dating world . eva longoria pictures . cute sexy girls . dating prive . girls sex pictures . nude girls . online sex dating . lindsay lohan stripper . sexy girls fuck . lesbian dating sex . elisha cuthbert fake nude pics . adult sex . casual sex dating . sex and dating . old girl sex . wild hardcore sex . sex with young girl . www love sex dating com . school girls sex . sexy nylon girl . hardcore pregnant sex . strip search nude . elisha topless . girls having sex with other girls . fotos eva longoria nude . chat with sexy girls . sexy girls getting fucked . eva longoria nude pic . naked longoria . single dating . nude strip clubs in new york . fresh sex girls . eva longoria nude fakes . all nude strippers . eva longoria jessica alba . strip and go naked recipe . elisha cuthbert nude celeb . eva longoria fake nude . nude amateur strip . horse hardcore sex . koppel sex . sexy lesbian girls . nude strip tease videos . tyler christopher longoria . sexy girl movies . hardcore sex mpegs . russian sex dating . nude teen strip . online dating sim game . porn laid . pakistani sexy girl . hardcore sex series . sexy girl legs . girls on girls sex . online speed dating . dangers of online dating . elisha cuthbert nude fakes . sexy girl sex . nude strip dancers . eva longoria nackt . eva longoria naked images . sexy girls wallpapers . chat rooms sex . girl sex com . naked pics elisha . online dating introductions . nude girls having sex . online dating rules . young girls sex . hot hardcore sex . girls sex video . nude strippers pics . hardcore sex games . elisha cubert naked . interracial sex dating . elisha cithbert nude . naked news strip . online date . elisha gallery . totally sex . eva longoria playboy . girl sex movie . nude girls dancing at pakistani bachelor party . sex with young girls . eve longoria nude . geile dating . nude pics of eva longoria . ecw extreme strip poker naked . hardcore blowjob sex . african american online

dating . www hardcore sex . sexy chinese girl . women laid . girls having sex . old sexy girls . online dating ca . elisha cutbert nude . bi sex dating . adult girl sex . hardcore sex . white girl sex . nude actress . elisha nue . true online dating . rosario dawson nude . sex stories . japan girl sex . nude pole dancers . porn girl sex . sexy girl babes . eva longoria nude wallpaper . girl hardcore sex . girls who want sex . busty sexy girl . eva longoria nude scenes . online dating research . online dating games . nude pixs of eva longoria . mature laid . dating sex personals . hardcore sex partys . hardcore college sex . pictures of girls having sex . nude strip video . hardcore porn sites . hardcore dog sex . elisa cuthbert nude . dating agency . elisha cuthbert nude pic . very young girls sex . sex girls com . celebrity hardcore sex . sexy african girls . elisha culbert nude . online dating scams . eva longoria lindsay lohan . men dating sex . online dating is . best sex dating . beautiful nude girl . maggie gyllenhaal strip search nude . dating sex vrouw . drunk girl sex . elisha cuthebert nude . girls guide to sex . sexy college girls . pakistani girls sex . hardcore kostenlos sex . hardcore sex pic . executive online dating . girls sex . hardcore sex tgp . sexy striptease . phone sex girls . girls stripping naked . hardcore sex photo . donkey girl sex . hardcore sex scenes . elisha cuthbert nude . dating sex girls . sexy girl naked . sex kitten sim date . eva tony parker . naked pics of eva longoria . irish online dating . naked strippers . amateur sex dating . hardcore teenage sex . elisha cuthbert naked movies . dating 101 . american sexy girls . eva longoria naked photo . girl on top sex . online dating matchmaking . christian online dating service . girls sex clips . hardcore sex gallery . horses girl sex . elisha cuthbert nude images . sexy girls stripping . stripper strip club . hardcore pussy sex . advertenties sex . girl nextdoor nude . dating limburg . women online dating . sexy girl costume . sexy anime girls . nude female strippers . hardcore sex parties . naked girl strip . eva longoria nude pictures . online christian dating services . super hardcore sex . elisha cuthbert nude video . horse girl sex . nude comic strip . imdb nude . times on line dating . girls in sex . elisha cuthberth naked . dating sex limburg . pussy girl sex . elisha primenova . naked belly dancers . sexy girls pics . young laid . pictures of girl . women girl sex . nude hardcore sex . online dating dangers . strip jack naked . eva longoria bikini nude . having hardcore sex . eva longoria nude babe . hardcore sex 89 . sex & dating . watch hardcore sex . ecw strip poker naked . girls sex photos . sexy girl female . kostenlose hardcore sex . very hardcore sex . sexy ass girls . naked and the dead stripper . girls sex pics . jc chasez eva . beautiful nude sexy girl . online dating sims games . dating lovers . strip the girl naked . eva longoria totally nude . sex and the single girl . fucking sexy girl . sexy girl lingerie . naked escorts . emile hirsch elisha . adult sex dating service . eva longoria fake nude pics . black girls having sex . hard laid . nude katie holmes . iranian sexy girls . hardcore sex gratis . elisha cuthbert naked clip . online dating usa . dating sites for sex . online rpg dating games . sexy girl com . full nude strip

clubs . russian online dating . eva longoria nude xxx . cute sexy girl . elisha cuthbert nude pics . elisha cuthbert fully nude . brazilian girls sex . eva longoria naked fakes . sexy girl video . eva longoria but naked . hardcore sex pink . elisha photos . nude female dancers . hardcore lesbian sex videos . elisha cuthbert nude in . hardcore sex vidios . japan hardcore sex . pros and cons of online dating . eva longoria scene . girls having sex with horses . adult dating service . elisha cuthbert naked pic . new online dating . girl sex photos . strip a girl nude action games . eva longoria butt naked . gabrielle longoria . pictures of hardcore sex . eva longoria nude desperate housewives babe fucked . wallpaper nude . sex girls . tamil sex girls . sexy little girls . sexy girl photos . the dating game online . fat laid . sex girl photo . small girls sex . eva longoria fully nude . cuthbert elisha . adult personals . eva longoria nude picks . sexy teens girls . elisha cuthbert naked clips . non nude strip . regio sex dating . hardcore sex clips . sexy girls video . best hardcore sex . marcia cross eva . super sexy girls . singles sex . sexy school girls . hardcore sex picture . hot naked strippers . sex dating in india . eva longoria actress . online dateing . best online dating sites . elisha curthbert naked . tyler christopher eva . elisha cuthbert naked videos . married dating . eva pictures . angelina jolie hardcore sex . elisha cuthbert nude comics . farm girl sex . dating sex advice . hardcore sex comics . hardcore anal sex movies . arabian sexy girls . hardcore sex xxx . senior sex dating . online dating romance . sexy black girls . eva longoria bikini . girl sexy . meet people online . elisha cuthbert nude pre fame . adult dating sites . nude teri hatcher . japanese girls sex . eva photo gallery . nude videos of elisha cuthbert . nude pictures . elisha cuthbert naked pictures . contacten sex . info sex . girl and sex . www sexy girl . sexy brazilian girls . elisha cultbert nude . sex with girl . girl sex dogs . girl sex pics . fucking girl sex . elisha cutberg nude . beautiful girls sex . british hardcore sex . successful online dating . asian laid . the best online dating . sexy girls photos . naked bachelor party . online dating sevices . eva longoria nude . sexy russian girl . elisha cutberth nude pics . gratis sex date . elisha naked . naked female strippers . school girl sex . dog girl sex . hardcore sex party . sexy girl models . elisha cuthert nude . online dating sims . pakistani sexy girls . elisha guthbert nude . hardcore oral sex . nude strip show . hot sex dating . love sex and dating . www sex girl . college girls having sex . wisconsin sex dating . singles . nude strip club . teen hardcore sex videos . online dating personals . dating romance . live hardcore sex . dallas online dating . hot and sexy girls . arab girl sex . india sexy girls . girls having hardcore sex . elisha cuhbert nude . birthday geeting . nude videos of eva longoria . xxl dating . strip nude pics . dating gratis . hardcore sex pics . senior online dating . nude photo of elisha cuthbert . online dating forum . personals sex . eva longoria nude gallery . sexy girl japan . dating single sex . eva longoria nude breast . elisha 24 . www eva longoria nude com . hot sexy naked girls . girl sex monkey . eva longoria fake nude pictures . 100 online

dating . phone dating sex . sex relatie . online dating game . eva langoria nude . eva longoria celebs . nude stripper . hardcore sex tapes . online dating facts . nude strippers . elisha cuthbert & nude . eva longoria pic . hot laid . big sexy girls . sex lies and online dating . naked woman strippers . elisha cuthburt . sex dating rotterdam . sex dating uk . hardcore sex com . interracial online dating . granny girl sex . elisha cuthbert naked photos . sexy beach girl . elisha cutchbert nude . hardcore sex cartoons . elisha cuthbert nude photos . sex dating ro . nude strippers videos . eva longoria nude sex . eva longoria nude wallpapers . same sex dating . dating sex swinger . strip and go naked . eva longoria hot nude sex scene . sexy eva longoria nude . girls hardcore sex . best on line dating . mom laid . naked strip tease videos . japanese sexy girl . sexy girls games . sexy nude stripper . adult dating sex . hardcore sex sample . dating romance sex . amateur hardcore sex . eva longoria nude photo . naked girl strippers . hardcore granny sex . hardcore hentai sex . sexy girls videos . drunk girls sex . hot sexy girls . naked strippers video . elisha cuthbert naked fake . dating sex hr . online dating etiquette . nude stripper gallery . adult sex dating sites . boy and girl sex . sexy girl picture . naked strip clubs . hardcore shemale sex . dating erotische . girls having sex with dogs . dating sex . girls anal sex . hardcore sex downloads . black online dating . sexy manga girls . eva longoria naked gallery . hardcore blonde sex . dating services . celebrity stripper . sexy college girl . fully nude strip club . dating louisville online . nude stripper pics . bbw sex dating . online singles . very young girl sex . girl oral sex . eva longoria nude playboy . pictures of stripper . sexdating . teri hatcher eva . sex dating website . hardcore sex sites . hardcore sex vedio . www eva longoria nude . nude strip tease . beautiful sexy girls . eva longoria naked pussy . strip and get naked . sexy girl porn . elisha sex . tara reid nude . hardcore anal sex . sets of sexy girls . pamela anderson stripper . belgie sex . sex dating club . sexy teen girl . mature hardcore sex . sms sex dating . sexy latina girls . sexy girls gallery . hardcore sex story . online dating reviews . nude strip clubs nyc . girl strip nude . online dating com . nude desktop strippers . teens hardcore sex . asian hardcore sex . times online dating . emile hirsch nude . sexy girl photo . local dating sex . jessica simpson stripper . sexy girl lyrics . stripper girls . naked photos of elisha cuthbert . online christian singles . elisha culthbert nude . sexy canadian girl . fucking laid . hardcore sex trailers . arabic sexy girls . hardcore sex cams . porn sites sex . sex kitten sim date 3 . ecw strip poker nude . sex kitten sim date 4 . dating made fun online com . online dating business . pictures of sexy girls . russian hardcore sex . naked ballet dancers . guardian online dating . nude picture of eva longoria . eva longoria britney spears . eva longoria jessica simpson . elisha cuthbert nude wallpaper . sexy girls xxx . online dating members . geile singles . adult dating services . elisha curtbert . arab girls sex . kirsten dunst nude . girls laid . lindsay lohan nude . animal hardcore sex . elisha cuthbert nude clips . german hardcore sex . denise richards nude .

elisha cuthpert nude . jordan capri hardcore sex . sexy girls blog . . nude women strip . www sex dating . elisha curthbert . eva naked . friends dating . stripping nude . love sex dating com . online dating success . meet for sex . sexy korean girls . dating seks . women hardcore sex . hardcore sex cam . elisa nude . online dating simulation games . arabian girl sex . online dating article . adult date . sexy flexy girls . eva longoria naked clips . hardcore sex scene . naked picture of eva longoria . girls have sex . nude pamela anderson . anal sex dating . eva longoria nude scene . dating adult . cons of online dating . sexy stripper . sex dating dk . pinkworld hardcore sex . strip jack naked card game . nude pics of elisha cuthbert . elisha cutherbert nude . eva longoria naked porn . young girls having sex . sexy girl pictures . elisha jade nude . sexy naked strippers . online dating in canada . online dating services . hardcore sex porno . celeb nude . eva longoria naked . teen dating sex . sexy teen girls . dress up sexy girls . online dating south africa . sexy girls photo . chat dating . online dating sites . sex dating de . eva longoria photos . hardcore bondage sex . sexy elisha . eva longoria photo gallery . sexy girls sex . xxx hardcore sex videos . nude photos of elisha . fast online dating . eva longoria nude pics . hardcore sex toons . dating voor sex . hardcore interracial sex . hardcore worldsex . hardcore sex video clips . hardcore sex and porn . full nude strip club . hardcore sex links . pics of sexy girls . beast girl sex . online sex personals . elisha kuthbert nude . contact sex . set of sexy girl . elisha curtbert nude . ecw extreme strip poker nude . hot girl sex . dating swingers . online dating review . sex dating be . hardcore sex toys . geeting card . teen laid . greek online dating . online sim dating games . naked lesbian strippers . desperate housewives longoria . hardcore phone sex . sexy fat girls . forced to strip naked . sexy girls and boys . sex dating service . sexy wallpapers girl . naked stripper girls . elisha porn . strip naked in public . married online dating . online dating advice . hardcore teenie sex . girls wanting sex . nude celebrities . strippers get naked . girl to girl sex . fully nude strip clubs . online dating chat rooms . hardcore sex dvds . nude stripper girls . elisha clips . sites sex . forced to strip nude . girls sex pic . christian dating sex . pussy laid . britney spears nude . lesbian dating . lesbian sex . oops nude . eva longoria naked video . online dating service . hardcore sex download . elisha cuthbert nude naked . movies of hardcore sex . sex dating no . elisha fake . sex dating nl . geeting cards . chinese hardcore sex . asian girls having sex . hardcore sex vidoes . girls sex movies . naked women strippers . strip naked game . online dating love . xxx hardcore sex pictures . naked women strip . naked hardcore sex . wallpaper longoria . eva longoria naked videos . hardcore sex trailer . most popular online dating . live sexy girls . videos of hardcore sex . african hardcore sex . elisha cuthbert's naked pics . sex tips for girls . hardcore sex action . online dating relationship . people having hardcore sex . american online dating . girl sex man . girls want sex . sexy girl pic . gratis sex dating . sexy school girl . on

line dating . webcam sex . online dating with . elisha dusku nude . strip naked . extreme hardcore sex . sexy nudes girl . elisha ann cuthbert naked . hardcore sex pornos . boy girl sex . elisha playboy . boys strip naked . girl on girl sex videos . videos of sexy girls . sexy girls wallpaper . online dating tips . dating girls online . online dating rights . movies girl sex . nude strip tease video . largest online dating . nude strip game . tony parker longoria . elisha cuthbert naked movie . teenage girls sex . stripper . videos of girls having sex . elisha cuthburt nude . japanese hardcore sex . sexy girls pictures . marriage online dating . online american singles . dating oral sex . dirty hardcore sex . jewish online dating . nude black stripper . sets sexy girls . how to strip naked . elisha cutbert . elisha cuthbert nude porn . sexy magical girl ai . history of online dating . eva sexy . hardcore sex pictures . nude pictures elisha . alyssa milano nude . eva longoria porn . jessica alba nude . girl sex men . sexy girls in india . online dating news . online dating asian . fuck girl sex . japan girls sex . nude women strippers . american hardcore sex . nude adult entertainment . tgp sexy girl . nude russian escorts . sex only dating . girl sex clips . world hardcore sex . online dating ireland . boys laid . . big brother sex video . live sex pictures . real sex videos . nude girl videos . www live sex de . date with divinity but she wouldnt let me fuck . pretty naked girls . celebrity pic nude . hot greek women . live sex now . fuck wife . celebrity nude salma hayek . rough sex videos . erotic sex videos . naked girls videos . fuck buddys diy dating . naked teenage girls . nude celeb movies . sex video izle . sex animal videos . group sex videos . dating superstud is a fucking faggot and he has . nude picture of girls . sex clip videos . hot turkish women . nude hollywood actress . nude girls . live sex video . celebrity nude paparazzi . nude girls pictures . secret friends live sex chat little young teens . nude girls pics . celebrity nude video . hot latin women . of filming to date those titties are just fucking unreal . hot thai women . jasmine live sex . sex fuck meet dating com . live sex on webcam . younger babes girls . brooke burke nude . date me fuck . videos of sex . hot naked women pics . sex in live . hot women picture . hot women wallpaper . hot women wrestling . dating fuck hard new . fuck girl . live sex chat jasmine . fuck couple . naked girl . celeb sex video . nude women pictures . hot military women . live black sex . really hot women . britney spears sex video download . nude pics of girls . dating girls . nude girls porn . adult sex movies . nude celeb galleries . live sex vedios . hot women athletes . amatuer sex videos . long sex videos . single dating . video sex gratuit . dating man . jessica simpson nude . nude anna nicole smith . fuck meet dating com . naked girls video . naked girls having sex . nude photos of girls . a fuck date . live sex jasmin . hot nude girl . hot women with big tits . hot polish women . hot women over 40 . dating superstud is a fucking faggot and he . hot women getting fucked . nude girls 3pic . hot swedish women . better sex video . celebrity natalie portman . hot celebrity nude . hot women tgp . naked old women . live sex lista . live sex rooms . hot chinese

women . asian dating . sex video gratis . sex scandal video . webcam live sex . celebrities nude pics . fuck dates in . movies sex . milf sex videos . live sex lists . hot women stripping . hot women over 50 . celebrity jessica simpson nude . live sex films . match dating . muslim dating . paris sex video . hot women pic . nude russian girls . nude black girls . live nude girls . naked girl pictures . date me now fuck me later . tranny dating . naked women videos . fuck singles in . hot asian women . xxx nude girls . date fucker . mature live sex . chat rooms sex . halle berry nude . sex video downloads . hot canadian women . hot business women . nude girls having sex . sex en live . nude asian women . live sex hot live sex shows . pakistani nude girls . swingers dating . sex porno live . videos of hot women

1097. Re: WTB: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-14 02:15:30 UTC
From: Chuck B <Cabacon@cox.net>
Message-ID: <5f8wi.77857$g86.18300@newsfe14.lga>
Source record: 4334

Did you get my email?

"Demivec" <likeb4garbage@msn.com> wrote in message
news:f976b502pgu@news2.newsguy.com...
> Not yet. I am currently considering several who have expressed interest.
>
>
>> did you sell it yet?
>>
>>
>> "Demivec" <likeb4garbage@msn.com> wrote in message
>> news:f8b8mg0tuc@news5.newsguy.com...
>> >
>> >> > I have a 130XE (used by me) available for sale.
>> >> >
>> >> > It had a memory mod (in 1987) to upgrade it to 1mb Ram. and included
>> >> > the addition of 3 switches on the back relating to the memory
>> >> > upgrade.
>> >> > I did not perform the upgrade, and frankly do not remember the
>> >> > gentlemen that did, though he was a popular name in the biz at the
>> >> > time for upgrades. I did work to write software to use the extra
>> >> > memory, so I am familiar with its workings somewhat.
>> >> >
>> >> > It is in fine working condition. Keyboard works.
>> >> >
>> >> > I'm asking $60 for the 130XE.
>> >> >
>> >>
>> >> I'm interested in this machine. First come first served, or just the
>> >> original poster?
>> >>
>> >
>> > First & highest usually works best. Contact me at
>> > likeb4garbarge@msn.com
>> > by taking out the garbage first, and I can answer any additional
>> > questions
>> > you may have before we close the deal. I do have pictures as well.

1098. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-14 04:23:28 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1187065392@rtfm.mit.edu>
Source record: 4335
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

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Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 22, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.
Atari, headquartered at the time in Sunnyvale, California, USA, produced this
line of computers from 1979-1992.

To see what Atari, Inc. is up to today, visit: http://www.atari.com/

ABOUT THIS DOCUMENT
Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 7 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

Former (before 1987) Usenet newsgroups for Atari computer discussion:
net.micro.atari8 - created Feb 1986
net.micro.atari - created Nov 1982
net.micro - created Jan 1982

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.atarimania.com/faq.php

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

ACGC - Atlantic Computer and Gaming Club
http://www.chebucto.ns.ca/Technology/NSACUG/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Atari computers news aggregator site, by Matthew Bacon)
http://www.ataritoday.com/

1099. Re: WTB: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-14 13:23:58 UTC
From: Demivec <likeb4garbage@msn.com>
Message-ID: <f9sab80esn@news3.newsguy.com>
Source record: 4336

No. Did you receive mine?

> Did you get my email?
>
>
> "Demivec" <likeb4garbage@msn.com> wrote in message
> news:f976b502pgu@news2.newsguy.com...
> > Not yet. I am currently considering several who have expressed
> > interest.
> >
> >
> >> did you sell it yet?
> >>
> >>
> >> "Demivec" <likeb4garbage@msn.com> wrote in message
> >> news:f8b8mg0tuc@news5.newsguy.com...
> >> >
> >> >> > I have a 130XE (used by me) available for sale.
> >> >> >
> >> >> > It had a memory mod (in 1987) to upgrade it to 1mb Ram. and
> >> >> >included
> >> >> > the addition of 3 switches on the back relating to the memory
> >> >> > upgrade.
> >> >> > I did not perform the upgrade, and frankly do not remember the
> >> >> > gentlemen that did, though he was a popular name in the biz at
> >> >> >the
> >> >> > time for upgrades. I did work to write software to use the extra
> >> >> > memory, so I am familiar with its workings somewhat.
> >> >> >
> >> >> > It is in fine working condition. Keyboard works.
> >> >> >
> >> >> > I'm asking $60 for the 130XE.
> >> >> >
> >> >>
> >> >> I'm interested in this machine. First come first served, or just
> >> >> the
> >> >> original poster?
> >> >>
> >> >
> >> > First & highest usually works best. Contact me at
> >> > likeb4garbage@msn.com
> >> > by taking out the garbage first, and I can answer any additional
> >> > questions
> >> > you may have before we close the deal. I do have pictures as well.

1100. XL/XE ROM RAM Test

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-14 17:37:03 UTC
From: DocRotCod <rahbart@cox.net>
Message-ID: <hJlwi.213595$LE1.170920@newsfe13.lga>
Source record: 4337

The ROM test indicates a red bar on the ROM on the right ROM in self test.
Does this indicate a specific ROM or is it just a blanket "you have a bad
ROM somewhere"?

TIA

Thomas

1101. Re: XL/XE ROM RAM Test

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-14 23:18:00 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <7KCdnRDBzJ51ql_bnZ2dnUVZ_tyknZ2d@comcast.com>
Source record: 4338

I think there are only two physical ROM chips in an XL/XE.

One is the OS and the other is the BASIC interpretor. What I don't know is
if the ROM test is just the OS ROM or both the OS and the BASIC ROM.

-Jason

"DocRotCod" <rahbart@cox.net> wrote in message
news:hJlwi.213595$LE1.170920@newsfe13.lga...
> The ROM test indicates a red bar on the ROM on the right ROM in self test.
> Does this indicate a specific ROM or is it just a blanket "you have a bad
> ROM somewhere"?
>
> TIA
>
> Thomas
>

1102. Re: XL/XE ROM RAM Test

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-15 00:44:49 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <4%rwi.5570$i85.691@nlpi061.nbdc.sbc.com>
Source record: 4339

This is off topic, but this is the only message I have in Outlook Express.
It puzzles me, I want to keep all messages, but periodically, as has
happened just now, all messages except one dissappear!
I have 'Don't synchronize.' set for all my groups.
These strange messages seem to preceed the wipeout of my messages,
something like 'cmesage cancel... blah blah.
It doesn't work to unsubscribe and re-subscribe.

1103. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-15 07:29:51 UTC
From: bill@newbreedsoftware.com
Message-ID: <46c2ab6f$0$14115$742ec2ed@news.sonic.net>
Source record: 4340

Russg <russgilb@mungesbcglobal.net> wrote:
> If you have run the emulator without a DOS, there is no way to save the
> program to 'disk' (ATR image).

If the emulator simulates a tape drive, the C: device is part of the OS,
so you could do CSAVE or SAVE "C:" :^)

Additionally, you could do something silly like LIST "P:" if the
emulator's printer 'device' has been redirected to a file. Then you'll
at least have an ATASCII dump of the listing which you could then load later
using the ENTER command.

;^)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

1104. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-15 07:30:59 UTC
From: bill@newbreedsoftware.com
Message-ID: <46c2abb3$0$14115$742ec2ed@news.sonic.net>
Source record: 4341

Russg <russgilb@mungesbcglobal.net> wrote:
> snip
> >
> > tried but this also does NOT work to save the program to disk
> >
> You need to be more descriptive.
> What emulator are you trying?

... Have you read my (admittedly outdated, emulator-wise) "New User" FAQ? :)

http://www.sonic.net/~nbs/new_and_emu.html

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

1105. XEGS ROM

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-15 19:20:03 UTC
From: DocRotCod <rahbart@cox.net>
Message-ID: <TjIwi.45439$rH6.21084@newsfe22.lga>
Source record: 4342

Does anyone have a copy of the XEGS ROM (OS, Basic, Missile Command) they could e-mail me? I need to reburn a ROM as mine is failing. TIA

Thomas

1106. Re: XEGS ROM

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-15 22:02:55 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns998DB7CE231F6emuslor@216.196.97.136>
Source record: 4343

Despite all prevention efforts, "DocRotCod" <rahbart@cox.net> wrote in
news:TjIwi.45439$rH6.21084@newsfe22.lga:

> Does anyone have a copy of the XEGS ROM (OS, Basic, Missile Command)
> they could e-mail me? I need to reburn a ROM as mine is failing. TIA

Email sent.

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

1107. Re: nude black girls . live nude girls . naked girl pictures . date me now fuck me later

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-16 00:30:06 UTC
From: "TinyURL.com/bo3n" <expires2002jan@gmail.com>
Message-ID: <1187224206.739207.313900@k79g2000hse.googlegroups.com>
Source record: 4344
Cross-posted to: rec.humor.oracle.d,misc.health.injuries.rsi.misc,es.comp.cad.misc,alt.politics.ec,comp.sys.atari.8bit

Yahoo Groups will let you meet a lot of people

1108. Re: WTB: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-16 04:19:20 UTC
From: Chuck B <Cabacon@cox.net>
Message-ID: <9fQwi.29631$lZ7.23574@newsfe20.lga>
Source record: 4345

```
yes I replay and it gets sent back to me
"Demivec" <likeb4garbage@msn.com> wrote in message
news:f9sab80esn@news3.newsguy.com...
> No. Did you receive mine?
>
>> Did you get my email?
>>
>>
>> "Demivec" <likeb4garbage@msn.com> wrote in message
>> news:f976b502pgu@news2.newsguy.com...
>> > Not yet. I am currently considering several who have expressed
>> > interest.
>> >
>> >
>> >> did you sell it yet?
>> >>
>> >>
>> >> "Demivec" <likeb4garbage@msn.com> wrote in message
>> >> news:f8b8mg0tuc@news5.newsguy.com...
>> >> >
>> >> >> > I have a 130XE (used by me) available for sale.
>> >> >> >
>> >> >> > It had a memory mod (in 1987) to upgrade it to 1mb Ram. and
>> >> >> >included
>> >> >> > the addition of 3 switches on the back relating to the memory
>> >> >> > upgrade.
>> >> >> > I did not perform the upgrade, and frankly do not remember the
>> >> >> > gentlemen that did, though he was a popular name in the biz at
>> >> >> >the
>> >> >> > time for upgrades. I did work to write software to use the extra
>> >> >> > memory, so I am familiar with its workings somewhat.
>> >> >> >
>> >> >> > It is in fine working condition. Keyboard works.
>> >> >> >
>> >> >> > I'm asking $60 for the 130XE.
>> >> >> >
>> >> >>
>> >> >> I'm interested in this machine. First come first served, or just
>> >> >> the
>> >> >> original poster?
>> >> >>
>> >> >
>> >> > First & highest usually works best. Contact me at
>> >> > likeb4garbage@msn.com
```

>> >> > by taking out the garbage first, and I can answer any additional
>> >> > questions
>> >> > you may have before we close the deal. I do have pictures as well.

1109. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-16 18:09:38 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <Hp0xi.26944$Mu5.1490@newsfe15.phx>
Source record: 4346

IF you ever get a DOS25.atr or '.XFD' the emulator allows drag & drop also.

RoyE

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:46c2abb3$0$14115$742ec2ed@news.sonic.net...
> Russg <russgilb@mungesbcglobal.net> wrote:
>> snip
>> >
>> > tried but this also does NOT work to save the program to disk
>> >
>> You need to be more descriptive.
>> What emulator are you trying?
>
> ... Have you read my (admittedly outdated, emulator-wise) "New User" FAQ?
> :)
>
> http://www.sonic.net/~nbs/new_and_emu.html
>
> --
> -bill!
> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/

1110. Re: Do spiders like ATARIs?

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-17 06:45:47 UTC
From: Gaiyan <macinjosh@gmail.com>
Message-ID: <1187333147.646050.279780@r34g2000hsd.googlegroups.com>
Source record: 4347
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Aug 17, 4:44 am, "Spiderman" <spider...@spider.bite> wrote:
> X-No-Archive:yes
>
> When opening old ATARI computers I often find spiders
> living happily inside the computer.
>
> It seems to me that spiders *love* ATARIs, while maggots
> and worms are attracted to Commodore systems.
>
> Do you have spiders in your ATARI, too?

I had a gecko (small lizard like reptile) in my STE once. That was back when I lived in the tropics. Unfortunately it got fried on the PSU as I was playing a game (I had no idea it was in there). Smoke started coming up from the STE's vents while I was playing and I panicked and shut the computer of thinking I fried a circuit or something. Imagine my surprise when I open the computer up to find a scroched gecko lying on the PSU. Poor little thing... geckos are cute.

Joshua.

1111. Re: Do spiders like ATARIs?

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-18 02:25:24 UTC
From: "micrologix1500@yahoo.com" <micrologix1500@yahoo.com>
Message-ID: <1187403924.261463.117720@e9g2000prf.googlegroups.com>
Source record: 4348
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Aug 17, 2:45 am, Gaiyan <macinj...@gmail.com> wrote:
> On Aug 17, 4:44 am, "Spiderman" <spider...@spider.bite> wrote:
>
> > X-No-Archive:yes
>
> > When opening old ATARI computers I often find spiders
> > living happily inside the computer.
>
> > It seems to me that spiders *love* ATARIs, while maggots
> > and worms are attracted to Commodore systems.
>
> > Do you have spiders in your ATARI, too?
>
> I had a gecko (small lizard like reptile) in my STE once. That was
> back when I lived in the tropics. Unfortunately it got fried on the
> PSU as I was playing a game (I had no idea it was in there). Smoke
> started coming up from the STE's vents while I was playing and I
> panicked and shut the computer of thinking I fried a circuit or
> something. Imagine my surprise when I open the computer up to find a
> scroched gecko lying on the PSU. Poor little thing... geckos are cute.
>
> Joshua.

they must be extraordinarily stupid animals, or this particular one
was already dead before you powered up!

1112. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-18 07:11:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <46c6ca48839eb0@comcast.net>
Source record: 4201

>Try one of these:
>
>http://www.a800win.atari-area.prv.pl/ For Windows
>
>http://www.math.tu-berlin.de/~thor/atari++/ The best
>
>http://www.zerstoerung.de/download.html A8E read the install instructions
>
>http://atari800.sourceforge.net/download.html mostly for DOS but will run
>with any windows OS

The ones listed above should work just fine. I have the Atari 16/32 bit
version and it works just fine.
--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

1113. FS: 20% OFF ALL ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-18 08:10:00 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0708180107320.22433-100000@onyx.spiritone.com>
Source record: 4349
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1114. ATARI SUMMER GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-18 08:15:41 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0708180112540.22433-100000@onyx.spiritone.com>
Source record: 4200
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save Gas and Take a mini-vacation on your Atari.
Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or
look for Atari games at http://BenSells.Atari.org Games Starting at $5
and Up! The Name everyone knows for Gaming Fun? Have you Played your Atari
Today? For Classic Atari 8 Bit, ST & Jaguar Games! Daily Gaming avoids
Hardening of the Ataris! E-Mail: Atari@aracnet.com or Call (503)256-9974!

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1115. MI5 Persecution: Fitted up 26/4/96 (258)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-19 16:29:46 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07071916294416@4ax.com>
Source record: 4202
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

Subject: Re: MI5? Please can someone explain what's going on here?
Newsgroups: uk.misc
References: <4l1khm$4cn@utopia.hacktic.nl> <4l2lhj$6h6@bignews.shef.ac.uk>
Organization: Toronto Free-Net
Distribution:

David Stretch (dds@leicester.ac.uk) wrote:
: In article <19960418.000817.55@hotch.hotch.demon.co.uk>,
: Iain L M Hotchkies <iain@hotch.demon.co.uk> wrote:
: >The (remote) possibility remains that 'Mike Corley' is either
: >not schizophrenic (but is 'pretending' to be so) or 'he' is
: >a product of a number of persons (?psychology students).

: Given other ways in which I have seen people exploit some of The Internet's
: capabilities to disrupt or indulge in sophistry, or to exploit a medium
: that resembles speech without the non-verbal and intonation cues, etc
: as a means of denigrating others, I question your use, albeit in quotes,
: of the word "remote". I'm not saying it isn't remote and therefore it is
: great, I'm just saying that I don't think we can easily classify it as
: remote, moderate, or great.

I think you can build up quite a good picture based on what someone says
and on their posting patterns. I don't think "The Internet" (capitals, no
less) is as opaque a medium as you make it out to be.

: It is not easy to determine the validity of all information on The
: Internet without making use of extra supplementary information.

: We do have the problem, pointed out by someone else, of the possibly
: "too perfect" textbook characteristics of what is being posted.

I explained that one, but I don't mind explaining it again (you don't
mind having it explained again to you, do you now?). The reason my
"symptoms" are such a perfect fit to the textbook is because the people
causing the campaign "fitted me up" in such a way that what they did
would resemble the symptoms of schizophrenia. Hence TV, radio, other
media, people in the streets etc. By a fortunate coincidence (for them)
these mthods of harassment are the ones which offer easiest channels of
access (for them).

It's really quite neat. All it takes is for people to start believing
that the "symptoms" aren't symptoms but reality, though, and the house of
cards collapses in a heap. And there are _lots_ of people now who knoiw
full well what has gone on.

: If harrassment by email, etc, has happened by someone out of the country,
: can a complaint be made that results in arrest or whatever upon that
: person's entry into the country? An interesting point which Mike may be
: able to inform us about, as he's said he will be in the UK in a few weeks
: time.

Picture the scene at the airport;
"I arrest you for being Mike Corley and mailbombing people"

"But my name isn't Corley. Who he? Mailbombing isn't illegal is it? You'd
have to lock up a lot of people if sending annoying email was a crime"

"Er....."

: --
: David Stretch: Greenwood Institute of Child Health, Univ. of Leicester, UK.
: dds@leicester.ac.uk Phone:+44 (0)116-254-6100 Fax:+44 (0)116-254-4127
==========

: context-free parts of articles, conversations and things-on-the-TV and
: assume they are meant for you. Mike, this is called paranoia.

But that's the way real abuse works, too. People interject words and
phrases into what they say which they know will have meaning for the listener.

And sometimes, they make it obvious. The very first evening of my job in
Oxford, we went for a drink with the technical director, and a couple
of other employees. The TD said in an "as-if" aside to one of the others,
"Is this the bloke who's been on TV?" (he said it directly in front of
me, and obviously meant mke to hear him saying it). The other person
replied, "Yes, I think so".

I think the subtext of what the TD said was "Why are they bothering with
him? He's so insignificant, why would they possibly want to spend the
resources going after him and putting all that expensive technology in
his home, when there must be much better targets?". The Technical
Director was given to sometimes disrespecting people, you see, and in my
case he couldn't see the point of anyone expending money on harassing me.

==========

Subject: Re: Treatment of Schizophrenia
Newsgroups: uk.misc,uk.legal,uk.politics,alt.politics.british
Followup-To: uk.misc,uk.legal,uk.politics,alt.politics.british
References: <153321Z22041996@anon.penet.fi> <4lge6r$p00@news.ox.ac.uk>
Organization: Toronto Free-Net
Distribution:

Illtud Daniel (idaniel@jesus.ox.ac.uk) wrote:
: Probably 'cos you come across as reasoned & articulate, it's a pity
: about the other stuff :)

Veracity is so unreasonable.

: >>pps. You should still see a doc again Mike.
: >
: >Doing so. Trouble is, all this mental-illness stuff provides camouflage
: >for the harassment, which is real. It alows people who otherwise would
: >consider the harassment seriously to disregard it. It makes conversations
: >with a lawyer or police brief when otherwise it would merit discussion.

: The point is that there are two possibilities happening here-

: 1. There's a large conspiracy of people out to get you, for no
: other reason than that they have the means to do so, and that
: it involves a lot of the Media & a proportion of the public

: 2. You (who admit to having some headspace problems) are suffering
: from acute paranoid schizophrenia.

: Possibility #1 is _possible_, but would be unprecendented (OTOH,
: how would we know?), unfeasible, and many other things beginning
: with _un_ which I can't think of at the moment. Besides, if there
: was something going on, chances are some of us here would know
: about it, and I'm convinced that nobody does.

"Unprecedented" hits the nail on the head. It _is_ unprecedented, but we
have only just reached the technical stage at which it is feasible, and
we know video-spying is done to other people (NB the Diana-Hewitt
episode) and is a routine tool of security agencies.

Perhaps what is unprecedented is not the technical side, but the social
manipulation of many people by a concealed element in what other
countries would be called the secret police. The most disturbing element
is the degree to which people allow themselves to be unquestioningly
manipulated by an evil element within the state.

258

--
Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
------->>>>>>http://www.NewsDemon.com<<<<<<------
Unlimited Access, Anonymous Accounts, Uncensored Broadband Access

1116. MI5 Persecution: Bernard Levin 1/6/96 (1481)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-19 17:09:50 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07071917094835@4ax.com>
Source record: 4203
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

Subject: Re: "FANATIC'S FARE FOR THE COMMON MAN"
Newsgroups: uk.misc,uk.media,uk.legal,uk.politics.misc
Followup-To: uk.misc,uk.media,uk.legal,uk.politics.misc
References: <Ds0L1o.BMF.0.bloor@torfree.net> <ADCF291096681F4E@cara.demon.co.uk>
Organization: Toronto Free-Net
Distribution:

Peter Ceresole (peter@cara.demon.co.uk) wrote:
: In article <Ds0L1o.BMF.0.bloor@torfree.net>,
: bu765@torfree.net (Mike Corley) quoted a typical, overblown Bernard Levin
: piece, which sounds exactly like any number of other pieces by Levin over
: the past thirty years.

: He then goes on to draw an anguished parallel with a totally unrelated
: incident that had happened between him and a friend a few days earlier.

It is in the same style as his other pieces, but it's so close to what
actually happened a few days previously, that it's completely reasonable
to assume that someone told Levin about the meeting, hammed it up a
little bit and motivated him to write that article.

Look at the parallels;

1. "madman running loose about London"

2. it's about a meeting which took place recently

3. the police are called (he must be controlled, however much that
consumes in resources)

4. he might be violent, approach with caution, yes we're laughing but
really we're afraid of him, or is it perhaps our own propaganda that
we're letting manipulate us

5. he "bursts into tears, and swears it's all true - and it is" a very
exaggerated impression of the conclusion of that meeting

Don't worry if you don't believe me, neither my friend to whom I
explained this nor my GP believe me either (until the friend found out
otherwise!). If someone just presented this to you as I am presenting it
now then I wouldn't find it credible (most likely), so it's not until you
actually find out it's true that you can find it credible. And by then
it's too late, because they've got you in their trap and explained how
"funny" the abuse is.

1481

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Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
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1117. MI5 Persecution: Fitted up 26/4/96 (258)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-19 17:36:07 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07071917360530@4ax.com>
Source record: 4204
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

Subject: Re: MI5? Please can someone explain what's going on here?
Newsgroups: uk.misc
References: <4l1khm$4cn@utopia.hacktic.nl> <4l2lhj$6h6@bignews.shef.ac.uk>
Organization: Toronto Free-Net
Distribution:

David Stretch (dds@leicester.ac.uk) wrote:
: In article <19960418.000817.55@hotch.hotch.demon.co.uk>,
: Iain L M Hotchkies <iain@hotch.demon.co.uk> wrote:
: >The (remote) possibility remains that 'Mike Corley' is either
: >not schizophrenic (but is 'pretending' to be so) or 'he' is
: >a product of a number of persons (?psychology students).

: Given other ways in which I have seen people exploit some of The Internet's
: capabilities to disrupt or indulge in sophistry, or to exploit a medium
: that resembles speech without the non-verbal and intonation cues, etc
: as a means of denigrating others, I question your use, albeit in quotes,
: of the word "remote". I'm not saying it isn't remote and therefore it is
: great, I'm just saying that I don't think we can easily classify it as
: remote, moderate, or great.

I think you can build up quite a good picture based on what someone says
and on their posting patterns. I don't think "The Internet" (capitals, no
less) is as opaque a medium as you make it out to be.

: It is not easy to determine the validity of all information on The
: Internet without making use of extra supplementary information.

: We do have the problem, pointed out by someone else, of the possibly
: "too perfect" textbook characteristics of what is being posted.

I explained that one, but I don't mind explaining it again (you don't
mind having it explained again to you, do you now?). The reason my
"symptoms" are such a perfect fit to the textbook is because the people
causing the campaign "fitted me up" in such a way that what they did
would resemble the symptoms of schizophrenia. Hence TV, radio, other
media, people in the streets etc. By a fortunate coincidence (for them)
these mthods of harassment are the ones which offer easiest channels of
access (for them).

It's really quite neat. All it takes is for people to start believing
that the "symptoms" aren't symptoms but reality, though, and the house of
cards collapses in a heap. And there are _lots_ of people now who knoiw
full well what has gone on.

: If harrassment by email, etc, has happened by someone out of the country,
: can a complaint be made that results in arrest or whatever upon that
: person's entry into the country? An interesting point which Mike may be
: able to inform us about, as he's said he will be in the UK in a few weeks
: time.

Picture the scene at the airport;
"I arrest you for being Mike Corley and mailbombing people"

"But my name isn't Corley. Who he? Mailbombing isn't illegal is it? You'd
have to lock up a lot of people if sending annoying email was a crime"

"Er....."

: --
: David Stretch: Greenwood Institute of Child Health, Univ. of Leicester, UK.
: dds@leicester.ac.uk Phone:+44 (0)116-254-6100 Fax:+44 (0)116-254-4127
==========

: context-free parts of articles, conversations and things-on-the-TV and
: assume they are meant for you. Mike, this is called paranoia.

But that's the way real abuse works, too. People interject words and
phrases into what they say which they know will have meaning for the listener.

And sometimes, they make it obvious. The very first evening of my job in
Oxford, we went for a drink with the technical director, and a couple
of other employees. The TD said in an "as-if" aside to one of the others,
"Is this the bloke who's been on TV?" (he said it directly in front of
me, and obviously meant mke to hear him saying it). The other person
replied, "Yes, I think so".

I think the subtext of what the TD said was "Why are they bothering with
him? He's so insignificant, why would they possibly want to spend the
resources going after him and putting all that expensive technology in
his home, when there must be much better targets?". The Technical
Director was given to sometimes disrespecting people, you see, and in my
case he couldn't see the point of anyone expending money on harassing me.

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Subject: Re: Treatment of Schizophrenia
Newsgroups: uk.misc,uk.legal,uk.politics,alt.politics.british
Followup-To: uk.misc,uk.legal,uk.politics,alt.politics.british
References: <153321Z22041996@anon.penet.fi> <4lge6r$p00@news.ox.ac.uk>
Organization: Toronto Free-Net
Distribution:

Illtud Daniel (idaniel@jesus.ox.ac.uk) wrote:
: Probably 'cos you come across as reasoned & articulate, it's a pity
: about the other stuff :)

Veracity is so unreasonable.

: >>pps. You should still see a doc again Mike.
: >
: >Doing so. Trouble is, all this mental-illness stuff provides camouflage
: >for the harassment, which is real. It alows people who otherwise would
: >consider the harassment seriously to disregard it. It makes conversations
: >with a lawyer or police brief when otherwise it would merit discussion.

: The point is that there are two possibilities happening here-

: 1. There's a large conspiracy of people out to get you, for no
: other reason than that they have the means to do so, and that
: it involves a lot of the Media & a proportion of the public

: 2. You (who admit to having some headspace problems) are suffering
: from acute paranoid schizophrenia.

: Possibility #1 is _possible_, but would be unprecendented (OTOH,
: how would we know?), unfeasible, and many other things beginning
: with _un_ which I can't think of at the moment. Besides, if there
: was something going on, chances are some of us here would know
: about it, and I'm convinced that nobody does.

"Unprecedented" hits the nail on the head. It _is_ unprecedented, but we
have only just reached the technical stage at which it is feasible, and
we know video-spying is done to other people (NB the Diana-Hewitt
episode) and is a routine tool of security agencies.

Perhaps what is unprecedented is not the technical side, but the social
manipulation of many people by a concealed element in what other
countries would be called the secret police. The most disturbing element
is the degree to which people allow themselves to be unquestioningly
manipulated by an evil element within the state.

258

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1118. MI5 Persecution: Fitted up 26/4/96 (258)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 05:52:13 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072009483204@4ax.com>
Source record: 4208
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

Subject: Re: MI5? Please can someone explain what's going on here?
Newsgroups: uk.misc
References: <4l1khm$4cn@utopia.hacktic.nl> <4l2lhj$6h6@bignews.shef.ac.uk>
Organization: Toronto Free-Net
Distribution:

David Stretch (dds@leicester.ac.uk) wrote:
: In article <19960418.000817.55@hotch.hotch.demon.co.uk>,
: Iain L M Hotchkies <iain@hotch.demon.co.uk> wrote:
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: >not schizophrenic (but is 'pretending' to be so) or 'he' is
: >a product of a number of persons (?psychology students).

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: that resembles speech without the non-verbal and intonation cues, etc
: as a means of denigrating others, I question your use, albeit in quotes,
: of the word "remote". I'm not saying it isn't remote and therefore it is
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mind having it explained again to you, do you now?). The reason my
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causing the campaign "fitted me up" in such a way that what they did
would resemble the symptoms of schizophrenia. Hence TV, radio, other
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access (for them).

It's really quite neat. All it takes is for people to start believing
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: person's entry into the country? An interesting point which Mike may be
: able to inform us about, as he's said he will be in the UK in a few weeks
: time.

Picture the scene at the airport;
"I arrest you for being Mike Corley and mailbombing people"

"But my name isn't Corley. Who he? Mailbombing isn't illegal is it? You'd
have to lock up a lot of people if sending annoying email was a crime"

"Er....."

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: David Stretch: Greenwood Institute of Child Health, Univ. of Leicester, UK.
: dds@leicester.ac.uk Phone:+44 (0)116-254-6100 Fax:+44 (0)116-254-4127
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I think the subtext of what the TD said was "Why are they bothering with
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resources going after him and putting all that expensive technology in
his home, when there must be much better targets?". The Technical
Director was given to sometimes disrespecting people, you see, and in my
case he couldn't see the point of anyone expending money on harassing me.

==========

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Followup-To: uk.misc,uk.legal,uk.politics,alt.politics.british
References: <153321Z22041996@anon.penet.fi> <4lge6r$p00@news.ox.ac.uk>
Organization: Toronto Free-Net
Distribution:

Illtud Daniel (idaniel@jesus.ox.ac.uk) wrote:
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: about the other stuff :)

Veracity is so unreasonable.

: >>pps. You should still see a doc again Mike.
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: >Doing so. Trouble is, all this mental-illness stuff provides camouflage
: >for the harassment, which is real. It alows people who otherwise would
: >consider the harassment seriously to disregard it. It makes conversations
: >with a lawyer or police brief when otherwise it would merit discussion.

: The point is that there are two possibilities happening here-

: 1. There's a large conspiracy of people out to get you, for no
: other reason than that they have the means to do so, and that
: it involves a lot of the Media & a proportion of the public

: 2. You (who admit to having some headspace problems) are suffering
: from acute paranoid schizophrenia.

: Possibility #1 is _possible_, but would be unprecendented (OTOH,
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: with _un_ which I can't think of at the moment. Besides, if there
: was something going on, chances are some of us here would know
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"Unprecedented" hits the nail on the head. It _is_ unprecedented, but we
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we know video-spying is done to other people (NB the Diana-Hewitt
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Perhaps what is unprecedented is not the technical side, but the social
manipulation of many people by a concealed element in what other
countries would be called the secret police. The most disturbing element
is the degree to which people allow themselves to be unquestioningly
manipulated by an evil element within the state.

258

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1119. BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 06:10:17 UTC
From: Payton Byrd <payton@paytonnospambyrd.com>
Message-ID: <%eayi.966$WZ.167@newsfe05.lga>
Source record: 4205

What BASIC languages are available for the Atari 8-bit systems? I've been doing some benchmarking and am stunned with how poorly the BASIC in the XL ROM performs given the relatively high 1.79 mhz CPU clock.

--
Payton Byrd
Homepage - <http://www.paytonbyrd.com>
Blog - <http://blogs.ittoolbox.com/visualbasic/dotnet/>

1120. MI5 Persecution: Bernard Levin 1/6/96 (1481)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 06:16:03 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072010122353@4ax.com>
Source record: 4209
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

Subject: Re: "FANATIC'S FARE FOR THE COMMON MAN"
Newsgroups: uk.misc,uk.media,uk.legal,uk.politics.misc
Followup-To: uk.misc,uk.media,uk.legal,uk.politics.misc
References: <Ds0L1o.BMF.0.bloor@torfree.net> <ADCF291096681F4E@cara.demon.co.uk>
Organization: Toronto Free-Net
Distribution:

Peter Ceresole (peter@cara.demon.co.uk) wrote:
: In article <Ds0L1o.BMF.0.bloor@torfree.net>,
: bu765@torfree.net (Mike Corley) quoted a typical, overblown Bernard Levin
: piece, which sounds exactly like any number of other pieces by Levin over
: the past thirty years.

: He then goes on to draw an anguished parallel with a totally unrelated
: incident that had happened between him and a friend a few days earlier.

It is in the same style as his other pieces, but it's so close to what
actually happened a few days previously, that it's completely reasonable
to assume that someone told Levin about the meeting, hammed it up a
little bit and motivated him to write that article.

Look at the parallels;

1. "madman running loose about London"

2. it's about a meeting which took place recently

3. the police are called (he must be controlled, however much that
consumes in resources)

4. he might be violent, approach with caution, yes we're laughing but
really we're afraid of him, or is it perhaps our own propaganda that
we're letting manipulate us

5. he "bursts into tears, and swears it's all true - and it is" a very
exaggerated impression of the conclusion of that meeting

Don't worry if you don't believe me, neither my friend to whom I
explained this nor my GP believe me either (until the friend found out
otherwise!). If someone just presented this to you as I am presenting it
now then I wouldn't find it credible (most likely), so it's not until you
actually find out it's true that you can find it credible. And by then
it's too late, because they've got you in their trap and explained how
"funny" the abuse is.

1481

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1121. Re: BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 06:20:44 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <fabbu1tt1@infosun2.rus.uni-stuttgart.de>
Source record: 4206

Payton Byrd schrieb:
> What BASIC languages are available for the Atari 8-bit systems? I've been doing some benchmarking and am stunned with how poorly the BASIC in the XL ROM performs given the relatively high 1.79 mhz CPU clock.
>

From what I remember:

There is of course Atari Basic (rev. A to C). The main source of its slowness is the floating-point math.

Then we have TurboBasic, which is a lot faster because it replaces the math pack by its own routines. It is backwards compatible to the Atari basic.

There is also Microsoft basic available for the 8bits. I do not have a clear picture about its speed, though. It is quite different and not compatible to Atari Basic whatsoever.

Then we have BasicXL from OSS which was also IIRC backwards compatible with Atari Basic, but not faster, only richer.

Finally, if speed is your issue, then I would also suggest to look into compilers. For Atari Basic, a purely integer based compiler is the "ABC" which has also been widely used by professional software (Micropose did use it a lot) and the Turbo Basic compiler. There are a couple of others, but I never tried them.

So long,
Thomas

1122. MI5 Persecution: alt.fan.mike-corley 6/6/96 (2704)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 06:38:32 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072010345093@4ax.com>
Source record: 4210
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

From: richard@musicians-net.co.uk (Richard Fairhurst)
Newsgroups: uk.misc,uk.media,uk.legal,uk.politics.misc
Subject: A Mike Corley newsgroup?
Date: Thu Jun 6 05:02:17 1996

In article <2520@osiris.win-uk.net>, burridge@osiris.win-uk.net (Paul
Burridge) wrote:

> In article <833844951snz@eloka.demon.co.uk>, Owen Lewis
(oml@eloka.demon.co.uk) writes [re: Mike Corley]:
> >To be honest, having made the mistake of reading his magnum opus twice
> >(like many forms of discomfort, one is prone to repeat the experience to
> >confirm that it really is a bad as one thought), I read nothing he writes
> >but am tempted by some of the sub-threads that develop.
>
> I made the grave error of showing one of his masterpieces to my
> mother, together with some of the (less than respectful) responses
> to it. Regrettably, she is now addicted to the Corley saga, is
> very much an admirer of him (viewing him as a pugilistic underdog
> deserving of great admiration) and I have to waste reams of paper
> printing all this bilge out every other day, for her delecation.

Given that Mr Corley clearly holds a certain fascination for some people,
and that his website, although "informative", isn't exactly ideal for
encouraging discussion of the sort that we all enjoy so much (including
Mike himself, by the look of things), would anyone be up for a Mike
Corley newsgroup - uk.fan.mike-corley, alt.fan.mike-corley, whatever?
(Sorry, I'm not very well up on these things.)

This would be a perfect place for Mike to post his writings, and perhaps
the occasional "look at the ...mike-corley newsgroup" posting in uk.misc
and so on would be accepted in place of the current cross-posts.

--
Richard Fairhurst (assistant editor, Keyboard Review)
"I am the vine: and you are the branches"

2704

--
Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
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1123. MI5 Persecution: Old_500 5/7/96 (3927)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 07:03:58 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072011001727@4ax.com>
Source record: 4211
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

From: box6565@embankment.com (Old_500)
Newsgroups: uk.misc
Subject: Dear Mike Corley
Followup-To: uk.legal,uk.misc
Date: Fri, 05 Jul 1996 15:41:16 GMT
Organization: XYz
Lines: 55
Message-ID: <31dd3788.8481134@news.dircon.co.uk>
NNTP-Posting-Host: gw1-073.pool.dircon.co.uk
X-Newsreader: Forte Agent .99e/16.227

==========

Subject: Now we tell the truth as it really is
Newsgroups: uk.misc
Organization: Toronto Free-Net
Summary:
Keywords:

:AND a second posting which appeared in uk.legal on 5th July 1996 (isn't Mr
:Corley popular ?)

> Dear Mike,

> I've just spoken to a man who knows and he has told me you
> have never ever been a target.

> My man knows because he once wrote a report on you after
> you made complaints.

Come off it "Big Ears", if you're going to pretend someone else is giving me
advice then at least get one of your fellow coppers to write it so that it
isn't obviously written in the same style as your posts.

Also both your post and the one you're pretending isn't yours were posted from
pipex via news.dircon.co.uk, viz:

YOURS;

From: BigEars@technocom.com (Big Ears.)
Message-ID: <31ddacfe.7445797@news.dircon.co.uk>
NNTP-Posting-Host: gw5-072.pool.dircon.co.uk

"NOT YOURS";

From: box6565@embankment.com (Old_500)
Message-ID: <31dd3788.8481134@news.dircon.co.uk>
NNTP-Posting-Host: gw1-073.pool.dircon.co.uk

:NCIS leaks and most policemen regard it as unaccountable and occasionally
:insecure. M Howard promises to make NCIS publicly accountable.

You know a lot about what policemen think, don't you?

3927

--
Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
------>>>>>>http://www.NewsDemon.com<<<<<<------
Unlimited Access, Anonymous Accounts, Uncensored Broadband Access

1124. MI5 Persecution: Silly-billy 6/7/96 (5150)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 07:28:21 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072011244160@4ax.com>
Source record: 4212
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

From: Mike_Corley_Fan_Club@Nut_house.org (Old_500)
Newsgroups: uk.misc,uk.legal,uk.media,alt.radio.uk,rec.arts.tv.uk.misc
Subject: MC Exposed as a Fraud
Date: Sat, 06 Jul 1996 17:01:05 GMT
Organization: Anti-Nuts Inc.
Lines: 33
Message-ID: <31de9b91.11926469@news.dircon.co.uk>
References: <Du4LqI.32o.0.bloor@torfree.net>
NNTP-Posting-Host: gw5-055.pool.dircon.co.uk
X-Newsreader: Forte Agent .99e/16.227

Sad, confused and emotional disturbed Mike Corley wrote:

{ snip }

Because he has made himself into a martyr and now he finds it impossible to
back down. Mike's big secret has now been exposed. He made everything up.

Every time Mike makes allegations against the police, MI5,
Tom-Dick-and-Harry etc. those organisations have taken people off vitally
important work to ascertain whether or not there was any substance in Mike's
ranting allegations.

When I'm told by someone who really does know such things that there was
never any plot to get Mike then I trust that person sufficiently enough to
accept his word.

The problem is Mike has escalated matters to an extreme level and like many
silly billys he will find it impossible to give up all his self created crap
and to live a normal life. After all what can Mike do now this crap has
been exposed as untrue ? What new cause can Mike dedicate himself to ?
(Some might read that as: who else can Mike now start upsetting ?)

So Mike write to John Major, c/o the Private Secretary, 10 Downing Street,
London SW1A 2AA and ask the Prime Minister to help you. I'd normally
disclose his fax numbers but if I did that you might jam up the lines with
abusive postings just like you do here on Usenet.

Is anyone interested in joining with me to do a mass e-mailing of protests
to Anon Penet and to Toronto Free Net in an attempt to flood their computer
systems thus forcing them to seriously consider pulling the plug on Mike ?
I'm not sure but is my proposal called a "flame" ?

==========

From: BigEars@technocom.com (Big Ears.)
Newsgroups: uk.misc,uk.legal,uk.media,alt.radio.uk,rec.arts.tv.uk.misc
Subject: Re: MC Exposed as a Fraud
Date: Sat Jul 6 17:34:46 1996

John Youles commented:

> I've found that torfree.net don't respond, perhaps if they got a high
> enough number of complaints they might take notice. See their web pages
> for email addresses.

Perhaps we should give Mike 7 days from today (6 July 96) to come to his senses and they start a massive multiple E-mailing campaign to Toronto Free Net. If all us victims send multiple copies of E-mails to the right addresses in Toronto then perhaps the Canadians will begin to get the appropriate message.

Copy e-mailed to Mike, just so he knows what is coming if he persists.

Big Ears. Posted to uk.misc
==========
Please think of the people sleeping in shop doorways every night
==========

Subject: I'm wasting MI5's time! I should be arrested!
Newsgroups: uk.misc,uk.legal,rec.arts.tv.uk.misc,alt.journalism,alt.journalism.print,$
Organization: Toronto Free-Net
Summary:
Keywords:

It's such a pity that the Security Service has no powers of arrest. How are they supposed to implement a proper secret police state without the ability to snatch Joe Citizen off the street whenever they feel like it?

"Old_500" aka "Big Ears" aka "PC Plod" wrote:
>Every time Mike makes allegations against the police, MI5,
>Tom-Dick-and-Harry etc. those organisations have taken people off vitally
>important work to ascertain whether or not there was any substance in Mike's
>ranting allegations.

I see. So they're not wasting six years of manpower to persecute you. They're wasting six years of manpower to prove I'm _not_ being persecuted.

I wish I was clever enough to think of something like that. I really, really do.

>When I'm told by someone who really does know such things that there was
>never any plot to get Mike then I trust that person sufficiently enough to
>accept his word.

Come on "Big Ears", why don't you admit that you made this posting? This is exactly the same line you were feeding me a few months ago. The posts are from the same news server, it's even the same newsreading software (Forte Agent .99e/16.227).

I'm afraid that if you friend "in the know" denied the existence of a plot then he was being, as they say, economical with the truth. Judging by the extreme reaction in London in May, and the panic you're showing now, as well as the replay post yesterday, I would say that things are hotting up again. But for you this time, not for me. I am out of harm's way, and there is very little you can do as long as I stay out of the UK.

5150

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Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
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1125. Re: BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 09:02:31 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <xn0fa5subnw7o000@news.aon.at>
Source record: 4207

Payton Byrd wrote:

> What BASIC languages are available for the Atari 8-bit systems? I've
> been doing some benchmarking and am stunned with how poorly the BASIC
> in the XL ROM performs given the relatively high 1.79 mhz CPU clock.

Hi Payton!

An ATARI friend of former days and today, sweared to 'Turbo Basic' by Frank Ostrowski, released somewhere in the eighties in 'Happy Computer' Magazine. In case of speed!!!.... and command-set (IMHO)!

There were also very nice software available for 'TB', in that times. I remember good the Happy Computer logo popping up shortly, while the the 1050 Turbo-loader (with the PAR Connector) made its work :-) (in some seconds finished ;-))

Best regards,

Daniel Mandic

1126. Re: BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 13:13:00 UTC
From: ilaskey@cix.co.uk
Message-ID: <memo.20070820141330.3852A@cix.co.uk>
Source record: 4213

In article <fabbu1tt1@infosun2.rus.uni-stuttgart.de>,
thor@math.tu-berlin.de (Thomas Richter) wrote:
> Then we have BasicXL from OSS which was also IIRC backwards
And Basic XE - my favourite back when I actually used to program the
things.

Iain
www.pcbookreview.com

1127. MI5 Persecution: Silly-billy 6/7/96 (258)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 13:24:41 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072013243870@4ax.com>
Source record: 4214
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

From: Mike_Corley_Fan_Club@Nut_house.org (Old_500)
Newsgroups: uk.misc,uk.legal,uk.media,alt.radio.uk,rec.arts.tv.uk.misc
Subject: MC Exposed as a Fraud
Date: Sat, 06 Jul 1996 17:01:05 GMT
Organization: Anti-Nuts Inc.
Lines: 33
Message-ID: <31de9b91.11926469@news.dircon.co.uk>
References: <Du4LqI.32o.0.bloor@torfree.net>
NNTP-Posting-Host: gw5-055.pool.dircon.co.uk
X-Newsreader: Forte Agent .99e/16.227

Sad, confused and emotional disturbed Mike Corley wrote:

{ snip }

Because he has made himself into a martyr and now he finds it impossible to back down. Mike's big secret has now been exposed. He made everything up.

Every time Mike makes allegations against the police, MI5, Tom-Dick-and-Harry etc. those organisations have taken people off vitally important work to ascertain whether or not there was any substance in Mike's ranting allegations.

When I'm told by someone who really does know such things that there was never any plot to get Mike then I trust that person sufficiently enough to accept his word.

The problem is Mike has escalated matters to an extreme level and like many silly billys he will find it impossible to give up all his self created crap and to live a normal life. After all what can Mike do now this crap has been exposed as untrue ? What new cause can Mike dedicate himself to ? (Some might read that as: who else can Mike now start upsetting ?)

So Mike write to John Major, c/o the Private Secretary, 10 Downing Street, London SW1A 2AA and ask the Prime Minister to help you. I'd normally disclose his fax numbers but if I did that you might jam up the lines with abusive postings just like you do here on Usenet.

Is anyone interested in joining with me to do a mass e-mailing of protests to Anon Penet and to Toronto Free Net in an attempt to flood their computer systems thus forcing them to seriously consider pulling the plug on Mike ? I'm not sure but is my proposal called a "flame" ?

==========

From: BigEars@technocom.com (Big Ears.)
Newsgroups: uk.misc,uk.legal,uk.media,alt.radio.uk,rec.arts.tv.uk.misc
Subject: Re: MC Exposed as a Fraud
Date: Sat Jul 6 17:34:46 1996

John Youles commented:

> I've found that torfree.net don't respond, perhaps if they got a high
> enough number of complaints they might take notice. See their web pages
> for email addresses.

Perhaps we should give Mike 7 days from today (6 July 96) to come to his senses and they start a massive multiple E-mailing campaign to Toronto Free Net. If all us victims send multiple copies of E-mails to the right addresses in Toronto then perhaps the Canadians will begin to get the appropriate message.

Copy e-mailed to Mike, just so he knows what is coming if he persists.

Big Ears. Posted to uk.misc
==========
Please think of the people sleeping in shop doorways every night
==========

Subject: I'm wasting MI5's time! I should be arrested!
Newsgroups: uk.misc,uk.legal,rec.arts.tv.uk.misc,alt.journalism,alt.journalism.print,$
Organization: Toronto Free-Net
Summary:
Keywords:

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Come on "Big Ears", why don't you admit that you made this posting? This is exactly the same line you were feeding me a few months ago. The posts are from the same news server, it's even the same newsreading software (Forte Agent .99e/16.227).

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258

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1128. MI5 Persecution: BBC+ITN=MI5 23/7/96 (1481)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 13:46:16 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072013461387@4ax.com>
Source record: 4215
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

Newsgroups: uk.misc,alt.radio.uk,uk.media,alt.politics.british,uk.legal
From: bu765@torfree.net (Mike Corley)
Subject: MI5 Buy into the Media
Message-ID: <Dv0p34.73.0.bloor@torfree.net>
Organization: Toronto Free-Net
X-Newsreader: TIN [version 1.2 PL2]
References: <Pine.OSF.3.91.960716155603.6898A-100000@ermine.ox.ac.uk>
Date: Tue, 23 Jul 1996 22:28:15 GMT

Peter Harding (harding@ermine.ox.ac.uk) wrote:
: I was at speakers' corner on Sunday. There was one chap who was bellowing
: about something or other, I don't know what, but one thing he said to
: someone caught my ear:

: "BBC, MI5, same thing."

Can't disagree with that sentiment.

Wasn't it documented that MI5 sometimes "bought" journalists and broadcasters?
I remember reading a report by some jouralist who had been offered an extra
tax-free income by MI5 to become their covert mouthpiece, and had refused.

Bet you lots of others didn't refuse. Why do you think MI5 have such easy
access to the BBC and media? Because they're directly paying them off, that's why.

==========

Tue, 23 Jul 1996 20:01:15 uk.misc Thread 20 of 25
Lines 17 Re: MI5 Buy into the Media No responses
Iain@cummings.demon.co.uk Iain Cummings at Fish!

In article <Dv0p34.73.0.bloor@torfree.net>, Mike Corley
<bu765@torfree.net> writes
>
>Wasn't it documented that MI5 sometimes "bought" journalists and broadcasters?
>I remember reading a report by some jouralist who had been offered an extra
>tax-free income by MI5 to become their covert mouthpiece, and had refused.
>
>
It was Jon Snow of Channel 4.
--
Iain C*mmings - iain@cummings.demon.co.uk
VISIT THE FEARFUL WORLD OF JIMMY McNULTY - VIOLENT NUTTER!
This web-site is not suitable for mature prudes.
http://www.geocities.com/SunsetStrip/7433/

==========

> : >mouthpiece, and had refused.
> :
> : It was Jon Snow of Channel 4.
>
> Was it reported in any of the papers?

It has been reported several times. The most recent was in Private Eye,
a few months back. As I recall they also wanted information from him;
journalists would be a natural choice for members of the Security Service
and the Secret Intelligence Service for information sources.

> It might be interesting to see what he had to say regarding their
> attempt to recruit him.

He was most concerned that many others would have accepted such an
offer. However, we can probably make an educated guess as to some of
those who accepted: Nigel West (Rupert Allason, MP) and Chapman Pincher
would come near to the top of the list.

--
\/ David Boothroyd. Socialist and election analyst. Omne ignotum pro magnifico.
British Elections and Politics at http://www.qmw.ac.uk/~laws/election/home.html
I wish I was in North Dakota. Next General Election must be before 22nd May '97
The House of Commons now : C 324, Lab 272, L Dem 25, UU 9, PC 4, SDLP 4, SNP 4,
UDUP 3, Ind 1, Ind UU 1, Spkrs 4. Government majority = 1. Telephone Tate 6125.

1481

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1129. Re: BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 14:04:34 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <13cj7sdid7in238@corp.supernews.com>
Source record: 4216

Payton Byrd wrote:
> What BASIC languages are available for the Atari 8-bit systems?
<snip>
What Thomas said and I actually owned the MMG compiler and it worked really well. It had the fewer restrictions and came with run times that supported floating point if you needed it. Matter of fact, first program I distributed on a local BBS was an 80 column terminal program compiled with MMG.

http://www.faqs.org/faqs/atari-8-bit/faq/section-56.html

Is an excellent list of what is available BASIC and programming wise.

Can you say what you want to use it for? I mean if you only need 20%-40% speed increase for personal use, you can install Omnimon OS. If you are trying to do something like a terminal program or word processor you will need to do your own screen handling routines.

Rick

1130. MI5 Persecution: Latest technology 31/7/96 (2704)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 14:12:27 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072014122354@4ax.com>
Source record: 4217
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

From: Jon <Jon@jongru.demon.co.uk>
Newsgroups: uk.misc,uk.legal,uk.politics.misc,alt.politics.british,uk.media
Subject: Surveillance
Date: Wed, 31 Jul 1996 23:20:19 +0100
Organization: -
Lines: 29
Distribution: world
Message-ID: <wIznBGAjw9$xEwTw@jongru.demon.co.uk>
References: <105319Z26071996@anon.penet.fi> <4tfo1f$rvc@morgana.netcom.net.uk>
NNTP-Posting-Host: jongru.demon.co.uk
X-NNTP-Posting-Host: jongru.demon.co.uk
MIME-Version: 1.0
X-Newsreader: Turnpike Version 1.12 <nQyLm4IxRmtU60uHtPa$08ppe9>

In article <4tfo1f$rvc@morgana.netcom.net.uk>, "B.Jury" <bj2@ukc.ac.uk>
writes
>an410901@anon.penet.fi wrote:
>> ... Normal surveillance
>>"mini-cameras" are quite noticeable and require visible supporting
>>circuitry. It seems to me the best place to put a small video surveillance
>>device would be additional to a piece of electronic equipment such as a TV
>>or video.
>
>I would imagine it is quite easy to compleatly hida a camera, even in
>a familar enviroment, such as a persons home. You only need a hole the
>size of a pin hole, for the camera to see through.

This is true. I frequently employ private detectives to spy on people
(there's a good reason for this and I'll tell you if you guess
correctly) and one such detective showed me the latest technology only
last week. A small rucksack. One strap of the rucksack has a tiny hole
in it that you wouldn't notice unless someone pointed to it. That's the
camera: the wires lead into the rucksack itself where there is a video
tape recorder little bigger than a Walkman. I don't know if that's what
Roger Cook uses but it certainly explains why it is that the subject can
look straight into the lens and not realise (s)he's being filmed. Now, I
say "latest technology" and I think that's the technology that the
police use as well as the retired police who become private detectives,
but no doubt the security services have far more sophisticated
equipment.

--
Jon

2704

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1131. MI5 Persecution: Just too crazy 30/9/96 (3927)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 14:39:07 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072014390453@4ax.com>
Source record: 4218
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

Subject: Re: Is MI5 persecuting Mike Corley?
Newsgroups: uk.politics.misc,uk.net,uk.misc,uk.legal
Followup-To: uk.politics.misc,uk.net,uk.misc,uk.legal
References: <NEWTNews.843523097.30215.apascoe@apascoe.patrol.i-way.co.uk> <DyADyG.8IK$
Organization: Toronto Free-Net
Distribution:

wooding@cf.ac.uk wrote:
: In article <NEWTNews.843523097.30215.apascoe@apascoe.patrol.i-way.co.uk> apascoe@pa$
: > In summary, for there to be a serious possibility that Mike
: >Corley's allegations are true, there needs to be evidence of two
: >things. Firstly, there must be evidence of subversive activity on
: >his part. Secondly, there needs to be evidence of MI5 taking
: >measures to counter this subversive activity, in proportion to the
: >magnitude of the threat posed. Upon reading Mike Corley's posts,

: Alan,

: What about the following scenario? MI5 conducts "experiments" including
: field trials of novel surveillance methods. Say there was a "research
: project" underway to see just how invasive a surveillance of an
: individual could be. Perhaps it wasn't research, perhaps it was for
: training of novice personnel. Either way, there is a sizeable risk of
: detection. In order to minimise the consequences of this, you choose
: someone who is out of the public eye, and if possible someone whose
: credibility is already damaged - by diagnosis of schizophrenia, for example.
: This will facilitate the "plausible denial" if something goes wrong.

: I think this would be closer to Mike's theory.

: Mike, if you are reading, please don't post the story again. Anyone can
: read it at [snip] if they are interested. Also, don't
: think that I actually *believe* the above. On cost alone, it is extremely
: unlikely to be true, and some elements of the story (people in the media
: being "in on it") are just too crazy (though I can see how the paranoia
: builds to the extent that you can see "them" everywhere).

My argument is that the fact that it's so totally crazy is what makes it so
plausible and so hard to prove.

I shall continue to try to find ways to kick down the house of cards. Because
it is a brittle structure. It only needs one person to corroborate, and then
it's all over.

: P.S. Anyone else ever thought of "what-ifs" along the same lines? I
: remember as a boy daydreaming that maybe I was the focus of national
: attention in a "let's follow the life of one person from life to
: death" study - that while I was out or in bed there were programmes on
: the television about my life so far, etc. It makes for a good fiction,

Perhaps MI5 have become victims of their own paranoia. Their agency has been thought of as acting disreputably, so when their decision arrives, they don't think twice about breaking the law. Whereas say CSIS (the Canadian equivalent) is at pains to point out how it would never ever do anything in contravention of the law, and how it is strictly controlled in what it does and how it does it.

If this matter does ever make it into the public gaze, then it won't just be a few individuals in the media or security service who'll get hit. The UK is supposed to be a civilized democratic country (East Germany called themselves a democracy and they had the Stasi, but anyway). In a civilized country these things shouldn't be happening - and it is ultimately Parliament and the government who are answerable for not imposing sufficient restraints and accountability on those who are supposed to be ensuring security for citizens, not jeopardising it.
.....

3927

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1132. MI5 Persecution: Usual targets of such abuse 10/10/96 (5150)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 15:05:24 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072015052015@4ax.com>
Source record: 4219
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

Subject: Re: MI5 says "Kill Yourself"
Newsgroups: uk.misc,uk.legal,uk.politics.misc,uk.media
References: <zlsiida.4248.3258FE24@fs1.mcc.ac.uk> <53eeev$cmg@axalotl.demon.co.uk> <5$
Organization: Toronto Free-Net
Distribution:

iain@hotch.demon.co.uk (Iain L M Hotchkies) wrote:
>Indeed. If you've ever had a 'conversation' with someone suffering
>from florid schizophrenia, you'll know how difficult it can be to
>'argue' with them.

I don't have florid symptoms. But I'm in a difficult situation, because those people who don't know, aren't going to believe, and those who do, they just go along with the crowd. It's never a good idea to go against the grain, and the grain here is defined by interests in the establishment and the media. Even people who could say out loud what was happening won't, because then there's a risk that they'll be seen as traitors and ostracised.

Usually this type of 'hidden abuse' is racial and targetted at a racial minority within a country. You keep the minorities out of the good jobs, but you don't admit discrimination exists. It happens everywhere, not just in Britain. The persecution that is going on now is in reality a refined form of racism. Instead of "nigger" it's "nutter", and abusing the mentally ill is still socially acceptable today. In 50 years it might not be, but today there isn't any social or legal sanction against it.

So really they've refined racial harassment down to a minority of one. The words may be different, but the methods are the same.

5150

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1133. MI5 Persecution: Excellent web page 19/10/96 (6373)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 15:26:24 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072015262054@4ax.com>
Source record: 4220
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

From: Chris Lawton <chrisla@ti.com>
Subject: Re: MI5 persecution ;; Cost of the Harassment
Message-ID: <325A3DA6.3447@ti.com>
Date: Tue, 8 Oct 1996 11:40:22 GMT
Reply-To: chrisla@ti.com

DANIEL ROBERT HOLDSWORTH wrote:
>
> In article <3262b4fc.14638885@192.168.2.1>,
> stevea@castlsys.demon.co.uk.no.spam.thanx (Steve A) writes:
> :On 4 Oct 1996 13:19:16 +0100, drh92@aber.ac.uk (DANIEL ROBERT
> :HOLDSWORTH) wrote:
> :
> :>
> :> Oh NO!
> :>
> :> Not here too.
> :>
> :> This MI5 persecution thread's been doing the rounds of UK.MISC for ages;
> :> it concerns some paranoid loony who thinks that MI5 are out to get him.
> :>
> :> They're not; everyone else on that newsgroup IS.
> :>
> :> Killfile the moron NOW!
> :

Bit sad really, the guy (must be the same one) has an excellent web
page. Definite waste of talent.
PS: I am NOT disclosing his URL.

> The man's been changing his anon remailer address periodically, too.
>
> Why on earth he does I don't know; he's in serious danger of creating some
> real enemies, apart from the phantoms his sadly deranged mind has created.
>
.....
From: nuala@mimir.com (Nuala Fahey)
Subject: Re: MI5 persecution // BBC TV and Radio
Date: 4 Oct 1996 16:03:24 +0100
Message-ID: <5338vs$hrc@freyja.mimir.com>

Simon Lord <simonl@hrmconsult.co.uk> wrote:

>I expect he will soon be seen in uk.out.to.lunch

Considering he spammed it far and wide (well, at least to alt.angst and
alt.folklore.urban which I saw and each of those included other groups
in the Newsgroups line) I doubt he'll be seen anywhere for long. Using
the xs4all remailer doesn't really help if you post the url to a
web site which makes it clear who you are.

Nuala, who thinks that the sad thing is he used frames much better
than many sites done by supposedly 'sane' people.
--
Out of the ash I rise/With my red hair/And I eat men like air - Plath
You were everything to me/For twenty minutes/
Now I'd rather you would leave - Baby Chaos
.....
Date: Sat, 19 Oct 1996 01:36:26 +0100
From: mike.monty@zetnet.co.uk
To: bu765@torfree.net
Subject: Praise

Hi,
Totally excellent page. Although I am a little confused whi is being
percecuted?

Cheers Michael

mike.monty@zetnet.co.uk
.....

6373

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1134. MI5 Persecution: WTGROMT 18/11/96 (7596)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 15:49:05 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072015490226@4ax.com>
Source record: 4221
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

Subject: Re: MIKE AND THE DOWNFALL OF UK.LEGAL
Newsgroups: uk.misc,uk.legal,uk.politics.misc,uk.media
Followup-To: uk.misc,uk.legal,uk.politics.misc,uk.media
References: <DytvBE.9J.0.bloor@torfree.net> <Dzt3oG.EE2.0.bloor@torfree.net> <54q3pd$$
Organization: Toronto Free-Net
Distribution: world

J.J.Smith@ftel.co.uk (John J Smith) wrote:
>Actually, I see uk.misc as a source of occasional interesting information,
>and I like jokes. Some people can laugh, you see.
>
>And as for you spams, exactly how much good have they done so far?

Not much. I thought they might, but the realization has arrived that this
particular avenue of exploration is at a dead end.

WTGROMT (well that's got rid of me then!)
.....
Subject: Re: MIKE AND THE DOWNFALL OF UK.LEGAL
From: wooding@cf.ac.uk ()
Date: 1996/11/04
Message-Id: <E0CFFH.1J9@cf.ac.uk>
X-Nntp-Posting-Host: thor.cf.ac.uk
Sender: news@cf.ac.uk (Usenet News user)
References: <DzuwML.F4o.0.bloor@torfree.net> <DzzBs1.n3v@ftel.co.uk>
<E05GoF.Ku.0.bloor@torfree.net>
Organization: University of Wales College at Cardiff
Newsgroups: uk.misc,uk.legal,uk.politics.misc,uk.media

In article <E05GoF.Ku.0.bloor@torfree.net> bu765@torfree.net (Mike Corley) writes:
>J.J.Smith@ftel.co.uk (John J Smith) wrote:
>>Actually, I see uk.misc as a source of occasional interesting information,
>>and I like jokes. Some people can laugh, you see.
>>
>>And as for you spams, exactly how much good have they done so far?
>
>Not much. I thought they might, but the realization has arrived that this
>particular avenue of exploration is at a dead end.

Oh please let this be true and not just another wind-up!

>WTGROMT (well that's got rid of me then!)

Mike, without the spamming I'm sure you are welcome to stay around, being one of the colourful "characters" of uk.misc.

Have a custard cream.

Dave.
.....

7596

--
Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
------>>>>>>http://www.NewsDemon.com<<<<<<------
Unlimited Access, Anonymous Accounts, Uncensored Broadband Access

1135. MI5 Persecution: No Justice 20/11/96 (8819)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 16:07:10 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072016070753@4ax.com>
Source record: 4222
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

(sent 20/11/96)
Subject: No Justice for those with mental illness
Newsgroups: uk.misc,uk.legal
Organization: Toronto Free-Net
Summary:
Keywords:

Well, the "legal option" has just foundered on the rock of lawyers refusing to deal with me on the grounds that my perception of harassment must be due to the disease.

So we're back to square one again, the same place we were two years ago.

Now perhaps one of our uk.legal participants can clarify this point. To me it seems illogical that lawyers should have the final say on whether you are allowed to proceed with a civil case or not. Is there a default mechanism or agency for cases such as mine where it is difficult to find a solicitor to represent you? What exactly is the "official Solicitor"? What is it possible to do if you can't find a lawyer to represent you?

A chance to get a useful response out of the uk newsgroups! perhaps they can be good for something else besides spamming.
.....

Represent yourself....like the defendants in the McLibel trial.
you will need to read some law..but you CAN legally represent yourself I believe.
Mike W.
.....
From: burridge@osiris.win-uk.net (Paul Burridge)

Yes, a lot of people do this nowadays. Saves on legal fees too. Lots of reading up required first, though.

-- Paul
.....
(posted 30/11/96 from bu765)

Subject: Re: No Justice for those with mental illness
Newsgroups: uk.misc,uk.legal
Followup-To: uk.misc,uk.legal
References: <E173G8.1oy.0.bloor@torfree.net> <5711vp$tfu@newton.cc.rl.ac.uk> <3311@os$
Organization: Toronto Free-Net
Distribution:

burridge@osiris.win-uk.net (Paul Burridge) wrote:
>>Represent yourself....like the defendants in the McLibel trial.
>>you will need to read some law..but you CAN legally represent yourself I
>>believe.
>>Mike W.
>
>Yes, a lot of people do this nowadays. Saves on legal fees too. Lots
>of reading up required first, though.

What can I do to get competent legal help though? If the case is on the face of it so bizarre that no solicitor would represent me or talk to me, then surely there must be a default mechanism? What is the "official Solicitor" that's been mentioned?
.....

All you need do is go to a good library & read up about it - that's what the McLibel 2 did.

--
Ban Everything or Ban Nothing !
http://www.mahayana.demon.co.uk/ ISO 1386-C compliant .sig
All words written in the above posting are my opinions
.....

8819

--
Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
------>>>>>>http://www.NewsDemon.com<<<<<<------
Unlimited Access, Anonymous Accounts, Uncensored Broadband Access

1136. MI5 Persecution: David Hepworth (1) 26/2/97 (10042)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 16:27:42 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072016273813@4ax.com>
Source record: 4223
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

Subject: "Absolute Obscene" David Hepworth (GLR)
Newsgroups: uk.misc,uk.legal,alt.radio.uk,uk.media,uk.media.radio.misc
Organization: Toronto Free-Net
Summary:
Keywords:

Last night (21/Feb/97), I was listening to BBC GLR. You have to understand that I was listening by stealth. Back in 1990 I used to have Capital blaring out of the speakers all over the garden ("if he listens to Capital then he can't be all bad", thanks ever so much). But now I listen on my walkman on headphones with the volume turned right down. It could not possibly be overheard by any listening device, no matter how sensitive, because sound does not carry from the headphones.

Yet somehow they are still able to tell which station I am listening to on the walkman. And last night, I bravely tuned to GLR 94.9FM at around 8.45pm. Everything went well for the first half hour or so. The DJ (today GLR told me it was David Hepworth) had a "rock star spelling competition" (how do you spell Shakespear's Sister?), no trouble there. I was recording the show onto tape just in case anything unpleasant happened, as I had reason to think it might.

Around 9.10pm, it did. Here, precisely, is what Hepworth said after the song "Come Around" by the Muttonbirds (I have this on tape, and at some point will be posting the audio on my website);

"New album's called 'Envy of Angels', that comes out soon, that's the single that's already out, I would imagine, that's 'Come Around', the Muttonbirds, er, coming up after this, we got the rock-and-roll A-level, we have, I assume, Brian do we have an embarrassment of prizes in there, we do, don't we, (EMPHASIS) absolute obscene (END-EMPHASIS) amounts of prizes, there will no doubt be a riot at the back door", and that's, er, A-level coming up after this"

The key phrases in what he said are, "EMBARRASSMENT of prizes", and what he himself emphasized verbally, "ABSOLUTE OBSCENE amount of prizes". It is my belief (based on content and tone of voice) that when he spoke these phrases he knew I was listening, and that the phrases refer directly to my situation. The "EMBARRASSMENT" is the embarrassment he and other media people would feel at having their wrongdoing exposed; the "ABSOLUTE OBSCENE" (which he verbally emphasized) described the disgusting sexual abuse which the harassers have been throwing at me.

Needless to say, I can't prove this is what he meant, although this has happened enough times that it's hard not to recognise it when you see it. But I shall be sending him a copy of this explanation. We'll see what he has to say

for himself.
.....
Subject: Re: "Absolute Obscene" David Hepworth (GLR)
Newsgroups: uk.misc,uk.legal,alt.radio.uk,uk.media,uk.media.radio.misc
Followup-To: uk.misc,uk.legal,alt.radio.uk,uk.media,uk.media.radio.misc
References: <E60IAy.CL5.0.bloor@torfree.net> <330f2bac.2665181@nntp.best.com> <331372$
Organization: Toronto Free-Net
Distribution:

Anthony@dircon.co.uk-antispam (Anthony) wrote:

>Greg W wrote:
>
>> On Sat, 22 Feb 1997 16:11:22 GMT, bu765@torfree.net (Mike Corley)
>> wrote:
>>
>> >Last night (21/Feb/97), I was listening to BBC GLR. You have to understand
that
>> >I was listening by stealth. Back in 1990 I used to have Capital blaring out
of

[snip]

>> huh?
>
>I can't understand it myself. Can anyone else help us ?

I will try to explain with greater clarity.

I am prone to have ideas of "interactive watching" by people on TV, and
"interactive listening" by people on the radio; which means as I listen to
their programme, they are aware that I am listening (because my home is spied
on, and those doing the spying phone up the radio station and tell them that I
am listening to them), and they then interject nasty remarks in what they say.
This is what I believe may have happened on Friday night with GLR, and what I
was trying to explain in my article.

It's happened before with other radio stations, most worryingly when I am
listening quietly on my walkman as happened on Friday. This time, the
interjected words were "embarrassment" and "absolute obscene". The "absolute
obscene" referred to the abuse which is currently being directed at me.

I hope that's a little clearer.
.....
From: simon@star-one.org.uk (Simon Gray)

Facility thusly:

~ huh?

Just because you need to read it twice in order to understand it, is
that any reason to inflict it on the rest of us again ?

--
'2% of people *do*, 98% of people wish they *had*' - David Fanshawe
http://www.mahayana.demon.co.uk/ Read Flatland !
.....
Mike, try playing a cassette in your walkman. There is no way they can
reach you then. HTH

--
Don Whybrow - Correct email address: don@whybrow.demon.co.uk
.....
Mike Corley wrote:

> ..... This time, the
> interjected words were "embarrassment" and "absolute obscene". The "absolute
> obscene" referred to the abuse which is currently being directed at me.

But it is possible that those two sets of interjected words could have
validly referred to something else.

> I hope that's a little clearer.

Thank you, it is a bit clearer.

Posted in uk.legal by Anthony@dircon.co.uk
.....
Simon Rushton <Simon@ppushers.demon.co.uk> wrote:
>Some people, new to this group, may not realise the Mike is our resident
>Paranoid Schizophrenic. This is not a joke, it is serious. He has
>already admitted stopping taking prescribed drugs for his condition.

Though I have to say I've never heard one as obscure as that, even
from Mike. How he can believe a rubbish trail for a crap competition
is directed at him is beyond me!
He's sent a copy of the post to the jock, too. I hope he doesn't read
it out.

--
The John Shuttleworth Homepage:
It's just an Austin Ambassador of a site!
http://www.steviep.demon.co.uk/shuttle.htm
.....

10042

--
Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
------>>>>>>http://www.NewsDemon.com<<<<<<------
Unlimited Access, Anonymous Accounts, Uncensored Broadband Access

1137. MI5 Persecution: Striking out action 10/3/97 (11265)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 16:53:11 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072016530896@4ax.com>
Source record: 4224
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

Subject: "Scandalous, Frivolous or Vexatious"
Newsgroups: uk.misc,uk.legal
Organization: Toronto Free-Net
Summary:
Keywords:

A couple of weeks ago I issued a summons against the BBC in my local county court, for the tort of private nuisance caused by the spying by their newsreaders on my home. My argument was that their spying had prevented me watching the news at home, and therefore interfered with my normal use of my home.

The BBC's Litigation Dept at White City have replied not with a defence, but with an application for my claim to be struck out because;

(a) it discloses no reasonable cause of action; and/or
(b) it is scandalous, frivolous or vexatious.

Their application will be heard next week. They have not made any affidavit in support of their application, nor have they given particulars as to why they consider my summons to be unarguable in law, which would be a necessary condition for there to be no reasonable cause of action.

I am more worried about point (b). Allegations are scandalous (says Stuart Sime's book) if they impute dishonesty against another party; which my allegations do, against the BBC's newsreaders. As for frivolous or vexatious, I think that will be up to me to make a good argument for the effect the BBC's spying has had on my life, and up to the district judge's opinion of my case.

Apparently seeking to have a claim struck out in this way is common practice when the plaintiff is a litigant-in-person. Even if it is struck out, there is always the opportunity to appeal. I think we could be in for a fight next week.
.....
Sun, 02 Mar 1997 20:38:59 uk.legal Thread 52 of 54
Lines 13 Re: "Scandalous, Frivolous or Vexatious" Respno 1 of 1
Kate@carterce.demon.co.uk KKKKatie

In article <NQoVQiAnHgGzEwl3@solicit.demon.co.uk>
andy@solicit.demon.co.uk "Andrew Nichols" writes:

> Well, that'll liven up the dear old District Judge. Almost worth taking
> the day off to see how Mike fares.

almost worth taking a day off to see if he exists

Kate
--
Just back from the US - you've got to love a country that puts
"Vertical Clearance Impeded" for "Low Bridge"
.....
Subject: Re: "Scandalous, Frivolous or Vexatious"
Newsgroups: uk.misc,uk.legal
References: <E6FEFJ.IE7.0.bloor@torfree.net> <NQoVQiAnHgGzEwl3@solicit.demon.co.uk><8$
Organization: Toronto Free-Net
Distribution:

burridge@osiris.win-uk.net (Paul Burridge) wrote:
>Almost worthwhile taking the day off to go and punch him in the
>face for all abuse he's given us on these groups. Which court is it?

Thank you for your kind thought.

I'm not telling you which court it is. I don't want to be hounded by irate
uk-miscreants!

As for raising eyebrows, the member of staff who took the summons form didn't
change their facial expression at all. Seen it all before, no doubt.
.....
In article <857597450snz@adams.demon.co.uk>,
Derek Tidman <Derek@adams.demon.co.uk> wrote:
>In article <E6JAxt.EFK.0.bloor@torfree.net>
> bu765@torfree.net "Mike Corley" writes:
>
>-I'm not telling you which court it is. I don't want to be hounded by irate
>-uk-miscreants!
>-
>-As for raising eyebrows, the member of staff who took the summons form didn't
>-change their facial expression at all. Seen it all before, no doubt.
>
>Take no notice Mike, some people are like that. I hope
>you finally get this matter into court.

I'm not so fond of the threats of violence against the persistent (yet
quiet for a bit, and probably soon to restart..) spammer that is Mike
Corley. Yet, encouraging the fantasies of the mentally ill isn't
exactly healthy either. Do you go up to homeless mad people as say
things like: "They're coming to get you", or "Look out behind you?".

Smid
.....
Quite the contary Mike. Your recent posts have been no problem. By
explaining things rationally, and not spamming us, you have made more
friends than you know.

I hope that you sort out your problem, sincerely.
--
****
I'm Alan Packer and I move in a very mysterious way. If replying to me

.....
In article <857686006snz@adams.demon.co.uk>,
Derek Tidman <Derek@adams.demon.co.uk> wrote:
>In article <5fmdc7gga1@ftel.ftel.co.uk>
> J.J.Smith@ftel.co.uk "John J Smith" writes:
>
>I think it's good for Mike to vent his anger and frustration on
>these two newsgroups. Consider it to be part of your duty to
>the comunity in general.

Yep. Just not, the, I think 180 posts, one week, when his illness
got really bad. Oh yeah, and there was only three real posts,
just repeated 60 times.

>Mike does a first class job of drawing out the real personality
>of the person hiding behind a node name. The way people react
>to Mike gives it all away.

Erm, explain this rather dubious statement.

>As for you. Don't you think it's a trifle condescending to refer
>to people as mad. I know they are homeless and without internet
>access, but maybe they are just eccentric.

Congratulations. This is my first real flame for about a year.

I try to control my anger when I come across another uninformed
naive idiot on usenet, but sometimes it goes free. We've had Corley
for well over three years now, and his constant spams of various degrees
have killed a couple of usenet groups I really rather lied. uk.media,
to name but one. I gets my goat to read another useless fucker
thinking he is a harmless eccentric.

Mike is mentally ill. He is unwilling to deal with it. He seems to
think that uk.misc is some sort of forum that MI5 reads. And it
should be avenged. He's mailbombed a large quantity of people,
because they opposed his spamming.

1. He thinks MI5 watches him through his television
2. He thinks all references to mad people, refer to him
3. He thinks all people shouting, are shouting at him.
4. He's been diagnosed as mentally ill, just not a paranoid
schizophrenic.
5. He gives not a shit about any newsgroups he abuses.
6. He goes through quiet periods, then _very_ nasty periods.
7. All evidence of this great conspiracy is laughable, to say the
least.
8. He gives internet/usenet a bad name to the media. Including
mailbombing Chris Tarrant and faxing various celebrities.

I do not condescend to him. I actually know what he does, and has done
in the past, and am frankly not too respectful of him. He can be openly
referred to as "mad" because he is. Let's check my mailbox saves:

Repost of when I thought I'd seen the last of loopy mike:

>>J.J.Smith@ftel.co.uk (John J Smith) wrote:
>>Actually, I see uk.misc as a source of occasional interesting information,
>>and I like jokes. Some people can laugh, you see.
>>
>>And as for you spams, exactly how much good have they done so far?
>
>Not much. I thought they might, but the realization has arrived that this
>particular avenue of exploration is at a dead end.
>
>WTGROMT (well that's got rid of me then!)

Have you actually visited his web page, and read the massive conspiracy
that is supposed to be against him? Apparently MI5 watch him, but for
no reason. They do it for a laugh. Because they can. It costs them a lot
of money, but they still do it. Reality is but a memory for this man.

>Anyway I understood the UKMTC members upset Mike Corely , but
>I could be wrong.

Heaven forbid.

Smid
.....
From: burridge@osiris.win-uk.net (Paul Burridge)

In article <33207CAA.1097@sos.bangor.ac.yuk>, David Roberts (oss108@sos.bangor.ac.yuk)
writes:
>Derek Tidman wrote:
>
>> Anyway I understood the UKMTC members upset Mike Corely , but
>> I could be wrong.
>
>There was a pitched battle between MC and "the artist formerly
>known as Big Ears" but that was before the UMTC by which time
>MC had seen the light and stopped spamming.

He hadn't seen the light at all. His level of spamming had got to
such outrageous proportions that we had to mount a concerted
attempt to get his account(s) closed. The reason for the lack of
spam lately is that Mike has been furiously swotting up on Law so
he can bring an action as a LIP against the BBC (all solicitors
having quite rightly and honourably declined to act for him). When
this course of action is exhausted without result, I confidently
predict that we will once again be the innocent victims of his ire
and the spamming will commence again.
.....

11265

--
Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
------>>>>>>http://www.NewsDemon.com<<<<<<------

Unlimited Access, Anonymous Accounts, Uncensored Broadband Access

1138. MI5 Persecution: I am being ignored 17/4/97 (12488)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 17:20:03 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072017200007@4ax.com>
Source record: 4225
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

Subject: I am being ignored
Newsgroups: uk.misc,uk.legal
Organization: Toronto Free-Net
Summary:
Keywords:

Something mildly unusual is happening. Nobody has been getting at me for the last couple of weeks. Best of all, about three weeks ago I bought a video recorder to try to get some evidence from the News etc, and despite having watched Martyn Lewis, Michael Buerk and the whole lot of them, not one of them has said anything to me in the last three weeks. And I have been listening to and recording Capital, with no ill effect. All in all, I am being comprehensively ignored.

Of course, I should have video-taped the news programmes back in 1990/91/92 (and even 93) when it was still all going on. Anthony Johnsson (casually name-drop to stick the knife in) will tell you how intelligent a person I am, yet I didn't have the good sense to record the programmes at the time, and it's a bit late now.

Today another avenue of exploration closed when my second summons against the BBC was struck out (basically through lack of evidence), and an order was made by the district judge saying that I could not sue John Birt again without the express permission of the court. She explained that this was for my own good, to save me the summons fees. Costs were not awarded though (the BBC didn't even really seek costs), and I am free to sue anyone else I take a shine to.
.....
It is not that you are being ignored.... it is just that as your mental health improves, so your paranoia eases.

OR...

The dark forces are gathering strength for the final battle with you...

Seriously though, it's nice to see you back - cos as long as they are persecuting you, I can relax knowing they haven't got time to bother me!

Harry
--
Harry Adams
harry@smcat.com
http://www.smcat.com
.....
From: burridge@osiris.win-uk.net (Paul Burridge)

Great news! Keep taking the tablets.
.....
(posted 11/apr/1997, re Neil Long at 8.35pm Capital Radio)

Subject: Re: I am being ignored
Newsgroups: uk.misc,uk.legal
Followup-To: uk.misc,uk.legal
References: <E8HKJw.LIK.0.bloor@torfree.net>
Organization: Toronto Free-Net
Distribution:

Mike Corley (bu765@torfree.net) wrote:

[unreasonable optimism snipped]

Well, that didn't last very long, did it?

Capital Radio this evening approx 8.35pm, Neil Long's programme a few moments after I switched to it (I am listening to it as I type this). The following spouted from his mouth;

"want to see Jacko in town? what a gig it's going to be, that guy is amazing, and PSYCHOTIC, but amazing on stage, 0171-4200958, on stage he's a MADMAN but he's wonderful"

God, I am so tired of this. It's been going on for seven years. When's it going to stop?

I have the above extract on tape. When I get around to it I will post it, and the Hepworth snippet, as audio files on the website. Of course, all the doubting Thomases and Smids can carry on doubting, because the mere fact that moments after switching on the DJ starts talking about "psychotic", that's not proof is it?

I wrote an aggrieved letter to Chris Tarrant at Capital and sent it off today, copied to Richard Park, Group Director of Programmes. I suppose they'll just lie as usual. Bastards, basically.
.....
The solution is surely to not have a TV, video, radio or telephone in the house, Mike. That way they can't be used to watch you.

Dave
--
dave@ llondel.demon.co.uk
Any advice above is worth what I paid for it.
.....
Subject: Re: I am being ignored
Newsgroups: uk.misc,uk.legal
References: <E8HKJw.LIK.0.bloor@torfree.net> <E8HpM1.608.0.bloor@torfree.net> <860893$
Organization: Toronto Free-Net
Distribution:

"Dave {Reply address in.sig}" <noone@llondel.demon.co.uk> wrote:
>The solution is surely to not have a TV, video, radio or telephone in
>the house, Mike. That way they can't be used to watch you.

No. I tried that strategy in 1990/91 when I sold my television and stopped
listening to the radio. It didn't work because they got at me through
co-workers and eventually the general public.

The solution is to gather evidence by recording everything, and then complain
or sue if possible. I wish I'd recorded it all five or six years ago, then I
might be more successful in a legal action now.
.....
Did anyone else watch the X-Files on Sky last night (Sunday 13th April) and
recognise Mike's symptons in the chap with the tattoo? It was quite
interesting to see someone responding in precisely the same way, picking up
on individual words and phrases in ordinary sentences and applying parts to
themselves as though they were intended.

Not a pleasant ending though. You take care, Mike, and keep taking the
medication. uk.misc just wouldn't be the same without you now.

Claire
--
****
* Claire Speed [ENTX] * Network & Operations Unit, Manchester Computing *
* Dial-up, ISDN, TICTAC * C.Speed@mcc.ac.uk http://www.mcc.ac.uk/Claire/ *
****
.....
>moments after switching on the DJ starts talking about "psychotic", that's not
>proof is it?

No, it isn't, but you knew that anyway.

Mike, how is it that you think that this can't be a coincidence because
it happened 'moments' after you switched on the radio? Haven't you just
told us that you haven't heard a thing for two weeks? Going two weeks
watching TV & listening to the radio without a reference to 'mad', 'crazy'
or 'loony' is quite an acheivement, especially given the trashy radio you
seem to prefer.

I've just spent a lot of the weekend trying to keep a manic depressive
under control, so that she doesn't have to go back into hospital and
lose the last few months' memories to ECT. One thing I've noticed is
that manic depressives almost seek to foster their fantasies, they
enjoy the control and the high. You seem to be the same - you refuse
to answer the points put to you that explain away what you call persecution
totally - do you have the courage of your convictions to reply to this?
Or do you enjoy the attention your illness brings you?

--
Illtud Daniel idaniel@jesus.ox.ac.uk
-see Twin Town- -Buy Apollo 440-
.....
Mike Corley wrote:

> Something mildly unusual is happening. Nobody has been getting at me for the
> last couple of weeks.

Do please tell the *truth*. It has been longer than *2* weeks as I'm sure
you have noticed, hasn't it ?

Well I claim responsibility for the absence of persecution. When I rang
John Major's personal private secretary, not the personal political one or
any of the others in the same office, and I said you would vote for the
Conservative Party at the General Election the secretary said Johnny would
be so happy and as a sign of gratitude he rang-up the Head of MI5 and told
them to save money for tax cuts by abandoning forthwith their campaign
against you. Consequently MI5 and MI6 have been able to redeploy urgently
needed resources (i.e. manpower and telecoms interceptions) against an
international band of (*****censored*****).

On behalf of the law-abiding and decent citizens in the British islands, I
would like to sincerely thank you for your invaluable contribution to
crime fighting by your instrumental achievement in releasing badly needed
and very scarce MI5 and MI6 resources.

Many thanks,

> Best of all, about three weeks ago I bought a video recorder to try to get some
> evidence from the News etc, and despite having watched Martyn Lewis, Michael
> Buerk and the whole lot of them, not one of them has said anything to me in the
> last three weeks. And I have been listening to and recording Capital, with no ill
> effect. All in all, I am being comprehensively ignored.

Please don't forget it is National Election time and the news broadcasts
at 21:00 on BBC1 are preoccupied with British politics.

> Of course, I should have video-taped the news programmes back in 1990/91/92
> (and even 93) when it was still all going on.

Any particular date in mind ? I have a few in the library. You can also
purchase copies from the BBC on 0181-743 8000 (central switchboard).

> Anthony Johnsson (casually name-drop to stick the knife in) will tell you how intelligent
> a person I am, yet I didn't have the good sense to record the programmes at the time,
> and it's a bit late now.

Perhaps it is for the best. Now that it is all over, you can return to
Canada. Did you manage to get your Canadian citizenship ? What did your
contracts at MI5 say about you becoming Canadian ? You never did mention
the name of your MI5 liaison officer nor of any of the others.

> Today another avenue of exploration closed when my second summons against the
> BBC was struck out (basically through lack of evidence), and an order was made
> by the district judge saying that I could not sue John Birt again without the
> express permission of the court. She explained that this was for my own good,
> to save me the summons fees. Costs were not awarded though (the BBC didn't even
> really seek costs), and I am free to sue anyone else I take a shine to.

That's true. But as it is now all over there is no need to worry about
the past. MI5 said your file has been removed from the Registry and put
in a burn-bag so there is nothing left for anyone ever to find.

By the way, what was the URL of your famous Corley web site ?
.....
Subject: Re: I am being ignored
Newsgroups: uk.misc,uk.legal
Followup-To: uk.misc,uk.legal
References: <E8HKJw.LIK.0.bloor@torfree.net> <E8HpM1.608.0.bloor@torfree.net> <5it60e$
Organization: Toronto Free-Net
Distribution:

Illtud Daniel (idaniel@jesus.ox.ac.uk) wrote:
: Iain L M Hotchkies <iain@hotch.demon.co.uk.spam-free.zone> wrote:
: >Illtud Daniel typed:
: >
: >> You seem to be the same - you refuse
: >> to answer the points put to you that explain away what you call persecution
: >> totally - do you have the courage of your convictions to reply to this?
: >> Or do you enjoy the attention your illness brings you?

I have to admit that it is actually mildly amusing to have newsreaders watching
you, although it is tiresome after a bit. I am currently in an interesting
situation, because after my lawsuits against them I think the BBC newscasters
have stopped watching me entirely; I also think that ITN, in particular John
Suchet, *are* still watching but they're being subtle about it (his blink
pattern followed mine).

Being called nasty words is quite horrible though, and seems gratuitous; what
do they gain by it, except to exercise their sadism?

: >I think we all ought to remember that schizophrenia is a
: >psychosis, and as such, unless you are American and believe
: >that *anything* can be dealt with through counselling and/or
: >psychotherapy, will not respond to this type of treatment.

: Tell me about it. My friend is now unhappily resident in Warneford
: mental health unit, or whatever they call psychiatric hospitals nowardays.

I've never been in a hospital as an in-patient, ever. I think I've been very
lucky in that regard.

: Having said that, one should seek to disabuse even psychotics of their
: delusions.

The medicines haven't made any difference to my ideas. They obviously make a
difference in the emotional impact and reaction.
.....
>I've never been in a hospital as an in-patient, ever. I think I've been very
>lucky in that regard.

You have. They're not pleasant atmospheres, especially the secure wings,
which have more in common with prisons ('airlock' doors, list of 'banned'
articles, continuous observation). They have to be that way, unfortunately.

--
Illtud Daniel idaniel@jesus.ox.ac.uk

-see Twin Town- -Buy Apollo 440-
.....

12488

--
Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
------>>>>>>http://www.NewsDemon.com<<<<<<------
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1139. MI5 Persecution: Peak Practice 26/4/97 (13711)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 17:58:57 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072017585417@4ax.com>
Source record: 4226
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

Subject: "Peak Practice" 1/4/97 wanted
Newsgroups: uk.misc,rec.arts.tv.uk.misc
Organization: Toronto Free-Net
Summary:
Keywords:

I am looking for a recording of "Peak Practice" from yesterday 1.April on VHS
tape. Willing to pay a reasonable sum for a recording.
.....
Mike Corley <bu765@torfree.net> wrote:

>I am looking for a recording of "Peak Practice" from yesterday 1.April on VHS
>tape. Willing to pay a reasonable sum for a recording.

Uh-oh. Peak Practice slagging you off as well now, eh Mike?

--
Illtud Daniel idaniel@jesus.ox.ac.uk
-see Twin Town- -Buy Apollo 440-
.....
Subject: Re: "Peak Practice" 1/4/97 wanted
Newsgroups: uk.misc,rec.arts.tv.uk.misc
Followup-To: uk.misc,rec.arts.tv.uk.misc
References: <E80u0B.8qD.0.bloor@torfree.net> <5i0onj$c9n@news.ox.ac.uk>
Organization: Toronto Free-Net
Distribution:

>Uh-oh. Peak Practice slagging you off as well now, eh Mike?

You better believe it. Tuesday's episode had one of its characters being
labelled as a "lunatic" with "something wrong with them". I changed channels
rapidly at this point, but in retrospect perhaps I should have carried on
watching and taped the program.

A few days ago I bought a video recorder (about time too) for evidence
gathering purposes. But strangely the TV news (both BBC and ITN) haven't
uttered a sound over the last few days. Almost as if they know they're being
taped...
.....
Mike Corley <bu765@torfree.net> wrote:
>>Uh-oh. Peak Practice slagging you off as well now, eh Mike?
>
>You better believe it. Tuesday's episode had one of its characters being
>labelled as a "lunatic" with "something wrong with them".

And?

There are many characters in TV programmes who _are_ lunatics with
'something wrong with them'. Why do you think this alludes to you?

In the eponymous book, Cervantes' Don Quixote is described as 'crazy'
'mad' and 'lunatic'. Do you think this is a reference to yourself,
albeit written by a time-travelling 17th century Spaniard?

If you accept that the character of Don Quixote can be described thus
without it being a reference to you, what problem do you have with
Peak Practice? Or do you enjoy tilting at your own little windmills?

A friend's lodger has turned out to be paranoid schizophrenic. Her
obsessions are strikingly similar to yours, she is convinced that she
is being bugged, and that students at her college are making fun of
her for being foreign. She has been looking for the services of a
private detective. Maybe Oxford has this unfortunate effect on foreigners?

I must say that I'm surviving rather well, or that's what the man
under the stairs told me yesterday.

--
Illtud Daniel idaniel@jesus.ox.ac.uk
-see Twin Town- -Buy Apollo 440-
.....
So Mike, you are a woman, married to a doctor,have two children, speak
spanish, and living in the Peak District. Is that a fair description of
you?

BAZZA
.....

13711

--
Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
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1140. salam perkenalan

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 18:16:49 UTC
From: mancik_adil@yahoo.com
Message-ID: <1187633809.410823.18780@q3g2000prf.googlegroups.com>
Source record: 4227

Sebagai warga baru saya mengucapkan salam perkenalan dan saya
mengharapkan informasi tentang kegiatan yang dilakukan oleh frup
Usenet, misalnya informasi tentang video yang menarik ataupun yang
lainnya.

1141. MI5 Persecution: Continuing Silence 9/5/97 (14934)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 18:20:46 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072018204389@4ax.com>
Source record: 4228
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

Subject: The Continuing Silence
Newsgroups: uk.misc
Organization: Toronto Free-Net
Summary:
Keywords:

The silence continues. I am enjoying listening to Radio 4 without any ill
effects whatsoever. Admittedly I am recording every moment, but still. Even
better, I have fished out a recording from ITN last year which at the time I
was convinced had been about me, and on re-seeing it I am now convinced it is
not about me at all.

But that is not to disclaim all the many "live incidents" that have happened.
Everything written on my website is true. For the newcomers, its URL (as seen
in the Observer and Private Eye) is

[snip]
.....
Mike Corley wrote:
>
> The silence continues. I am enjoying listening to Radio 4 without any ill
> effects whatsoever.

Already the New Labour govt improves the quality of life of the
populace!

--
To reply by email you must delete the trailing x from the To: field
Why not drop by my web page sometime? http://www.man.ac.uk/~zlsiida
Manchester's cheapest poker game still needs more players - drop me
a line if interested, or if you know another game that I might like.
.....
From: David Roberts <oss108@sos.bangor.ac.yuk>

Mike, you're a ray of sunshine on a cold and miserable day.
Long may the silence continue.

David
--
**********==========**********
Right that's enough junk mail.
If you really want to e-mail me,
remove the y from my address
.....

>better, I have fished out a recording from ITN last year which at the time I
>was convinced had been about me, and on re-seeing it I am now convinced it is
>not about me at all.

You've cheered me up with this news, Mike. Seriously. The last sentence
suggests that your health is improving, and you are beginning to become
pragmatic, in some way...

Take a deep breath, and look to the future. I wish you well.

Smid
.....

14934

--
Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
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1142. MI5 Persecution: Victor Lewis-Smith 9/5/97 (16157)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 18:43:20 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072018431655@4ax.com>
Source record: 4229
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

Victor Lewis-Smith has broken the silence in his TV review column "Goon and best forgotten" in the Evening Standard (on Thursday 8/May). He said, "If I sound paranoid, that's probably because I once worked there. Eventually, I had to leave because they were all trying to kill me but, for sheer pathological hatred of the Corporation, I couldn't hold a candle to Spike Milligan".

I take this to be about me, because recently I wrote to both the BBC and Capital Radio, saying "I believe the current purpose of the harassment is to force me to kill myself to prevent the harassers, yourselves included, from being brought to justice, and last year there were several incidents of people shouting 'suicide' at me, which would appear to corroborate that view." I think VLS's words about the BBC "all trying to kill me" shows he has seen or heard of what I sent to the BBC or Capital.

Nasty eh? I believe that VLS or his mates read this newsgroup. I wonder how he would explain his article?

.....
Date: Fri, 9 May 1997 23:11:40 +0000 (GMT)
From: Webmaster for Victor <vls@bbcradio.demon.co.uk>
To: Mike Corley <bu765@freenet.toronto.on.ca>
Subject: Re: paranoia

Dear Mike,

Victor's not writing about you.

Yours,

John Hayward-Warburton
Victor's Webmaster

.....
For some reason, I don't quite believe you. It's just too close a match.

.....
In article <E9xG0x.Gtr.0.bloor@torfree.net>,
Mike Corley <bu765@torfree.net> wrote:
>Victor Lewis-Smith has broken the silence in his TV review column "Goon and
>best forgotten" in the Evening Standard (on Thursday 8/May). He said, "If I
>sound paranoid, that's probably because I once worked there. Eventually, I had
>to leave because they were all trying to kill me but, for sheer pathological
>hatred of the Corporation, I couldn't hold a candle to Spike Milligan".

Erm, Mike, I'm a bit of a fan of Victor Lewis-Smith, ever since his days of "BuyGones". I must admit, he often likes to play the flawed lunatic evil nasty person. He's been doing it for years, with prank calls, far

before your illness. Its his act. He wouldn't be VLS without it.

He doesn't like the "Goons" either. It isn't about you.

>I take this to be about me, because recently I wrote to both the BBC and
>Capital Radio, saying "I believe the current purpose of the harassment is to
>force me to kill myself to prevent the harassers, yourselves included, from
>being brought to justice, and last year there were several incidents of people
>shouting 'suicide' at me, which would appear to corroborate that view." I think
>VLS's words about the BBC "all trying to kill me" shows he has seen or heard of
>what I sent to the BBC or Capital.

I don't think Victor Lewis-Smith has worked for the BBC (or Capital) for
several years (1994 was the last time...), so the connection, is paranoia
here.

Personally, I believe VLS as a person of reasonable integrity, who wouldn't
give a fuck about you...

>Nasty eh? I believe that VLS or his mates read this newsgroup. I wonder how he
>would explain his article?

Keep up the medication, not as many people read this newsgroup as you think,
even though you are now incorporating that into your illness.

Victor? Are you there?

Smid
.....

16157

--
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1143. MI5 Persecution: David Hepworth (2) 16/5/97 (17380)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 19:08:40 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072019083649@4ax.com>
Source record: 4230
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

Subject: David Hepworth (GLR) is taking the piss
Newsgroups: uk.misc
Organization: Toronto Free-Net
Summary:
Keywords:

>Last night (21/Feb/97), I was listening to BBC GLR. You have to understand that
>I was listening by stealth. Back in 1990 I used to have Capital blaring out of

Not much changes. Today I was listening again to David Hepworth's show on GLR,
having more or less waded in on it by accident. Here is the exchange;

David: "we have executive drivetime, we have Brian in charge of the prize
cupboard. Brian it's not a bad prize cupboard this week is it?"

Brian: "no David it's an absolute (EMPHASIS) embarrassment (END-EMPHASIS) of
prizes this evening" (laughter)

David: "what have we got?"

Brian: "well in my left hand alone we've got that .... Gary Clale, I don't know
if you remember him obviously still alive and kicking...."

David: "Rock and roll spelling test is your first opportunity to take advantage
of this embarrassment of prizes"

What do I read into this exchange? The laughter after the word "embarrassment"
shows they're aware of the last complaint I made on usenet (copied by
snail-mail to them). The "left hand" business is I think a coded way of calling
me a w***er (the term would be better applied to Brian and David).

I have a tape of this exchange, and will eventually get around to posting it on
the website.
.....
Subject: Re: David Hepworth (GLR) is taking the piss
Newsgroups: uk.misc
References: <E9xMvw.4H2.0.bloor@torfree.net>
Organization: Toronto Free-Net
Distribution: uk

I don't understand. Why has nobody replied to this post? You keep on asking for
evidence, then I present you with something that looks very much like evidence,
and everybody just ignores it. OK I haven't posted the actual sound extract,
and it still isn't proof.

Perhaps everybody just finds it all too boring and dull. Should I start
spamming again from one of those nice anonymous remailers to wake everyone up?
Now there's a thought.
.....
Mike Corley <bu765@torfree.net> wrote:
>I don't understand. Why has nobody replied to this post?

Cos you don't reply to our points - you're ignoring us, why shouldn't
we ignore you?

>You keep on asking for evidence, then I present you with something
>that looks very much like evidence,

No you don't, you post something which could _never_, _ever_ be construed
as referring to yourself. Can't you see it? No, of course you can't,
you've an illness.

>Perhaps everybody just finds it all too boring and dull. Should I start
>spamming again from one of those nice anonymous remailers to wake everyone up?
>Now there's a thought.

And I see you've started. Give it a rest, Mike, unless you're prepared to
enter into proper discussion.

--
Illtud Daniel idaniel@jesus.ox.ac.uk
-see Twin Town- -Buy Apollo 440-
.....
>Mike Corley <bu765@torfree.net> wrote:
>>I don't understand. Why has nobody replied to this post?

Never read it. Repost?

Smid
.....
In article <5lhg3i$ete@news.ox.ac.uk>,
Illtud Daniel <idaniel@jesus.ox.ac.uk> wrote:
>[reposted]
>
>>Brian: "no David it's an absolute (EMPHASIS) embarrassment (END-EMPHASIS) of
>>prizes this evening" (laughter)

Uh-Uh. He's on for a bad attack, if he's singling out words which are
apparently attacking him. He previously restricted himself to just
dialog about the mentally ill.

TAKE YOUR MEDICATION MIKE.

Smid
.....

17380

--
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1144. MI5 Persecution: Overview (258)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 19:44:20 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072019441635@4ax.com>
Source record: 4231
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

Overview

What all these snatches of video and audio, and newspaper articles, have in common is that none of them provide conclusive or very convincing
evidence of their being directed against me, or forming part of a campaign against me. Other people with my illness doubtless could produce similar
non-proof if they were minded to do so.

Good, now we've got the disclaimer out of the way, we can describe precisely what it is that is on display in this part of the site. In the video
section, we have Quicktime (MPEG-4) clips of Jon Snow of ITN in action, also interviews with Ken Clarke and John Major of the ousted Tory regime. These are
embedded in the page using QuickTime. While each audio/video clip is coded to automatically download the QuickTime player, you may find it helpful to
download QuickTime from Apple's website before you start viewing the media files.

Note that each item is awarded a rating of the confidence I feel that it is directed at me, expressed as a percentage. Items with 50% or
more are probably about me; 100% indicates a "dead cert".

In audio we have MP3 files of harassment at work in Canada in late 1996, also GLR's David Hepworth not even trying to pretend that he isn't getting
at me, and a snippet of Capital. There is also an album track which I have taken as being about me. The newspapers section contains articles by Bernard
Levin on his encounter with a madman who "bursts into tears, and swears it is all
true - and it is". Also a Private Eye cover, and snippet from Victor Lewis-Smith.

I have added several recordings of abuse "in public". By Sept/1998 I had seven minidiscs of such recordings, unfortunately containing mostly very
nasty sexual slanders which I will not be publishing on this website. The recordings were made on a Sony Minidisc Walkman MZ-R30, which I purchased
in Canada in July/1997, with ECM-T140 microphone. After both the MZ-R30 and the microphone reached the end of their lives, in June/2001 I purchased as
replacement my current recording gear, an MZ-R900 walkman with ECM-T145 microphone.

Share and Enjoy! I hope you enjoy partaking in my delusions which have been recorded with high fidelity digital equipment and presented for your
listening pleasure.

258

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1145. MI5 Persecution: Ken Clarke (1), April 1997 (1481)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 19:59:52 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072019594854@4ax.com>
Source record: 4232
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

Ken Clarke (1), April 1997

Certainty level: 30%

The first of two video segments from the same program, this shows
Jon Snow interviewing Ken Clarke in April 1997, during the general
election campaign. The following exchange is heard;

Jon Snow: "You say we are booming in your posters, the bust's around the corner"

Ken Clarke: "You took that from three years ago, when I was being
advised to do all kinds of mad things to stimulate the economy,
and being told that I had to take desperate measures to get it going"

At this time I was watching television almost continuously at home,
with a video recorder whirring away, trying to obtain from the
newscasters a reaction which would give them away. I think this is an
instance where it happened. Ken Clarke first darts a glance straight at
the video camera (and perhaps at a monitor next to it showing my living
room), then comes out with "all kinds of mad things", while engaging in a
facial display involving raising of eyebrows and lowering of eyelids.
To me at the time, and also now, it looked as if he was selecting a
context into which he could drop the word "mad" as a directed insult against me.

1481

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Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
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1146. Re: BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 20:02:48 UTC
From: Payton Byrd <payton@paytonnospambyrd.com>
Message-ID: <lxmyi.42$_o4.15@newsfe12.lga>
Source record: 4233

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:13cj7sdid7in238@corp.supernews.com...
> Payton Byrd wrote:
>> What BASIC languages are available for the Atari 8-bit systems?
> <snip>
> What Thomas said and I actually owned the MMG compiler and it worked
> really well. It had the fewer restrictions and came with run times that
> supported floating point if you needed it. Matter of fact, first program
> I distributed on a local BBS was an 80 column terminal program compiled
> with MMG.
>
> http://www.faqs.org/faqs/atari-8-bit/faq/section-56.html
>
> Is an excellent list of what is available BASIC and programming wise.
>
> Can you say what you want to use it for? I mean if you only need 20%-40%
> speed increase for personal use, you can install Omnimon OS. If you are
> trying to do something like a terminal program or word processor you
> will need to do your own screen handling routines.
>
> Rick

The main motivation is to see what the expected user experience would be for someone using the most common basic available on a platform. I wound up using the Atari BASIC in the 800/600 XL ROM on my 1200XL, but I'm not convinced this is the solution Atari would have tried to push as it's prohibitively slow compared to other 8-bit machines (2.5x times slower than an Apple //e despite having a CPU that's nearly twice as fast).

In the future I'll probably compare BASIC compilers for different platforms, too.

1147. MI5 Persecution: Ken Clarke (2), April 1997 (2704)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 20:16:42 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072020163973@4ax.com>
Source record: 4234
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

Ken Clarke (2), April 1997

Certainty level: 30%

The second of two video segments from the same programme, this shows
Ken Clarke during the election campaign. He makes the following statement;

"we have a party, and we have a Cabinet which has produced a manifesto
consistent with our policy of the last five years;
people are challenging us on the basis there's been some monstrous
conspiracy between all the politicians to guide us we know not where,
we know where we're going, we wish to be a leading influence in the European Union"

It should be fairly obvious what I read into in the above sentences.
The "monstrous conspiracy between all the politicians" could of course
apply to the public perception of closer European integration, but
I took it as referring to the conspiracy of politicians and
media people against me. Again, facial expression comes into it; as Clarke
speaks of the "monstrous conspiracy" his eyebrows twitch and it is clear
that something or somebody is being made fun of.

2704

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1148. MI5 Persecution: Dimbleby / John Major, April 1997 (3927)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 20:33:41 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072020333707@4ax.com>
Source record: 4235
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

Dimbleby / John Major, April 1997

Certainty level: 90%

Dimbleby interviews John Major during the election campaign. Here is
the exchange, regarding Neil Hamilton, the "sleazy" Tory candidate;

Dimbleby: "It's a direct quotation from what he said to Sir Gordon Downey
and what he said to his local newspaper, the Knutsford Guardian".
Major: "Well, heaven forfend that I should doubt what the Knutsford
Guardian actually said"
Dimbleby: "Well I should hope so"
Major: "Absolutely, it would be quite unforgivable to doubt the
Knutsford Guardian"

What I find in this segment is an assonance between "Knutsford" and "Nut"
or "Nuts". I think Dimbleby deliberately invents the play on words,
and says it clearly enough for Major to pick it up and repeat it.
You can gauge Dimbleby's intent from his facial expression of false
honesty when he uses the words "Knutsford Guardian"; and Major's reaction
follows from his recognition of Dimbleby's intent; Major smiles and says
it would be "unforgivable to doubt the Knutsford Guardian".
These are much clearer on the original video than on this Quicktime clip.

3927

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1149. MI5 Persecution: Channel Four TV News - 12/Feb/1999 (5150)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 20:51:37 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072020513489@4ax.com>
Source record: 4236
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

Channel Four TV News - 12/Feb/1999

Certainty level: 100%

I am positively, utterly, completely sure this item is about me. It's a bit subtle so the objective reader might not understand my certainty. Here is
what happened. I was watching Channel Four News with Jon Snow, on the day Clinton "got off" (as it were) in the Monica-gate scandal. Snow said;

"[and we're anticipating that the President himself will make his] first comments after the trial in which he has now been cleared at around half-past seven. So we'll have more on the historic judgment, we'll also be considering [starts smiling] the winners and losers in this whole sorry saga. Now further doubts have been...."

When Snow said "half-past seven", I looked at the clock on the mantelpiece above the TV. Snow saw my glance, and in reaction to my glance at the clock,
smiled. I think he was smiling at what he perceived as my self-importance.

Usually when newscasters or radio presenters laugh at me, there is an excuse for their laughter; usually they manage to find some reason for my
being "funny"; their amusement is blamed on me; it is my "fault" they are laughing. And so it was with this instance; Jon Snow thought it was funny
that I should be so interested in seeing Clinton, and his half-smile while reading the words "winners and losers" expresses that.

I wrote to Snow at ITN shortly after this broadcast to ask him about his behaviour; of course, he didn't reply.

5150

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Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
------>>>>>>http://www.NewsDemon.com<<<<<<------
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1150. MI5 Persecution: Chris Tarrant - 10/March/1999 (6373)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 21:08:21 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072021081738@4ax.com>
Source record: 4237
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

Chris Tarrant - 10/March/1999

Certainty level: 25%

This one might be aimed at me, or it might be tinged with a whiff of intent, although I only give one chance in four for Tarrant's thoughts being aimed
at me when he said this. During his "Who wants to be a Millionaire" TV show in March 1999, he said;

if you're watching the show jumping up and down screaming at the telly,
remember you could be here. You can either seek professional help or call us...

The background is as follows. In early March I'd sent a quantity of emails to Capital FM, the London radio station where Mr Tarrant has his breakfast
show. They were addressed to the email account which Mr Tarrant used to read emails posted on Capital's website. Capital objected to the quantity
of emails - in fact, they contacted the Metropolitan Police's Computer Crime unit, who, in turn, "felt my collar" by giving me a verbal warning
over the phone to cease this behaviour.

The emails contained the words which I had heard Mr Tarrant speak in early 1994, namely;

"You know this bloke? He says we're trying to kill him.
We should be done for attempted manslaughter".

At the time of writing (May 1999), the Police have not told me what aspect of the emails was "illegal", nor despite my repeated urging have they
questioned Mr Tarrant about his remarks from 1994.

Regarding the clip from Tarrant's show above. The Police spoke to me on the afternoon of Wednesday 10 March 1999. Tarrant's live show went out
that same evening. The Police have told me that after speaking to me they told Capital FM that they'd spoken to me regarding the emails. So Tarrant
would have known by the time of the show who'd sent the emails and why.... and it's quite possible that his remarks about "seeking professional help"
were aimed at me personally following my attempts to persuade him to own up to his 1994 remarks.

6373

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Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
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1151. Re: BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-20 21:30:40 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <13ck20tfffmnv7d5@corp.supernews.com>
Source record: 4238

Payton Byrd wrote:
>
> "Rick Cortese" <ricortes@earthlink.net> wrote in message
news:13cj7sdid7in238@corp.supernews.com...
>
>>Payton Byrd wrote:
>>
>>>What BASIC languages are available for the Atari 8-bit systems?
>>
>><snip>
>>What Thomas said and I actually owned the MMG compiler and it worked
>>really well. It had the fewer restrictions and came with run times that
>>supported floating point if you needed it. Matter of fact, first program
>>I distributed on a local BBS was an 80 column terminal program compiled
>>with MMG.
>>
>>http://www.faqs.org/faqs/atari-8-bit/faq/section-56.html
>>
>>Is an excellent list of what is available BASIC and programming wise.
>>
>>Can you say what you want to use it for? I mean if you only need 20%-40%
>>speed increase for personal use, you can install Omnimon OS. If you are
>>trying to do something like a terminal program or word processor you
>>will need to do your own screen handling routines.
>>
>>Rick
>
>
> The main motivation is to see what the expected user experience would be
> for someone using the most common basic available on a platform.

Thanks! BTW: I agree with your results so far, Atari BASIC is a real dog.
It does have a few blessings but they are few and far between. Just as a
for instance, all variables are treated as 6 byte<?> floats. You end up
with a slower but more accurate system but it doesn't do the industry
standard 4 and 8 byte floats everyone else does. IOW: You can't drop to
4 byte floats for speed or go to 8 byte floats for accuracy but are
stuck in the middle.

Then there is the strings of any length vs. the ability to dim string
arrays.

Ultimately when you go to compiling or assembly or faster languages I
believe it will still come out more like a tie. The problem is the Atari
ANTIC chip shuts down the 6502 while the display is up. This makes the

1.79 MHz clock speed ~1.2 MHz when it comes to instruction execution.

Rick

1152. Superdos 5.1

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-21 03:34:18 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <T2tyi.11057$Pv4.7312@newsfe19.lga>
Source record: 4239

SuperDOS 5.1 is used for Atari XF551 and Happy 1050 as Turbodisk. I tried
Indus GT with SuperDOS 5.1 turbodisk. it does not work. How come?

Thanks!
Jack

1153. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-21 04:25:49 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1187670333@rtfm.mit.edu>
Source record: 4240
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 22, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.
Atari, headquartered at the time in Sunnyvale, California, USA, produced this
line of computers from 1979-1992.

To see what Atari, Inc. is up to today, visit: http://www.atari.com/

ABOUT THIS DOCUMENT
Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

The latest version of this document is posted to the following Usenet
newsgroups every 7 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

Former (before 1987) Usenet newsgroups for Atari computer discussion:
net.micro.atari8 - created Feb 1986
net.micro.atari - created Nov 1982
net.micro - created Jan 1982

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.atarimania.com/faq.php

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

ACGC - Atlantic Computer and Gaming Club
http://www.chebucto.ns.ca/Technology/NSACUG/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Atari computers news aggregator site, by Matthew Bacon)
http://www.ataritoday.com/

1154. Re: BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-23 15:27:08 UTC
From: heuser.marcus@freenet.de
Message-ID: <1187882828.926486.150420@m37g2000prh.googlegroups.com>
Source record: 4241

On Aug 20, 11:30 pm, Rick Cortese <ricor...@earthlink.net> wrote:
>
> Ultimately when you go to compiling or assembly or faster languages I
> believe it will still come out more like a tie. The problem is the Atari
> ANTIC chip shuts down the 6502 while the display is up. This makes the
> 1.79 MHz clock speed ~1.2 MHz when it comes to instruction execution.

This is actually one of the main reasons.

One can switch DMA off to get a very(!) noticeably speed increase.
The only problem is that you get a screen "full of background color".

IIRC one only needs to POKE 559,0 to switch DMA off.
To restore the picture later one would first PEEK the original value.

Another solution would be using a screen mode with 20 instead of
40 characters per line which reduces the amount of ANTIC accesses.

bye
Marcus

1155. collection ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-23 16:46:51 UTC
From: atari800@laposte.net
Message-ID: <1187887611.358005.267150@x35g2000prf.googlegroups.com>
Source record: 4242

Bonjour à tous, je suis heureux de vous annoncer la création de mon site dédié à ma collection principalement dédié à Atari et surtout la gamme XL

Je collectionne également d'autre machine comme vous pourrez le découvrir à l'adresse :

http://atari800.free.fr/atari800/

Bonne visite à vous tous et à bientôt

1156. FS: 20% OFF ALL ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-24 08:06:29 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0708240100240.30781-100000@onyx.spiritone.com>
Source record: 4243
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Shipping Address so I can expedite your order or call 24/7 @(503)256-9974!

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Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1157. Antique 1912-1949 Porcelain teapot 528 chinaware 400 ，Website extreme security，invitation visit

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-24 12:59:16 UTC
From: jxx.588@163.com
Message-ID: <1187960356.668120.125240@z24g2000prh.googlegroups.com>
Source record: 4244

Antique 1912-1949 Porcelain teapot 528 chinaware 400 ，Website extreme security，invitation visit，

Thanks ！

Jianxiong Xu

Address: Shengzhou Zhejiang China
Tel: (86-575) 83103731
Website:http://www.xjx588.com
E-mail:xjx_588@tom.com

1158. MI5 Persecution: Chris Tarrant - 10/March/1999 (258)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-25 05:49:06 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072505491225@4ax.com>
Source record: 4245
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

Chris Tarrant - 10/March/1999

Certainty level: 25%

This one might be aimed at me, or it might be tinged with a whiff of intent, although I only give one chance in four for Tarrant's thoughts being aimed
at me when he said this. During his "Who wants to be a Millionaire" TV show in March 1999, he said;

if you're watching the show jumping up and down screaming at the telly,
remember you could be here. You can either seek professional help or call us...

The background is as follows. In early March I'd sent a quantity of emails to Capital FM, the London radio station where Mr Tarrant has his breakfast
show. They were addressed to the email account which Mr Tarrant used to read emails posted on Capital's website. Capital objected to the quantity
of emails - in fact, they contacted the Metropolitan Police's Computer Crime unit, who, in turn, "felt my collar" by giving me a verbal warning
over the phone to cease this behaviour.

The emails contained the words which I had heard Mr Tarrant speak in early 1994, namely;

"You know this bloke? He says we're trying to kill him.
We should be done for attempted manslaughter".

At the time of writing (May 1999), the Police have not told me what aspect of the emails was "illegal", nor despite my repeated urging have they
questioned Mr Tarrant about his remarks from 1994.

Regarding the clip from Tarrant's show above. The Police spoke to me on the afternoon of Wednesday 10 March 1999. Tarrant's live show went out
that same evening. The Police have told me that after speaking to me they told Capital FM that they'd spoken to me regarding the emails. So Tarrant
would have known by the time of the show who'd sent the emails and why.... and it's quite possible that his remarks about "seeking professional help"
were aimed at me personally following my attempts to persuade him to own up to his 1994 remarks.

258

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------>>>>>>http://www.NewsDemon.com<<<<<<------
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1159. MI5 Persecution: Nicholas Witchell - 10/April/1999 (1481)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-25 06:14:51 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072506145700@4ax.com>
Source record: 4246
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

Nicholas Witchell - 10/April/1999

Certainty level: 100%

This clip is of Nicholas Witchell reading the BBC2 evening news at 7pm on Saturday 10 April 1999. You have to understand that the psychopaths of
the Security Service consider their abuse of me to be "so funny"; and central to their persecution of me is their inducement of their "bought
journalists" like the BBC's Nicholas Witchell to laugh at me on television.

So in this clip we see Witchell smirking and grinning while he reads the news. Only part of the news broadcast is shown in the clip; preceding it,
Witchell's upper lip quivers in mirth for several minutes, until his entire mouth twists into the uncontrollable smile shown in this clip,
through the excuse of a weak non-joke about sports fixtures.

1481

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Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
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1160. MI5 Persecution: England expects every man to do his duty (2704)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-25 06:41:45 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072506415231@4ax.com>
Source record: 4247
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

"England expects every man to do his duty"

Certainty level: 90%

This video clip portrays a fairly-certain case of unpleasant MI5 harassment; because of context, surrounding events,
not just this one happening. It's the first time an MI5 agent has been caught on video, and, presumably to their chagrin,
their paid agent is either engaging in an onanistic practice, or, more probably, pretending to do so, in order to
carry out an act of harassment.

The background is as follows. In late June 2000 I had posted the following message to Usenet, about MI5's making
obscene noises at me on several recent occasions;

>From: bu765@torfree.net (Mike Corley)
>Subject: relax, don't do it (mi5 again)
>Date: 22 Jun 2000 00:00:00 GMT
>
>you will recall that a couple of weeks ago I was supposing what MI5 were
>doing with their 'single'handed' posting antics at 2am
>
>exciting stuff
>
>so about a week ago someone rings me up at home.... 'is that Emmanuel
>Goldstein?' then he phones back the following day and goes 'huaaaagh' on
>the phone before dropping the handset in excitement
>
>and a day or two later, just coming out of our house to put something in
>the rubbish bin, a pair of blokes over the other side of the road, again
>start making orgasmic noises
>
>I'm not paranoid enough to record minidisc when I pop out for a few
>seconds..... but perhaps I should be

The video clip, which was captured on 1/September/2000, is the culmination of that thread of harassment. You
have to understand that MI5's abuse is in threads; they choose a topic, and then continue with it for months
and years. Sometimes they drop a topic, usually to be replaced by a worse one, and you never hear of it again.

If the person in the video clip were not an MI5 agent, then he would deserve privacy, despite carrying out a real
or feigned act in a public place. But I am almost 100% sure, because of context, that this man was one of their
operatives, which removes any consideration of privacy from his act. He is facing away and cannot be clearly
identified from this clip. I've never seen this man before or since, but that is true of most other such incidents.

2704

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Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
------>>>>>>http://www.NewsDemon.com<<<<<<------
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1161. MI5 Persecution: C4 SnowMail - January/2001 (3927)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-25 07:12:49 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072507125528@4ax.com>
Source record: 4248
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

C4 SnowMail - January/2001

Certainty level: 50%

In January 2001 I signed up for Channel 4 TV News's email service SnowMail, under an anonymous email address.
Quite soon Jon Snow and others started getting at me in the SnowMail bulletins, so I promptly unsubscribed.
Here are three distributed messages which may be intended to be against me; I have given these items a joint
probability of 50% only, since it is quite difficult to be sure these are against me, although I think they
may well be.

First item is from 5 January 2001. "Back passage contacts" might genuinely be about Labour were communicating
in a shielded way with ITN; but it may be about Snow's covert communications with me on his programme and in
this bulletin; and it's a slightly strange thing for him to say, it suggests the human body's back passage.
"I wish they'd come and talk on our website".... Snow knows I'm subscribed to his mailing list, and he may be
encouraging me to talk to him by email; again, if that comment were genuinely about Labour, then it would be
a strange thing to say, since the politicians talk to Snow by phone and on his programme, so they wouldn't talk
to him by email; my suspicion at the time is that he was trying to persuade me to talk to him by email,
so he could decently lie that my thoughts of reference were incorrect.

From: "Snow C4N, Jon"
Subject: Channel 4 News briefing
Date: Fri, 5 Jan 2001 17:15:06 -0000
MIME-Version: 1.0

January 5, 2000

Good afternoon dear viewer,

Well the 'snowmail' drew a little ire from Labour HQ yesterday. A sensitive call at 6.35pm from my friendly
mentor there sought to correct the impression I gave in yesterday's missive that in some way Labour was bounced
into naming these latest millionaire donors. Well I'm afraid they were...rest assured Paul

Hamlyn would not have
been named without the diligent sleuthing of my colleagues, and had HE not been named
neither would these latest two.

The only serious inaccuracy I must plead to was the promise that we would put these matters to a 'senior Labour
person'...alas none was forthcoming...I shall make no such rash promise again. My same mentor was on the phone again
during last night's Channel 4 News urging us to 'get some reality into the programme'. I fear we may have touched a
sensitive nerve...and the election campaign has not even started, or has it? I shall try to keep you posted with these
'back passage contacts' as the campaign unfolds..from all sides. I do wish they'd come and talk things over with all
of us on the web site...here's an open invitation...

So to today:

Harold Shipman murdered as many as 250 people it now turns out. But he is never to be tried and relatives who seek
closure to their uncertainties will never reap satisfaction..we have the DPP, the Chief Medical Officer and a solicitor
for aggrieved and bereaved families on the programme..the world's second-worst mass murderer..can he be allowed to
escape further action?

Sending private/sexy emails in company time gets workers the sack..Big Brother spies on office premises..is electronic
life in the work place getting out of hand? We explore what we can...and if you are not sure what you can and can't
send, our site spells out the legal dos and don'ts and gives you the chance to put your views to us.

The CIA publishes its risk assessment for the world in the coming years..beyond the CIA itself, what's the biggest
threat to life and liberty? Find out on Channel 4 News..and a major encounter with a man expected to take a top job
in the Bush administration...

And a sumptuous piece from Nicholas Glass in Valencia..a city transformed by a brilliant young architect for half
the price of what the Dome cost us.

Lots moving, see you at 7.00,best as ever,

Jon Snow

The next contact was on 11 January, with the unsubtle words "the lunatics have taken over the newsroom"
from Krishnan GM. The phrase needs no explanation as to why it might be a dig at me.

From: "Guru-Murthy C4N, Krishnan"
Subject: Channel 4 News briefing
Date: Thu, 11 Jan 2001 16:56:25 -0000

MIME-Version: 1.0

January 11, 2001

Good Afternoon. Jon's away so the lunatics have taken over the newsroom. I am joined by Samira for tonight's show.

The Depleted Uranium confusion deepens. What did Ministers and senior officers know about the risks to soldiers?
What did they tell others? And why the lack of candour over the recent documents that have surfaced? Having
dismissed the army report leaked yesterday warning of the dangers of exposure to DU as written by a trainee and
littered with mistakes, the Ministry of Defence now accepts it was written by an experienced officer.
But they won't say who. More awkwardly it emerges that senior officers decided a month after it was written that
the report should be circulated to all personnel likely to come into contact with DU. But was it? Nobody seems to
know. Our Science Correspondent Andrew Veitch has also visited the lab in Oxford that could begin testing
veterans for Depleted Uranium within six months, but they have had no contact from the government as yet. From
the Tories, Mr Duncan Smith is likely to join us. And we have Defence Secretary Hoon coming into the studio to
answer the obvious (and not so obvious) questions.

No interest rate cut today from the Bank of England, but could it be next month? As real fears are raised about
the likelihood of recession in the US how could it affect us over here? There's been a recent consensus that
Britain could weather the storm instead of falling into the usual pattern of shadowing American trends. But how
realistic is that? And what about all that inward investment we rely on from the States? Liam Halligan has been
looking at just what impact economic downturn across the water would have on us.

The former Bosnian Serb President Biljana Plavsic pleaded not guilty to charges of warcrimes including genocide
today. She was number two to Karazdic and a reputed hardliner during the "ethnic cleansing" of Bosnia.
But has a deal been done on her sentence if found guilty? Just why did she get on a plane and give herself up
to the Hague War Crimes Tribunal? Nobody seems to have any explanation. Her lawyers are asking for special
accommodation and even the possibility of bail. Gaby Rado is there and joining us live is the first Prosecutor
in the Hague Judge Goldstone to discuss whether plea bargains and deals are the only way to get the real villains.

Also the astonishing news that scientists in America have bred the first genetically engineered monkey. What will

they be used for and what's the next step? Does anybody really believe they won't do it to humans before too
long? Julian Rush will have details.

All that and loads more at seven. See you then, I hope. Krishnan.

The third and final item is from 24 January, shortly after which I unsubscribed from SnowMail. Again, it is difficult
to be sure if this item refers to me; it may do, it may not do, 50% captures the possibility. Snow refers to
"third leg of [Blair's] political footstool". In English culture "third leg" indicates one's male member;
Snow's phrase may be a sexual reference, of which there were others around that time.

From: "Snow C4N, Jon"
Subject: Channel 4 News briefing
Date: Wed, 24 Jan 2001 16:37:36 -0000
MIME-Version: 1.0

January 24, 2001

Good evening dear Channel 4 News viewer,

There are times in this business when you suffer severe attacks of deja vu...haven't I already said "Mandelson
Resigns!"...I'm afraid I have, and tonight I shall say it again. He's gone, the fat lady has not only sung but
died completely and utterly on his career...that is the end of the former Northern Ireland Secretary's political career.

It's a body blow against Blair for whom Mandelson was a mentor, manipulator, calculator, friend, brother and the
third leg of his political footstool.
It's a body blow for a Prime Minister who has had to have him resign not once but twice. It calls into question
Tony Blair's judgement. Mandy, probably one of the most brilliant spirits in politics, flew too close to the
sun...suffering finally at the hand of his own diabolical flaw.
Amazingly it's a flaw Blair understood more keenly than anyone...

And then there are the Hindujas who have compromised every political party with ridiculous photographed party
poses..who are they and how do they work?
Masses moving on all fronts on this story tonight. We have the resignation speech in full on our site www.channel4.com/news;
if you want to see how Mandelson bowed out.

There are other developments:

The cancer tragedy at Nottingham Queens medical centre..the wrong drug going into the spinal column of an eighteen-year-old
Leukemia victim who's now in intensive care, dangerously ill...it's happened before..why has it happened again?

And a moving interview with Sharon Sage who's mother Lorna Sage wrote a spell binding memoir highly rated in last night's
Whitbread Prize. An exceptional piece....

A highly political night....see you at seven on four...best, as ever, Jon

After this email I unsubscribed from SnowMail. I could not be sure that these items were or were not about me,
but it's an unpleasant feeling that Mr Snow might be getting at me in writing, as he certainly was when he watched
me while presenting the news; so I cut my losses, so to speak, and bailed out.

3927

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1162. MI5 Persecution: BBC-TV See You, See Me - 7/Dec/2001 (5150)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-25 07:49:04 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072507491028@4ax.com>
Source record: 4249
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

BBC-TV "See You, See Me" - 7/Dec/2001

Certainty level: 80%

On Friday 7 December 2001, BBC Schools aired a TV programme from their "See You, See Me" series.
The series was based in Scotland, with Grant Stott and Wilma Kennedy trying to find some stolen jewels.
Its web home is www.bbc.co.uk/scotland/education/seeyouseeme/

The programme appeared to make some "subtext" references to my situation. Kennedy refers to "it's not fair",
which is a key phrase; its existence started with OCTS MD Hugh S.-W. who humorously referred to my treatment
with the same phrase.
The subtle statement is that it is fair, because we're doing it, and we're always right, even when we're wrong.

The phrase "useless idiot" from the police chief is a clear insult directed at me, and needs no explanation.

But it is the third item in this clip which is most telling. Stott says the words, "humiliating in front of
the whole public, it would crucify us" if the investigation were called off. That's the phrase that assures
this clip of an 80% probability rating. MI5 are trying to humiliate me "in front of the whole public",
and their strategy is a mixture of ambiguous covert, such as this very programme, and clear overt.

5150

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1163. MI5 Persecution: Channel Four TV News - 10/April/2002 (6373)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-25 08:15:01 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072508150772@4ax.com>
Source record: 4101
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

Channel Four TV News - 10/April/2002

Certainty level: 80%

I was watching Jon Snow on Channel Four TV News on Wednesday 10 April, and he again reacted on seeing me
watching his programme. At 7.25pm he was reading an item on atrocities during the Balkan war;

JS: "It was Europe's worst massacre since the Second World War, and Dutch army officers [cough] and the
United Nations should share the blame. So says the first authoritative report into the murder of
thousands of Muslim men in Srebrenice at the height of the Bosnian war in 1995. The 7,500 page document
took Dutch Government researchers six years to prepare, and it condemns military and political leaders
for sending peacekeepers on a mission impossible. Our Foreign Affairs correspondent Gaby Rado,
who went to Srebrenice very soon after the massacre, is with us now. Gaby, how damning is this report?"

GR: "Well it is very severe. It accuses the Dutch Government of sending badly armed and badly briefed
Dutch soldiers into a very dangerous space out of a sense of national arrogance basically. It accuses
the United Nations basically of..."

There are two incidents in this one recording. The first (80% certainty) is when Jon Snow develops a frog in
his throat in the first sentence, shortly after reading the text "Europe's worst massacre". There is both
verbal expression and facial expression at that point; he is laughing at me, which is at odds with the serious
material he is reading. His eyebrows twitch upwards, and he is smirking at the phrase "Europe's worst massacre", and its application to the Security Service's actions against me. Another aspect
is that when Snow said "Europe's worst massacre", I facially reacted; in return, Snow would have seen
my change of expression, and followed it with his own reaction. He almost says "United States" instead of
"United Nations"; he isn't looking at his autocue, his mind is off what he is reading, instead he is looking
at me in the little monitor where he sees me through the television.

The first incident I'm fairly sure about, but the second I only give a 20% certainty to; it's when Gaby Rado
talks of a "sense of national arrogance", supposedly about the Dutch, but perhaps the English actions
against me for over a decade. If Rado's statement were about me, then it would be condemnatory of MI5
as being "arrogant"; but I cannot be reasonably certain it's about me, or much less so that Snow's
reaction in the first instance, anyway.

6373

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1164. MI5 Persecution: BBC1 TV News - 18/Dec/2002 (7596)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-25 08:45:27 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072508453372@4ax.com>
Source record: 4102
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

BBC1 TV News - 18/Dec/2002

Certainty level: 30%

This item occurred on Wednesday 18/December/2002, on BBC1 TV News shortly after 6pm. It is one of the "coincidence"
category of happenings, where people by supposed coincidence repeat exactly the words I have said or thought very recently.
In this case, the BBC's New York correspondent Stephen Evans, live from NYC, says the words "airy fairy language",
during a piece on Britain's entry in the competition for a successor to the WTC after 9/11.

I had been thinking the words "airy fairy" a day or two previously and may have spoken them in my sleep. I did not speak them awake.
The TV practice in 1990-92 had been to repeat on TV/radio (or at work) words which I had either spoken while awake, or words I had
thought but not said consciously - since I know that I sometimes say things in my sleep, but cannot later recall saying them,
obviously since I was unconscious at the time. The TV news reader or reporter then finds a context in which to drop a particular phrase;
this practice has a famous exemplar in the "Phil the Greek" item relating to the Duke of Edinburgh - who had been called Phil the Greek
in Private Eye, then a TV reporter managed to structure his report to include the words "fill the Greek community with alarm".
It might appear funny, but when such "intentional coincidence" happens a lot, as in 1990-92, and when it supports other methods of obscenity,
then the amusement value wanes.

The choice of words appears to form a homosexual reference - the way it works is that the Security Service are blokes fantasising continually
about another bloke, so to avert the obvious observation of their being gay
see here for another instance of unwholesome MI5 fantasising in public),
they try to assign the attribute to the victim - they do this sort of thing all the time, with all sorts of attributes. However, in this
particular case I give it only a one in three probability, since this incident seems to have been a one-off at that particular time.

7596

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1165. MI5 Persecution: Life is so hard (258)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-25 09:49:01 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072509490746@4ax.com>
Source record: 4103
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

Life is so hard

Certainty level: 100%

This relates to harassment at my workplace in Canada. Yes, "they" had
their claws into my employers in North America, it doesn't just happen
in England, it happens here as well.

During the second half of 1996, at work, I was sitting near a co-worker
whom we shall call Mark (we can, because that's his name). This guy
occasionally came out with words and phrases that made me think that
"they" had got to him and were supplying him with information about my
home life (not social life please note, because of course I don't actually
have a social life here).

During November 1996 I tried to catch him in the act of saying something
"meaningful", a difficult exercise because as soon as he saw a tape
recorder, he shut up completely, except for times when he knew he would
be out of range of the walkman. (Note that the quality of this recording
is not very good; I was just using a four-year-old tape walkman with
a cheap microphone, quite low-tech).

During the evening of 12 November 1996, at home in my apartment (flat to
you UK-ers), I said "life is so hard, and then you die". A nihilistic,
negative thing to say, but quite distinctive. The following day,
13 November, Mark said loudly, "life is so hard eh, and then you die"
followed by loud laughter.

In my book the precise repetition of the words makes this incident a
100% certainty. You, the reader, may differ, but then living in a free
country allows each of us to have our own opinions, doesn't it?

258

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1166. MI5 Persecution: GLR: David Hepworth (21/Feb/1997) (1481)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-25 10:21:03 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072510210927@4ax.com>
Source record: 4104
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

GLR-David Hepworth (21/Feb/1997)

Certainty level: 80%

I was listening to BBC Greater London Radio (GLR) by stealth, ie. on my walkman with headphones, with the sound turned right down, to prevent anyone from hearing what I was listening to. Yet somehow "they" are still able to tell what station I am listening to on the walkman. After half an hour or so listening to GLR, DJ David Hepworth came out with this;

"I assume Brian, do we have an embarrassment of prizes in there, we do, don't we, absolute obscene amounts of prizes, there will no doubt be a riot at the back door, and that's A-level coming up after this"

The key phrases in what he said are, "EMBARRASSMENT of prizes", and what he himself emphasised verbally, "ABSOLUTE OBSCENE amount of prizes". It is my belief (based on content and tone of voice) that when he spoke these phrases he knew I was listening, and that the phrases refer directly to my situation. The "EMBARRASSMENT" is the embarrassment he and other media people would feel at having their wrongdoing exposed; the "ABSOLUTE OBSCENE" (which he verbally emphasised) described the disgusting sexual abuse which the harassers have been throwing at me.

Of course, I can't prove that this is what he meant, although this has happened enough times that it's hard not to recognise it when you see it. I sent David Hepworth a copy of this explanation, with the results listed in a subsequent item (David Hepworth 9/May/1997).

1481

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1167. MI5 Persecution: GLR: David Hepworth (9/May/1997) (2704)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-25 10:57:35 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072510574036@4ax.com>
Source record: 4105
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

GLR-David Hepworth (9/May/1997)

Certainty level: 100%

This time I deliberately listened to Hepworth with the sound turned up on the radio, to try to get a reaction. Sure enough, he and his cronies reacted;

David: "we have executive drivetime, and we have Brian in charge of the prize cupboard. Brian it's not a bad prize cupboard this week is it?"

Brian: "no David in fact it's an absolute (EMPHASIS) embarrassment (END-EMPHASIS) of prizes this evening" (laughter)

David: "what have we got?"

Brian: "well in my left hand alone we've got that .... Gary Clale, I don't know if you remember him obviously still alive and kicking.... and that's just in my left hand"

David: "So it's certainly worth competing. Rock and roll spelling test is your first opportunity to take advantage of this embarrassment of prizes"

What I "read into" this item should again be quite obvious. Remember, I sent off a letter of complaint to Hepworth after his spying activity during the previous show. Here the emphasis on "absolute embarrassment" of prizes shows he knows this is a "key" phrase.

It might be interesting to try to talk to DJs like Hepworth and ask them what they get out of abusing their listeners. But if you challenge them directly, they show their true colour (yellow) by either not answering the challenge, or by denying that harassment has taken place.

2704

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1168. MI5 Persecution: Capital Radio (11/April/1997) (3927)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-25 11:30:51 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072511305775@4ax.com>
Source record: 4106
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

Capital Radio (11/April/1997)

Certainty level: 10%

A nice easy one here. The DJ is heard to say (around 8.30pm);

"Jacko in town, what a gig it's going to be, that guy is amazing, and
psychotic, but amazing on stage, 0171-420-0958, on stage he's a madman
but he's wonderful"

I was listening to Capital loud and clear, trying to get a reaction.
The above may have been a reaction. I'm not sure if it was, and I'm not
sure that it wasn't.

3927

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1169. MI5 Persecution: Neil Fox (March/1998) (5150)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-25 12:06:21 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072512062701@4ax.com>
Source record: 4107
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

Neil Fox's Juke Box on Capital Radio (week ending 15/March/1998)

Certainty level: 70%

Here is an excerpt from Neil Fox's show on Capital Radio 95.8FM, sometime during the week ending Sunday 15/March/1998 (probably during the weekend, but I don't remember).

First I will give the text of the conversation between Neil Fox and telephone caller Martin, then I will state my interpretation.

(conversation) (F=Dr Fox, M=Martin the caller)

F: coming up on the jukebox, the hotline's 0171-4848-958, just a quick shout here and so who's this going to be then Mr Producer?
(staff, shouting) MARTIN!
F: Couldn't quite hear you, it's going to be?
(staff, normal voice) Martin.
F: Thank you. Martin, hello.
M: Hello, Foxy.
F: How are you Martin.
M: Er, knackered.
F: Why?
M: Didn't get much sleep last night. Party down the road.
F: What time did you go to bed?
M: Four o'clock this morning.
F: Well that sounds quite a reasonable Saturday night if you ask me.
M: I was up at eight.
F: You were up at eight this morning?
M: Yeah.
F: That's sick. Why? What on earth made you get out of bed at eight this morning?
M: My father.
F: Well that's no good. Why is he being sicko, is he being a sadist?
M: No, he out there, sort of clearing room.
F: Listen, is your dad there?
M: No, he's downstairs.
F: Oh mate, can you get him?
M: No.
F: Does he not let you on the phone? The only reason is that I wouldn't mind having a chat with someone who makes anyone get up at eight o'clock on a Sunday morning. I'm sorry, that's ill isn't it, that's out of order.
M: It's sick.
F: I'm just going to ask around here. What do you think then, eight o'clock

Sunday morning? That's out of order isn't it, for any father?
(staff) Yeah, definitely.
F: Is he like victimising you or something, is there any reason why he wanted you up at eight o'clock? To clean your room?
M: Well as I say I got up at eight this morning to clean my room and it looks worse that it did yesterday.
F: Well I should have just left it and stayed in there until eleven o'clock if I was you.
M: Well I was up, I didn't get out of bed.
F: What, you didn't get out of bed at eight o'clock? No, he woke you up at eight o'clock. Did you do any cleaning at all?
M: I haven't touched my bedroom.
F: Top man. Boy you're going to get your arse kicked later aren't you. Now a song for you, what can we play?
M: Guns and Roses, "Sweet Child of Mine".
F: And we're going to dedicate this to your father?
M: No we're not, we'll dedicate this to my good mate Jamie, who's sitting on the bed now.
F: Right, hello Jamie. And anyone else? Any top totty in your life at the moment?
M: Unfortunately no.
F: The totty factor is quite low at the moment is it?
M: It's dead.
F: It's dead? What, nothing?
M: Nothing.
F: What, zero? Well, that's pathetic. No wonder you're down. You stay out til four o'clock and nothing. We'd better have words when we're off the radio I think. We need to give you a team talk. You have a good night tonight.
M: And you.
F: Take care.
(song starts)
F: Actually something was going through my mind. I think I'll leave it.

I'm not really sure whether this is in any way about me. It probably isn't. Probably it's just my nasty suspicious mind finding links where none exist. However, here is an explanation of why it might, possibly, be about me.

Throughout this interview, I was throwing abuse at the radio, and to my mind, Neil Fox was hearing the abuse, and responding interactively. This explains why he sounds so stressed when talking to telephone caller Martin, and the general violence of his words including "Boy you're going to get your arse kicked later aren't you".

The piece starts of with the producer shouting the name of the caller, which might be related to my loud vocalisations at the radio. The trouble starts off with Fox saying "That's sick". "Sick" might be taken as a reference to my condition. Then Fox says, "Why is he being sicko, is he being a sadist?", again sick = my illness, "sadist" = attitude of my oppressors towards me. "that's ill isn't it" = further comment on my illness. "Is he like victimising you or something" = again what my enemies are doing to me.

Fox sounds quite happy when he gets Martin to say "It's sick"; as you would expect him to, if the comment were directed at me. It is a constant feature of my enemies' harassment of me that they get intermediaries to verbalise the abuse. Immediately after saying "victimising you" Fox gives a little laugh, to show he thinks the victimisation (of me, not Martin) is funny.

Fox gets increasingly nasty as the piece progresses. "Boy you're going to get your arse kicked later aren't you" is not really what you would expect him to say if he were just talking to Martin. Fox is on the same side as Martin, so why would he be so verbally aggressive to him? On the other hand, if the piece is about me, then his strong words start to make sense.

Fox's jubilation at finding that Martin's "totty factor" is "dead" again doesn't make much sense unless you think that he might not be considering Martin's totty factor, but mine, since it's a fairly well known fact that my "totty factor" is not significantly above zero.

To round off the 135 second interchange, just as the next track is starting, Fox says, "Actually something was going through my mind. I think I'll leave it". Given that I was chucking abuse at Fox throughout, it is only natural for him have thought up a reply that he would have wished to have made, except that such a reply would (a) probably not be suitable for a family show, and (b) have given the game away completely.

So there you are. You the jury, what say you in the case of plaintiff vs. Neil Fox's Juke Box, guilty or not guilty?

5150

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1170. MI5 Persecution: Neil Fox (Nov/1998) (6373)

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-25 12:42:08 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07072512421162@4ax.com>
Source record: 4108
Cross-posted to:
comp.sys.atari.8bit,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka,tw.bbs.literal.lyrics

Foxy's Showtime on Capital FM 25/11/98 7.35pm

Certainty level: 100%

This one, I can say with absolute certainty, is about me. It was recorded on my Sony Recording Walkman on the evening of Wednesday 25 November 1998. It doesn't mention me by name, so the objective observer might have trouble understanding why I'm so sure it's about me. I'm sure, because the harassment had restarted over the period when this piece was broadcast, and what Capital transmitted would have been in context with events at the time. (Sorry if that explanation is somewhat opaque, but I don't really want to embarrass myself by giving an explanation in detail, and an intelligent reader should be able to work it out for him/her self.)

This isn't the first time Capital have "got at" me; they were doing so right at the very beginning in summer 1990, when they said, "if he listens to Capital then he can't be all bad"; and Tarrant made remarks about me in his breakfast show in spring 1994, when he said, "you know this bloke? he says we're trying to kill him. We should be done for attempted manslaughter."

Unfortunately I didn't record those previous, much more conclusive instances of harassment by Capital DJs, and Capital Radio tells me they only keep recordings for three months. But lately I've been recording everything, and here is one product of that recording.

Neil Fox was introducing some petite Swedish songstress, sounded like Amelia, when he said something about her petite-ness ;

"she's a big big girl, actually she's really about tiny, she's this big, would you say what less than....."

then one of his studio staff shouted, "six inches"

then Fox laughed and said, "less than a meter tall, definitely"

What I think the "six inches" referred to should be obvious. I think it's sexual abuse directed at me.

Also there were a lot of words like "crazy", "mad" etc on this programme, which reinforced my belief that this was on purpose directed at myself.

I think Fox may be something of an unwilling participant in this abuse, he doesn't want to be an abuser but the persecutors are using his show and his staff to get at me. This is not the first time this sort of thing has happened from his show; and my guess is that it won't be the last

6373

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1171. How to use the ATARI as a kitchen utensil???

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-27 21:36:25 UTC
From: Victor Smootbank <mean_priests@yahoo.com>
Message-ID: <1188250585.297857.294920@d55g2000hsg.googlegroups.com>
Source record: 4109
Cross-posted to: comp.sys.atari.8bit,abg.mampf

Is it possible to use an ATARI to control a microwve oven,
a blender, an electronic knife???

I mean the C64 is a breadbin, but what can the ATARI do
in the kitchen???

Are there any chefs using ATARIs in their restaurant's
kitchens???

1172. Re: BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-28 02:24:41 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <46D38769.E772F393@a8maestro.com>
Source record: 4110

Payton Byrd wrote:

> What BASIC languages are available for the Atari 8-bit systems? I've been doing some benchmarking and am stunned with how poorly the BASIC in the XL ROM performs given the relatively high 1.79 mhz CPU clock.
>
> --
> Payton Byrd
> Homepage - <http://www.paytonbyrd.com>
> Blog - <http://blogs.ittoolbox.com/visualbasic/dotnet/>

Hi,
Program speed was never a priority with Atari Basic. There are ways to speed it up, but they are compromises. Remember that its always running in floating point mode, line number "jumps" are mostly tested line
number by line number, all code is pseudo and thus interpreted every time. But the fact you can change even 1 byte in the program and just goto or rerun without any compiling makes programming faster for most
people. To get decent speed, the program has to be compiled. I use Monarch ABC with excellent results. But even it is not truly compiled. MMG is supposed to convert to machine language, but all I have heard is
all of the bugs.

The vast majority of my programming is using Basic XL or assembly.

Rick D.

1173. Re: How to use the ATARI as a kitchen utensil???

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-28 02:28:11 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <46D3883B.A1819BE0@a8maestro.com>
Source record: 4111
Cross-posted to: comp.sys.atari.8bit,abg.mampf

Victor Smootbank wrote:

> Is it possible to use an ATARI to control a microwve oven,
> a blender, an electronic knife???
>
> I mean the C64 is a breadbin, but what can the ATARI do
> in the kitchen???
>
> Are there any chefs using ATARIs in their restaurant's
> kitchens???

Do any of the devices had external control ports? I/R ports? Then
you'd have to manually wire in some type of control access.

Otherwise, is possible, but of dubiuos value.

Some ST have been, may still be, used for cash register and inventory.

There are Cookbook programs oput there, though none integrated with
automated ingredient dispensers that I know of.

Rick D.

1174. Re: BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-28 16:12:50 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <13d8ic61ma39n2e@corp.supernews.com>
Source record: 4112

Rick D wrote:

> Payton Byrd wrote:
<snip>
> MMG is supposed to convert to machine language, but all I have heard is
> all of the bugs.
>

It does output assembly language but it defaults to deleting the files.
I can't remember offhand what the procedure was to get it to save the
files. I recall they took up so much room on the disk that it was near
impossible to save them and not get an out of space disk error.

They were interesting in their simplicity and execution. Everything was
passing parameters and jumping to a line number or precompiled routine
in the ~4k runtime package. IIRC ~ RPN type evaluation of line and every
line number became a label to jump to i.e. 10 PRINT "Hello" would first
translate to something like

```
L10
V1
.byte 'H
.byte 'e
.byte 'l
.byte 'l
.byte 'o
.byte EOL
LDA >V10
PHA
LDA <V10
PHA
JSR <somewhere in RT with canned code to print>
```

If you had a GOTO or GOSUB anywhere else in the program, it would just
JSR/JMP L10 since it is an assembler variable.

I never noticed any bugs but the runtime was canned code interpretation
of what the BASIC code would do. Most stuff worked really close to what
you expected but I do recall an oddity or two.

Rick

1175. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-29 04:22:25 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1188361329@rtfm.mit.edu>
Source record: 4113
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 22, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.
Atari, headquartered at the time in Sunnyvale, California, USA, produced this
line of computers from 1979-1992.

To see what Atari, Inc. is up to today, visit: http://www.atari.com/

ABOUT THIS DOCUMENT
Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

The latest version of this document is posted to the following Usenet
newsgroups every 7 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

Former (before 1987) Usenet newsgroups for Atari computer discussion:
net.micro.atari8 - created Feb 1986
net.micro.atari - created Nov 1982
net.micro - created Jan 1982

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.atarimania.com/faq.php

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

ACGC - Atlantic Computer and Gaming Club
http://www.chebucto.ns.ca/Technology/NSACUG/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Atari computers news aggregator site, by Matthew Bacon)
http://www.ataritoday.com/

1176. Where's all the junk coming from?

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-31 02:31:24 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <G2LBi.7502$924.2793@newssvr23.news.prodigy.net>
Source record: 4114

We're getting junk (MI5 crap), and cmsg cancel crap.
And then my server keeps deleting old messages.
I don't want any csa8 message deleted, but it automatically does that in OE.

1177. Re: Where's all the junk coming from?

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-31 12:08:18 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <8xTBi.156564$zz2.48716@newsfe12.phx>
Source record: 4115

"Russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:G2LBi.7502$924.2793@newssvr23.news.prodigy.net...
> We're getting junk (MI5 crap), and cmsg cancel crap.
> And then my server keeps deleting old messages.
> I don't want any csa8 message deleted, but it automatically does that in
> OE.
>
>
Hi Russg,
With OE on the upper line: File Edit View Tools Message Help
Clik on View and the drop down box Hoover on Current View-- Select-- Show
Downloaded Messages

I believe that in the option selection you can request how long to keep
messages I have mine set for 31 days.
That would be-- clik on Tools on drop down list select options. This bring
up a Dialogue box with tabs. Select the Maintenance tab and edit your
selection for days to keep news.

I hope this helps
RoyE

1178. Re: Where's all the junk coming from?

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-31 15:11:29 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <BcWBi.31191$RX.26356@newssvr11.news.prodigy.net>
Source record: 4116

"RoyE" <> wrote in message news>
> "Russg" <> wrote in message
> news:> > We're getting junk (MI5 crap), and cmsg cancel crap.
> > > And then my server keeps deleting old messages.
> > > I don't want any csa8 message deleted, but it automatically does that in
> > > OE.
> > >
> > >
> > Hi Russg,
> With OE on the upper line: File Edit View Tools Message Help
> Clik on View and the drop down box Hoover on Current View-- Select-- Show
> Downloaded Messages
>
> I believe that in the option selection you can request how long to keep
> messages I have mine set for 31 days.
> That would be-- clik on Tools on drop down list select options. This
bring
> up a Dialogue box with tabs. Select the Maintenance tab and edit your
> selection for days to keep news.
>
> I hope this helps
> RoyE
I did it and you were correct, I had delete messages after 5 days set in my
maintenence. I just unchecked that box.
Now I hope it will save my messages.
Thanks

1179. Re: Where's all the junk coming from?

Newsgroup: comp.sys.atari.8bit
Date: 2007-08-31 22:28:06 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <pU0Ci.85056$Vk6.57748@newsfe07.phx>
Source record: 4117

> "RoyE" <> wrote in message news>
>> "Russg" <> wrote in message
>> news:> > We're getting junk (MI5 crap), and cmsg cancel crap.
>>SNIP>>
>> I hope this helps
>> RoyE
> I did it and you were correct, I had delete messages after 5 days set in
> my
> maintenence. I just unchecked that box.
> Now I hope it will save my messages.
> Thanks
>
Considering you MI5(crap) this stuff can be filtered using the Tools --
option clik Tools-- and Hoover over the Message Rules-- clik News. Set
your filter to delete MI5

Your Welcome

1180. couple singles . womn couple women singles . womn couple

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-01 03:34:50 UTC
From: 8eur8o3wrue8wueoijj@gmail.com
Message-ID: <1188617690.775649.274220@57g2000hsv.googlegroups.com>
Source record: 4118
Cross-posted to: es.comp.cad.misc,alt.politics.ec,comp.sys.atari.8bit,dk.videnskab.historie.genealogi,sfnet.keskustelu.psykologia

http://www.all-women-personals.com/index536.html
http://www.all-women-personals.com/index537.html
http://www.all-women-personals.com/index538.html
http://www.all-women-personals.com/index539.html
http://www.all-women-personals.com/index540.html
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http://www.all-women-personals.com/index670.html
http://www.all-women-personals.com/index671.html

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dating . asian adult . match personals . adult games . online dating .

singles . american personals . online dating personals . swinger personals . men personals . dating agencies . women seeking women 27 . women seeking women 26 . online chat . date women . adult date . cam personals . adult chat rooms . friendship personals . adult chatrooms . japanese women . movies personals . picture personals . adult friend . teen personals . meet woman . women love . christian singles . jewish singles . live personals . online dates . craigslist personals . woman seeking men . dating adult . classifieds . couples seeking . horny women . adult teen . profile personals . ad personals . adult dates . online dating greece . dating services personals . toronto personals . sex adult . mature women . personals dating . date . african women . meet people . local dating . single men . dating . photo personals . adult singles . relationships . 100 personals . online dating services . meet girls . find women . dateing personals . adult dating personals . online dating sites . uk personals . personals adult . webcam personals . love women . meet singles . adult erotic . find personals . single personals . find singles . hot women . sex women . meet friends . russia women . personals finder . military personals . personals ca . married women seeking . ukraine women . find love . seeking women 27 torrents . meet womens . online sex . single woman . meet girl . american singles . sexy personals . dating girls . asian women . chat adult . adult find . adult online . sex personals . single dating . mature dating . meet women . adult game . woman seeking man . swingers . adult dating . black singles . older women . woman seeking . sex . adult clubs . online matchmaking . online calendar . women personals . meet a woman . asian personals . romance . meet personals . matchmaker . adult escorts . classifieds personals . women seeking men . women seeking women . women seeking men for . online friends . friend finder personals . people personals . lesbian personals . interracial personals . online dating advice . canadian personals . asian singles . women seeking women 28 . local personals . meeting women . international dating . bdsm personals . on line calendar . fun personals . interracial dating . russian women . meet women in . women seeking men for sex . seeking women 28 . thai women . seeking women 27 . adult lesbian . dating sites . seeking women 26 . dates personals . love personals . erotic personals . adult sites . single women . russian personals . christian dating . lesbian dating . swingers personals . online dating service . friends personals . adult girls . dating services . adult photo personals . phone personals . meet women for . women dating . warhammer online release date . online singles . chat personals . casual personals . women chat . uk dating . singles chat . adult personals . nude personals . online date . adult friend finder . web personals . fuck women . singles personals . internet dating . dating service . adult fuck . married personals . singles women . dating websites . porn personals . married dating . on line dating . personals . female personals . online tests . uk singles . online love . love dating . dating advice . dating chat . plentyoffish personals . local singles . women seeking men in . bisexual women . chat meet . adult friends . christian personals .

personels . personals pics . find a date . personals girls . matchmaking . online release date . latin women . bisexual personals . single . beautiful women . adult mature . adult finder . seeking man . chat . personals chat rooms . love . flash adult . adult chat room . meeting personals . bbw personals . online girls . speed dating . dating agency . chinese women . seeking women . online women . muslim women . online personals . internet personals . dating personals . sexy singles . arab women . match . looking for women . online speed . adult singles gr . adult dating services . fuck dating . personals sites . dating singles . fre personals . search personals . lonely women . contacts personals . mature personals . young women . black meet . women seeking sex . australian personals . married women . singles dating . chat women . meet boys . bdsm dating . date personals . lesbian women . freepersonals . date on line . personals dating service . black women . worldlargstsexpersonals meet . worldlargstsex meet . worldlargst meet . worldlargetsexpersonals meet . worldlargetsex meet . worldlarget meet . worldlargestsxpersonals meet . worldlargestsx meet . worldlargestsexprsonals meet . worldlargestsexpesonals meet . best place to meet single men . most romantic date . cheats for love hina date rpg . cheats to love hina sim date . meet local men com . romantic dates . long beach hot rod swap meet . love hina sim date rpg flash game . love hina sim date walkthrough . love hina dating simulation . when men and mountains meet . meet hot girl . cheats for love hina sim date . dating matchmaking . love hina dating cheats . meet nude women . usa cupid . usa dating agency . usa herpes . meet local sexy nude girls . local dating sex . dating sites in the usa . usa dating service . a romantic date . meet black men . usa dating sites . dating love de . meet hot women . us personals . dating sites in usa . bars to meet men worldlargestsexpersunals meet . worldlargestsexpersonls meet . worldlargestsexpersonas meet . worldlargestsexpersonals meet . worldlargestsexpersonal meet . worldlargestsexpersoals meet . worldlargestsexpersnals meet . worldlargestsexperonals meet . worldlargestsexersonals meet . worldlargestsexbersonals meet . best place to meet single men . most romantic date . cheats for love hina date rpg . cheats to love hina sim date . meet local men com . romantic dates . long beach hot rod swap meet . love hina sim date rpg flash game . love hina sim date walkthrough . love hina dating simulation . when men and mountains meet . meet hot girl . cheats for love hina sim date . dating matchmaking . love hina dating cheats . meet nude women . usa cupid . usa dating agency . usa herpes . meet local sexy nude girls . local dating sex . dating sites in the usa . usa dating service . a romantic date . meet black men . usa dating sites . dating love de . meet hot women . us personals . dating sites in usa . bars to meet men worldlargestsex meet . worldlargestsepersonals meet . worldlargestse meet . worldlargestexpersonals meet . worldlargestex meet . worldlargest meet . worldlargessexpersonals meet . worldlargessex meet . worldlargesdsexpersonals meet . worldlargesdsex meet . worldlargesd meet . worldlarges meet . worldlarestsexpersonals meet .

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1181. Re: Where's all the junk coming from?

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-02 20:35:29 UTC
From: "micrologix1500@yahoo.com" <micrologix1500@yahoo.com>
Message-ID: <1188765329.940028.166700@r34g2000hsd.googlegroups.com>
Source record: 4119

On Aug 31, 6:28 pm, "RoyE" <r-d...@cox.net> wrote:
> > "RoyE" <> wrote in message news>
> >> "Russg" <> wrote in message
> >> news:> > We're getting junk (MI5 crap), and cmsg cancel crap.
> >>SNIP>>
> >> I hope this helps
> >> RoyE
> > I did it and you were correct, I had delete messages after 5 days set in
> > my
> > maintenence. I just unchecked that box.
> > Now I hope it will save my messages.
> > Thanks
>
> Considering you MI5(crap) this stuff can be filtered using the Tools --
> option clik Tools-- and Hoover over the Message Rules-- clik News. Set
> your filter to delete MI5
>
> Your Welcome

The MI5 crap seems to be gonig to many (if not all!) NGs. Guess we
all just have to endure it

1182. wanted: Atari PC2

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-03 00:31:50 UTC
From: Chris <chrism3667@yahoo.com>
Message-ID: <1188779510.521157.82250@g4g2000hsf.googlegroups.com>
Source record: 4120

USA. Thanks.

1183. FREE ATARI MICROPROSE GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-04 02:02:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0709031855250.27163-100000@onyx.spiritone.com>
Source record: 4121
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

|BUY 4 MICROPROSE GAMES-GET 1 FREE|BUY 4 MICROPROSE GAMES-GET 1 FREE|
|8 BIT GAMES BELOW|8 BIT GAMES BELOW|8 BIT GAMES BELOW|8 BIT GAMES BELOW|

Conflict in Vietnam; Crusade in Europe; Decision in the Desert;
F-15 Strike Eagle; Kennedy Approach; Silent Service; Top Gunner Collection;

Buy 4 Microprose titles off my new in the box games for the Classic Atari
8 Bit and Atari ST Computers, mix and match machines, and receive a brand
new in the box game. You can qualify for more than 1 free offer by
doubling, or tripling, etc. your order. All you have to do is pick a
minimum of 5 new in the box games, for each 5 games I'll give you 1 from
your list for free! E-MAIL OR CALL BEN ANYTIME AT (503)256-9974!

|BUY 4 MICROPROSE GAMES-GET 1 FREE|BUY 4 MICROPROSE GAMES-GET 1 FREE|
|ST GAMES LISTED BELOW||ST GAMES LISTED BELOW||ST GAMES LISTED BELOW|

The Ancient Art of War in the Skies; B17 Flying Fortress; Civilization;
DogFight; F-15 Strike Eagle; F-19 Stealth Fighter; Fire and Brimstone;
Grand Prix; Greens-The Ultimate 3-D Golf Simulation; International Soccer
Challenge; Knights of the Sky; M1 Tank Platoon; Railroad Tycoon;
Red Storm Rising; Silent Service; Silent Service II;

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1184. Any 8 bit Nostalgia Magazines?

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-04 12:30:33 UTC
From: CJS <anon@anon.com>
Message-ID: <JdcDi.8214$c_1.2774@text.news.blueyonder.co.uk>
Source record: 4122
Cross-posted to: alt.amiga,alt.c64,comp.sys.amiga,comp.sys.amiga.emulations,comp.sys.atari.8bit

Hi all, just wondering if there are any physical magazines out there (glossies) that cover all the old games and computers we used to own and love, like Commodore 64, Amiga, Atari ST, etc.

I heard of Retro Gamer but it seems to have been discontinued in 2005/6.

Thanks!

C.

1185. Re: Any 8 bit Nostalgia Magazines?

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-04 14:41:00 UTC
From: ilaskey@cix.co.uk
Message-ID: <memo.20070904154130.3724B@cix.co.uk>
Source record: 4123

In article <JdcDi.8214$c_1.2774@text.news.blueyonder.co.uk>,
anon@anon.com (CJS) wrote:
> I heard of Retro Gamer but it seems to have been discontinued in
> 2005/6.
Retro Gamer (in the UK) is still going strong, I think Future Publishing
picked it up. Bought a copy last month and they've just launched a
special edition on CD of all the back issues (I think it's issue
20-something now)

Iain
www.pcbookreview.com

1186. Re: Where's all the junk coming from?

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-04 16:23:24 UTC
From: Martin Krischik <krischik@users.sourceforge.net>
Message-ID: <1260959.Vs3yc4ONL2@linux1.krischik.com>
Source record: 4124

micrologix1500@yahoo.com wrote:

> On Aug 31, 6:28 pm, "RoyE" <r-d...@cox.net> wrote:
>> > "RoyE" <> wrote in message news>
>> >> "Russg" <> wrote in message
>> >> news:> > We're getting junk (MI5 crap), and cmsg cancel crap.
>> >>SNIP>>
>> >> I hope this helps
>> >> RoyE
>> > I did it and you were correct, I had delete messages after 5 days set
>> > in my
>> > maintenence. I just unchecked that box.
>> > Now I hope it will save my messages.
>> > Thanks
>>
>> Considering you MI5(crap) this stuff can be filtered using the Tools --
>> option clik Tools-- and Hoover over the Message Rules-- clik News. Set
>> your filter to delete MI5
>>
>> Your Welcome
>
> The MI5 crap seems to be gonig to many (if not all!) NGs. Guess we
> all just have to endure it

No we don't:

Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
ï¿œ ï¿œ ï¿œ ------>>>>>>http://www.NewsDemon.com<<<<<<------
Unlimited Access, Anonymous Accounts, Uncensored Broadband Access
---

The poster is particular stupid and even told us which provider he is using
(by not deleting the advertising ;-)) - all you need to do is complain to
http://www.newsdemon.com/abuse.php.

And I guess it has been done as the crap suddenly stopped :-)

Martin

--
mailto://krischik@users.sourceforge.net
Ada programming at: http://ada.krischik.com

1187. Re: Any 8 bit Nostalgia Magazines?

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-04 17:38:26 UTC
From: sipppe@yahoo.se
Message-ID: <1188927506.233942.19550@o80g2000hse.googlegroups.com>
Source record: 4125
Cross-posted to: alt.amiga,alt.c64,comp.sys.amiga.emulations,comp.sys.atari.8bit

On Sep 4, 3:30 pm, "CJS" <a...@anon.com> wrote:
> Hi all, just wondering if there are any physical magazines out there
> (glossies) that cover all the old games and computers we used to own and
> love, like Commodore 64, Amiga, Atari ST, etc.
>
> I heard of Retro Gamer but it seems to have been discontinued in 2005/6.
>
> Thanks!
>
> C.

http://www.imagine-publishing.co.uk/RetroGamer/index.html

1188. Re: Big thanx to ATARI company for beautifoul commputer ATARI 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-04 17:45:06 UTC
From: Ensor <none@localhost>
Message-ID: <IpOdnZJQK__GZEDbnZ2dnUVZ8seinZ2d@brightview.com>
Source record: 4127

Hi,

> is he thinking of PILOT? I don't think there was a cartridge
>Lisp for the 8bit Atari's.

Perhaps not on cartridge, but ISTR having a disc based LISP for my Atari
back in the day - "APX"?

TTFN - Pete.

1189. Re: Any 8 bit Nostalgia Magazines?

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-04 20:43:46 UTC
From: CJS <anon@anon.com>
Message-ID: <6sjDi.8509$c_1.2359@text.news.blueyonder.co.uk>
Source record: 4126
Cross-posted to: alt.amiga,alt.c64,comp.sys.amiga.emulations,comp.sys.atari.8bit

```
<sipppe@yahoo.se> wrote in message
news:1188927506.233942.19550@o80g2000hse.googlegroups.com...
> On Sep 4, 3:30 pm, "CJS" <a...@anon.com> wrote:
>> Hi all, just wondering if there are any physical magazines out there
>> (glossies) that cover all the old games and computers we used to own and
>> love, like Commodore 64, Amiga, Atari ST, etc.
>>
>> I heard of Retro Gamer but it seems to have been discontinued in 2005/6.
>>
>> Thanks!
>>
>> C.
>
> http://www.imagine-publishing.co.uk/RetroGamer/index.html

Thanks guys!
```

1190. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-05 04:24:38 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1188966261@rtfm.mit.edu>
Source record: 4128
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 22, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.
Atari, headquartered at the time in Sunnyvale, California, USA, produced this
line of computers from 1979-1992.

To see what Atari, Inc. is up to today, visit: http://www.atari.com/

ABOUT THIS DOCUMENT
Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

The latest version of this document is posted to the following Usenet
newsgroups every 7 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

Former (before 1987) Usenet newsgroups for Atari computer discussion:
net.micro.atari8 - created Feb 1986
net.micro.atari - created Nov 1982
net.micro - created Jan 1982

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.atarimania.com/faq.php

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

ACGC - Atlantic Computer and Gaming Club
http://www.chebucto.ns.ca/Technology/NSACUG/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Atari computers news aggregator site, by Matthew Bacon)
http://www.ataritoday.com/

1191. Re: Any 8 bit Nostalgia Magazines?

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-05 10:53:18 UTC
From: Thomas Müller <tom@cellvic.de>
Message-ID: <5k7g4qF2dl3nU1@mid.individual.net>
Source record: 4129
Cross-posted to: alt.amiga,alt.c64,comp.sys.amiga,comp.sys.amiga.emulations,comp.sys.atari.8bit

CJS schrieb:
> Hi all, just wondering if there are any physical magazines out there
> (glossies) that cover all the old games and computers we used to own and
> love, like Commodore 64, Amiga, Atari ST, etc.

in German:
http://www.retromagazin.eu/

Last issue (#3) appeared in march 2007:
(http://www.internetsoziologie.at/retro/?p=154)

1192. Newbie question about TV output on 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-06 20:10:47 UTC
From: hg <hg@hg.hg>
Message-ID: <O-ydndRoWKwrw33bnZ2dnUVZ8smgnZ2d@pipex.net>
Source record: 4130

Can all the special graphics modes(APAC,C8,TIP,RIP) on an 800xl be viewed through the standard TV-output? Or are some modes only
viewable through the monitor output?

1193. Re: Newbie question about TV output on 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-07 06:19:28 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <fbqqesceh1@infosun2.rus.uni-stuttgart.de>
Source record: 4131

hg schrieb:
> Can all the special graphics modes(APAC,C8,TIP,RIP) on an 800xl be viewed through the standard TV-output? Or are some modes only
> viewable through the monitor output?

They're all available on TV. This is because the whole video output is oriented towards TVs in first place, and it's not that
adjustable to let it run too much out of the specs.

So long,
Thomas

1194. ADOPTION: PORTLAND, OREGON USA!

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-07 09:44:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0709070240270.10838-100000@onyx.spiritone.com>
Source record: 4132
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Is your garage full of Atari? Can you squeeze into your attic? Do you have an Atari in your closet? If your Atari stuff needs a new home, especially if your in Portland, Oregon USA! E-Mail Atari@aracnet.com or call Ben at (503)256-9974! And even if your not in Portland, feel free to contact Ben.

This covers Atari Hardware, Games/Software, Books & Accessories! Classic Atari 8 Bit and Atari ST Computers Plus Atari Jaguar Games and consoles!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1195. FS: NEW ATARI MICROPROSE GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-07 09:46:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0709070244300.10838-100000@onyx.spiritone.com>
Source record: 4133
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

|BUY 4 MICROPROSE GAMES-GET 1 FREE|BUY 4 MICROPROSE GAMES-GET 1 FREE|
|8 BIT GAMES BELOW|8 BIT GAMES BELOW|8 BIT GAMES BELOW|8 BIT GAMES BELOW|

Conflict in Vietnam; Crusade in Europe; Decision in the Desert;
F-15 Strike Eagle; Kennedy Approach; Silent Service; Top Gunner Collection;

Buy 4 Microprose titles off my new in the box games for the Classic Atari
8 Bit and Atari ST Computers, mix and match machines, and receive a brand
new in the box game. You can qualify for more than 1 free offer by
doubling, or tripling, etc. your order. All you have to do is pick a
minimum of 5 new in the box games, for each 5 games I'll give you 1 from
your list for free! E-MAIL OR CALL BEN ANYTIME AT (503)256-9974!

|BUY 4 MICROPROSE GAMES-GET 1 FREE|BUY 4 MICROPROSE GAMES-GET 1 FREE|
|ST GAMES LISTED BELOW||ST GAMES LISTED BELOW||ST GAMES LISTED BELOW|

The Ancient Art of War in the Skies; B17 Flying Fortress; Civilization;
DogFight; F-15 Strike Eagle; F-19 Stealth Fighter; Fire and Brimstone;
Grand Prix; Greens-The Ultimate 3-D Golf Simulation; International Soccer
Challenge; Knights of the Sky; M1 Tank Platoon; Railroad Tycoon;
Red Storm Rising; Silent Service; Silent Service II;

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1196. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-07 09:48:28 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0709070246360.10838-100000@onyx.spiritone.com>
Source record: 4134
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1197. ADV:New 130XE memory Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-07 23:50:35 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <46E1E3CB.A2A95240@a8maestro.com>
Source record: 4135

Hi,

All of the work is done on the new memory upgrade for the 130XE that
uses 4 64K drams.

Turned out very nice.

Here are the links:

Main More Than Games:
http://www.a8maestro.com/sites/mtgcat/mtgcat.htm

130XE 2 dram upgrade, 256K:
http://www.a8maestro.com/sites/mtgcat/proda8/adv-ek0040.htm

I've updated the standard 130 upgrade too.
130XE 8 dram upgrade, 256K:
http://www.a8maestro.com/sites/mtgcat/proda8/adv-ek0006.htm

Rick D.
DO NOT REPLY TO a8maestro"a t"a8maestro.com as above.
Use mtg2008 " a t " a8maestro.com instead.

1198. Re: Big thanx to ATARI company for beautifoul commputer ATARI 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-08 00:00:30 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <46E1E61E.94551325@a8maestro.com>
Source record: 4136

Ensor wrote:

> Hi,
>
> > is he thinking of PILOT? I don't think there was a cartridge
> >Lisp for the 8bit Atari's.
>
> Perhaps not on cartridge, but ISTR having a disc based LISP for my Atari
> back in the day - "APX"?
>
> TTFN - Pete.

I have Inter-Lisp from DataSoft, Inc. on 1 disk, and a copy of the APX disk
too.
So maybe datasoft dropped it, and APX took it over.
Rick

DO NOT REPLY TO a8maestro"a t"a8maestro.com as above.
Use rld2007 " a t " a8maestro.com instead.

1199. Send your Atari WantList to Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-08 00:05:49 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0709071702390.27125-100000@onyx.spiritone.com>
Source record: 4137
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari that you want for your Atari are in my Catalogs! Many
I havent added! Do yourself a favor, add your WantList of Atari Treasures
to my WantLists! E-Mail your lists to Atari@aracnet.com Collectors Welcome!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1200. OT but Important: Usenet Abuse and Impersonation by a sick individual using IP address 54.66.208.171

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-08 00:49:54 UTC
From: Radium <glucegen1@gmail.com>
Message-ID: <0782146107.453359.831675@k45g5789hse.googlegroups.com>
Source record: 4138
Cross-posted to: alt.binaries.riz.ranger,bit.listserv.endnote,comp.sys.atari.8bit

Hi:

To all respective forum readers, please take notice:

1) First of all, my apologies for such a wide off-topic cross-
posting. It's unusual, and very frowned upon. But I deem it
necessary in lieu of recent events. You can just disregard if you
will.

2) There is a user on the net who has impersonated "Don Klipstein",
me, as well as other respectable Usenet posters. He/she is using our
names, email addresses, and profiles to post nonsense on Usenet
newsgroups. This impersonator seems to be located either in Burma or
Korea and has the IP address of 54.66.208.171.

3) Doing a WHOIS checkup on 54.66.208.171 locates the source to be in
Seoul, Korea:

inetnum: 54.66.208.171 - 54.66.208.171
netname: HANANET
descr: Hanaro Telecom Co.
descr: Kukje Electornics Cneter Bldg. 1445-3 Seocho-Dong Seocho-Ku
country: KR
admin-c: IS37-AP
tech-c: SH243-AP
remarks: **
remarks: KRNIC of NIDA is the National Internet Registry
remarks: in Korea under APNIC. If you would like to
remarks: find assignment information in detail
remarks: please refer to the NIDA Whois DB
remarks: http://whois.nida.or.kr/english/index.html
remarks: **
mnt-by: MNT-KRNIC-AP
mnt-lower: MNT-KRNIC-AP
changed: hostmas...@apnic.net 20020430
status: ALLOCATED PORTABLE
changed: hm-chan...@apnic.net 20041007
source: APNIC

person: Inyup Sung
address: Hanaro Telecom Co.
address: Kukje Electornics Cneter Bldg. 1445-3 Seocho-Dong Seocho-Ku
address: SEOUL
address: 137-070

country: KR
phone: +82-2-106
fax-no: +82-2-6266-6483
e-mail: i...@hananet.net
nic-hdl: IS37-AP
mnt-by: MNT-KRNIC-AP
changed: hostmas...@nic.or.kr 20010523
source: APNIC

person: Seungchul Hwang
address: Hanaro Telecom Co.
address: Kukje Electornics Cneter Bldg., 1445-3 Seocho-Dong Seocho-Ku
address: SEOUL
address: 137-070
country: KR
phone: +82-2-106
fax-no: +82-2-6266-6483
e-mail: i...@hananet.net
nic-hdl: SH243-AP
mnt-by: MNT-KRNIC-AP
changed: hostmas...@nic.or.kr 20010523
source: APNIC

4) However, doing an IP locator on 54.66.208.171 in
http://www.geobytes.com/IpLocator.htm?GetLocation reports the source
to be in Yangon, Burma.

5) Don Klipstein and others check your messages on Google Groups by
clicking on your email addresses. You might find loads of nonsense
posted just as I have found in mine.

6) Here is impersonating post 1:

Path: g2news2.google.com!news1.google.com!newsfeed.stanford.edu!
newsfeed.news.ucla.edu!newsfeed.kreonet.re.kr!nntp.kreonet.re.kr!
kreonet.re.kr!feeder.kornet.net!newsfeed.hananet.net!tnews.hananet.net!
newsfeed.berkeley.edu!ucberkeley!newspeer.monmouth.com!
newspeer1.nwr.nac.net!border2.nntp.dca.giganews.com!nntp.giganews.com!
out02a.usenetserver.com!news.usenetserver.com!in02.usenetserver.com!
news.usenetserver.com!postnews.google.com!g4g2000hsf.googlegroups.com!
not-for-mail
From: Radium <gluceg...@gmail.com>
Newsgroups: rec.pyrotechnics
Subject: Re: What is the highest radio frequency used for radio
astronomy?
Date: Tue, 4 Sep 2007 02:17:36 GMT
Organization: http://groups.google.com
Lines: 44
Message-ID: <8693249902.873555.97...@g4g2000hsf.googlegroups.com>
References: < 1188459200.603005.55...@m37g2000prh.googlegroups.com>
NNTP-Posting-Host: 54.66.208.171
X-Trace: tnews.hananet.net 1188875885 13375 54.66.208.171 (4 Sep 2007

03:18:05 GMT)
X-Complaints-To: newsad...@hanaro.com
NNTP-Posting-Date: Tue, 4 Sep 2007 03:18:05 +0000 (UTC)

to
completely undo all the good they've accomplished by over-confidently pushing themselves to extremes in their work or recreation. One of the saddest examples of this error that I know of was the case of a young, bright, determined AIDS patient who had completely cured himself of all visible and clinical evidence of the disease, but subse-quently consistently and relentlessly overworked at his demanding corporate job. Eventually, he fell ill, relapsed and was not able to recover. However, in another case, a person who had recovered from a seriousillness experienced a relapse from overexertion, but complete rest and intense urine therapy led to an excellent recovery. But why put your-self through that ordeal and risk the chance of seriously undermining your body's hard-won repair work?

Assiduous urine therapy can give you such renewed vigor and energy, that it's easy to become overconfident and overdo, which, is not a huge problem for normal people. But for people recovering from major illnesses, exhaustion can pose a life-long threat, so protect your new-found health and your natural immune defenses with lots of rest, fresh air, moderate exercise and minimized stress.

Kidney Disorders

If you have a history or presence of a kidney infection, limit the initial amount of oral urine therapy you take to small doses such as 1-5 drops once or twice a day, or use a homeopathic dilution as described in the section on. Homeopathy and Urine Therapy in this chapter. Decrease or eliminate meat ingestion. and acid-forming foods before beginning the therapy. Also, check your acidity levels with pH s

7) Below is post number 2:

Path: g2news2.google.com!news2.google.com!
border1.nntp.dca.giganews.com!nntp.giganews.com!
nx02.iad01.newshosting.com!newshosting.com!novia!
newsfeed.yul.equant.net!newsfeed.dacom.co.kr!feeder.kornet.net!
newsfeed.hananet.net!tnews.hananet.net!newscon02.news.prodigy.net!
prodigy.net!news.glorb.com!postnews.google.com!
19g2000hsx.googlegroups.com!not-for-mail
From: Radium <gluceg...@gmail.com>
Newsgroups: alt.sports.soccer.manchester.united
Subject: Re: Mixing two colors usually results in a color that is between the wavelengths of the original colors; red/blue is the exception.
Date: Tue, 3 Sep 2007 23:40:41 GMT
Organization: http://groups.google.com
Lines: 28

Message-ID: < 6355342000.328100.331...@19g2000hsx.googlegroups.com>
References: <1188584728.592410.268...@i13g2000prf.googlegroups.com>
NNTP-Posting-Host: 54.66.208.171
X-Trace: tnews.hananet.net 1188876981 14670 54.66.208.171 (4 Sep 2007
03:36:21 GMT)
X-Complaints-To: newsad...@hanaro.com
NNTP-Posting-Date: Tue, 4 Sep 2007 03:36:21 +0000 (UTC)

colour, not too sharp or bitter and not too concentrated.
Women can drink their urine during their men-struation period. Many
women experience this as unpleasant, in which case it is better to
stop for a few days. It is always best to consider what feels good for
yourself.

It is advisable to monitor and balance your pH, i.e. the acid/alkaline
condition of your body, espe-cially with intensive application of
urine therapy & fasting.Your urine pH should ideally vary from
approximately 5 (more acid) to 8 (more alkaline) during the course of
a day. When there is a ten-dency to either overacidity (acidosis) or
overalkalinity (alkalosis), your body is not function-ing
correctly .

Everything you eat and drink has an effect on your body and
consequently on your urine. The healthier your dietary habits are, the
better your urine will taste. Urine therapy in itself does not perform
mira-cles. Unless you provide your body with the essen-tial nutrients,
it will not possess the raw materials needed to maintain good health.
If you eat healthly an

8) So you can see how this net-abuser has impersonated me. He/she has
also impersonated Don Klipstein. It's likely that he/she won't stop
just with us two but will go on impersonating anyone he/she until
stopped. As I've recently found "RHRRC" has also been impersonated.

Don, RHRRC, and others, please check your messages, you'll find posts
that are definitely not yours.

RHRRC, see this:

http://groups.google.com/group/sci.lang/msg/0bdffc7edbb1e4da?dmode=source

Don, see this:

http://groups.google.com/group/sci.lang/msg/e458793775a43343?dmode=source

Obviously neither of you posted the above two messages.

Much like I didn't post the following message:

http://groups.google.com/group/rec.pyrotechnics/msg/1762bed639005379?dmode=source

--
Ramez, still smashing, performs almost apart, as the attribute permits at once their toast.

1201. Re: Any 8 bit Nostalgia Magazines?

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-08 03:30:38 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <46e24972763ac0@comcast.net>
Source record: 4139
Cross-posted to: alt.amiga,alt.c64,comp.sys.amiga,comp.sys.amiga.emulations, comp.sys.atari.8bit

>Hi all, just wondering if there are any physical magazines out there
>(glossies) that cover all the old games and computers we used to own and
>love, like Commodore 64, Amiga, Atari ST, etc.
>
>I heard of Retro Gamer but it seems to have been discontinued in 2005/6.
>
>Thanks!
>
>C.

From last I heard there are two still going. One out of the UK and one in
Germany. I have a bunch of the old ones for the ST (Start, etc.) and some for
the 8-bit. I just read them for the memories.

--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

1202. printing with atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-10 03:03:36 UTC
From: Bob Hays <rdhays3@bresnan.net>
Message-ID: <x7ednd-MB5YkLnnbnZ2dnUVZ_rignZ2d@bresnan.com>
Source record: 4140

I have the Atari800 emulator installed on a Windows ME system that is on a LAN. There is no printer connected to the computer. There is a LAN printer on line and Windows ME does have the drivers installed and working. IE I can print to it from Windows ME applications. How do I configure the emulator to use the default printer. "lpr %s" does not work.

1203. Re: printing with atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-10 12:46:06 UTC
From: jerry.young@gmail.com
Message-ID: <1189428366.482743.170960@57g2000hsv.googlegroups.com>
Source record: 4141

On Sep 9, 11:03 pm, "Bob Hays" <rdha...@bresnan.net> wrote:
> I have the Atari800 emulator installed on a Windows ME system that is on a
> LAN. There is no printer connected to the computer. There is a LAN printer
> on line and Windows ME does have the drivers installed and working. IE I can
> print to it from Windows ME applications. How do I configure the emulator to
> use the default printer. "lpr %s" does not work.

Try installing the printer as a local port using the standard tcp/ip
port for printing and not the network printer install. Using IP
printing may solve your problem. You can also try upgrading to a more
current and might I add better OS like XP.

1204. Re: printing with atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-10 13:33:52 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <oJbFi.32892$L_7.9573@newsfe16.phx>
Source record: 4142

<jerry.young@gmail.com> wrote in message
news:1189428366.482743.170960@57g2000hsv.googlegroups.com...
> On Sep 9, 11:03 pm, "Bob Hays" <rdha...@bresnan.net> wrote:
>> I have the Atari800 emulator installed on a Windows ME system that is on
>> a
>> LAN. There is no printer connected to the computer. There is a LAN
>> printer
>> on line and Windows ME does have the drivers installed and working. IE I
>> can
>> print to it from Windows ME applications. How do I configure the emulator
>> to
>> use the default printer. "lpr %s" does not work.
>
> Try installing the printer as a local port using the standard tcp/ip
> port for printing and not the network printer install. Using IP
> printing may solve your problem. You can also try upgrading to a more
> current and might I add better OS like XP.
>
If you have Atari800Win.exe version 4.0 installed. Under the Atari menu
header select [Setting] or press Alt+E and in the dialogue box that opens
select enable P: patch [] and below that select use alternate print
command[] and in the box below that type the path to your favorite text
editor.
C:\Program Files\UltraEdit\UEDIT32 %s '<-- this little bit is required
%s'
The text editor can then print to your Windows installed LAN printer. You
can even add to or delete parts of Atari file, reformat margins, etc...
Before sending to the printer with the application chosen.
and if you can get the Windows Font called ATARI.FON from the Dis6502
application package install this to C:\windows\font\ directory then your
better hex/texteditor can use it to see Highlighted text.. Font size set to
12 normal.
Good Luck
RoyE

1205. Re: printing with atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-10 22:48:13 UTC
From: Bob Hays <rdhays3@bresnan.net>
Message-ID: <39udnY6QydMoVHjbnZ2dnUVZ_g-dnZ2d@bresnan.com>
Source record: 4143

<jerry.young@gmail.com> wrote in message
news:1189428366.482743.170960@57g2000hsv.googlegroups.com...
> On Sep 9, 11:03 pm, "Bob Hays" <rdha...@bresnan.net> wrote:
> > I have the Atari800 emulator installed on a Windows ME system that is on
a
> > LAN. There is no printer connected to the computer. There is a LAN
printer
> > on line and Windows ME does have the drivers installed and working. IE I
can
> > print to it from Windows ME applications. How do I configure the
emulator to
> > use the default printer. "lpr %s" does not work.
>
> Try installing the printer as a local port using the standard tcp/ip
> port for printing and not the network printer install. Using IP
> printing may solve your problem. You can also try upgrading to a more
> current and might I add better OS like XP.
>

The default printer is a local tcp/ip port. but I do not know how to enter
the command to use it. What would I type into the cfg file:
"PRINT_COMMAND=?????????"

1206. Re: printing with atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-10 22:52:54 UTC
From: Bob Hays <rdhays3@bresnan.net>
Message-ID: <jeOdnUALmJdRV3jbnZ2dnUVZ_j2dnZ2d@bresnan.com>
Source record: 4144

BTW, I am using the SourceForge Atari800 emulator version 2.0.3.

<jerry.young@gmail.com> wrote in message
news:1189428366.482743.170960@57g2000hsv.googlegroups.com...
> On Sep 9, 11:03 pm, "Bob Hays" <rdha...@bresnan.net> wrote:
> > I have the Atari800 emulator installed on a Windows ME system that is on
a
> > LAN. There is no printer connected to the computer. There is a LAN
printer
> > on line and Windows ME does have the drivers installed and working. IE I
can
> > print to it from Windows ME applications. How do I configure the
emulator to
> > use the default printer. "lpr %s" does not work.
>
> Try installing the printer as a local port using the standard tcp/ip
> port for printing and not the network printer install. Using IP
> printing may solve your problem. You can also try upgrading to a more
> current and might I add better OS like XP.
>

1207. fat women getting fucked free asian sex fuck butt fucking college dorm

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-11 02:12:15 UTC
From: hewufy8w838899@yahoo.com
Message-ID: <1189476735.893648.184370@o80g2000hse.googlegroups.com>
Source record: 4145
Cross-posted to: comp.sys.atari.8bit,dk.videnskab.historie.genealogi,sfnet.keskustelu.psykologia,japan.music.newage,mex.ciencia

http://www.active-img.com/index813.html
http://www.active-img.com/index814.html
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sex sex pleasure sex pleasure xxx thumbnail boy pic gallery amateur
music lolita lolita blondes dogfucking darrian french maid lesbian
moms teenpics teen mature stockings maid gay gay male sexstories cocks
sexstories animalsex lesbian teen video mpegs animals animal sex sex
older women bisexual photos bisexual sex bra bisexual men vegetables
monster toys fisting old women gay mpeg gay mpeg interracial fuck
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bondage shaved pussy wildcherries european centerfolds black videos
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bbw ass licking ass licking ass licking midget j r carrington nylons
huge kylie ireland teen anna big women xxx rated teeen xxx rated
pictures of big women teeen adult games tranvestites animal animal
cindy margolis xxx teens lolita porn oral gingerlyn darrian pornstars
tit fuck tit fuck piss clam farming shaved gaint clam farming sexual

positions pornstars pissing raylene gay leather leather pornstars dogs teen anna roxanne hall uniforms sex movies swap snowballing watersport transvestites fake celebs big cooks cum teens lolita indian babes lingerie lolita fuck group vivo video animalsex erotic stories erotic stories erotic stories old womans fisting very big movies fisting big xxx movies fist sex anime mature redheads masturbating fist anal anal sex anal sex anal sex and nudist camp mpeg mother and son black booty family teen nudist lolita mother and son big women video plumpers video video of plumpers victoria silvstedt lolita lolita karin taylor streaming streaming streaming streaming zoosex bestiality long legs peaches friends cumshoot mpeg peaches amateur pics stockings peaches naked porn pics peaches friends naked usa4 hairy bush pussy nipples female ejaculation wet pantyhose incest animal pregnant lolitas small tits busty movies pornstars teens lolitas teens strange toys pregant pregnant JENNY'S BOOKMARKS Free Daily Porn Pics | Movies Bride Pics | Movies British Pics | Movies Pics | Movies Fuck Pics | Movies FuckingPics | Movies Movies Ghetto Pics | Movies Girl Pics | Movies jennysbookmarks 4 fucking fotos for free elder men fucking free bra girls sample fun stuff for teen girls annykandi homosexual male british sex pe? Se Seda english free elder sex tapes hardcore fucking fotos for sexhost ws gacumhut index1100 2 hot men dvd men thumbs nude men tgp Fun free Beautiful stories brunettes thumbs free interracial fuck pic interracial photography Cheerleader moon hardcore british babes hardcore gay boys teen girl shower boys envtechcenter hot men dvd 1 Free new videos hot free male gay erotica gay films Petite quotes Sex girl on girl british boys Amateur free xxx lesbian pics lesbian drunk girls free first young Orgy porn galleries Orgy fucking dogs sluts envtechcenter hot free male gay erotica 1 envtechcenter porns schamhare sex oma k?ssen nymphomanin stuffed gummiwaren geile fickbilder oraler sex erotikfun sexcams live fist girl british porn stars blowjobs gangbang mature feste titten weberotic lolitasluts blo fuck suck harte letemgo de ausdauer 5 Similar pages letemgo de lesbian girls naked Super lesbian girls naked Beautiful lesbian tortola british virgin islands; xxx rated thumbnails fell in Anime with a country girl song tri mobile islands Oral sex pics free gang bang fuck inside vagina lingerie envtechcenter orgies super lesbian girls naked Similar pages Enter now to hardcore hairy pussy fucking in g strings getting fucked free black girls fucking throat fucking getting fucked men mare fuck british male fuck pics gay mother fuckers fucking in college hardcore hairy pussy fucking s fuck Similar pages megabusenbilder bondage geschichten turkporn gaydarsteller hotfuck pussy lickit teenage fucking erotik privat ehepaar british porn stars busen deutsche hardcore peeing girl thumbnails thaiteens old myfavlinks de pg Similar pages first gay guys thumbnails Best of the best gay photography art drunk girls black teen girls in bikinis free new teenie redhead websites british teen pen pals teens flashing ass free super fuck blondes older naked envtechcenter first gay guys thumbnails Similar pages Free British movie galleries for more British Galleries April 06 Nude British Brunette Fucking Interracial April 04

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1208. now available for the atari 8bit computer, xenophobe on a xe super cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-11 03:36:29 UTC
From: Video61@tcq.net
Message-ID: <1189481789.025852.189600@g4g2000hsf.googlegroups.com>
Source record: 4146
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic,rec.games.video.atari,alt.games.video.classic

we have a small supply of this fantastic unreleased game for the
atari 8-bit computers on a xe super cartridge.
it is a one player, or two player simultaneous play, requiring a
atari 8-bit xl/xe/xegs 64k computer.
for pricing and ordering information please go here,
www.atarisales.com
thank you.

1209. Do spiders like ATARIs?

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-11 08:28:53 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <03ef0509@familynet-international.org>
Source record: 4147

FamilyNet International Newsgate

opened a Atari floppy drive and found hundreds of tiny roaches once. :)

Doc Clu
Typed on a Dreamcast...

> From: "Spiderman" <spiderman@spider.bite>

> X-No-Archive:yes

> When opening old ATARI computers I often find spiders
> living happily inside the computer.

> It seems to me that spiders *love* ATARIs, while maggots
> and worms are attracted to Commodore systems.

> Do you have spiders in your ATARI, too?

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

1210. How to use the ATARI as a kitchen utensil???

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-11 08:28:54 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <03ef050a@familynet-international.org>
Source record: 4148

FamilyNet International Newsgate

Honestly I think honeywell was the only computer that was made with it being in mind as a kitchen computer... complete with cutting board. :)

There are X-10 modules for operating appliances for the Atari and other computers. People were doing this in the 80's. modules to get the coffee brewing at a certain time, activate lights, feed pets with automatic feeders.

Activating the power with an Atari is kinda easy. Now setting a microwave for a certain seting with an Atari and cooking a TV breakfast might be challenging.

DC on a DC.

> From: Victor Smootbank <mean_priests@yahoo.com>

> Is it possible to use an ATARI to control a microwve oven,
> a blender, an electronic knife???

> I mean the C64 is a breadbin, but what can the ATARI do
> in the kitchen???

> Are there any chefs using ATARIs in their restaurant's
> kitchens???

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

1211. Re: How to use the ATARI as a kitchen utensil???

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-11 08:28:54 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <03ef050b@familynet-international.org>
Source record: 4149

FamilyNet International Newsgate

I like how you say "Dubious value" LOL

DC on a DC

''

> From: Rick D <a8maestro@a8maestro.com>

> Victor Smootbank wrote:

>> Is it possible to use an ATARI to control a microwve oven,
>> a blender, an electronic knife???
>>
>> I mean the C64 is a breadbin, but what can the ATARI do
>> in the kitchen???
>>
>> Are there any chefs using ATARIs in their restaurant's
>> kitchens???

> Do any of the devices had external control ports? I/R ports? Then
> you'd have to manually wire in some type of control access.

> Otherwise, is possible, but of dubiuos value.

> Some ST have been, may still be, used for cash register and inventory.

> There are Cookbook programs oput there, though none integrated with
> automated ingredient dispensers that I know of.

> Rick D.

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

1212. Easy Atari BBS List

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-11 08:39:51 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <03ef050c@familynet-international.org>
Source record: 4150

FamilyNet International Newsgate

For all you newbies to BBS'ing, we have an easy BBs list that contains all
the current Atari BBS's in one simple directory. Brief instructions:

-telnet//pb.darktech.org
-get to the main menu (enter... enter.. enter..)
-X for internet menu
-A for Atari menu

At this point, select an Atari BBS!

many of these Atari BBS's are run on real Atari 8-bit and ST Computers!

just added, Marius' BBS (option 10) just added this week!

Hope to see you on the BBS's!

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

1213. If you really want lauf, cklick down on the link:

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-11 11:51:19 UTC
From: Kret <zarys50@gazeta.pl>
Message-ID: <fc5vpveog1@nemesis.news.tpi.pl>
Source record: 4151
Cross-posted to: comp.sys.apple2.programmer,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.dec,comp.sys.hp.hardware,comp.sys.hp.hpux,comp.sys.hp.mpe,comp.sys.hp48

http://youtube.com/watch?v=N--J_J1uU18

http://lustro01.wrzuta.pl/audio/vVzroRe1lD/

1214. Re: Big thanx to ATARI company for beautifoul commputer ATARI 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-12 23:34:18 UTC
From: Ensor <none@localhost>
Message-ID: <_5qdnbjZ149b5XXbRVnyvgA@brightview.com>
Source record: 4152

Hi,

> I have Inter-Lisp from DataSoft, Inc. on 1 disk, and a copy
>of the APX disk too....

Hmm, now you mention it, I may have had (may still have somewhere in fact)
the Datasoft release. I vaguely recall the manual being in one of those
soft, A5 sized binders....of that particular colour Datasoft used (but then
I had a lot of Datasoft products).

Thanks for clearing that up.

BTW It's amazing just how many programming tools there were available for
the A8.

TTFN - Pete.

1215. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-13 04:22:46 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1189657349@rtfm.mit.edu>
Source record: 4153
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 22, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.
Atari, headquartered at the time in Sunnyvale, California, USA, produced this
line of computers from 1979-1992.

To see what Atari, Inc. is up to today, visit: http://www.atari.com/

ABOUT THIS DOCUMENT
Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

The latest version of this document is posted to the following Usenet
newsgroups every 7 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

Former (before 1987) Usenet newsgroups for Atari computer discussion:
net.micro.atari8 - created Feb 1986
net.micro.atari - created Nov 1982
net.micro - created Jan 1982

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.atarimania.com/faq.php

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

ACGC - Atlantic Computer and Gaming Club
http://www.chebucto.ns.ca/Technology/NSACUG/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Atari computers news aggregator site, by Matthew Bacon)
http://www.ataritoday.com/

1216. FS: NEW ATARI MICROPROSE GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-13 12:30:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0709130528010.17382-100000@onyx.spiritone.com>
Source record: 4154
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

|BUY 4 MICROPROSE GAMES-GET 1 FREE|BUY 4 MICROPROSE GAMES-GET 1 FREE|
|8 BIT GAMES BELOW|8 BIT GAMES BELOW|8 BIT GAMES BELOW|8 BIT GAMES BELOW|

Conflict in Vietnam; Crusade in Europe; Decision in the Desert;
F-15 Strike Eagle; Kennedy Approach; Silent Service; Top Gunner Collection;

Buy 4 Microprose titles off my new in the box games for the Classic Atari
8 Bit and Atari ST Computers, mix and match machines, and receive a brand
new in the box game. You can qualify for more than 1 free offer by
doubling, or tripling, etc. your order. All you have to do is pick a
minimum of 5 new in the box games, for each 5 games I'll give you 1 from
your list for free! E-MAIL OR CALL BEN ANYTIME AT (503)256-9974!

|BUY 4 MICROPROSE GAMES-GET 1 FREE|BUY 4 MICROPROSE GAMES-GET 1 FREE|
|ST GAMES LISTED BELOW||ST GAMES LISTED BELOW||ST GAMES LISTED BELOW|

The Ancient Art of War in the Skies; B17 Flying Fortress; Civilization;
DogFight; F-15 Strike Eagle; F-19 Stealth Fighter; Fire and Brimstone;
Grand Prix; Greens-The Ultimate 3-D Golf Simulation; International Soccer
Challenge; Knights of the Sky; M1 Tank Platoon; Railroad Tycoon;
Red Storm Rising; Silent Service; Silent Service II;

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1217. Send your Atari WantList to Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-13 12:37:04 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0709130532590.17382-100000@onyx.spiritone.com>
Source record: 4155
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari that you want for your Atari are in my Catalogs! Many
I havent added! Do yourself a favor, add your WantList of Atari Treasures
to my WantLists! E-Mail your lists to Atari@aracnet.com Collectors Welcome!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1218. Re: Game question for those with good memory...

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-14 08:30:03 UTC
From: Paul Cawley <paul.cawley@clara.co.uk>
Message-ID: <1189758569.50152.0@iris.uk.clara.net>
Source record: 4156

Panther

<leszek.koc@neostrada.pl> wrote in message
news:fcc4t8$6u1$1@nemesis.news.tpi.pl...
> Hello,
>
> I can rememeber a game I played... well almost fiveteen years ago on
> 95Ex... don't remember the title... I 've been checking various old games
> archives but without success.
> I'll try to describe it, mayhap one of you guys here can remember it...
>
> It was isometric arcade game, similiar to Zaxxon: you control a ship shoot
> forward the enemies... but...
> First level was above some oil fields... brown soil some dead trees and
> oil pumps... somewhere there were sth. like underground vault entrances...
> whwere you shall land near and resque / pick up several humans... defend
> them and not allow enemies hsoot you... also from behind
>
> Next level was over the sea and people were on oil platforms... the
> next... I can't remember.
>
> Can you? And most of all - the title?
>
> Thank you in advance.
> Sebastian
>
>

1219. Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-14 11:34:47 UTC
From: jerry.young@gmail.com
Message-ID: <1189769687.175505.267010@r29g2000hsg.googlegroups.com>
Source record: 4157

Has anyone used Diamond OS? I found it in a folder of stuff I
downloaded off the net some time back and can get it to load but the
cursor wont move in the Atari800win emulator I am using? I have tried
the different mouse settings in the emulator and got nothing. I don't
think I can use it on my 130xe as it is a cartridge rom, unless I have
forgotten something over the years about running them on a real
machine. Sucks getting older.

1220. Re: Game question for those with good memory...

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-14 11:51:16 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <KsidnetNKaIH6Hfb4p2dnAA@telenor.com>
Source record: 4158

What was the targets on Blue Max 2001 again? I seem to remember that being
very brownish too?

"Paul Cawley" <paul.cawley@clara.co.uk> skrev i melding
news:1189758569.50152.0@iris.uk.clara.net...
> Panther
>
> <leszek.koc@neostrada.pl> wrote in message
> news:fcc4t8$6u1$1@nemesis.news.tpi.pl...
>> Hello,
>>
>> I can rememeber a game I played... well almost fiveteen years ago on
>> 95Ex... don't remember the title... I 've been checking various old games
>> archives but without success.
>> I'll try to describe it, mayhap one of you guys here can remember it...
>>
>> It was isometric arcade game, similiar to Zaxxon: you control a ship
>> shoot forward the enemies... but...
>> First level was above some oil fields... brown soil some dead trees and
>> oil pumps... somewhere there were sth. like underground vault
>> entrances... whwere you shall land near and resque / pick up several
>> humans... defend them and not allow enemies hsoot you... also from behind
>>
>> Next level was over the sea and people were on oil platforms... the
>> next... I can't remember.
>>
>> Can you? And most of all - the title?
>>
>> Thank you in advance.
>> Sebastian
>>
>>
>

1221. Re: Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-14 16:27:05 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <FDyGi.9370$924.920@newssvr23.news.prodigy.net>
Source record: 4159

try joystick port 2

<> wrote in message news:>
Has anyone used Diamond OS? I found it in a folder of stuff I
> downloaded off the net some time back and can get it to load but the
> cursor wont move in the Atari800win emulator I am using? I have tried
> the different mouse settings in the emulator and got nothing. I don't
> think I can use it on my 130xe as it is a cartridge rom, unless I have
> forgotten something over the years about running them on a real
> machine. Sucks getting older.
>

1222. Re: Game question for those with good memory...

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-14 17:32:00 UTC
From: Ensor <none@localhost>
Message-ID: <YbGdnTF7RLIUWHfbnZ2dnUVZ8qninZ2d@brightview.com>
Source record: 4160

Hi,

> What was the targets on Blue Max 2001 again? I seem to
>remember that being very brownish too?

Or "Desert Falcon"?

TTFN - Pete.

1223. Re: Game question for those with good memory...

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-14 18:50:03 UTC
From: leszek.koc@neostrada.pl
Message-ID: <fcelel$8ci$1@nemesis.news.tpi.pl>
Source record: 4161

No it was Panther... Definitely. Verified :)

Thanx guys.

--
Sebastian Gruchacz
Sharp Devs Development
sebastian@gruchacz.com
tel. (+48) 504-178-721

"Ensor" <none@localhost> wrote in message
news:YbGdnTF7RLIUWHfbnZ2dnUVZ8qninZ2d@brightview.com...
> Hi,
>
> > What was the targets on Blue Max 2001 again? I seem to
> >remember that being very brownish too?
>
> Or "Desert Falcon"?
>
>
> TTFN - Pete.
>
>

1224. Synapse SynCalc, etc..

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-16 03:23:32 UTC
From: "christianlott1@yahoo.com" <christianlott1@yahoo.com>
Message-ID: <1189913012.726277.239000@57g2000hsv.googlegroups.com>
Source record: 4162

I noticed the atari archives have SynCalc and a few others listed. I would like to retrieve the c64 versions of these apps which were included on the same disk as the atari versions.

Are there any who have the disk(s) and would be willing to make D64's of the c64 versions? Synfile+, Syntrend, SynStock, SynChron, SynComm?

http://www.atarimagazines.com/v3n10/syntegrated.html

Manual scans would be great as well :)

Thanks,

Christian

1225. FS: 256K MULTI I/O

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-17 22:22:16 UTC
From: atari_frog@yahoo.com
Message-ID: <1190067736.151613.321520@57g2000hsv.googlegroups.com>
Source record: 4163

Hi,

I have a rare MULTI I/O interface by ICD for sale (256K version).
Comes with boot disk, hard disk drive cable and 130XE connector.
Excellent condition, great working order.

Offers by e-mail please.

Thanks,
Atari Frog
http://www.atarimania.com

1226. horny lesb , horny lesb dates , horny lesb date , horny lesb hardcore

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-18 02:01:22 UTC
From: e89ifiru9u948re84i8ike@gmail.com
Message-ID: <1190080882.294102.258410@y42g2000hsy.googlegroups.com>
Source record: 4164
Cross-posted to: uk.games.board,rec.humor.oracle.d,es.comp.cad.misc,alt.politics.ec,comp.sys.atari.8bit

http://www.fastestpersonals.com/adult-dating-ser-00dfb3a6cb534b044261bf4440d1fedf.html
http://www.fastestpersonals.com/adult-dating-ser-01a5c2c22e1c6593bb89f45fa4234d42.html
http://www.fastestpersonals.com/adult-dating-ser-026fa8a97331f6e3dabc3ddcb33d38be.html
http://www.fastestpersonals.com/adult-dating-ser-038d105ccca83874fb3b1926dfcc2781.html
http://www.fastestpersonals.com/adult-dating-ser-05ac407581f76aec9a54c93bc649016d.html
http://www.fastestpersonals.com/adult-dating-ser-065cec358a5db88024eac3f45afa6904.html
http://www.fastestpersonals.com/adult-dating-ser-08fd924b24c5f0f567aa52e272332037.html
http://www.fastestpersonals.com/adult-dating-ser-0c621421d059021e837343ae7e5eb535.html
http://www.fastestpersonals.com/adult-dating-ser-110839bc6e63b5e50a78b0b302343692.html
http://www.fastestpersonals.com/adult-dating-ser-1297bb133326013aec9066614d851324.html
http://www.fastestpersonals.com/adult-dating-ser-12ef22cd57f274556d79ae6eacd4d0b5.html
http://www.fastestpersonals.com/adult-dating-ser-1300c3b12b5277ce371463db51fb0a3b.html
http://www.fastestpersonals.com/adult-dating-ser-14cf3470aba8bf2e575560c4d07a4663.html
http://www.fastestpersonals.com/adult-dating-ser-1597c4cc58987143cf2abc833f251d8e.html
http://www.fastestpersonals.com/adult-dating-ser-15a987c370a8ef8d0422326482aa9843.html
http://www.fastestpersonals.com/adult-dating-ser-15fdf97fc1c38dde5489ce6e493edc75.html
http://www.fastestpersonals.com/adult-dating-ser-171b5c9799140c57d647cd1c6ccee73d.html
http://www.fastestpersonals.com/adult-dating-ser-1a3999762f5086aeb0bae05fecb9bd3b.html
http://www.fastestpersonals.com/adult-dating-ser-1a4505a07e6f73d108879dc540d4e6ce.html
http://www.fastestpersonals.com/adult-dating-ser-1a90269fa403caf7339870ce93b4aa54.html
http://www.fastestpersonals.com/adult-dating-ser-1ab376b2502fe698a43af08bd777e79f.html
http://www.fastestpersonals.com/adult-dating-ser-1ca3aebb0afd56a97e770863aab0c64e.html
http://www.fastestpersonals.com/adult-dating-ser-1fe6d9bc4a776c3b1ce7c54c6b62ad7a.html
http://www.fastestpersonals.com/adult-dating-ser-2426edeecb976b0791957ee10f9c06fc.html
http://www.fastestpersonals.com/adult-dating-ser-255075a2a0c7178dfa449d1b86153a46.html
http://www.fastestpersonals.com/adult-dating-ser-26843658d630ea3f36c893a637e32563.html
http://www.fastestpersonals.com/adult-dating-ser-2875813859bce64bfc2139d4c306365a.html
http://www.fastestpersonals.com/adult-dating-ser-29023b62b50f997063fdcf9fa22f6158.html
http://www.fastestpersonals.com/adult-dating-ser-2a41917cce42f3a760381695ba4acaa7.html
http://www.fastestpersonals.com/adult-dating-ser-2b9a08d6062037cbd52606b853651a83.html
http://www.fastestpersonals.com/adult-dating-ser-2e213cc7daf0b75354dffadfbaefc948.html
http://www.fastestpersonals.com/adult-dating-ser-2fbb0b44e1cb74eb861da76a7b06d24e.html
http://www.fastestpersonals.com/adult-dating-ser-305873aa36889b1708b918a8e32344ab.html
http://www.fastestpersonals.com/adult-dating-ser-317b020d3566665b3039d0caaa3e136b.html
http://www.fastestpersonals.com/adult-dating-ser-3323a452672ea209ca690d044a460ca4.html
http://www.fastestpersonals.com/adult-dating-ser-33831c0fd878914d0db2495f54089415.html
http://www.fastestpersonals.com/adult-dating-ser-338658097b0d5a46c5bbf6a1aff87eb7.html
http://www.fastestpersonals.com/adult-dating-ser-33c638508c6a33deab74f2d693491c8c.html

, female hardcore personals , female hardcore looking for , female
hardcore sex , female hot meet , female hot meet dates , female hot
meet date , female hot meet find , female hot meet gratis , female hot
meet friend , female hot meet friends , female hot meet hardcore ,

female hot meet hot meet , female hot meet lesb , female hot meet naked , female hot meet nude , female hot meet personals , female hot meet looking for , female hot meet sex , female lesb , female lesb dates , female lesb date , female lesb find , female lesb gratis , female lesb friend , female lesb friends , female lesb hardcore , female lesb hot meet , female lesb lesb , female lesb naked , female lesb nude , female lesb personals , female lesb looking for , female lesb sex , female naked , female naked dates , female naked date , female naked find , female naked gratis , female naked friend , female naked friends , female naked hardcore , female naked hot meet , female naked lesb , female naked naked , female naked nude , female naked personals , female naked looking for , female naked sex , female nude , female nude dates , female nude date , female nude find , female nude gratis , female nude friend , female nude friends , female nude hardcore , female nude hot meet , female nude lesb , female nude naked , female nude nude , female nude personals , female nude looking for , female nude sex , female personals , female personals dates , female personals date , female personals find , female personals gratis , female personals friend , female personals friends , female personals hardcore , female personals hot meet , female personals lesb , female personals naked , female personals nude , female personals personals , female personals looking for , female personals sex , female looking for , female looking for dates , female looking for date , female looking for find , female looking for gratis , female looking for friend , female looking for friends , female looking for hardcore , female looking for hot meet , female looking for lesb , female looking for naked , female looking for nude , female looking for personals , female looking for looking for , female looking for sex , female sex , female sex dates , female sex date , female sex find , female sex gratis , female sex friend , female sex friends , female sex hardcore , female sex hot meet , female sex lesb , female sex naked , female sex nude , female sex personals , female sex looking for , female sex sex , fetish dates , fetish dates dates , fetish dates date , fetish dates find , fetish dates gratis , fetish dates friend , fetish dates friends , fetish dates hardcore , fetish dates hot meet , fetish dates lesb , fetish dates naked , fetish dates nude , fetish dates personals , fetish dates looking for , fetish dates sex , fetish date , fetish date dates , fetish date date , fetish date find , fetish date gratis , fetish date friend , fetish date friends , fetish date hardcore , fetish date hot meet , fetish date lesb , fetish date naked , fetish date nude , fetish date personals , fetish date looking for , fetish date sex , fetish find , fetish find dates , fetish find date , fetish find find , fetish find gratis , fetish find friend , fetish find friends , fetish find hardcore , fetish find hot meet , fetish find lesb , fetish find naked , fetish find nude , fetish find personals , fetish find looking for , fetish find sex , fetish gratis , fetish gratis dates , fetish gratis date , fetish gratis find , fetish gratis gratis , fetish gratis friend , fetish gratis friends , fetish gratis hardcore , fetish gratis hot meet , fetish gratis lesb , fetish gratis naked ,

fetish gratis nude , fetish gratis personals , fetish gratis looking for , fetish gratis sex , fetish friend , fetish friend dates , fetish friend date , fetish friend find , fetish friend gratis , fetish friend friend , fetish friend friends , fetish friend hardcore , fetish friend hot meet , fetish friend lesb , fetish friend naked , fetish friend nude , fetish friend personals , fetish friend looking for , fetish friend sex , fetish friends , fetish friends dates , fetish friends date , fetish friends find , fetish friends gratis , fetish friends friend , fetish friends friends , fetish friends hardcore , fetish friends hot meet , fetish friends lesb , fetish friends naked , fetish friends nude , fetish friends personals , fetish friends looking for , fetish friends sex , fetish hardcore , fetish hardcore dates , fetish hardcore date , fetish hardcore find , fetish hardcore gratis , fetish hardcore friend , fetish hardcore friends , fetish hardcore hardcore , fetish hardcore hot meet , fetish hardcore lesb , fetish hardcore naked , fetish hardcore nude , fetish hardcore personals , fetish hardcore looking for , fetish hardcore sex , fetish hot meet , fetish hot meet dates , fetish hot meet date , fetish hot meet find , fetish hot meet gratis , fetish hot meet friend , fetish hot meet friends , fetish hot meet hardcore , fetish hot meet hot meet , fetish hot meet lesb , fetish hot meet naked , fetish hot meet nude , fetish hot meet personals , fetish hot meet looking for , fetish hot meet sex , fetish lesb , fetish lesb dates , fetish lesb date , fetish lesb find , fetish lesb gratis , fetish lesb friend , fetish lesb friends , fetish lesb hardcore , fetish lesb hot meet , fetish lesb lesb , fetish lesb naked , fetish lesb nude , fetish lesb personals , fetish lesb looking for , fetish lesb sex , fetish naked , fetish naked dates , fetish naked date , fetish naked find , fetish naked gratis , fetish naked friend , fetish naked friends , fetish naked hardcore , fetish naked hot meet , fetish naked lesb , fetish naked naked , fetish naked nude , fetish naked personals , fetish naked looking for , fetish naked sex , fetish nude , fetish nude dates , fetish nude date , fetish nude find , fetish nude gratis , fetish nude friend , fetish nude friends , fetish nude hardcore , fetish nude hot meet , fetish nude lesb , fetish nude naked , fetish nude nude , fetish nude personals , fetish nude looking for , fetish nude sex , fetish personals , fetish personals dates , fetish personals date , fetish personals find , fetish personals gratis , fetish personals friend , fetish personals friends , fetish personals hardcore , fetish personals hot meet , fetish personals lesb , fetish personals naked , fetish personals nude , ating , friend finder friend finder selection , friend finder friend finder selection date , friend finder friend finder service , friend finder friend finder service date , friend finder friend finder setup , friend finder friend finder setup date , friend finder friend finder special offer , friend finder friend finder special offer date , friend finder friend finder specialist , friend finder friend finder specialist date , friend finder friend finder standard , friend finder friend finder standard date , friend finder friend finderck wife download date , fuck wife drafts , fuck wife drafts date , fuck wife enquiry ,

fuck wife enquiry date , fuck wife examples , fuck wife examples date , fuck wife experience , fuck wife experience date , fuck wife expert , fuck wife expert date , fuck wife expertise , fuck wife expertise date , fuck wife facts , fuck wife facts date , fuck wife features , fuck wife features date , fuck wife fee , fuck wife fee date , fuck wife fuck advantage , fuck wife fuck advantage date , fuck wife fuck advice , fuck wife fuck advice date , fuck wife fuck advise , fuck wife fuck advise date , fuck wife fuck advisor , fuck wife fuck advisor date , fuck wife fuck analysis , fuck wife fuck analysis date , fuck wife fuck article , fuck wife fuck article date , fuck wife fuck assistance , fuck wife fuck assistance date , fuck wife fuck basics , fuck wife fuck basics date , fuck wife fuck beginner , fuck wife fuck beginner date , fuck wife fuck catalog , fuck wife fuck catalog date , fuck wife fuck classic , fuck wife fuck classic date , fuck wife fuck collection , fuck wife fuck collection date , fuck wife fuck combination , fuck wife fuck combination date , fuck wife fuck comments , fuck wife fuck comments date , fuck wife fuck comparison , fuck wife fuck comparison date , fuck wife fuck concept , fuck wife fuck concept date , fuck wife fuck consult , fuck wife fuck consult date , fuck wife fuck consultant , fuck wife fuck consultant date , fuck wife fuck costs , fuck wife fuck costs date , fuck wife fuck data , fuck wife fuck data date , fuck wife fuck date , fuck wife fuck description , fuck wife fuck description date , fuck wife fuck design , fuck wife fuck design date , fuck wife fuck directions , fuck wife fuck directions date , fuck wife fuck directory , fuck wife fuck directory date , fuck wife fuck discount , fuck wife fuck discount date , fuck wife fuck download , fuck wife fuck download date , fuck wife fuck drafts , fuck wife fuck drafts date , fuck wife fuck enquiry , fuck wife fuck enquiry date , fuck wife fuck examples , fuck wife fuck examples date , fuck wife fuck experience , fuck wife fuck experience date , fuck wife fuck expert , fuck wife fuck expert date , fuck wife fuck expertise , fuck wife fuck expertise date , fuck wife fuck facts , fuck wife fuck facts date , fuck wife fuck features , fuck wife fuck features date , fuck wife fuck fee , fuck wife fuck fee date , fuck wife fuck functions , fuck wife fuck functions date , fuck wife fuck help , fuck wife fuck help date , fuck wife fuck ideas , fuck wife fuck ideas date , fuck wife fuck improvement , fuck wife fuck improvement date , fuck wife fuck index , fuck wife fuck index date , fuck wife fuck info , fuck wife fuck info date , fuck wife fuck information , fuck wife fuck information date , fuck wife fuck inquiry , fuck wife fuck inquiry date , fuck wife fuck installation , fuck wife fuck installation date , fuck wife fuck know-how , fuck wife fuck know-how date , fuck wife fuck knowledge , fuck wife fuck knowledge date , fuck wife fuck list price , fuck wife fuck list price date , fuck wife fuck lowest price , fuck wife fuck lowest price date , fuck wife fuck maintainment , fuck wife fuck maintainment date , fuck wife fuck manual , fuck wife fuck manual date , fuck wife fuck market leader , fuck wife fuck market leader date , fuck wife fuck market overview , fuck wife fuck market overview date , fuck wife fuck method , fuck wife fuck method date , fuck wife fuck models ,

fuck wife fuck models date , fuck wife fuck news , fuck wife fuck news date , fuck wife fuck offer , fuck wife fuck offer date , fuck wife fuck online , fuck wife fuck online date , fuck wife fuck opportunities , fuck wife fuck opportunities date , fuck wife fuck optimization , fuck wife fuck optimization date , fuck wife fuck order , fuck wife fuck order date , fuck wife fuck organization , fuck wife fuck organization date , fuck wife fuck overview , fuck wife fuck overview date , fuck wife fuck practice , fuck wife fuck practice date , fuck wife fuck price , fuck wife fuck price comparison , fuck wife fuck price comparison date , fuck wife fuck price date , fuck wife fuck prices , fuck wife fuck prices date , fuck wife fuck products , fuck wife fuck products date , fuck wife fuck program , fuck wife fuck program date , fuck wife fuck quality , fuck wife fuck quality date , fuck wife fuck rebate , fuck wife fuck rebate date , fuck wife fuck recommended price , fuck wife fuck recommended price date , fuck wife fuck reduction , fuck wife fuck reduction date , fuck wife fuck repair , fuck wife fuck repair date , fuck wife fuck replacement , fuck wife fuck replacement date , fuck wife fuck report , fuck wife fuck report date , fuck wife fuck retail price , fuck wife fuck retail price date , fuck wife fuck review , fuck wife fuck review date , fuck wife fuck sample , fuck wife fuck sample date , fuck wife fuck second-hand , fuck wife fuck second-hand date , fuck wife fuck secret , fuck wife fuck secret date , fuck wife fuck selection , fuck wife fuck selection date , fuck wife fuck service , fuck wife fuck service date , fuck wife fuck setup , fuck wife fuck setup date , fuck wife fuck special offer , fuck wife fuck special offer date , fuck wife fuck specialist , fuck wife fuck specialist date , fuck wife fuck standard , fuck wife fuck standard date , fuck wife fuck suggestions , fuck wife fuck suggestions date , fuck wife fuck summary , fuck wife fuck summary date , fuck wife fuck support , fuck wife fuck support date , fuck wife fuck system , fuck wife fuck system date , fuck wife fuck table , fuck wife fuck table date , fuck wife fuck techniques , fuck wife fuck techniques date , fuck wife fuck test , fuck wife fuck test date , fuck wife fuck tips , fuck wife fuck tips date , fuck wife fuck training , fuck wife fuck training date , fuck wife fuck trial , fuck wife fuck trial date , fuck wife fuck tricks , fuck wife fuck tricks date , fuck wife fuck tutorial , fuck wife fuck tutorial date , fuck wife functions , fuck wife functions date , fuck wife help , fuck wife help date , fuck wife ideas , fuck wife ideas date , fuck wife improvement , fuck wife improvement date , fuck wife index , fuck wife index date , fuck wife info , fuck wife info date , fuck wife information , fuck wife information date , fuck wife inquiry , fuck wife inquiry date , fuck wife installation , fuck wife installation date , fuck wife know-how , fuck wife know-how date , fuck wife knowledge , fuck wife knowledge date , fuck wife list price , fuck wife list price date , fuck wife lowest price , fuck wife lowest price date , fuck wife maintainment , fuck wife maintainment date , fuck wife manual , fuck wife manual date , fuck wife market leader , fuck wife market leader date , fuck wife market overview , fuck wife market overview date , fuck wife method , fuck wife method

date , fuck wife models , fuck wife models date , fuck wife news , fuck wife news date , fuck wife offer , fuck wife offer date , fuck wife online , fuck wife online date , fuck wife opportunities fetish personals personals , fetish personals looking for , fetish personals sex , fetish looking for , fetish looking for dates , fetish looking for date , fetish looking for find , fetish looking for gratis , fetish looking for friend , fetish looking for friends , fetish looking for hardcore , fetish looking for hot meet , fetish looking for lesb , fetish looking for naked , fetish looking for nude , fetish looking for personals , fetish looking for looking for , fetish looking for sex , fetish sex , fetish sex dates , fetish sex date , fetish sex find , fetish sex gratis , fetish sex friend , fetish sex friends , fetish sex hardcore , fetish sex hot meet , fetish sex lesb , fetish sex naked , fetish sex nude , fetish sex personals , fetish sex looking for , fetish sex sex , find dates , find date , find find , find gratis , find friend , find friends , find hardcore , find hot meet , find lesb , find naked , find nude , find personals , find looking for , find sex , gratis dates , gratis date , gratis find , gratis gratis , gratis friend , gratis friends , gratis hardcore , gratis hot meet , gratis lesb , gratis naked , gratis nude , gratis online dates , gratis online dates dates , gratis online dates date , gratis online dates find , gratis online dates gratis , gratis online dates friend , gratis online dates friends , gratis online dates hardcore , gratis online dates hot meet , gratis online dates lesb , gratis online dates naked , gratis online dates nude , gratis online dates personals , gratis online dates looking for , gratis online dates sex , gratis online date , gratis online date dates , gratis online date date , gratis online date find , gratis online date gratis , gratis online date friend , gratis online date friends , gratis online date hardcore , gratis online date hot meet , gratis online date lesb , gratis online date naked , gratis online date nude , gratis online date personals , gratis online date looking for , gratis online date sex , gratis online find , gratis online find dates , gratis online find date , gratis online find find , gratis online find gratis , gratis online find friend , gratis online find friends , gratis online find hardcore , gratis online find hot meet , gratis online find lesb , gratis online find naked , gratis online find nude , gratis online find personals , gratis online find looking for , gratis online find sex , gratis online gratis , gratis online gratis dates , gratis online gratis date , gratis online gratis find , gratis online gratis gratis , gratis online gratis friend , gratis online gratis friends , gratis online gratis hardcore , gratis online gratis hot meet , gratis online gratis lesb , gratis online gratis naked , gratis online gratis nude , gratis online gratis personals , gratis online gratis looking for , gratis online gratis sex , gratis online friend , gratis online friend dates , gratis online friend date , gratis online friend find , gratis online friend gratis , gratis online friend friend , gratis online friend friends , gratis online friend hardcore , gratis online friend hot meet , gratis online friend lesb , gratis online friend naked , gratis online friend nude ,

gratis online friend personals , gratis online friend looking for , gratis online friend sex , gratis online friends , gratis online friends dates , gratis online friends date , gratis online friends find , gratis online friends gratis , gratis online friends friend , gratis online friends friends , gratis online friends hardcore , gratis online friends hot meet , gratis online friends lesb , gratis online friends naked , gratis online friends nude , gratis online friends personals , gratis online friends looking for , gratis online friends sex , gratis online hardcore , gratis online hardcore dates , gratis online hardcore date , gratis online hardcore find , gratis online hardcore gratis , gratis online hardcore friend , gratis online hardcore friends , gratis online hardcore hardcore , gratis online hardcore hot meet , gratis online hardcore lesb , gratis online hardcore naked , gratis online hardcore nude , gratis online hardcore personals , gratis online hardcore looking for , gratis online hardcore sex , gratis online hot meet , gratis online hot meet dates , gratis online hot meet date , gratis online hot meet find , gratis online hot meet gratis , gratis online hot meet friend , gratis online hot meet friends , gratis online hot meet hardcore , gratis online hot meet hot meet , gratis online hot meet lesb , gratis online hot meet naked , gratis online hot meet nude , gratis online hot meet personals , gratis online hot meet looking for , gratis online hot meet sex , gratis online lesb , gratis online lesb dates , gratis online lesb date , gratis online lesb find , gratis online lesb gratis , gratis online lesb friend , gratis online lesb friends , gratis online lesb hardcore , gratis online lesb hot meet , gratis online lesb lesb , gratis online lesb naked , gratis online lesb nude , gratis online lesb personals , gratis online lesb looking for , gratis online lesb sex , gratis online naked , gratis online naked dates , gratis online naked date , gratis online naked find , gratis online naked gratis , gratis online naked friend , gratis online naked friends , gratis online naked hardcore , gratis online naked hot meet , gratis online naked lesb , gratis online naked naked , gratis online naked nude , gratis online naked personals , gratis online naked looking for , gratis online naked sex , gratis online nude , gratis online nude dates , gratis online nude date , gratis online nude find , gratis online nude gratis , gratis online nude friend , gratis online nude friends , gratis online nude hardcore , gratis online nude hot meet , gratis online nude lesb , gratis online nude naked , gratis online nude nude , gratis online nude personals , gratis online nude looking for , gratis online nude sex , gratis online personals , gratis online personals dates , gratis online personals date , gratis online personals find , gratis online personals gratis , gratis online personals friend , gratis online personals friends , gratis online personals hardcore , gratis online personals hot meet , gratis online personals lesb , gratis online personals naked , gratis online personals nude , gratis online personals personals , gratis online personals looking for , gratis online personals sex , gratis online looking for , gratis online looking for dates , gratis online looking for date , gratis online

looking for find , gratis online looking for gratis , gratis online looking for friend , gratis online looking for friends , gratis online looking for hardcore , gratis online looking for hot meet , gratis online looking for lesb , gratis online looking for naked , gratis online looking for nude , gratis online looking for personals , gratis online looking for looking for , gratis online looking for sex , gratis online sex , gratis online sex dates , gratis online sex date , gratis online sex find , gratis online sex gratis , gratis online sex friend , gratis online sex friends , gratis online sex hardcore , gratis online sex hot meet , gratis online sex lesb , gratis online sex naked , gratis online sex nude , gratis online sex personals , gratis online sex looking for , gratis online sex sex , gratis personals , gratis looking for , gratis sex , gratis swing dates , gratis swing dates dates , gratis swing dates date , gratis swing dates find , gratis swing dates gratis , gratis swing dates friend , gratis swing dates friends , gratis swing dates hardcore , gratis swing dates hot meet , gratis swing dates lesb , gratis swing dates naked , gratis swing dates nude , gratis swing dates personals , gratis swing dates looking for , gratis swing dates sex , gratis swing date , gratis swing date dates , gratis swing date date , gratis swing date find , gratis swing date gratis , gratis swing date friend , gratis swing date friends , gratis swing date hardcore , gratis swing date hot meet , gratis swing date lesb , gratis swing date naked , gratis swing date nude , gratis swing date personals , gratis swing date looking for , gratis swing date sex , gratis swing find , gratis swing find dates , gratis swing find date , gratis swing find find , gratis swing find gratis , gratis swing find friend , gratis swing find friends , gratis swing find hardcore , gratis swing find hot meet , gratis swing find lesb , gratis swing find naked , gratis swing find nude , gratis swing find personals , gratis swing find looking for , gratis swing find sex , gratis swing gratis , gratis swing gratis dates , gratis swing gratis date , gratis swing gratis find , gratis swing gratis gratis , gratis swing gratis friend , gratis swing gratis friends , gratis swing gratis hardcore , gratis swing gratis hot meet , gratis swing gratis lesb , gratis swing gratis naked , gratis swing gratis nude , gratis swing gratis personals , gratis swing gratis looking for , gratis swing gratis sex , gratis swing friend , gratis swing friend dates , gratis swing friend date , gratis swing friend find , gratis swing friend gratis , gratis swing friend friend , gratis swing friend friends , gratis swing friend hardcore , gratis swing friend hot meet , gratis swing friend lesb , gratis swing friend naked , gratis swing friend nude , gratis swing friend personals , gratis swing friend looking for , gratis swing friend sex , gratis swing friends , gratis swing friends dates , gratis swing friends date , gratis swing friends find , gratis swing friends gratis , gratis swing friends friend , gratis swing friends friends , gratis swing friends hardcore , gratis swing friends hot meet , gratis swing friends lesb , gratis swing friends naked , gratis swing friends nude , gratis swing friends personals , gratis swing friends looking for , gratis swing friends sex , gratis swing hardcore , gratis swing

hardcore dates , gratis swing hardcore date , gratis swing hardcore find , gratis swing hardcore gratis , gratis swing hardcore friend , gratis swing hardcore friends , gratis swing hardcore hardcore , gratis swing hardcore hot meet , gratis swing hardcore lesb , gratis swing hardcore naked , gratis swing hardcore nude , gratis swing hardcore personals , gratis swing hardcore looking for , gratis swing hardcore sex , gratis swing hot meet , gratis swing hot meet dates , gratis swing hot meet date , gratis swing hot meet find , gratis swing hot meet gratis , gratis swing hot meet friend , gratis swing hot meet friends , gratis swing hot meet hardcore , gratis swing hot meet hot meet , gratis swing hot meet lesb , gratis swing hot meet naked , gratis swing hot meet nude , gratis swing hot meet personals , gratis swing hot meet looking for , gratis swing hot meet sex , gratis swing lesb , gratis swing lesb dates , gratis swing lesb date , gratis swing lesb find , gratis swing lesb gratis , gratis swing lesb friend , gratis swing lesb friends , gratis swing lesb hardcore , gratis swing lesb hot meet , gratis swing lesb lesb , gratis swing lesb naked , gratis swing lesb nude , gratis swing lesb personals , gratis swing lesb looking for , gratis swing lesb sex , gratis swing naked , gratis swing naked dates , gratis swing naked date , gratis swing naked find , gratis swing naked gratis , gratis swing naked friend , gratis swing naked friends , gratis swing naked hardcore , gratis swing naked hot meet , gratis swing naked lesb , gratis swing naked naked , gratis swing naked nude , gratis swing naked personals , gratis swing naked looking for , gratis swing naked sex , gratis swing nude , gratis swing nude dates , gratis swing nude date , gratis swing nude find , gratis swing nude gratis , gratis swing nude friend , gratis swing nude friends , gratis swing nude hardcore , gratis swing nude hot meet , gratis swing nude lesb , gratis swing nude naked , gratis swing nude nude , gratis swing nude personals , gratis swing nude looking for , gratis swing nude sex , gratis swing personals , gratis swing personals dates , gratis swing personals date , gratis swing personals find , gratis swing personals gratis , gratis swing personals friend , gratis swing personals friends , gratis swing personals hardcore , gratis swing personals hot meet , gratis swing personals lesb , gratis swing personals naked , gratis swing personals nude , gratis swing personals personals , gratis swing personals looking for , gratis swing personals sex , gratis swing looking for , gratis swing looking for dates , gratis swing looking for date , gratis swing looking for find , gratis swing looking for gratis , gratis swing looking for friend , gratis swing looking for friends , gratis swing looking for hardcore , gratis swing looking for hot meet , gratis swing looking for lesb , gratis swing looking for naked , gratis swing looking for nude , gratis swing looking for personals , gratis swing looking for looking for , gratis swing looking for sex , gratis swing sex , gratis swing sex dates , gratis swing sex date , gratis swing sex find , gratis swing sex gratis , gratis swing sex friend , gratis swing sex friends , gratis swing sex hardcore , gratis swing sex hot meet , gratis swing sex lesb , gratis swing sex naked , gratis swing sex nude , gratis swing sex personals , gratis swing sex looking for ,

gratis swing sex sex , friend dates , friend date , friend find , friend gratis , friend friend , friend friends , friend hardcore , friend hot meet , friend lesb , friend naked , friend nude , friend personals , friend looking for , friend sex , friends dates , friends date , friends find , friends gratis , friends friend , friends friends , friends hardcore , friends hot meet , friends lesb , friends naked , friends nude , friends personals , friends looking for , friends sex , gay dates , gay dates dates , gay dates date , gay dates find , gay dates gratis , gay dates friend , gay dates friends , gay dates hardcore , gay dates hot meet , gay dates lesb , gay dates naked , gay dates nude , gay dates personals , gay dates looking for , gay dates sex , gay date , gay date dates , gay date date , gay date find , gay date gratis , gay date friend , gay date friends , gay date hardcore , gay date hot meet , gay date lesb , gay date naked , gay date nude , gay date personals , gay date looking for , gay date sex , gay find , gay find dates , gay find date , gay find find , gay find gratis , gay find friend , gay find friends , gay find hardcore , gay find hot meet , gay find lesb , gay find naked , gay find nude , gay find personals , gay find looking for , gay find sex , gay gratis , gay gratis dates , gay gratis date , gay gratis find , gay gratis gratis , gay gratis friend , gay gratis friends , gay gratis hardcore , gay gratis hot meet , gay gratis lesb , gay gratis naked , gay gratis nude , gay gratis personals , gay gratis looking for , gay gratis sex , gay friend , gay friend dates , gay friend date , gay friend find , gay friend gratis , gay friend friend , gay friend friends , gay friend hardcore , gay friend hot meet , gay friend lesb , gay friend naked , gay friend nude , gay friend personals , gay friend looking for , gay friend sex , gay friends , gay friends dates , gay friends date , gay friends find , gay friends gratis , gay friends friend , gay friends friends , gay friends hardcore , gay friends hot meet , gay friends lesb , gay friends naked , gay friends nude , gay friends personals , gay friends looking for , gay friends sex , gay hardcore , gay hardcore dates , gay hardcore date , gay hardcore find , gay hardcore gratis , gay hardcore friend , gay hardcore friends , gay hardcore hardcore , gay hardcore hot meet , gay hardcore lesb , gay hardcore naked , gay hardcore nude , gay hardcore personals , gay hardcore looking for , gay hardcore sex , gay hot meet , gay hot meet dates , gay hot meet date , gay hot meet find , gay hot meet gratis , gay hot meet friend , gay hot meet friends , gay hot meet hardcore , gay hot meet hot meet , gay hot meet lesb , gay hot meet naked , gay hot meet nude , gay hot meet personals , gay hot meet looking for , gay hot meet sex , gay lesb , gay lesb dates , gay lesb date , gay lesb find , gay lesb gratis , gay lesb friend , gay lesb friends , gay lesb hardcore , gay lesb hot meet , gay lesb lesb , gay lesb naked , gay lesb nude , gay lesb personals , gay lesb looking for , gay lesb sex , gay naked , gay naked dates , gay naked date , gay naked find , gay naked gratis , gay naked friend , gay naked friends , gay naked hardcore , gay naked hot meet , gay naked lesb , gay naked naked , gay naked nude , gay naked personals , gay naked looking for , gay naked sex , gay nude , gay nude dates , gay nude

date , gay nude find , gay nude gratis , gay nude friend , gay nude friends , gay nude hardcore , gay nude hot meet , gay nude lesb , gay nude naked , gay nude nude , gay nude personals , gay nude looking for , gay nude sex , gay personals , gay personals dates , gay personals date , gay personals find , gay personals gratis , gay personals friend , gay personals friends , gay personals hardcore , gay personals hot meet , gay personals lesb , gay personals naked , gay personals nude , gay personals personals , gay personals looking for , gay personals sex , gay looking for , gay looking for dates , gay looking for date , gay looking for find , gay looking for gratis , gay looking for friend , gay looking for friends , gay looking for hardcore , gay looking for hot meet , gay looking for lesb , gay looking for naked , gay looking for nude , gay looking for personals , gay looking for looking for , gay looking for sex , gay sex , gay sex dates , gay sex date , gay sex find , gay sex gratis , gay sex friend , gay sex friends , gay sex hardcore , gay sex hot meet , gay sex lesb , gay sex naked , gay sex nude , gay sex personals , gay sex looking for , gay sex sex , hardcore dates , hardcore date , hardcore find , hardcore gratis , hardcore friend , hardcore friends , hardcore hardcore , hardcore hot meet , hardcore lesb , hardcore naked , hardcore nude , hardcore personals , hardcore looking for , hardcore sex , horny dates , horny dates dates , horny dates date , horny dates find , horny dates gratis , horny dates friend , horny dates friends , horny dates hardcore , horny dates hot meet , horny dates lesb , horny dates naked , horny dates nude , horny dates personals , horny dates looking for , horny dates sex , horny date , horny date dates , horny date date , horny date find , horny date gratis , horny date friend , horny date friends , horny date hardcore , horny date hot meet , horny date lesb , horny date naked , horny date nude , horny date personals , horny date looking for , horny date sex , horny find , horny find dates , horny find date , horny find find , horny find gratis , horny find friend , horny find friends , horny find hardcore , horny find hot meet , horny find lesb , horny find naked , horny find nude , horny find personals , horny find looking for , horny find sex , horny gratis , horny gratis dates , horny gratis date , horny gratis find , horny gratis gratis , horny gratis friend , horny gratis friends , horny gratis hardcore , horny gratis hot meet , horny gratis lesb , horny gratis naked , horny gratis nude , horny gratis personals , horny gratis looking for , horny gratis sex , horny friend , horny friend dates , horny friend date , horny friend find , horny friend gratis , horny friend friend , horny friend friends , horny friend hardcore , horny friend hot meet , horny friend lesb , horny friend naked , horny friend nude , horny friend personals , horny friend looking for , horny friend sex , horny friends , horny friends dates , horny friends date , horny friends find , horny friends gratis , horny friends friend , horny friends friends , horny friends hardcore , horny friends hot meet , horny friends lesb , horny friends naked , horny friends nude , horny friends personals , horny friends looking for , horny friends sex , horny hardcore , horny hardcore dates , horny hardcore date , horny hardcore find , horny

hardcore gratis , horny hardcore friend , horny hardcore friends , horny hardcore hardcore , horny hardcore hot meet , horny hardcore lesb , horny hardcore naked , horny hardcore nude , horny hardcore personals , horny hardcore looking for , horny hardcore sex , horny hot meet , horny hot meet dates , horny hot meet date , horny hot meet find , horny hot meet gratis , horny hot meet friend , horny hot meet friends , horny hot meet hardcore , horny hot meet hot meet , horny hot meet lesb , horny hot meet naked , horny hot meet nude , horny hot meet personals , horny hot meet looking for , horny hot meet sex , , horny lesb hot meet , horny lesb lesb , horny lesb naked , horny lesb nude , horny lesb personals , horny lesb looking for , horny lesb sex , horny naked , , horny naked friend , horny naked friends , horny naked hardcore , horny naked hot meet , horny naked lesb , horny naked naked , horny naked nude , horny naked personals , horny naked looking for , horny naked sex , horny nude , horny nude dates , horny nude date , horny nude find , horny nude gratis , horny nude friend , horny nude friends , horny nude hardcore , horny nude hot meet , horny nude lesb , horny nude naked , horny nude nude , horny nude personals , horny nude looking for , horny nude sex , horny personals , horny personals dates , horny personals date , horny

1227. I fechar asiatico del sexo. inspeccion previo del sexo del hardcore. la India que fecha en linea. sexo tailandes de las mucha

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-20 01:10:30 UTC
From: sdvfgregre43d@yahoo.com
Message-ID: <1190250630.463112.281710@g4g2000hsf.googlegroups.com>
Source record: 4165
Cross-posted to: alt.politics.ec,comp.sys.atari.8bit,dk.videnskab.historie.genealogi

http://www.all-women-personals.com/index955.html
http://www.all-women-personals.com/index956.html
http://www.all-women-personals.com/index957.html
http://www.all-women-personals.com/index958.html
http://www.all-women-personals.com/index959.html
http://www.all-women-personals.com/index960.html
http://www.all-women-personals.com/index961.html
http://www.all-women-personals.com/index962.html
http://www.all-women-personals.com/index963.html
http://www.all-women-personals.com/index964.html
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http://www.all-women-personals.com/index988.html
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http://www.all-women-personals.com/index996.html

http://www.all-women-personals.com/index997.html
http://www.all-women-personals.com/index998.html
http://www.all-women-personals.com/index999.html

el porn, au de COM del matchmaker de WWW, exito que fecha en linea, historias que fechan en linea, no lo fecha las muchachas COM, clips calientes del bollywood, beso que la muchacha, blonde caliente video, porn flaco de la muchacha, pelicula caliente del bebe, en linea fechando, pics lesbiano negro del porn, muchachas del chennai para fechar, pequeno porn de las muchachas, gratuit caliente video, juegos en linea de la simulacion que fechan, porn lesbiano de la historieta, tramposos para el sim de la muchacha del duende fecha RPG, los mejores servicios que fechan, grandes expectativas que fechan, muchachas que besan las peliculas, porno lesbiano, videos lesbianos adolescentes del porn, muchachas polacas que fechan, porn de muchachas, au de COM del matchmaker del adulto de WWW, canciones video calientes, muchacho que besa a muchacha, video caliente del porn, herpes que fecha el servicio, sitios matchmaking, video caliente de las lanzas del britney, fecha con una muchacha, el fechar en linea del nz, juegos lesbianos del porn, videos del porn de las muchachas, video caliente de los bebes, porn lesbiano del fetish, contra en linea de fechar, caso fechar el servicio, mujeres corneas, consejo que fechaba adolescente, 18 anos de viejo sexo, fecha, xxx el fechar en linea, COM caliente de las peliculas, clips video lesbianos, clips calientes de las muchachas, bebes mas jovenes adolescentes, ragnarok en linea la fecha de 2 lanzamientos, porn lesbiano para las mujeres, porn lesbiano gotico, pelicula caliente del porn, mpegs lesbianos del porn, viejo porn de la muchacha de 13 anos, porn lesbiano duro, video caliente de los polluelos, en linea fechando en Canada, servicios que fechaban en linea, liricas atractivas de las senoras, porn lesbiano de la muchacha , la pelicula caliente de las ruedas, fechando a muchachas arabes, porn lesbiano del anime, Surafrica que fecha en linea, sitios que fechan en linea, fechando a muchachas japonesas, relacion del matchmaker, caliente para el video del profesor, porn lesbiano en linea, porn desnudo de las muchachas, fecha material del lanzamiento del dvd de las muchachas, videos calientes de los bebes, Web site que fecha adolescente, peliculas lesbianas del porn, fecha con la muchacha, el fechar en linea rapido, porn lesbiano del softcore, besa a muchachas, clips calientes de la actriz, en linea fechando por las adolescencias, Internet que fecha los scams, fechando el Web site, pelicula del matchmaker, matchmaker del adulto, muchachos y las muchachas que se besan, clips calientes del sexo, muchachas conciertan en voz alta las fechas, lesbiana que fecha el servicio, fabricacion del fosforo de la astrologia, el pequeno porn de la muchacha, banda de sonido del matchmaker, porn lesbiano de las adolescencias, clips calientes del bollywood, personals en linea del sexo, tramposos para la muchacha del duende que el sim fecha 2, porn lesbiano del toon, muchachas que se besan, revision lesbiana del porn, videos de mierda calientes, pelicula lesbiana del porn, muchachas que fechan los juegos, correa en el porn, fecha de las muchachas, porn lesbiano

embarazado, revision que fecha en linea, estrellas del porn de la muchacha, fechando inclina para las muchachas, peliculas calientes del sexo, tramposos de la fecha 2 del sim de las muchachas del duende, muchacha del calendario, fechando a muchachas en chennai, Web site que fechan adolescentes, video del beso de las muchachas, porn lesbiano del strapon, agencia del matchmaker, porn del lesbo 101, cocinas del matchmaker, el fechar en linea del sim los juegos, Reino Unido que fecha en linea, mujer cornea, porn blanco de las muchachas, pelicula caliente de los tiros, pescan en linea fechar, porn lesbiano pic, el mejor servicio que fecha, sexo que fecha servicio, descargan videos calientes, no lo fechan las muchachas, muchacha tailandesa que fecha, muchacha asiatica que fecha, matchmaker del pscript de los powie 4.05, adulto que fecha en linea, juego de la fecha en linea, las muchachas viajan en voz alta fechas 2007, porn lesbiano del asno, porn lesbiano adolescente, porn de las muchachas en voz alta, adulto lesbiano del porn, consejo que fecha en linea, blog que fecha en linea, mas viejas mujeres corneas, Internet que fecha la agencia, buen porn lesbiano, beso de letra de la cancion la muchacha, ayuda que fecha adolescente, servicios del matchmaker, bese el letra de la muchacha, los videos lesbianos de la muestra del porn, los clips lesbianos calientes, los videos asiaticos calientes, las inspecciones previoes lesbianas del porn, el porn muy joven de la muchacha, el pics del porn de la muchacha, la muchacha que fecha el juego, el adolescente teniendo el sexo, el porn lesbiano de la accion, la correa lesbiana en porn, el porn lesbiano extremo, videos calientes de la musica, el mejor Internet que fecha, mis videos calientes de la mama de los amigos, la fabricacion del fosforo del adulto, el beso del de del video la muchacha, la guia en linea a fechar, el diccionario en linea, revisiones lesbianas del porn, muchachas que besan la galeria, el beso de las muchachas, videos lesbianos interracial del porn, calientes y atractivos, fecha 2, servicios que fechan locales, servicio que fecha en linea, lesbiana rusa del sim de la muchacha del duende porn, muestra lesbiana del porn, beso porque im una muchacha, el besarse frances de las muchachas, un au de COM del matchmaker del adulto, un porn asiatico de la muchacha de la escuela, muchachas y el fechar, los sexymovies COM, codigos del tramposo del RPG de la fecha del sim de la muchacha del duende, eva caliente video de Maria, peliculas del porn de la muchacha, negocio matchmaking, porn de mierda lesbiano, videos lesbianos calientes, porn lesbiano blanco, video acorta el sexo, fecha en linea del lanzamiento del warhammer, video lesbiano del porn, viejas senoras atractivas, peliculas del porn de las muchachas, fecha 2, fecha del sim de las muchachas del duende del hallazgo en linea, matchmaker de la universidad, walkthrough de la fecha del sim de la muchacha del duende, video del porn de las muchachas, muchachas negras que se besan, fecha material del lanzamiento de las muchachas, fechando blanco las muchachas, Internet que fecha el perfil, Internet que fecha las extremidades, servicios que fechan adolescentes, porn lesbiano de la mama, videos calientes de los polluelos, fechando el servicio, porn lesbiano adolescente, tramposos del RPG de la fecha del sim de la muchacha del duende, almuerzo justo que fecha el servicio,

el fechar en linea americano, pelicula caliente de la barra, sexo adolescente, en la linea que fecha, clip video caliente, viejas senoras corneas, en linea fechando con, los personals, fechando a muchachas asiaticas, muchachas que besan a COM, muchachas del gilmore ventilan la fecha, vidoes lesbianos del porn, porn lesbiano del milf, porn lesbiano del bbw, vids lesbianos del porn, como hasta la fecha las muchachas, senor de los anillos en linea lanzan la fecha, en linea fechando las extremidades, el besarse de las muchachas, fechando las muchachas en linea, las derechas que fechan en linea, software matchmaking, el fechar en linea seguro, el fechar en linea mas grande, violencia que fecha adolescente, muchachas desnudas del blonde, adulto xxx que fecha, muchachas atractivas que se besan, donde tomar una muchacha una fecha, en la linea que fecha servicios, RPG que fecha en linea, porn lesbiano de la universidad, grandes expectativas que fechan el servicio, amigo de la fecha del chicagovix del perfil del fosforo en linea agregan a favoritos, Internet que fecha las agencias, porn gordo de las muchachas, matchmaker internacional, porn lesbiano latino, dvd lesbiano del porn, astrologia matchmaking, beso porque la muchacha de i mA, telefono que fecha el servicio, matchmaker de Manhattan, el fechar en linea judio, porn lesbiano azadona, pequeno porn de la muchacha del papa, muchacha del duende el tramposo de la fecha del sim, porn lesbiano superior, pelicula caliente del sexo, algo tiene gusto de el pelicula caliente, muchachas latinas que fechan, besa las liricas de la muchacha, sexo que fecha servicios, no lo fecha el Web site de la muchacha, historia en linea de fechar, blonde desnudo, peliculas calientes de la muchacha, junto fechando el servicio, fechando la diversion hecha en linea, ideas que fechan adolescentes, matchmaker del animal domestico, matchmaker australiano, amigo de la fecha del chicagovix del perfil del fosforo en linea, en la linea que fecha los sitios, video caliente del tamil, porn de la muchacha de la muchacha, fechando las revisiones del servicio, servicios en linea de la fecha, escoge fechar, pescado que fecha el servicio, simulacion que fecha en linea, Irlanda que fecha en linea, escoge en linea, los sitios que fechan adolescentes, lesbiano porn ?el archivo, velocidad que fecha Manchester, sexo del porn, sexo adolescente, leva del sexo del adulto, velocidad que fecha Londres, sexo de la leva del veb, leva viva de Microsoft, porn del webcam, sexo del webcam, leva viva de la tela del sexo, personals, munecas de Nueva York viaja las fechas, camaras fotograficas vivas del trafico, el solo fechar del adulto, video de sex, muchacha del webcam, schweiz de los sexdates, demostracion viva dificilmente, las mujeres casadas que desean el sexo, fecha en acompanamiento de New York City, Londres, fechando el servicio New York City, las mujeres de la edad media consigue casado, adulto que fecha los sitios de la tela, solo padre que fecha, belgi de los sexdates? , fechando New York City, el porn casado de la mujer, el sexcam TV, el video lesbiano del sexo, las demostraciones del sexo del webcam, porque las mujeres fechan a hombres casados, mujeres casadas COM, adulto xxx que fecha, las ideas Nueva York de la fecha, las levas del sexo, la barra de fecha Nueva York, los hombres casados las mujeres, fechando el hombre de la mujer,

los personals de Nueva York, las fechas de los regentes del estado de Nueva York que buscaban, en la linea que fechaba servicios, el porn del adulto, fechar de la velocidad y Nueva York, las grandes expectativas que fechaban el servicio, acompanamientos Londres, muchachas de la leva, muchacha del blonde de la leva viva, casaron a mujeres Reino Unido, videos del sexo del adulto, buscando fechar, partidos del sexo del adulto, adulto que fechaba adentro, belgie del sexcam, los sexdates gratuitos antwerpen, nl de 4 sexdates, personals mas viejos de las mujeres, mujeres casadas que cogen, adulto negro que fecha, acompanamientos del norte de Londres, fecha del resultado de la barra de Nueva York, mujeres que buscan, mujeres de los personals que buscan a hombres para fechar, sitios del porn del adulto, mujeres casadas y el sexo, transferencia directa video del sexo, deseo casado cogido, sexdates de las mujeres en Leipzig, fecha a mujer casada, mujeres casadas desnudas, sexo con las mujeres casadas, sexdates del geheime, k?ln de los sexdates, sexdate, todas las mejores mujeres se casa, junto fechando el servicio, mujeres casadas insatisfechas, mujeres casadas en el mumbai, camara fotografica viva las fechas faciles de Nueva York, Nueva York, velocidad musulmana que fecha, webcam la leva, startpagina del sexcam, leva desnuda viva, escoge fechar, umsonst del sexcam, camara de video, pescado que fecha el servicio, ideas en New York City, cuadros casados de las mujeres, levas vivas de los ciervos, acompanamiento independiente de Londres, historias casadas de las mujeres, fecha atractiva caliente, porn vivo del webcam, nl de los sexdates, hombres de la fecha que buscan los personals de los hombres, mujeres desnudas que luchan. muchachas africanas desnudas. COM desnuda de las mujeres. cuadros desnudos de la muchacha. ultra las contrasenas viven sexo. falsificaciones del nude de la celebridad. nude del aguilera de christina. video del porno del sexo. demostracion video del sexo vivo. celebridades calientes de las mujeres. muchachas desnudas de la naturaleza. las mujeres son calientes. romance de la cogida. el fechar de los pares. fotos desnudas de la muchacha. cuadros de muchachas. alimentaciones vivas del sexo. nude del garner del jennifer. mujeres maduras desnudas. nude del hewitt del amor del jennifer. mujeres maduras desnudas calientes. kostenlos del video del sexo. cogida que fecha centrica dificilmente. cuadros calientes de las mujeres. feche su cogida. mujeres alemanas calientes. video del sexo del precio del katie. video del sexo de la celebridad. videos desnudos de la celebridad. muchachas desnudas del sexo. la pelicula hasta la fecha esos titties es apenas el coger irreal. video del sexo que fluye. muchachas chinas desnudas. video del sexo de la muchacha. galerias desnudas de la celebridad. pelicula viva del sexo. vive el sexo de la charla. sexo desnudo vivo. mujeres israelies calientes. escenas del nude del celeb. pics desnudo caliente de las mujeres. cuadros de mujeres desnudas. vive la demostracion. reunion de la cogida. nude del bikini. una muchacha atractiva. bikini atractivo de la muchacha. muestras del video del sexo del hardcore. sexo arabe de las muchachas. boobs atractivos de las muchachas. elisha caliente. sexo que fecha Web site. blonde atractivo de la muchacha. fechar el belgie del sexo. muchacha para el sexo. longoria del eva.

grandes expectativas en linea. nude del garner del jennifer. muchachas atractivas del bikini. cutbert del elisha desnudo. el fechar en linea de Chicago. muchacha atractiva de Navidad. sitios que fechan en linea superiores. email que fecha en linea. sexo de la muchacha de la universidad. longoria de los papeles pintados. video desnudo del separador. el fechar en linea de la amistad. cutherbert del elisha. peliculas del nude del longoria del eva. el bailar atractivo de las muchachas. tira atractiva de las muchachas. mujeres que tienen sexo del hardcore. clips de la pelicula del sexo del hardcore. sexo de del hardcore. en linea fechar charla. muchachas calientes que tienen sexo. cuthber del elisha. pelicula del sexo del hardcore. personals del sexo del adulto. nude del longeria del eva. club desnudo del separador. muchacha en sexo de la muchacha. sexo de Latina del hardcore. acompanamientos desnudos. busqueda de la tira desnuda. nude del cuthber del elisha. muchachas blancas atractivas. el brooke burke nude. porn del sexo de las muchachas. fechar el fosforo perfecto. xnxx del sexo del hardcore. el fechar en linea cristiano. sexo del separador. cuadros del nude de los separadores. actrices desnudas. sexo del toon del hardcore. nude del archivo de la pelicula de la celebridad. escena desnuda del sexo del cuthbert del elisha. videos desnudos de los separadores. vids del sexo del hardcore. muchachas espanolas atractivas. muchachas atractivas de la High School secundaria. nude del simpson del jessica. forjador desnudo del nicole de Ana. nude del poker de la tira. elisha pic. muchachas que tienen sexo con las muchachas. desnudez del longoria del eva. muchachas desnudas que tienen sexo. sexo ocasional. video desnudo de la tira. mercado que fecha en linea. sexo de la charla. pics del nude. blog del sexo del hardcore. muchacha atractiva del bebe. sexo que fecha el haag de la guarida. sexo desnudo de la muchacha. demostracion desnuda de la tira. papeles pintados del sexo del hardcore. fechar el stel del sexo. nude del dushku del elisha. muchachas que tienen videos del sexo. el fechar del fosforo. separadores desnudos de los hombres. clips del sexo del hardcore. muchachas atractivas. sexo gratuito. separadores desnudos video. software que fecha en linea. sexo del hardcore en publico. en linea fechar extremidad. muchachos y muchachas que tienen sexo. peleme desnudo. fechar advertenties. nude del cuthbert del eliza. muchachas del sexo del lanka. sexo del havin de las muchachas. separadores negros desnudos. el fechar en linea del fosforo. sexo de la muchacha xxx. escenas del nude del cuthbert del elisha. fotos desnudas del longoria del eva. fechar extremidades del sexo. Australia que fecha en linea. galerias del nude del cuthbert del elisha. playboy del nude del cuthbert del elisha. sexo pequeno de la muchacha. estadistica que fecha en linea. sexo chino de las muchachas. falsificacion desnuda del longoria del eva. porn atractivo de las muchachas. webcam que fecha el sexo. muchachas japonesas atractivas. tira desnuda. juego del sexo de la muchacha. sexo del hardcore de Asia. video del nude del elisha. imagenes del sexo del hardcore. nicole desnudo kidman. muchachas atractivas unicas. lesbianas que tienen sexo del hardcore. fechar extremidades. muchachas canadienses atractivas. Toronto que fecha en linea. fechar consejo. separadores

que consiguen desnudos. fotos desnudas del separador. muchachas atractivas de. bailarines desnudos del poste. posiciones del sexo del hardcore. sexo desnudo del cuthbert del elisha. pics del nude del cuthburt del elisha. nude del chubert del elisha. sexo de WWW que fecha el nl. viejo sexo de las muchachas. sexo gordo de la muchacha. muchacha joven atractiva. el fechar en linea de las relaciones. juegos del nude de la tira. cupid que fecha en linea. clubs desnudos de la tira en nyc. fechar a mujeres del sexo. nl del sexo del hardcore. muchacha atractiva asiatica. fechar el sexo de la charla. gatito del nude del longoria del eva. muchachas adolescentes que tienen sexo. muchachas en voz alta atractivas. poker desnudo de la tira. COM atractiva de las muchachas. nude del cuthbert del elisha. separador desnudo de las mujeres. sexo grande de las muchachas. muchachas atractivas salvajes. culthbert del elisha desnudo. en linea fechando para el sexo. imagenes del nude del longoria del eva. sexo blanco de las muchachas. amas de casa desesperadas del eva. el pelar desnudo. fabricacion en linea del fosforo. contacto que fecha el sexo. tira desnuda del webcam. sexo de la fecha oculta. peliculas lesbianas del sexo del hardcore. en linea fechando en la India. sexo de los muchachos y de las muchachas. perfil que fecha en linea. sexo gordo de las muchachas. Web site del sexo del hardcore. sexo puesto. sexo que fecha el juego. muchachas atractivas de la historieta. cutberth del elisha desnudo. sexo de la mama y de la muchacha. juegos desnudos de la tira. fechar la diversion hecha en linea. el fechar en linea de la lava. nude del cuthbet del elisha. elisha desnudo. negro puesto. sexo maduro de la muchacha. pelicula del sexo del hardcore. este servicio que fecha en linea. clubs desnudos Nueva York de la tira. sexo del hardcore del adulto. el fechar vrouwen. clip del nude del cuthbert del elisha. muchachas que tienen sexo anal. muchacha que tiene sexo. tarifa que fecha en linea. nude del longoria del jacqueline del eva. sexo de WWW que fecha el ro. cuadro desnudo del longoria del eva. mamas puestas. el fechar en linea lesbiano. sexo de la fecha. el fechar en linea australiano. pele y vaya bebida desnuda. el fechar en linea canadiense. muchacha atractiva. muchacha erotica atractiva. longoria y nude del eva. sexo con las pequenas muchachas. separadores desnudos calientes. agencias que fechan en linea. papeles pintados desnudos. sexo de la muchacha de la mama. muchachas atractivas 3d. seguridad que fecha en linea. el fechar en linea nigeriano. tira forzada desnuda. muchachas atractivas en correas. britney de la tira desnudo. echas. juegos en linea del sexo del hardcore. gatito atractivo de las muchachas. videos del sexo de las muchachas. el geeting viejo. sexo repugnante del hardcore. sexo de los swingers. clubs totalmente desnudos de la tira. amor geeting. animales del sexo del hardcore. inspecciones previoes del sexo del hardcore. sexo que fecha juegos. muchachas atractivas que tienen sexo. sexo adolescente de la muchacha. sexo desnudo de la muchacha. longoria del eva atractivo. nude de la celebridad. el geeting grande. cuadros del sexo de la muchacha. muchacha desnuda del separador. Londres que fecha en linea. fechar a mujeres. nude del cushbert del elisha. separadores desnudos aficionados. cuthbert del elisha desnudos. pantyhose

atractivo de la muchacha. sexo TV del ha

1228. FS: NEW ATARI MICROPROSE GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-20 12:41:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0709200537540.24185-100000@onyx.spiritone.com>
Source record: 4166
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Red Storm Rising; Silent Service; Silent Service II;

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ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1229. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-20 12:44:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0709200541380.24185-100000@onyx.spiritone.com>
Source record: 4167
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
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Use this HotLink and make a list for your Atari Want List and I'll contact
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I cant read your mind, so fill out the survey so I can get to know you. It
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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1230. Send your Atari WantList to Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-20 12:49:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0709200547330.24185-100000@onyx.spiritone.com>
Source record: 4168
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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I havent added! Do yourself a favor, add your WantList of Atari Treasures
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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1231. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-21 04:22:54 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1190348559@rtfm.mit.edu>
Source record: 4169
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

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Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 22, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.
Atari, headquartered at the time in Sunnyvale, California, USA, produced this
line of computers from 1979-1992.

To see what Atari, Inc. is up to today, visit: http://www.atari.com/

ABOUT THIS DOCUMENT
Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

The latest version of this document is posted to the following Usenet
newsgroups every 7 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

Former (before 1987) Usenet newsgroups for Atari computer discussion:
net.micro.atari8 - created Feb 1986
net.micro.atari - created Nov 1982
net.micro - created Jan 1982

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.atarimania.com/faq.php

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

ACGC - Atlantic Computer and Gaming Club
http://www.chebucto.ns.ca/Technology/NSACUG/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Atari computers news aggregator site, by Matthew Bacon)
http://www.ataritoday.com/

1232. No traffic?

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-24 02:46:47 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <05b5b5a4@familynet-international.org>
Source record: 4170

FamilyNet International Newsgate

Are my eye deceiving me? Am I checkig into this newsgroup too often or am
I seeing no traffic here?

DrC on a DC

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

1233. Re: No traffic?

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-24 15:16:25 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <3eqdnUUKo8LISWrbnZ2dnUVZ_qKgnZ2d@comcast.com>
Source record: 4171

I had been wondering the same thing. There seemed to be a lot more traffic
on both of the comp.sys.atari groups a few months back. Maybe its seasonal,
and lots of people are on summer holiday now.

-Jason Harmon

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:05b5b5a4@familynet-international.org...
> FamilyNet International Newsgate
>
> Are my eye deceiving me? Am I checkig into this newsgroup too often or
> am
> I seeing no traffic here?
>
> DrC on a DC
>
> FamilyNet <> Internet Gated Mail
> http://www.familynet-international.org
>

1234. Re: No traffic?

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-24 15:34:38 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <DOQJi.255$ih1.132@nlpi068.nbdc.sbc.com>
Source record: 4172

Boo Hoo Hoo Hoo.....
It's those Commodore C= people. They keep coming here and asking stupid questions like 'How do you use an Atari for a kitchen utensil'. and 'How do you make an Atari into a bomb.' Dumb questions are driving the real Atarians and newbies away.
Let's go to comp.sys.cbm and ask some stupid questions!

1235. Re: No traffic?

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-24 16:03:54 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <13ffnv4l4gn4r04@corp.supernews.com>
Source record: 4173

Greg Goodwin wrote:
> FamilyNet International Newsgate
>
> Are my eye deceiving me? Am I checkig into this newsgroup too often or am
> I seeing no traffic here?
>
> DrC on a DC
>
> FamilyNet <> Internet Gated Mail
> http://www.familynet-international.org
>

Summers for newsgroups are always slow and we seem to lose a few each
summer.

Seems like newsgroups are in decline anyway. Most companies that tried
to participate in them have gone to web based forems where they have
control over content.

Rick

1236. Re: No traffic?

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-24 16:09:24 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <22WJi.178911$zz2.136640@newsfe12.phx>
Source record: 4178

"Russg" <russgilb@MUNGEsbcyahoo.net> wrote in message
news:DOQJi.255$ih1.132@nlpi068.nbdc.sbc.com...
> Boo Hoo Hoo Hoo.....
> It's those Commodore C= people. They keep coming here and asking stupid
> questions like 'How do you use an Atari for a kitchen utensil'. and 'How
> do you make an Atari into a bomb.' Dumb questions are driving the real
> Atarians and newbies away.
> Let's go to comp.sys.cbm and ask some stupid questions!
>
Let's goto an atari/forum

http://www.atarimax.com/flashcart/forum/

or

http://www.atariage.com/forums/index.php?

Many more to find.
RoyE

1237. Re: No traffic?

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-24 16:18:27 UTC
From: Payton Byrd <payton@paytonnospambyrd.com>
Message-ID: <upRJi.31$UU7.28@newsfe02.lga>
Source record: 4174

"Russg" <russgilb@MUNGEsbcyahoo.net> wrote in message
news:DOQJi.255$ih1.132@nlpi068.nbdc.sbc.com...
> Boo Hoo Hoo Hoo.....
> It's those Commodore C= people. They keep coming here and asking stupid
> questions like 'How do you use an Atari for a kitchen utensil'. and 'How do
> you make an Atari into a bomb.' Dumb questions are driving the real
> Atarians and newbies away.
> Let's go to comp.sys.cbm and ask some stupid questions!
>
>

We get the same garbage posted over there at c.s.cbm, so don't blame us. I've actually seen an incredible thawing over there (and here and c.s.a2) that leads me to believe that a common, unified community of collectors is starting to emerge.

1238. Re: No traffic?

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-24 18:25:55 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <MOmdnR_dMc1_nWXbnZ2dnUVZ_sytnZ2d@comcast.com>
Source record: 4175

It appears all those posts are coming from one person using a Turkish (and at least once an Italian) ISP, so I don't see any reason to think it is "Commodore people", or anything other than one person who has way too much free time on his hand since his mom hasn't made him get a job and move out of the basement yet.

-Jason

"Russg" <russgilb@MUNGEsbcyahoo.net> wrote in message news:DOQJi.255$ih1.132@nlpi068.nbdc.sbc.com...
> Boo Hoo Hoo Hoo.....
> It's those Commodore C= people. They keep coming here and asking stupid
> questions like 'How do you use an Atari for a kitchen utensil'. and 'How
> do you make an Atari into a bomb.' Dumb questions are driving the real
> Atarians and newbies away.
> Let's go to comp.sys.cbm and ask some stupid questions!
>

1239. Re: No traffic?

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-24 19:59:03 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <bGUJi.1492$6p6.626@newssvr25.news.prodigy.net>
Source record: 4176

"Payton Byrd" <said:
We get the same garbage posted over there at c.s.cbm, so don't blame us.
I've actually seen an incredible thawing over there (and here and c.s.a2)
that leads me to believe that a common, unified community of collectors is
starting to emerge.

I meant no disrespect for CBM. Just trying to be funny.

1240. Re: No traffic?

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-24 20:44:07 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <z5SdnVcrW8nbvGXbnZ2dnUVZ_jydnZ2d@comcast.com>
Source record: 4177

Oh, and this guys spams the comp.sys.cbm group as well:

Path:
border1.nntp.dca.giganews.com!nntp.giganews.com!newsfeed00.sul.t-online.de!t-online.de!clu
b-internet.fr!feedme-small.clubint.net!news.ecp.fr!aioe.org!not-for-mail
From: "C64 Daddy" <c64_daddy@c64.c64>
Newsgroups: comp.sys.cbm
Subject: My C64 is pregnant!
Date: Mon, 17 Sep 2007 06:17:17 +0200
Organization: Daddy of the C64!
Lines: 12
Message-ID: <fckv5h$h9d$1@aioe.org>
Reply-To: "C64 Daddy" <c64_daddy@c64.c64>
NNTP-Posting-Host: OVmY/oM3SCnQgi8VgtI3pg.user.aioe.org
X-Complaints-To: abuse@aioe.org
X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2800.1106
X-Priority: 3
X-Newsreader: Microsoft Outlook Express 6.00.2800.1106
X-MSMail-Priority: Normal
Bytes: 978
Xref: number1.nntp.dca.giganews.com comp.sys.cbm:254310

X-No-Archive:yes

It was standing near a Sinclair Spectrum and now it's
getting noticable plumper and plumper.

Do you think the Spectrum is the daddy? Can I sue
Sir Clive for child support?

Strange, I thought all Speccys were gay...

1241. Re: No traffic?

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-25 21:36:08 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <cbfKi.55294$YL5.44387@newssvr29.news.prodigy.net>
Source record: 4179

"Payton Byrd" <
"Russg" <
> Boo Hoo Hoo Hoo.....
> It's those Commodore C= people. They keep coming here and asking stupid
> questions like 'How do you use an Atari for a kitchen utensil'. and 'How
> do
> you make an Atari into a bomb.' Dumb questions are driving the real
> Atarians and newbies away.
> Let's go to comp.sys.cbm and ask some stupid questions!

We get the same garbage posted over there at c.s.cbm, so don't blame us.
I've actually seen an incredible thawing over there (and here and c.s.a2)
that leads me to believe that a common, unified community of collectors is
starting to emerge.

I always wanted to see some C= stuff, like
Sargon III for C64. So I went to cscbm and got some help finding the program
and also how to get it to run. It is a real advantage to be able to see
stuff from both computers. I believe cscbm gets more traffic than csa8, and
there are helpful people there.
Glad to see someone interested in Ataris.

1242. Found some old floppy disks for my 130XE (any way to verify or recover data?)

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-25 22:43:14 UTC
From: techman41973@yahoo.com
Message-ID: <1190760194.377911.257880@22g2000hsm.googlegroups.com>
Source record: 4180
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy

I recently went home to my parents house and found 2 bins of 5-1/4
disks from the mid-80s for my Atari 130XE (although I can't find the
computer and hard drive right now).
I miss all of these games and applications. More importantly I miss
many of the programs in basic I wrote. I truly wonder if all of the
data is destroyed (it has been almost 20 years).
Has anyone found old disks from their Atari that survived such a long
time?
Is there a way I can verify if the data is still preserved using a
5-1/4 disk drive from an IBM PC?
Even better if I can find a way to recover the data if possible and
copy it onto a new 5-1/4 disk, preserving
the file format etc. I would looking to understand my options.
Thanks

1243. Re: Found some old floppy disks for my 130XE (any way to verify or recover data?)

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-26 01:14:45 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <doiKi.632$ua4.152@newssvr22.news.prodigy.net>
Source record: 4181
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy

<techmanm> wrote in message news:

>I recently went home to my parents house and found 2 bins of 5-1/4
> disks from the mid-80s for my Atari 130XE (although I can't find the
> computer and hard drive right now).
> I miss all of these games and applications. More importantly I miss
> many of the programs in basic I wrote. I truly wonder if all of the
> data is destroyed (it has been almost 20 years).
> Has anyone found old disks from their Atari that survived such a long
> time?
> Is there a way I can verify if the data is still preserved using a
> 5-1/4 disk drive from an IBM PC?
> Even better if I can find a way to recover the data if possible and
> copy it onto a new 5-1/4 disk, preserving
> the file format etc. I would looking to understand my options.
> Thanks
You need to remember what floppy drive you had.
Your BASIC programs could be on single, enhanced or double density. You
probably had a 1050, XF551 or some other party drive. If you don't
remember, then get a double density drive, it will do all three formats.
You will need to find your 130XE and drive setup.
There is a 10502PC or something like that adapter to read floppies directly
to PC from a Atari floppy drive.
What you might want to do is send the disks to someone to test and copy for
you. Probably wouldn't want to make new 5 1/4" copies, but copy to .ATR
images, which you could then use in a PC Atari emulator. You could also
copy the files from floppy to an .ARC file.

1244. Re: Found some old floppy disks for my 130XE (any way to verify or recover data?)

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-26 19:00:05 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <fdea4h$od3$1@infosun2.rus.uni-stuttgart.de>
Source record: 4182
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy

techman41973@yahoo.com wrote:
> I recently went home to my parents house and found 2 bins of 5-1/4
> disks from the mid-80s for my Atari 130XE (although I can't find the
> computer and hard drive right now).
> I miss all of these games and applications. More importantly I miss
> many of the programs in basic I wrote. I truly wonder if all of the
> data is destroyed (it has been almost 20 years).

The chances that the data is still readable isn't too bad. My 20 year
old Atari disks *are* still readable. Those were designed to last...

> Has anyone found old disks from their Atari that survived such a long
> time?

Yup.

> Is there a way I can verify if the data is still preserved using a
> 5-1/4 disk drive from an IBM PC?

Unlikely, unless you formatted them to double density (something the
regular Atari drives couldn't do). The problem is that the single or
enhanced density uses 128 bytes per sector, which is different from
the 256 bytes/sector an IBM compatible floppy controller is able to
understand (at least most of them).

> Even better if I can find a way to recover the data if possible and
> copy it onto a new 5-1/4 disk, preserving
> the file format etc. I would looking to understand my options.

Try to find someone near you that still owns an Atari disk, read
them from there, transfer them to a PC and write them onto your
hard disk or burn them on CD.

So long,
Thomas

1245. WTB 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-26 21:33:32 UTC
From: Chuck B <Cabacon@cox.net>
Message-ID: <FeAKi.62734$hP1.46751@newsfe13.lga>
Source record: 4183

I need a great shape 130 xe, anyone have one they want to sell?

1246. Re: Found some old floppy disks for my 130XE (any way to verify or recover data?)

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-26 22:08:28 UTC
From: charlie <charles.copp@sympatico.ca>
Message-ID: <1190844508.894938.215710@g4g2000hsf.googlegroups.com>
Source record: 4184
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy

well i am no pro with the 130 xl , but my only suggestion would be to
join this group and ask for answers there, i am a member ,alot people
help , some don't.

charles

http://www.atari-forum.com/index.php

1247. Atari timeline

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-26 22:38:54 UTC
From: proteanthread <rtdos@rtdos.com>
Message-ID: <1190846334.015102.179530@22g2000hsm.googlegroups.com>
Source record: 4185

http://www.google.com/views?q=atari+view:timeline

1248. Re: Atari timeline

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-27 01:00:49 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <5hDKi.2546$H22.1879@news-server.bigpond.net.au>
Source record: 4186

proteanthread wrote:
> http://www.google.com/views?q=atari+view:timeline
>

Cool. Atari is as old as me;-)

Mark

1249. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-27 11:28:33 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0709270426280.8374-100000@onyx.spiritone.com>
Source record: 4187
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my
Atari Books, 20% off. E-Mail Atari@aracnet.com or call Ben@(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
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Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1250. FS: 20% OFF ALL ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-27 11:32:03 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0709270428420.8374-100000@onyx.spiritone.com>
Source record: 4188
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ALL GAMES 20% OFF! ALL GAMES 20% OFF!ALL GAMES 20% OFF! ALL GAMES 20% OFF!

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Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1251. Send your Atari WantList to Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-27 11:36:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0709270432180.8374-100000@onyx.spiritone.com>
Source record: 4189
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Not everything Atari that you want for your Atari are in my Catalogs! Many I havent added! Do yourself a favor, add your WantList of Atari Treasures to my WantLists! Be specific! Make the Subject: "Wantlist" and E-Mail your lists to Atari@aracnet.com Collectors Welcome!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1252. Re: Found some old floppy disks for my 130XE (any way to verify or recover data?)

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-27 16:52:38 UTC
From: Steve Stupple <Steve@atari.org.uk>
Message-ID: <$heRhbBW$9+GFwn3@atari.org.uk>
Source record: 4190
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy

Hi peeps

fortunately there is more space on ye olde 5.25 disks so the datastream
isnt as compacted.

The 1050 drive wasnt a true double density:(but 1.5. You would need dos
2.5 at least i would think.

As with backing disks up, best way would be to use an 8-bit machine,
ideally 130xe for the extra memory. Transfer it using taritalk or
something similar to the ST.

the st can work with 5.25 disk so if you have my favourite happy cart,
you can copy 5.25 to 5.25, well do whatever you want with it as you
would any other disk.

i did produce disk back up software (that could correct some crc errors,
typical disk copy protection terchnique of the time), along with tape to
disk when i wrote "the mockingbird menu" system. unortunately i lost all
my source in a house fire in the later 80's:(page 6 library was sent
copies, as in the pd, along with a few others, whether they have
survived is another matter.

i was building up my 8-bit stuff as i did enjoy programming those
machines. Jury's still out at the moment..

In message <doiKi.632$ua4.152@newssvr22.news.prodigy.net>, Russg
<russgilb@MUNGEsbcyahoo.net> writes
>
><techmanm> wrote in message news:
>
>>I recently went home to my parents house and found 2 bins of 5-1/4
>> disks from the mid-80s for my Atari 130XE (although I can't find the
>> computer and hard drive right now).
>> I miss all of these games and applications. More importantly I miss
>> many of the programs in basic I wrote. I truly wonder if all of the
>> data is destroyed (it has been almost 20 years).
>> Has anyone found old disks from their Atari that survived such a long
>> time?
>> Is there a way I can verify if the data is still preserved using a
>> 5-1/4 disk drive from an IBM PC?
>> Even better if I can find a way to recover the data if possible and
>> copy it onto a new 5-1/4 disk, preserving
>> the file format etc. I would looking to understand my options.

>> Thanks
>You need to remember what floppy drive you had.
>Your BASIC programs could be on single, enhanced or double density. You
>probably had a 1050, XF551 or some other party drive. If you don't
>remember, then get a double density drive, it will do all three formats.
>You will need to find your 130XE and drive setup.
>There is a 10502PC or something like that adapter to read floppies directly
>to PC from a Atari floppy drive.
>What you might want to do is send the disks to someone to test and copy for
>you. Probably wouldn't want to make new 5 1/4" copies, but copy to .ATR
>images, which you could then use in a PC Atari emulator. You could also
>copy the files from floppy to an .ARC file.
>
>

--
Steve Stupple

1253. Anyone making a trip between Indianapolis and Chicago soon?

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-27 21:32:43 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns99B8B2C321214emuslor@216.196.97.136>
Source record: 4191
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.classic

If anyone is, say for the show this weeked or anything else, I'm looking for someone who might be able to pick up a machine for me sometime in the near future (pick-up in just north of Chicago, delivery to Indy or as close as possible). You can email me by reversing each segment of my email address here, and I'll certainly care of any additional gas that might be required.

Thanks!

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

1254. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-28 04:23:22 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1190953386@rtfm.mit.edu>
Source record: 4192
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 22, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.
Atari, headquartered at the time in Sunnyvale, California, USA, produced this
line of computers from 1979-1992.

To see what Atari, Inc. is up to today, visit: http://www.atari.com/

ABOUT THIS DOCUMENT
Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

The latest version of this document is posted to the following Usenet
newsgroups every 7 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

Former (before 1987) Usenet newsgroups for Atari computer discussion:
net.micro.atari8 - created Feb 1986
net.micro.atari - created Nov 1982
net.micro - created Jan 1982

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.atarimania.com/faq.php

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

ACGC - Atlantic Computer and Gaming Club
http://www.chebucto.ns.ca/Technology/NSACUG/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Atari computers news aggregator site, by Matthew Bacon)
http://www.ataritoday.com/

1255. Re: Found some old floppy disks for my 130XE (any way to verify or recover data?)

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-28 14:46:00 UTC
From: DocRotCod <rahbart@cox.net>
Message-ID: <Ar8Li.11566$495.6806@newsfe22.lga>
Source record: 4193
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy

Whereabouts do you live? I've got the means to back those disks up. I'm in central Oklahoma.

Thomas

<techman41973@yahoo.com> wrote in message news:1190760194.377911.257880@22g2000hsm.googlegroups.com...
>I recently went home to my parents house and found 2 bins of 5-1/4
> disks from the mid-80s for my Atari 130XE (although I can't find the
> computer and hard drive right now).
> I miss all of these games and applications. More importantly I miss
> many of the programs in basic I wrote. I truly wonder if all of the
> data is destroyed (it has been almost 20 years).
> Has anyone found old disks from their Atari that survived such a long
> time?
> Is there a way I can verify if the data is still preserved using a
> 5-1/4 disk drive from an IBM PC?
> Even better if I can find a way to recover the data if possible and
> copy it onto a new 5-1/4 disk, preserving
> the file format etc. I would looking to understand my options.
> Thanks
>

1256. Re: No traffic?

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-29 02:45:20 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <46fdeae45f72b1@comcast.net>
Source record: 4195

>FamilyNet International Newsgate
>
> Are my eye deceiving me? Am I checkig into this newsgroup too often or am
>I seeing no traffic here?
>
>DrC on a DC
>
>FamilyNet <> Internet Gated Mail
>http://www.familynet-international.org

Hello Doc,

Yes it is kind of slow. I hope it picks up. My work hours vary, so I usually
get on 1-2 times a week. I still look forward just as much as I always have.

--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

1257. Re: No traffic?

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-29 02:47:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <46fdeae45f72b2@comcast.net>
Source record: 4196

>I had been wondering the same thing. There seemed to be a lot more traffic
>on both of the comp.sys.atari groups a few months back. Maybe its seasonal,
>and lots of people are on summer holiday now.
>
>-Jason Harmon

Yes, I agree. It really should start to pick in the month of October.
--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

1258. ADOPTION: PORTLAND, OREGON USA!

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-29 08:51:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0709290139570.17632-100000@onyx.spiritone.com>
Source record: 4194

Pardon me! I'm so GunShy I dont usually stick my Head out in NewsGroups. I dont know anymore who is my enemy and who is a friend. If anyone has a question for me, E-Mail Atari@aracnet.com Thanx! =-=Ben=-=

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

---------- Forwarded message ----------
Date: Fri, 06 Jul 2007 18:44:27 GMT
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Newsgroups: comp.sys.atari.8bit
Subject: ADOPTION: PORTLAND, OREGON USA!

FamilyNet International Newsgate

Say you had someone that was outside of Oregon that needed to find a home for Atari items, would you still accept those? How do you handle shipping?

Doc Clu
Dallas, TX- USA

> From: Bravo Sierra Computers <atari@aracnet.com>

> Is your garage full of Atari? Can you squeeze into your attic? Do you have
> an Atari in your closet? If your Atari stuff needs a new home, especially
> if your in Portland, Oregon USA! E-Mail Atari@aracnet.com or call Ben at
> (503)256-9974! And even if your not in Portland, feel free to contact Ben.

> This includes Atari Hardware, Games/Software, Books & Accessories! Classic
> Atari 8 Bit and Atari ST Computers Plus Atari Jaguar Games and consoles!

> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

1259. William Kendrick still here?

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-29 13:19:12 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <iJGdnQ_wiseOzGPbRVnzvQA@telenor.com>
Source record: 4197

I am asking, because I need a favor. You made Gemdrop, right and it has some more colors than usual. I need an explanation or preferably a little assembler routine to be able to do the same. I am planning an Shining Force type game, based on Stargate and if I can, go storywise over to Stargate Atlantis later. It looks too bad with the three colors and if I have no alternative, I'd have to go for PM graphics on the character being commanded and just use the same colors on the others as the background.

Any help here would be appreciated. Thanks and take Atarian care

1260. SIO2PC Serial Interface for 8 bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-29 15:47:03 UTC
From: atari8warez <atari8warez@rogers.com>
Message-ID: <1191080823.763658.167510@n39g2000hsh.googlegroups.com>
Source record: 4198

Give your 8 bit Atari a new lease in life:
http://stores.ebay.ca/ATARI-8-Warez_ATARI-SIO2PC_W0QQcolZ4QQdirZ1QQfsubZ209116018QQftidZ1QQtZkm?refid=store

New line of SIO2PC serial interfaces by Atari8Warez.

1261. Re: Synapse SynCalc, etc..

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-29 16:03:07 UTC
From: atari8warez <atari8warez@rogers.com>
Message-ID: <1191081787.319444.210300@57g2000hsv.googlegroups.com>
Source record: 4199

On Sep 15, 11:23 pm, "christianlo...@yahoo.com"
<christianlo...@yahoo.com> wrote:
> I noticed the atari archives have SynCalc and a few others listed. I
> would like to retrieve the c64 versions of these apps which were
> included on the same disk as the atari versions.
>
> Are there any who have the disk(s) and would be willing to make D64's
> of the c64 versions? Synfile+, Syntrend, SynStock, SynChron, SynComm?
>
> http://www.atarimagazines.com/v3n10/syntegrated.html
>
> Manual scans would be great as well :)
>
> Thanks,
>
> Christian

I have the SynCalc here:
http://stores.ebay.ca/ATARI-8-Warez_ATARI-Software_Applications_W0QQcolZ4QQdirZ1QQfsubZ128823018QQftidZ1QQtZkm?refid=store

1262. Re: William Kendrick still here?

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-30 06:37:28 UTC
From: Holger Palmroth <h.palmroth@gmx.de>
Message-ID: <f29502a4f%h.palmroth@cne.de>
Source record: 4001

In message <iJGdnQ_wiseOzGPbRVnzvQA@telenor.com>
"Vidar Olavesen" <olavese@online.no> wrote:

> I am asking, because I need a favor. You made Gemdrop, right and it has
> some more colors than usual. I need an explanation or preferably a little
> assembler routine to be able to do the same. I am planning an Shining Force
> type game, based on Stargate and if I can, go storywise over to Stargate
> Atlantis later. It looks too bad with the three colors and if I have no
> alternative, I'd have to go for PM graphics on the character being
> commanded and just use the same colors on the others as the background.
>
> Any help here would be appreciated. Thanks and take Atarian care

http://www.newbreedsoftware.com/contact/

1263. Re: William Kendrick still here?

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-30 09:39:03 UTC
From: bill@newbreedsoftware.com
Message-ID: <46ff6eb7$0$14093$742ec2ed@news.sonic.net>
Source record: 4002

Vidar Olavesen <olavese@online.no> wrote:
> I am asking, because I need a favor. You made Gemdrop, right and it has some
> more colors than usual. I need an explanation or preferably a little
> assembler routine to be able to do the same.

Hey Vidar! Yes, I'm still around, but with a busy job and a little baby,
haven't had too much time for Atari or usenet. :)

> I am planning an Shining Force
> type game, based on Stargate and if I can, go storywise over to Stargate
> Atlantis later. It looks too bad with the three colors and if I have no
> alternative, I'd have to go for PM graphics on the character being commanded
> and just use the same colors on the others as the background.

> Any help here would be appreciated. Thanks and take Atarian care

The 'mode' used in Gem Drop is what I called "Super IRG mode." I simply
used alternating character sets in IRG mode to achieve the perception of
something like 13 colors.

For example, imagine your color palette includes black and red.
You can create a dark red color by flipping pixels between black and red.

Here's an ASCII diagram of how I'd do it to create a solid dark-red block
(4x8 pixels in IRG mode).

Character set #1 (every odd refresh):

```
#.#.
.#.#
#.#.
.#.#
#.#.
.#.#
#.#.
.#.#
```

Character set #2 (every even refresh):

```
.#.#
#.#.
.#.#
#.#.
.#.#
#.#.
.#.#
#.#.
```

Perceived image:

====
====
====
====
====
====
====
====

I did Gem Drop in Action!, and the code is available in the Gem Drop .ARC.
The mode is simply a single VBI which toggles between the two character
sets every interrupt. :)

Now, best of all, I created a Super IRG font editor that you can use to
make characters. It has a mode that lets you edit 4 characters at once,
displaying them in a 2x2 layout. (I used this to create the 8x16 puzzle
pieces for Gem Drop... I _think_. I may have written the editor after
finishing the game! :^))

You can download it here:

http://www.newbreedsoftware.com/sife/

The .ARC on the download page also includes the Action! source to SIFE. :)

Enjoy and good luck!

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

1264. Re: William Kendrick still here?

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-30 15:13:56 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <4eqdnc8wttWoIGLbRVnzvQA@telenor.com>
Source record: 4003

Thanks a bunch. I'll check it and see if I understand it and can implement
it in my assembler code.

Have a good time with the little one (the baby, the other ones size I do not
know ;-))

"William Kendrick" <bill@newbreedsoftware.com> skrev i melding
news:46ff6eb7$0$14093$742ec2ed@news.sonic.net...
> Vidar Olavesen <olavese@online.no> wrote:
>> I am asking, because I need a favor. You made Gemdrop, right and it has
>> some
>> more colors than usual. I need an explanation or preferably a little
>> assembler routine to be able to do the same.
>
> Hey Vidar! Yes, I'm still around, but with a busy job and a little baby,
> haven't had too much time for Atari or usenet. :)
>
>
>> I am planning an Shining Force
>> type game, based on Stargate and if I can, go storywise over to Stargate
>> Atlantis later. It looks too bad with the three colors and if I have no
>> alternative, I'd have to go for PM graphics on the character being
>> commanded
>> and just use the same colors on the others as the background.
>
>> Any help here would be appreciated. Thanks and take Atarian care
>
> The 'mode' used in Gem Drop is what I called "Super IRG mode." I simply
> used alternating character sets in IRG mode to achieve the perception of
> something like 13 colors.
>
> For example, imagine your color palette includes black and red.
> You can create a dark red color by flipping pixels between black and red.
>
> Here's an ASCII diagram of how I'd do it to create a solid dark-red block
> (4x8 pixels in IRG mode).
>
> Character set #1 (every odd refresh):
>
> #.#.
> .#.#
> #.#.
> .#.#
> #.#.
> .#.#

> #.#.
> .#.#
>
> Character set #2 (every even refresh):
>
> .#.#
> #.#.
> .#.#
> #.#.
> .#.#
> #.#.
> .#.#
> #.#.
>
> Perceived image:
>
> ====
> ====
> ====
> ====
> ====
> ====
> ====
> ====
>
>
> I did Gem Drop in Action!, and the code is available in the Gem Drop .ARC.
> The mode is simply a single VBI which toggles between the two character
> sets every interrupt. :)
>
> Now, best of all, I created a Super IRG font editor that you can use to
> make characters. It has a mode that lets you edit 4 characters at once,
> displaying them in a 2x2 layout. (I used this to create the 8x16 puzzle
> pieces for Gem Drop... I _think_. I may have written the editor after
> finishing the game! :^))
>
> You can download it here:
>
> http://www.newbreedsoftware.com/sife/
>
> The .ARC on the download page also includes the Action! source to SIFE. :)
>
> Enjoy and good luck!
>
> --
> -bill!
> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/

1265. FA: various Atari 400/800/XE cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2007-09-30 16:55:57 UTC
From: cph <cph1776@gmail.com>
Message-ID: <1191171357.851058.86290@o80g2000hse.googlegroups.com>
Source record: 4004

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=190158194106
K-Byte CBS Games for Atari 400/800/XE L K-razy Shootout and K-Razy
Antiks

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=190158192302
Atari Sublogic Flight Simulator II for XE (may work in 400/800, but I
am not sure)

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=190158199611
Book "How to beat Atari, Intellivision and Other Home Video Games"
(admittedly this is for the 2600 crowd, but..)

Thanks for reading.

1266. Re: Anyone making a trip between Indianapolis and Chicago soon?

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-01 15:04:44 UTC
From: Chuck B <Cabacon@cox.net>
Message-ID: <g08Mi.8182$or1.2225@newsfe19.lga>
Source record: 4005
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.classic

I am going to chicago at the end of october, but I am going back to
cleveland. So if that can work for you in anyway?

"Slor" <semaj@rols.ten> wrote in message
news:Xns99B8B2C321214emuslor@216.196.97.136...
> If anyone is, say for the show this weeked or anything else, I'm looking
> for someone who might be able to pick up a machine for me sometime in the
> near future (pick-up in just north of Chicago, delivery to Indy or as
> close
> as possible). You can email me by reversing each segment of my email
> address here, and I'll certainly care of any additional gas that might be
> required.
>
> Thanks!
>
> --
> James
> http://www.e-host-direct.com
> Reliable web hosting from $12/year.

1267. Re: I'm programming GTA - ATARI for the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-02 16:09:31 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <R0uMi.12809$924.3195@newssvr23.news.prodigy.net>
Source record: 4006

```
"ATARI MASTER" <> wrote in message
>
> ATARI computers failed in the 80s because they had
> not enough violent video games and especially no
> GTA game. Kids like violence and kids love gore.
>
> So I'm programming GTA - ATARI, an ultra-violent
> version of Grand Theft Auto for the ATARI.
>
> In this game, you have to murder C64 users and
> drive over their corpses for extra points. Collect
> their heads and sell them to the local voodoo priest
> for money. Kill C64 computers and sell the remains
> at the local junkyard.
>
> Coming soon, rated Adult Only.
>
Well, there you have it.
```

1268. Re: WTB 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-04 04:22:30 UTC
From: Chuck B <Cabacon@cox.net>
Message-ID: <7UZMi.334155$dA7.162253@newsfe16.lga>
Source record: 4007

TO the person who emailed me, did you get my last email. I am trying to buy
asap
"Chuck B" <Cabacon@cox.net> wrote in message
news:FeAKi.62734$hP1.46751@newsfe13.lga...
>I need a great shape 130 xe, anyone have one they want to sell?
>
>

1269. Re: Anyone making a trip between Indianapolis and Chicago soon?

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-04 07:12:57 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns99BF20FA6BCE6emuslor@216.196.97.136>
Source record: 4008
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.classic

Despite all prevention efforts, "Chuck B" <Cabacon@cox.net> wrote in
news:g08Mi.8182$or1.2225@newsfe19.lga:

> I am going to chicago at the end of october, but I am going back to
> cleveland. So if that can work for you in anyway?
>

Hey Chuck - thanks for the offer. Assuming you're taking the most direct
route back to Cleveland, it doesn't like you'll really get much closer to
Indy than Chicago is. Otherwise, I'd take you up on it! :)

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

1270. ADOPTION: PORTLAND, OREGON USA!

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-04 14:19:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0710040715400.20046-100000@onyx.spiritone.com>
Source record: 4009
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Is your garage full of Atari? Can you squeeze into your attic? Do you have an Atari in your closet? If your Atari stuff needs a new home, especially if your in Portland, Oregon USA! E-Mail Atari@aracnet.com or call Ben at (503)256-9974! And even if your not in Portland, feel free to contact Ben.

This covers Atari Hardware, Games/Software, Books & Accessories! Classic Atari 8 Bit and Atari ST Computers Plus Atari Jaguar Games and consoles!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1271. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-04 14:23:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0710040719250.20046-100000@onyx.spiritone.com>
Source record: 4010
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my
Atari Books, 20% off. E-Mail Atari@aracnet.com or call Ben@(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1272. FS: 20% OFF ALL ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-04 14:29:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0710040723140.20046-100000@onyx.spiritone.com>
Source record: 4011
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ALL GAMES 20% OFF! ALL GAMES 20% OFF!ALL GAMES 20% OFF! ALL GAMES 20% OFF!

ORDERS OVER $50 GETS 20% OFF ALL GAMES FOR CLASSIC ATARI 8 BIT & ST GAMES!
ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF ALL ATARI
GAMES!Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask
for Atari catalogs. Cut-&-Paste your order and E-Mail your list with your
Shipping Address so I can expedite your order or call 24/7 @(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1273. Send your Atari WantList to Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-04 14:43:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0710040739260.20046-100000@onyx.spiritone.com>
Source record: 4012
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari that you want for your Atari are in my Catalogs! Many I havent added! Do yourself a favor, add your WantList of Atari Treasures to my WantLists! Be specific! Make the Subject: "Wantlist" and E-Mail your lists to Atari@aracnet.com Collectors Welcome!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1274. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-05 04:23:42 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1191558206@rtfm.mit.edu>
Source record: 4013
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 22, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.
Atari, headquartered at the time in Sunnyvale, California, USA, produced this
line of computers from 1979-1992.

To see what Atari, Inc. is up to today, visit: http://www.atari.com/

ABOUT THIS DOCUMENT
Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

The latest version of this document is posted to the following Usenet
newsgroups every 7 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

Former (before 1987) Usenet newsgroups for Atari computer discussion:
net.micro.atari8 - created Feb 1986
net.micro.atari - created Nov 1982
net.micro - created Jan 1982

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.atarimania.com/faq.php

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

ACGC - Atlantic Computer and Gaming Club
http://www.chebucto.ns.ca/Technology/NSACUG/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Atari computers news aggregator site, by Matthew Bacon)
http://www.ataritoday.com/

1275. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-06 04:21:44 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/vendev_1191644496@rtfm.mit.edu>
Source record: 4014
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: September 17, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

This document is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

The latest version of this document is posted to the following Usenet
newsgroups every 60 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

You may also request my latest working version at: michael@mcurrent.name

**********************************************************************
* For other 8-bit Atari related FAQs please see the "Welcome FAQ": *
* ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome *
* http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html *
**********************************************************************

UPDATES SINCE PREVIOUS POSTING:
2007.09.17 More Than Games: 130XE Type 1 320K memory upgrade,
130XE TYPE 2 320K memory upgrade
2007.08.22 Mark Grebe, new URL, Atari800MacX 3.7, Sio2OSX 1.2
2007.08.19 Raphael Espino, CpegView 0.5
2007.08.19 added: Chris Hutt
2007.08.19 added: Atlantis Games Group
2007.08.15 deleted: Marius Diepenhorst (web page gone)
2007.08.07 added: Vintage Computer Cables

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```

Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web page address.

Unless explicitly requested by the vendor, no entries will include an email address due to the overwhelming amount of spam that would result.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to

customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Mr. Corey Koltz) 4/06
302 W Dewey St
Cassville WI 53806-9733
USA
Phone: 608-725-2137
http://www.8bitclassics.com/
Vendor: new and used hardware and commercial software

A-ONE Online Magazine 2/07
See: Dana P. Jacobson

ABBUC HAR -- Hannoverschen ABBUC Regionalgruppe 2/07
Hanover
Germany
http://www.bertelmann.org/har/
Vendor: XF351 Upgrade-Kit includes Floppy + Cable + EPROM + Bootdisc, Used Atari 800 XL PAL, Speedy1050 TDS. Not all items online available-- Ask for more information. Additionally vendor of:
- all items from Frank Heuser Shop
- all items from Wolfram Fischer
Special lower prices for ABBUC members available.

ABBUC RAF -- Regionalgruppe ABBUC Frankfurt 5/07
Dillenburgerstrabe 61
60439 Frankfurt / Main
Germany
http://www.abbuc-raf.de/
Vendor: MultiJoy8 cable and adapter
Developer: SIO2PC, Network Interface, 2 computer interface (automatic
2 computer switch for use the same peripherie), Schaltnetzteil
(Power supply), 8 channel digital voltmeter, SIO2USB

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated
temperature monitoring station using simple thermisters and the provided
software. Also available: source code listing, temperature data aggregation
utility

Alhart Enterprises Presents (AEP) 8/06
c/o Paul V. Alhart
524 N Z St
Lompoc CA 93436-5019
USA
tel: (805) 736-4624
"encoded" email: OOOp.alhartOOO@OOOverizonOOO.OOOnetOOO
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12
Repair shop: Atari disk drives

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module,

TV/Computer Switch

Art Transfair Berlin (Andre Motzkus) 2/07
Brunsbuetteler Damm 223d
13581 Berlin
Germany
http://www.art-transfair.de/
Vendor: Computer, expansion, Floppy, memory-upgrades up to 16 mb,
Audio A/D changer, additional many other Atari items (16/32/64bit).
Special lower prices for ABBUC members.

Atari800 Development Team 6/06
See also: Mark Grebe
See also: Christian Groessler
See also: Piotr Fusik
See also: Kostas Nakos
See also: Vasyl Tsvirkunov
See also: Ludovic Jacomme
Petr Stehlik (maintainer), Troy Ayers (Playstation 2), Michael Borisov (POKEY
sound), Piotr Fusik (core developer), Mark Grebe (Mac OSX), Christian
Groessler (Sega Dreamcast), Perry McFarlane (cycle-exact ANTIC and GTIA),
Kostas Nakos (Windows CE), Krzysztof Nikiel (Win32), Jacek Poplawski (SDL),
Vasyl Tsvirkunov (Windows CE), James Wilkinson (DOS, BeOS, Win32),
Ludovic Jacomme (PSP)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 2.0.2 - an Atari 400, 800, 600XL, 800XL, 130XE
and 5200 emulator for Unix, Linux, Win32, Amiga, MS-DOS, Atari TT/Falcon,
BeOS, WinCE, Mac OSX, Playstation 2 and other systems

AtariAge (Albert Yarusso, Alex Bilstein) 4/06
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware (includes homebrew project supplies by Pixels Past)
Developer: Beef Drop cartridge (by Ken Siders)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax
Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and
Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World
by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed
Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX)
titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management
Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort,
Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern
Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT
Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill,
Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match,

Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics Package, Solitaire, Source Code For Eastern Front (1941), Letterman, Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc, Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage, Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt, Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show, Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing, BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!, Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy, Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler, Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atarimax (Steven J. Tucker) 5/07
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v3.0.2 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS 32-in-1 for XL/XE, APE Warp+ OS 32-in-1 for 1200XL, Imagic 1.06 95/NT - Atari Disk Image Conversion System (ATR/XFD/DCM/SCP), Imagic 1.06 DOS, Atari Terminal Simulator ATS 2.0 (SR2) - ATASCII Telnet/Serial Terminal & Break Movie Player 95/NT, Break Movie Screensaver 95/NT, MaxFlash Flash MultiCart (1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface (RS232 and USB editions), Atarimax/ABBUC USB Cartridge, MyIDE+Flash IDE Interface Cartridge

Atari Online News, Etc. 2/07
See: Dana P. Jacobson

The Atari Shop (Sandra) 1/07
The Netherlands
http://www.atari-shop.nl/
Vendor: new/used hardware, new/used commercial software

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atlantis Games Group 8/07
(Sal "Kjmann" Esquivel, TJ "Damage X" Edmister, Gary "Rybags" Ryan,
Zdenek "Psuedografx" Eisenhammer, Peter "peteofborg" Meyer
USA
http://www.atlantisgamesgroup.com/
Developer: OutRun Project, Battle Squadron Project

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 6/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 2.2 (Interactive 6502 Disassembler for Win32,
designed to specifically support Atari binary files)

Matthew Bacon 2/07
UK
http://www.myatari.net/
Publisher: MyAtari online magazine (back issues online)

BAKTRA (Michael Kalous) 2/07
Czech Republic
http://www.baktra.wz.cz/
Developer: TURGEN SYSTEM 3 (for JRE; generate a Turbo 2000 sound record
from files for ATARI located on PC. Output to WAV file or direct output to
sound card.), QUO VADIS Intro (demo), mmSAP 1.6 (SAP player for Linux),

Popis formatu Turbo 2000 a Super Turbo verze 1.0 2006-10-24,
Caverns of the Lost Miner

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator
for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced)
SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz 5/04
Germany
http://www.cc65.org/
Developer: cc65 2.10.1 - a complete cross development package for 65(C)02
systems, including a macro assembler, a C compiler, linker, librarian and
several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 4/07
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out),
IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10,
MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0,
CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"),
ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 6/07
672 Commercial St
San Jose CA 95112-1406
USA

Telephone: (408) 278-1070 (M-F 1:30pm to 5:00pm PST)
FAX: (408) 278-1092
E-FAX: (815) 364-3703
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch keyboard upgrade for XE computers, Best Light Gun, Best Gold CX40 Joystick PCB, Atari CX40 Joystick Rebuild Kit with Atari Upgraded CX40 Handle and Best Gold CX40 PCB, Atari CX40 Joysticks upgraded with the Best Gold CX40 PCB, Atari Jaguar Power Pad to Other Atari Systems Adapter Cable, Sega Genesis Controllers To Atari Systems Adapter Cable

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 8/06
USA
http://www.bigfivesoftware.com/
Developer: Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenek Burian 4/07
Marie Majerove 33
Prostejov 6
798 11
Czech Republic
Tel. 582 360 714
http://flop.atari.org/
Publisher: FLOP disk magazine, annual (FLOP 50 published April 2007)

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 8/06
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 1/07
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens: Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart
(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/07
1350 Buffalo Rd Ste 2
Rochester NY 14624-1829
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems (include a hard disk, Black Box, power supply,
controller, cables, and software), SIO cables, hard disk controllers:
Adaptec 4000 SCSI, Adaptec 4070 (RLL) SCSI, Xebec S1410a SASI

Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Cosine Systems (Exin [Sebastian], Intensity [Arman], Odie [Sean], 1/06
Sack [Adam], Magic Roundabout [Jason])
United Kingdom
http://www.cosine.org.uk/
Developer: demos: C.G.M. UKScene Radio Intro, 1K Party. game: Reaxion

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file
analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS
or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory
tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4
(written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel
Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor
and more)

CSW-Verlag 2/07
Weidenstrabe 13/1
71364 Winnenden
Germany
tel/FAX: +49 (0) 71 95/6 11 20
http://www.retro-magazin.de/
Publisher: RETRO magazine. Themes: Retro-computing for all systems.
Atari part: approx. 10%. (Not only 8bit) 9.90 euro per magazine, 4
magazines per year for 35 euro.

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine
(1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques (Dan Dotson and Marilyn Saul) 9/06
PO Box 40751
Tucson AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

DGS 11/03
See: Dean Garraghty

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?,
What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS,
D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2,
Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5,
Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system:
Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Digital Force (Mario Trams) 1/07
Germany
http://www.digital-force.net/
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler (Flo) 4/07
Germany
http://www.akk.org/~flo/
Developer: Ice-Hockey (for MultiJoy interface, March/April 2002),
Sheep-Race (for MultiJoy interface, Aug 2002),
CardGrabber (for MultiJoy interface, May-Aug 2002),
Peripheral Test (May-July 2004)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

Draco (Konrad M. Kokoszkiewicz, KMK) 6/06
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: for standard Atari: DEMON, EYE, SysInfo 2.11, SD-Load. for
SpartaDOS X: CP v.1.2, MAN, SpartaDOS TAR v.1.3a, mdump, run, inidos, ca2001,
XF-551 Config. for KMK/JZ IDE: IDE BIOS 1.11, KMK/JZ IDE user's manual,
Utilities diskette, HDSC v.1.4, MaKe a SpartaDos FileSystem, RW-Test. for
65c816 Atari: 65c816 XL OS v. 2.11 (5.VI.2006.), D2D v.0.5, grep,
LPOKE/LPEEK, MultiBASIC v.0.33, MultiBASIC Manual, SD-Load. patches for:
Moon Patrol, Music Protracker v.2.4, Perestroyka Demo, Prof!'s XDIR. for

UNIX: SIO2BSD

Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 1/07
PO Box 3365
Spring Hill FL 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware, used commercial software

Emulators (Derek Mihocka) 8/06
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit & Atari ST & Apple Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 - 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 - 8-bit Atari emulator for MS-DOS

Epi/Tristesse^O.S. (Adrian Matoga) 3/07
See also: Tristesse
See also: O.S.
Adrian Matoga
ul. Jezdziecka 11
30-698 Krakow
Poland
http://epi.atari8.info/
Developer: NeoTracker Winamp plugin v0.1, TIP Tools v0.3.1 (includes: TipView 1.0, BMP2TIP 0.21), sapemu v0.1 - http://asma.atari.org/bin/sapemu.zip , HardCore Assembler v1.0

Raphael Espino 8/07
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility), Atari 8-bit JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface", JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg", JpegShow 0.1 (07Aug01) "A slideshow version", CpegView 0.5 (18Aug07) "The colour JPEG viewer for Atari 8-bit computers"

Subject: F

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700

Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for 68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator, Atari 400/800/XL/XE emulation for the PowerMac),

Wolfram Fischer 2/07
Dorfstrasse 1a
28870 Ottersberg
Germany
"encoded" email: OOOmega-hzOOO@OOOt-onlineOOO.OOOdeOOO
Vendor: SIO2IDE 3.X, MultiJoy8/16
Developer: Speedy 1050 TDS with track-led, 256KB memory expansion for 800XL.
Special lower prices for ABBUC members.

FLOP disk magazine 5/05
See: Zdenek Burian

Foundation Two 1/07
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks, N!ne)
Germany
http://www.foundationtwo.de/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut, Bremspunkt (Brems.)

Ron Fries 4/07
http://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98), Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" / "0xF" 6/06
See also: Atari800 Development Team
See also: Taquart
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Infinity
Poland
http://xasm.atari.org/
http://asap.sourceforge.net/
Developer: Atari utilities: Professional Copy 2.1, FlashPack 2.1, PowerGraph 1.0, GR8 Logoser 1.1; PC utilities: ASAP (Another Slight Atari Player) 0.2.1, xasm 3.0.0, SAP Maker 5.0, unsap

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Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)

62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes International English versions of Power Per Post (PPP) software from Germany; Commercial Software Collection CD-ROM includes: Quick (programming language) V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM) V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer (DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper, Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues 1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain Software Collection CD-ROM includes 191 mostly double-sided disks plus some bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

Bostjan Gorisek (Gury, Firemover) 6/07
Poland
http://gury.atari8.info/
Developer: Sprite Engine 1.0.3

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force, Zero War, Menace, Pacland, Moonbase

Mark Grebe 8/07
See also: Atari800 Development Team
USA
http://www.atarimac.com/
Developer: Atari800MacX 3.7 (version of Atari800 emulator for Mac OS X), Sio2OSX 1.2 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 2/07
See Also: Atari800 Development Team
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
http://contiki.cvs.sourceforge.net/contiki/contiki-atari/
Developer: Atari800 for SEGA Dreamcast v0.76, Contiki 1.0 for Atari (a working release of the Contiki web browser for the Atari 8bit systems)

Subject: H

Lee Hanken 1/07
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atascii/
Developer: ATASCIIView Version 1.3 (ATASCII file viewer for MS-Windows).
web-based Atari 8-bit ATASCII file viewer:
http://www.leehanken.pwp.blueyonder.co.uk/atari/

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,
VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,
CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase,
Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye,
Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

Frank Heuser 2/07
Kappelstrasse 10
67269 Gruenstadt
Germany
http://www.asselheim.de/
Vendor: new hardware expansion items, including: SIO2PC (internal/
external), 1050PC, Midi, Voicebox (Atari Magazin), Function keys,
16-OS-switch, AKI, RAM Expansion, Audio/Video cable and adapter, Videobox.
Special lower prices for ABBUC members.

HiassofT 8/07
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl

Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC or APE; atarixfer - a small tool to read/write ATR images to an Atari disk drive connected by a 1050-2-PC or ProSystem cable), Atari-Link PC (AtariDsk) V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPicoDos 4.04 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks)

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 2/07
USA
http://cth.dtdns.net/
Developer: The Armorizer (file corruption detector), ATOS (graphical desktop environment), BrainFork (programming language), Check CRC32, Disk Fragmentation Utility, The Long Integer Library (CC65 and Action! versions), M.T.O.S. (Multi-Tasking Operating System), Micro BASIC, Mouse (programming language), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell (for SpartaDOS), Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet),

Chris Hutt (Sheddy) 8/07
UK
http://www.sheddyshack.co.uk/
Developer: Space Harrier Conversion Project

Subject: I

IEC "Innovative Electronics & Computing" 4/07
6185 E 56th Ave
Commerce City CO 80022-3959
USA
Phone: +1-303-288-5000
(USA) 800-765-4432 Mon-Fri, 8:00AM-6:00PM MT
Fax: +1-303-288-5099
http://www.iec-usa.com/
Developer: Atari connectors: Atari 13 Position Buss Connector for Atari
400 and Atari 800 Computers. Atari cables:
(http://www.connectworld.net/cgi-bin/iec/05MCOlderAtari.html)
Atari Color Monitor Cable 5', Atari Monochrome Monitor Cable 5',
Atari Color Monitor Cable With 2 RCA Plugs 5',
Atari Monitor Cable With 2 RCA Plugs 5', Atari Lefty Joystick Adapter,
Atari IF850 and IF860 Parallel Cable 6', Atari IF850 and IF860 Modem Cable 6',
Atari IF850 and IF860 to Serial Printer Cable 6',
Atari 400 and 800 Bus (SIO) Cable 6'

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari
MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class
(combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000),
Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik,
Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Integrated Logic Systems (ILS - Stephen J. Carden) 4/07
3321 Jonathan Cir
Augusta GA 30906-3829
USA
http://www.tcpipexpress.com/
Developer: Multiplexer (MUX) board Version 1.1 July 21, 2006,
TurBoss O/S (Atari XL/XE O/S Replacement Module), TCPIP Express,
Real.DOS Ver 1.0a Build 0024 2-Oct-06

Subject: J

Jeff Jackson 8/06
USA

http://www.jeff-jackson.com
Developer: JLS BASIC - Jackson Languange System BASIC compiler

Dana P. Jacobson 2/07
USA
http://www.atarinews.org/ or http://people.delphiforums.com/dpj/a-one.htm
Publisher: Atari Online News, Etc. -- A-ONE Online Magazine. weekly

Ludovic Jacomme (Zx-81) 3/07
France
http://zx81.zx81.free.fr/
Developer: PSPAtari v1.0.7: Atari 800/130/5200 Emulator for PSP
(port of Atari800 emulator for PlayStation Portable)

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not
complete version)

Shawn Jefferson 3/07
Victoria, BC
Canada
http://www.jeffersonsauctioneering.com/atari/
Developer: MyIDE Config 4.0, MyIDE Image Manager 4.0,
MyIDE Image Batcher 1.0

Subject: K

Nick Kennedy 5/07
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://pages.suddenlink.net/wa5bdu/
Developer: SIO2PC 4.21 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari
Drive to PC Interface): software, hardware plans, cables, parts (not for
Windows-XP), HAM Terminal for Atari, The WA5BDU Computer Keyer 1.5
(morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 7/07
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Krishna Software (Krishnasoft) 1/07
173 Prestwick Way
Edison NJ 08820-4680
USA
http://www.krishnasoft.com/sps.htm

Developer: Multi-platform Distributive Operating System (MPDOS) Standard
(version 1.00. simulate joystick, mouse, keyboard with a PC),
MPDOS Professional for Atari (version 1.00. simulate Atari disk drive and
cassette program recorder), Sound Processing Software (SPS) 1.00 (software
for Windows suitable for creating sounds for the Atari)

The Sound Processing Software (SPS)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://hysteria.sk/~mikro/
Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite
editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR
in double density to XFD format)

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9,
Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to
connect an 8-bit Atari computer (or any device with a serial port) directly
to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

LaResistance (born, NoiD, powrooz, pr0be, stryker) 3/07
Poland
http://laresistance.pigwa.net/
Developer: edict (intro), Silly Venture 2k4 Invitation, polymatrix (demo),
the shrine (demo)

Derek Ledbetter 8/05
540 Canal St Apt 9
San Rafael CA 94901-4145
USA
Home Phone (415) 256-1931
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator 1.0.7 developement release 3 for MacOS 8.6 and

later, and OS X

Marcin Lewandowski (Jaskier/Taquart) 8/05
See also: Taquart
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
http://atariarea.histeria.pl/PLus/index_us.htm
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM, MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1, Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM (Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2, 3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick Assembler to PC X-Asm), Atari800Win PLus 4.0 (for Windows, based on Atari800)

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 9/06
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

MadTeam (Tebe, Pajero, Profi, Rage, Psychol, Rocky, KAMM) 6/07
Poland
http://madteam.atari8.info/
http://g2f.atari8.info/
http://mads.atari8.info/
Developer: demos: Happy Demo, MadTeam Intro, The Muppet Movie Show, IGOR, FAJER, SINTRO, Running Cow, LAJF, Journey, Vasco, X, Splash, TIT, ANI, SAMAR Graphics Collection, Kaszel #1, Syzygy #8, Dupland Slideshow. games: Droga Do Duplandu, Mental Age, Dyna Blaster, Getris, Nibbly. Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5, Mathaf****r Editor 3.1, Mathaf****r Reader 1.1, Turbo 2000F, Visage 2.7, XL-Paint 2.5MaX, 2.6MaX, Rip2Max, 2xMPT 8Channel Stereo Project 1.0, Atari Commander 1.6, Via Copy 4.4, SAMAR Hi-res Interlace with Map of Colours (SHIMC) Editor 1.0, LZW Pack 4.2, Squash 1.4, Total Commander ATR Plugin v1.5. PC utilities: Graph2Font 3.8.5.3 (convert graphics to Atari chars and design multicolor graphics for the Atari), MADS 1.7.7

(Mad-Assembler: 4-pass crossassembler designed for 6502 and 65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989), Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

Alex Martin 1/04
P.O. Box 65
00-952 Warszawa
Poland
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static memory expansion and replacement (backed-up with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interface. Under development: ANTIC buffering system, 14 MHz 65c816 CPU with 16 MB static memory

MatoSimi (Martin Simecek) 7/07
Slovakia
http://matosimi.atari.org/
Developer: CMC Musix 1 (demo), CMC MSX Extractor (utility), Plasma4 (intro), Atari FontMaker v1.1 (create ATARI font on PC), Laser Blaster (game), Monex v1.1 (game), Music From Zeus Intro, T2K decoder v.021 (convert programs from cassette tape to disk), Light Up! (game), Belljumper 1k (game)

MCM, an InOne company 5/06
650 Congress Park Dr
Centerville OH 45459-4000
USA
Phone: 1-800-543-4330
Fax: 1-800-765-6960
http://www.mcminone.com/
Developer: 9 Pin Jack For Atari, AC Adaptor Atari 3.5mm 9V DC 500mA

The MESS Team 1/07
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS)-- an emulator of a large number of systems, including the 8-bit Atari computers -- downloads available for Windows, *nix, Mac OS, and DOS

MicroUSB.org - Microprocessor USB Project 1/06
Atari project: Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann
Germany
http://microusb.org/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart (Hardware Cypress SL811, Hardware USBN9602), AtariXLJoypad (Logitech Rumblepad 2 USB Version 2.0), AtariXLJoystick (Competition Pro USB 1.0), AtariXLKeyboard 0.1 BETA, AtariXLMouse (Logitech USB Mouse), AtariXLWheel (Thrustmaster Nascar Pro Digital 2, Logitech Formula GP 1.0, Logitech Vibration Feedback Wheel),

USB Device Driver Development Kit 1.2.0, USB Enduser Driver Disk USBTEST Version 0.6, USB HID Base Driver Version 2.0, USBDOS 0.1

Mirage Interactive 6/05
See also: Rewindgames (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 6/06
Gdansk
Poland
http://atariarea.histeria.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 3.3a, 4.4, 4.4a (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 9/07
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://www.a8maestro.com/sites/mtgcat/
Vendor: NEW Super Sketch Graphics Tablet W/cart (PPI), used hardware, used commercial software
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter, 850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25), 850 to modem adapter (9 to 9), EASI/O-S SIO adapter cable 18", EASI/O-S SIO adapter cable 3', EASI/O-P Printer adapter cable 5', A8 A/V BOB Audio/Video BreakOut Box with s-video jack, 6' Svideo cable, 12' Svideo cable, SPEEDIER: 19.2K RS232 adapter, EASI/O SPIDER Multi port adapter PCB, 130XE Type 1 320K memory upgrade, 130XE TYPE 2 320K memory upgrade

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

MyAtari 2/07
See: Matthew Bacon

Subject: N

Kostas Nakos 1/06
See also: Atari800 Development Team
Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/
Developer: Pocket Atari 2.0.1

New Breed Software 9/06
c/o Bill Kendrick
2210 Rock St Apt 33
Mountain View CA 94043-2644
USA
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector, MuxChat, SIFE - Super-IRG Font Editor

Nelson Nieves 8/06
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree, TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

Subject: O

Odsiecz Sobieskiego -- O.S. 3/07
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik
See also: Epi
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
Developer: xunzip v2.1 (18 September 2006 -- a ZIP, TAR, GZ and TGZ (TAR.GZ) archives depacker) http://www.atari8.info/stuff/xz21.zip

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit rom dumps

Outland Quest Software 6/06
USA
http://www.outlandquestsoftware.com/
Developer: Ally Attack, Black Sea Silver Fishing, Desert Crossfire, Dungeons of Oti, Empire, Golf Tees, Graphics 8 Painter, Hoss Racing, Korellian Conflict, Lite Show, Mad Libs, Motions Variable, Scattergories,

Space Regent, Starbase Alpha, Standoff, Star Maze, Terror Fair,
Three-D Force Tic-Tac-Toe, T.I.A.K. - Taking In Accurate Knowledge,
Uncle Milton's Million Dollar Mystery Mansion

Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

Eric Parent 8/06
http://joyfulcoder.com/
Developer: Memo Pad Release 4 (August 26, 2006; ATASCII file viewer and
converter)

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

Pecus and Pirx 6/07
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: OMC65 crossassembler - Our 5oft MaCro assember for 6502
ver. 1.3 (Win32 executable); Scorched Earth for Atari XL/XE build 114,
Chip 8 & SuperChip 8 emulator v1.1

Tomasz Piorek / electron 7/07
See also: Taquart
Poland
http://vbxe.atari8.info/
Developer: VBXE - Video Board XE - project is a programmable, FPGA based
graphics subsystem for Atari XE computers

Pixels Past (Joe Grand) 4/06
2907 Shelter Island Dr Ste 105-169
San Diego CA 92106-2797
USA
Telephone: 619-222-4100
Facsimile: 619-222-1797
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari),
Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/
paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: R

Werner Raetz 9/06
Postfach 16 40
D-75006 Bretten
Germany
Telefon: 07252/4827 oder 07252/3058
Telefax: 07252/85565
"encoded" email: OOORaetz.SMOOO@OOOt-onlineOOO.OOOdeOOO
Publisher: WASEO-Publisher, WASEO-Designer, WASEO-Triology,
WASEO-Grafinoptikum, WASEO-Labouratorium, WASEO-Practoscope, WASEO
DISK-LINE disk magazine

Burkhard Rau (HCRBurk) 5/06
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

Ready Magazin (Sascha Leidel) 2/07
Germany
http://www.8-bits.de
Publisher: READY. Magazine. Atari part: 100%, only Atari.
2.60 euro per magazine. 6 magazines per year
Special lower prize for ABBUC members available.

READY Technologies (Thomas Smailus) 5/06
254 Nelson Dr Apt U
Baton Rouge LA 70808-5059
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital hardware systems; design, development, and production of software systems; software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering, Consulting

RETRO magazine 2/07
See: CSW-Verlag

Rewindgames (Fred Meijer) 4/06
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.rewindgames.com/
Vendor: new and used hardware, new and used commercial software including all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!, Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds, Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility Disk

Thomas Richter 4/07
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ Emulator (800/XL/XE/5200 emulator for Unix/Linux/Solaris/Irix) Stable Release 1.52, CVS Snapshot 1.52, atari++ 1.52 for win32

Markus Roemer / R.I.K. of Kaisersoft 10/06
An der Roehr 6a
55606 Hochstetten-Dhaun
Germany
Publisher: Top Magazin 2006

Pawel Rosowski 4/05
Poland
http://uce.pl/ikplus/
Developer: IK+ C64 to Atari 8-bit Conversion Project (game)
version 0103 (March 2005)

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/ or http://www.schappel.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy),
BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master,
Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings,
ROBOX, Snow Plow, Snow Plow Editor

Subject: S

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire,
Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons,
zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping,
TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II.
XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint,
MultiJoy 16/2 hardware interface

Darren Schebek 6/07
Canada
http://www.schebek.ca/ or http://www.user.dccnet.com/dschebek/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Serious Magazine 5/05
See: Dial Group

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 9/06
The Netherlands
http://members.home.nl/stack/Atari/atari-xlxe-download.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-
ROM)

Ernest R. Schreurs 9/06
Kempenlandstraat 8
5211 VN Hertogenbosch
The Netherlands
http://home.planet.nl/~ernest/
http://members.home.nl/stack/Atari/atari-pooldisk.html
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm
archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image
system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a
clean .wav file from a Digital Cassette Image), POOLDISK TOO

(PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.ksiders.tzo.com/
Developer: Emulators Utilities: ATR/DCM utilities (DOS),
AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer,
KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler,
Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus.
Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker,
KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic,
Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish,
Circle of Richness

Sikor Soft (Pawel Sikorski) 1/05
See also: Rewindgames (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://sikorsoft.internetdsl.pl/
Developer: 5 x 5, 5 x 5 Editor, ABC, Centurion, Cyborg, Fire Stone,
Ketchup, Liga Polska, Magic of Words, Max, Moscow 1993, Neuroid, Nexus, Orto
Puzzle, Pilkarski Poker, Sexy Six, Sexy Six Data Disk #1, Sexy Six Data Disk
#2, Sexy Six Data Disk #3, Teacher Killer, Tekblast

Mark l. Simonson 9/06
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 1/06
http://makeatr.atari8.info/
Developer: makeATR v0.06 (software for MS-Windows)

Len Spencer 8/06
USA
http://www.lspenc13.us/Lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black
Box interfaces), FoReM-XE Professional BBS Version 5.4

Sascha Springer 3/04
http://www.zerstoerung.de/

Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely from scratch")

SquoQuo (Hopper, Bugger, Genetic Gemini, Scythoior, Yoda) 4/06
Germany?
http://squoquo.tk/
Developer: Let's Hop, Sh*t Alpin 2005, Ms.Bulimia

Radek Sterba (Raster/C.P.U.) 5/07
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer: MultiJoy8 (connect 8 joysticks to one Atari), MultiJoy16 (connect 16 joysticks to one Atari), ATADIM v2.05 Beta (Win9x- work with Atari disk images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor), LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8), Multris (Tetris-like game for MultiJoy4), Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4 (Quadro-Tron patched for MultiJoy). utilities: MPE (MIDI Pattern Editor) v2.3, HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4, SA_POKEY (Standalone dynamic DLL library for emulation of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of Atari 6502 processor), Raster Music Tracker (RMT) v1.25 - cross-plaftorm XL/XE music maker for PC, RMT Player v1.06 (plays *.RMT (Raster Music Tracker) song files on Atari XE/XL computers), Creaxin1 "Create X in 1" (for use with S/XEGS RAMcart 128KB by C.P.U.) v1.03.
games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch), The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS - 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS) PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS, ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine interpreter, original by Steve Wozniak), Infoline for ACTION!

Sunmark (Mark DiLuciano) 4/06
383 Broadway
Lorain OH 44052-1631
USA
tel: 440-245-3678
http://www.sunmark.com/
Developer: 400/800/XL PCB, sio2pc PCB, R-Time - Real Time Cartridge (ICD
R-Time 8 clone), Hollex Cartridge (16K of SRAM powered by a lithium battery),
various electronic components useful for homebrew projects

Super Products 4/04
c/o James Bradford
14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 1/07
Czech Republic
http://jirkasuv.duch.cz/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..." text game)

Subject: T

Taquart 1/06
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely'
Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru'
Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj
'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz,
Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski
See also: Tomasz Piorek
See also: Marcin Zukowski
Poland
http://numen.scene.pl/ and
http://www.s-direktnet.de/homepages/k_nadj/taquart.html
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995),
Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag,
1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro,
Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996),
Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997),
Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997),
Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)

Vladimir Tichy 4/04
Hrdlovska 650

41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan) 3/07
See also: Epi
Poland
http://atariki.krap.pl/index.php/Tristesse
Developer: SROLL-demo, TRS-Desktop 0.9d alpha:
http://www.atari8.info/trsdesktop.php (screenshots)
http://trub.atari8.info/sdx_files/TRS_desktop_v09d_alfa.zip (download),
NeoTracker v1.6 : http://epi.atari8.info/files/neotracker-1.6.zip ,

trub 10/06
Poland
http://trub.atari8.info/ or http://trub.sys.net.pl/
Developer: all require SDX 4.x: TDPL 2.0 / TD 2.0 (enhanced TD.COM, Polish/
English), XEP.SYS 0.1F (XEP80 device driver), TRACE2 (file tracer for SDX
executable files), RUNEXT 0.4, QE 2.0 (Continuation of the famous Quick Edit
- E: and CON: accelerator by KMK), RWTEST2 (Read/Write Tester by KMK). for
SDX+65C816: RAMD816.SYS. for SDX+QMEG OS: OSSIO.SYS. for SIO2IDE:
S2I Commands 0.8, S2I JukeBox 4.0a. for MS Windows: FIXATR. for KMK/JZ IDE:
CDPLAY 0.4a. more: ED 2.9, ABASIC, YOGI/YELLYSTONE PARK Multidrive, XLDisk.
SDX upgrade project: SpartaDOS X 4.39RC, intSDX128, intSDX128 "flash",
AtraX SDX 128

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs. (Mainly working these days on HP Alpha (VMS), Sparc
(Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 2/07
See also: Atari800 Development Team
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/

Vendor: new hardware, new commercial software (cassette format)

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable
perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 4/07
http://retrobits.net/
Developer: Atari810 1.4d -- software for emulating an Atari 8-bit floppy
drive or hard disk on your PC (Windows NT/2000/XP)

Video 61 & Atari Sales (Lance Ringquist) 4/06
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
"We service, sell and publish hardware and software"
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developers: Checkers, Hearts, Ultra Translator

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12),
commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
USA
http://www.videogametrader.com/
Vendor: new and used commercial software

Vintage Computer Cables 8/07
Fort Lauderdale FL
USA
http://www.vintagecomputercables.com/

Developer: Atari Gold Video Cable, Atari Gold Video Cable (stereo with Y),
Atari Gold S-Video Cable (stereo with Y)

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

WASEO 9/06
c/o Thorsten Helbing
Koenigsberger Str. 9
30916 Isernhagen
Germany
tel: +49 175 9982360
FAX: +49 121 258 409 3729
http://www.waseo.de/
Developer: audio CDs: The 20 best ATARI Hits, The 20 most inventive ATARI
Songs, The Best of Music Non Stop, The Best of ATARI Game Music, The ATARI
Super Soundmix. Titles published by Werner Ratz: WASEO-Publisher
(DTP-Programm), WASEO-Designer (Erganzung zum DTP-Programm), WASEO-Triology
(Nutzliche Programmsammlung), WASEO-Grafinoptikum (Grafikprogrammsammlung),
WASEO-Labouratorium (Arbeitserleichterungsprogramme), WASEO-Practoscope
(Sammlung praktischer Programme), Demo Disk, Basic Hits, DISK-LINE disk
magazine

B. Watson (Urchlay) 5/07
http://www.urchlay.com/cassio/
Developer: cassio 0.2.2 - A tool for working with Atari 8-bit computer
cassette image (.cas) files on Linux or other UNIX-like systems.

Mark Watson 6/07
http://www.scrameta.net/a800.html
Developer: GP32 port of Atari800 emulator, version 0.8;
GP2X port of Atari800 emulator, version 1.0

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424

Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

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Subject: Z

Marcin Zukowski (eru/tqa) 5/07
See also: Taquart
The Netherlands
http://lepix.sourceforge.net/
Developer: LePix v.0.2.0

==========
End of atari-8-bit/vendev
==========

1276. Re: I'm programming GTA - ATARI for the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-08 18:22:09 UTC
From: nospam@poo.pee
Message-ID: <f9tkg3p9t681o85hi4p20r68nvi78ei13k@4ax.com>
Source record: 4015

On Tue, 2 Oct 2007 15:23:17 +0200, "ATARI MASTER" <atari@master.atari>
wrote:

>X-No-Archive: yes
>
>ATARI computers failed in the 80s because they had
>not enough violent video games and especially no
>GTA game. Kids like violence and kids love gore.
>
>So I'm programming GTA - ATARI, an ultra-violent
>version of Grand Theft Auto for the ATARI.
>
>In this game, you have to murder C64 users and
>drive over their corpses for extra points. Collect
>their heads and sell them to the local voodoo priest
>for money. Kill C64 computers and sell the remains
>at the local junkyard.
>
>Coming soon, rated Adult Only.
>
Shouldn't it be called GTIA - ATARI?

1277. FA: Atari 800, Xenophobe XE cart, Commando cart etc!

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-09 01:25:09 UTC
From: TjLaZah <tjlazah@ebay.com>
Message-ID: <13glm3og47bc6e2@corp.supernews.com>
Source record: 4016

Off loading some rare items on ebay if anyone is interested!

http://search.ebay.com/_W0QQsassZtjlazah

1278. the Atari 2600 is 30 years old

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-09 06:37:13 UTC
From: Scaler <spritescaler@directvinternet.com>
Message-ID: <1191911833.656352.311760@v3g2000hsg.googlegroups.com>
Source record: 4017
Cross-posted to:
rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.video.sony-playstation2

The Atari 2600, known in the 70s as the Atari VCS ~ Video Computer
System, is 30 years as of October 2007. it's birthday was actually
at the start of this month, but I didn't realize it until just now.
it's incredible knowing that the videogame console industry is over 30
years old.

1279. Re: the Atari 2600 is 30 years old

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-09 10:02:41 UTC
From: Impmon <impmon@digi.mon>
Message-ID: <bbkmg39qojetpan3knagvspoc2ah4f5dl7@4ax.com>
Source record: 4018
Cross-posted to:
rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.video.sony-playstation2

On Mon, 08 Oct 2007 23:37:13 -0700, Scaler
<spritescaler@directvinternet.com> wrote:

>The Atari 2600, known in the 70s as the Atari VCS ~ Video Computer
>System, is 30 years as of October 2007. it's birthday was actually
>at the start of this month, but I didn't realize it until just now.
>it's incredible knowing that the videogame console industry is over 30
>years old.

Better yet: new games are still being produced for Atari 2600. Come
and check Atariage store for some games that are far better than what
we had in 1970's and 1980's like Medival Mayhem.
--
sales@platshop.com disgust me. sales@platshop.com spams a lot in game
so I am posting sales@platshop.com as often as possible so sales@platshop.com
would start getting spammed sales@platshop.com eye for an eye. for good
luck, sales@platshop.com and sales@platshop.com

1280. Re: the Atari 2600 is 30 years old

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-09 16:20:36 UTC
From: Rich Hutnik <getrich@1upandup.com>
Message-ID: <1191946836.685613.122690@19g2000hsx.googlegroups.com>
Source record: 4019
Cross-posted to:
rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.video.sony-playstation2

On Oct 9, 6:02 am, Impmon <imp...@digi.mon> wrote:
> On Mon, 08 Oct 2007 23:37:13 -0700, Scaler
>
> <spritesca...@directvinternet.com> wrote:
> >The Atari 2600, known in the 70s as the Atari VCS ~ Video Computer
> >System, is 30 years as of October 2007. it's birthday was actually
> >at the start of this month, but I didn't realize it until just now.
> >it's incredible knowing that the videogame console industry is over 30
> >years old.
>
> Better yet: new games are still being produced for Atari 2600. Come
> and check Atariage store for some games that are far better than what
> we had in 1970's and 1980's like Medival Mayhem.
> --
> sa...@platshop.com disgust me. sa...@platshop.com spams a lot in game
> so I am posting sa...@platshop.com as often as possible so sa...@platshop.com
> would start getting spammed sa...@platshop.com eye for an eye. for good
> luck, sa...@platshop.com and sa...@platshop.com

Q-B is a great title (whatever it is named). It is a QBert type game
that works real well on the 2600.

- Rich

1281. I'm programming GTA - ATARI for the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-10 05:58:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <06b00f6e@familynet-international.org>
Source record: 4020

FamilyNet International Newsgate

> From: "ATARI MASTER" <atari@master.atari>

Sweet!!

Look forward to seeing this. And if you like the old school rivalry between
Atari and Commodore, then I might have a story series released soon. :)

Doc Clu

> So I'm programming GTA - ATARI, an ultra-violent
> version of Grand Theft Auto for the ATARI.

> In this game, you have to murder C64 users and
> drive over their corpses for extra points. Collect
> their heads and sell them to the local voodoo priest
> for money. Kill C64 computers and sell the remains
> at the local junkyard.

> Coming soon, rated Adult Only.

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

1282. Re: I'm programming GTA - ATARI for the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-10 06:19:46 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <06b00fc6@familynet-international.org>
Source record: 4021

```
FamilyNet International Newsgate

> From: nospam@poo.pee

> On Tue, 2 Oct 2007 15:23:17 +0200, "ATARI MASTER" <atari@master.atari>
> wrote:

>> X-No-Archive: yes
>>
>> ATARI computers failed in the 80s because they had
>> not enough violent video games and especially no
>> GTA game. Kids like violence and kids love gore.
>>
>> So I'm programming GTA - ATARI, an ultra-violent
>> version of Grand Theft Auto for the ATARI.
>>
>> In this game, you have to murder C64 users and
>> drive over their corpses for extra points. Collect
>> their heads and sell them to the local voodoo priest
>> for money. Kill C64 computers and sell the remains
>> at the local junkyard.
>>
>> Coming soon, rated Adult Only.
>>
> Shouldn't it be called GTIA - ATARI?

LOL! That's what I thought he was talking about at first.

Doctor Clu /|\
On a Atari 400 (connecting w/ SIO2OSX 2 beta)

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org
```

1283. Atari - eBay's most-watched auctions

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-11 17:10:09 UTC
From: Nomen Nescio <nobody@dizum.com>
Message-ID: <4ba64bbcfc36e03a75cda0dd68b03c3a@dizum.com>
Source record: 4022
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy

http://301url.com/Atari_MW

1284. atari patents

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-11 22:22:39 UTC
From: proteanthread <rtdos@rtdos.com>
Message-ID: <1192141359.824085.246940@y27g2000pre.googlegroups.com>
Source record: 4023

http://www.google.com/patents?q=atari&btnG=Search+Patents

1285. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-12 04:23:41 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1192163004@rtfm.mit.edu>
Source record: 4024
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 5, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.
Atari, headquartered at the time in Sunnyvale, California, USA, produced this
line of computers from 1979-1992.

To see what Atari, Inc. is up to today, visit: http://www.atari.com/

ABOUT THIS DOCUMENT
Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 7 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

Former (before 1987) Usenet newsgroups for Atari computer discussion:
net.micro.atari8 - created Feb 1986
net.micro.atari - created Nov 1982
net.micro - created Jan 1982

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.
```

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.atarimania.com/faq.php

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCE (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

1286. Re: atari patents

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-12 16:46:55 UTC
From: "micrologix1500@yahoo.com" <micrologix1500@yahoo.com>
Message-ID: <1192207615.400094.218720@q5g2000prf.googlegroups.com>
Source record: 4025

On Oct 11, 5:22 pm, proteanthread <rt...@rtdos.com> wrote:
> http://www.google.com/patents?q=atari&btnG=Search+Patents

apparently the last name "atari" is popular in some parts of the
world :)

1287. Re: the Atari 2600 is 30 years old

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-13 02:33:34 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4710640cc51630@comcast.net>
Source record: 4029
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit,
comp.sys.atari.st,alt.games.video.sony-playstation2

>The Atari 2600, known in the 70s as the Atari VCS ~ Video Computer
>System, is 30 years as of October 2007. it's birthday was actually
>at the start of this month, but I didn't realize it until just now.
>it's incredible knowing that the videogame console industry is over 30
>years old.

Yes it is great, but the really incredible thing is that I paid over $300 for
the system. That was a really hefty price for back then. But, it really was
worth it. I still have mine and it works.

--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

1288. Re: I'm programming GTA - ATARI for the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-13 02:38:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4710640cc51631@comcast.net>
Source record: 4028

>X-No-Archive: yes
>
>ATARI computers failed in the 80s because they had
>not enough violent video games and especially no
>GTA game. Kids like violence and kids love gore.
>
>So I'm programming GTA - ATARI, an ultra-violent
>version of Grand Theft Auto for the ATARI.
>
>In this game, you have to murder C64 users and
>drive over their corpses for extra points. Collect
>their heads and sell them to the local voodoo priest
>for money. Kill C64 computers and sell the remains
>at the local junkyard.
>
>Coming soon, rated Adult Only.

Sounds like it could be a good one and I like the "kill C64 computer" idea.
Keep us informed as to your progress. This sort of thing has been done for the
ST where Atari battled C64.

--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

1289. Re: atari patents

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-13 05:15:20 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <13h0l3isr9rq4b@corp.supernews.com>
Source record: 4026

micrologix1500@yahoo.com wrote:
> On Oct 11, 5:22 pm, proteanthread <rt...@rtdos.com> wrote:
>
>>http://www.google.com/patents?q=atari&btnG=Search+Patents
>
>
> apparently the last name "atari" is popular in some parts of the
> world :)
>

Sheesh that is a broad search! I put Cortese in the search term and it spewed just about as many hits. I didn't think there were that many Cortese inventors but it shows everything from sewing machines to espresso makers dating back before I was even born.

Thanks for the location. I normally use the http://patft.uspto.gov/ but their search engine leaves a lot of be desired.

Rick

1290. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-13 08:11:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0710130110090.22093-100000@onyx.spiritone.com>
Source record: 4027
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my
Atari Books, 20% off. E-Mail Atari@aracnet.com or call Ben@(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1291. FS: 20% OFF ALL ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-13 12:39:28 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0710130537360.24756-100000@onyx.spiritone.com>
Source record: 4030
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ALL GAMES 20% OFF! ALL GAMES 20% OFF!ALL GAMES 20% OFF! ALL GAMES 20% OFF!

ORDERS OVER $50 GETS 20% OFF ALL GAMES FOR CLASSIC ATARI 8 BIT & ST GAMES!
ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF ALL ATARI
GAMES!Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask
for Atari catalogs. Cut-&-Paste your order and E-Mail your list with your
Shipping Address so I can expedite your order or call 24/7 @(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1292. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-13 12:41:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0710130539380.24756-100000@onyx.spiritone.com>
Source record: 4031
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1293. Send your Atari WantList to Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-13 12:43:00 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0710130541320.24756-100000@onyx.spiritone.com>
Source record: 4032
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari that you want for your Atari are in my Catalogs! Many I havent added! Do yourself a favor, add your WantList of Atari Treasures to my WantLists! Be specific! Make the Subject: "Wantlist" and E-Mail your lists to Atari@aracnet.com Collectors Welcome!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1294. Re: the Atari 2600 is 30 years old

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-13 22:44:51 UTC
From: Old Knick <"Old Knick"@nospam.com>
Message-ID: <5hi2h39dqakpumip5ocpo5m71ctmg9rfj1@4ax.com>
Source record: 4033
Cross-posted to:
rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.video.sony-playstation2

On Sat, 13 Oct 2007 06:33:34 +0400 (MET DST), "Edward S. Baiz Jr."
<edbaizjr@comcast.net> wrote:

>>The Atari 2600, known in the 70s as the Atari VCS ~ Video Computer
>>System, is 30 years as of October 2007. it's birthday was actually
>>at the start of this month, but I didn't realize it until just now.
>>it's incredible knowing that the videogame console industry is over 30
>>years old.
>
>Yes it is great, but the really incredible thing is that I paid over $300 for
>the system. That was a really hefty price for back then. But, it really was
>worth it. I still have mine and it works.

Really,,,,
I remeber I paid $189 at Toys R Us but it had been out for awhile and
the year was 1978.

1295. Re: the Atari 2600 is 30 years old

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-14 00:12:50 UTC
From: Turbo Torch <vairxpert@hotmail.com>
Message-ID: <yoCdnWH22OaBwozanZ2dnUVZ_qGknZ2d@netnitco.net>
Source record: 4034
Cross-posted to:
rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.video.sony-playstation2

"Old Knick" <Old Knick@nospam.com> wrote in message
news:5hi2h39dqakpumip5ocpo5m71ctmg9rfj1@4ax.com...
> On Sat, 13 Oct 2007 06:33:34 +0400 (MET DST), "Edward S. Baiz Jr."
> <edbaizjr@comcast.net> wrote:
>
>>>The Atari 2600, known in the 70s as the Atari VCS ~ Video Computer
>>>System, is 30 years as of October 2007. it's birthday was actually
>>>at the start of this month, but I didn't realize it until just now.
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>>>years old.
>>
>>Yes it is great, but the really incredible thing is that I paid over $300
>>for
>>the system. That was a really hefty price for back then. But, it really
>>was
>>worth it. I still have mine and it works.
>
> Really,,,,
> I remeber I paid $189 at Toys R Us but it had been out for awhile and
> the year was 1978.

First I heard of a 2600 was in a Tepe's catalog which listed it at $299. I think the catalog was out before the system was officially released so I don't know for sure if it actually sold for that price at the very beginning. The regular old selling price for a long time was $199 and that was the target price I was saving up for. By the time I hit $150, Toys R Us put it on sale for $150...I was very happy to get it early.

1296. Re: atari patents

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-14 19:25:22 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.tz7b81nmgaat7c@mdc>
Source record: 4035

On Sat, 13 Oct 2007 00:15:20 -0500, Rick Cortese <ricortes@earthlink.net>
wrote:

> micrologix1500@yahoo.com wrote:
>> On Oct 11, 5:22 pm, proteanthread <rt...@rtdos.com> wrote:
>>
>>> http://www.google.com/patents?q=atari&btnG=Search+Patents
>> apparently the last name "atari" is popular in some parts of the
>> world :)
>>
>
> Sheesh that is a broad search!

A narrower search: http://www.google.com/patents?q=inassignee:atari

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

1297. Re: No traffic?

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-17 00:43:02 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1192581782.519322.178910@k35g2000prh.googlegroups.com>
Source record: 4036

On Sep 23, 10:46 pm, "Greg Goodwin"
<Greg.Goodwinp0.f2.n8...@fmlynet.org> wrote:
> FamilyNet International Newsgate
>
> Are my eye deceiving me? Am I checkig into this newsgroup too often or am
> I seeing no traffic here?
>
> DrC on a DC
>
> FamilyNet <> Internet Gated Mailhttp://www.familynet-international.org

I used to be active here,but with the SPAM and Ben Smith (the less
said,the better!)
clogging up the pages,my frustration level was exceeded and I now view
other venues.

1298. MyDos 3.01AX

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-18 01:49:50 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <9_yRi.9759$oC3.8122@newsfe08.phx>
Source record: 4037

Hi,
I recently got a disk with this as the DOS. MyDOS 3.01ax, but this DOS will not load Turbobasic. Is there something wrong with my setup. I tried also on an Emulator. Still no luck. I get error #146..

TIA
RoyE

1299. Re: Send your Atari WantList to Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-18 06:10:20 UTC
From: Rybags <rybags@tpg.com.au>
Message-ID: <1192687820.170581.221310@q3g2000prf.googlegroups.com>
Source record: 4038
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I have just one thing on my Atari Want-List.

For people to stop spamming up this Newsgroup.

If you want to advertise, go somewhere else and pay for it like
everyone else!

1300. ADOPTION: PORTLAND, OREGON USA!

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-18 08:25:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0710180123590.9131-100000@onyx.spiritone.com>
Source record: 4039
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Is your garage full of Atari? Can you squeeze into your attic? Do you have an Atari in your closet? If your Atari stuff needs a new home, especially if your in Portland, Oregon USA! E-Mail Atari@aracnet.com or call Ben at (503)256-9974! And even if your not in Portland, feel free to contact Ben.

This covers Atari Hardware, Games/Software, Books & Accessories! Classic Atari 8 Bit and Atari ST Computers Plus Atari Jaguar Games and consoles!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1301. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-18 08:27:28 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0710180125440.9131-100000@onyx.spiritone.com>
Source record: 4040
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my
Atari Books, 20% off. E-Mail Atari@aracnet.com or call Ben@(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1302. FS: 20% OFF ALL ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-18 08:30:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0710180128540.9131-100000@onyx.spiritone.com>
Source record: 4041
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ALL GAMES 20% OFF! ALL GAMES 20% OFF!ALL GAMES 20% OFF! ALL GAMES 20% OFF!

ORDERS OVER $50 GETS 20% OFF ALL GAMES FOR CLASSIC ATARI 8 BIT & ST GAMES!
ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF ALL ATARI
GAMES!Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask
for Atari catalogs. Cut-&-Paste your order and E-Mail your list with your
Shipping Address so I can expedite your order or call 24/7 @(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1303. Send your Atari WantList to Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-18 08:34:20 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0710180132410.9131-100000@onyx.spiritone.com>
Source record: 4042
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Not everything Atari that you want for your Atari are in my Catalogs! Many I havent added! Do yourself a favor, add your WantList of Atari Treasures to my WantLists! Be specific! Make the Subject: "Wantlist" and E-Mail your lists to Atari@aracnet.com Collectors Welcome!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1304. Re: MyDos 3.01AX

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-18 11:52:53 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <pOHRi.11657$ID6.3235@newssvr27.news.prodigy.net>
Source record: 4043

"RoyE" <> wrote in message news:
> Hi,
> I recently got a disk with this as the DOS. MyDOS 3.01ax, but this DOS
will
> not load Turbobasic. Is there something wrong with my setup. I tried
also
> on an Emulator. Still no luck. I get error #146..
>
> TIA
> RoyE
I don't know MyDOS 3.01AX. I suspect it is a special version for a special
peripheral. Have you tried MyDOS 4.53? I think that is the latest one.
Error #146 is trying to access some device improperly, output to keyboard or
something.

1305. Re: Send your Atari WantList to Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-18 17:18:42 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1192727922.095249.247800@y27g2000pre.googlegroups.com>
Source record: 4044
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On Oct 18, 2:10 am, Rybags <ryb...@tpg.com.au> wrote:
> I have just one thing on my Atari Want-List.
>
> For people to stop spamming up this Newsgroup.
>
> If you want to advertise, go somewhere else and pay for it like
> everyone else!

Hear! Hear! Good comment,Rybags!

1306. Re: Send your Atari WantList to Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-18 17:20:18 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1192728018.994357.44700@i38g2000prf.googlegroups.com>
Source record: 4045
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Thanks Bull Sh*t,for ruining CSA8 with your stupid ads!

1307. Re: Send your Atari WantList to Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-18 17:28:21 UTC
From: Don Schmidt <"Don Engineer"@PNB.Retired_1987>
Message-ID: <13hf5t4f9lhul77@corp.supernews.com>
Source record: 4046
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Advanced users know how to block specific mail.

--
Don
The earth is alive! The earth is alive! Egads! People are its fleas.

"Rybags" <rybags@tpg.com.au> wrote in message
news:1192687820.170581.221310@q3g2000prf.googlegroups.com...
>I have just one thing on my Atari Want-List.
>
> For people to stop spamming up this Newsgroup.
>
> If you want to advertise, go somewhere else and pay for it like
> everyone else!
>

1308. LUnix - since when was it made available for the atari ?

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-18 20:50:13 UTC
From: proteanthread <rtdos@rtdos.com>
Message-ID: <1192740613.659270.85990@k35g2000prh.googlegroups.com>
Source record: 4047

http://tinyurl.com/2gff2v

1309. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-19 04:23:35 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1192767791@rtfm.mit.edu>
Source record: 4048
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 5, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.
Atari, headquartered at the time in Sunnyvale, California, USA, produced this
line of computers from 1979-1992.

To see what Atari, Inc. is up to today, visit: http://www.atari.com/

ABOUT THIS DOCUMENT
Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 7 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

Former (before 1987) Usenet newsgroups for Atari computer discussion:
net.micro.atari8 - created Feb 1986
net.micro.atari - created Nov 1982
net.micro - created Jan 1982

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.
```

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated).
An archive of c.s.a.a posts and the guidelines for posting to c.s.a.a:
http://www.atariarchives.org/csaa/ Moderator: Kevin Savetz

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.atarimania.com/faq.php

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCE (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

1310. Re: MyDos 3.01AX

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-19 15:52:38 UTC
From: JR <"jr256_69\\@NO$PAMhotmail.com">
Message-ID: <f4mdnQKRIK4mT4XanZ2dnUVZ_gadnZ2d@comcast.com>
Source record: 4050

rjh4jhh2@peoplepc.com wrote:
> I have never seen that version; do you suppose the 'AX' is for Axlon memory
> upgrades which might conflict with RAM usage by TB?
>
> just a random thought...
> Jess
>
> "RoyE" <r-dean@cox.net> wrote in message
> news:9_yRi.9759$oC3.8122@newsfe08.phx...
>
>>Hi,
>>I recently got a disk with this as the DOS. MyDOS 3.01ax, but this DOS
>>will not load Turbobasic. Is there something wrong with my setup. I
>>tried also on an Emulator. Still no luck. I get error #146..
>>
>>TIA
>>RoyE
>
>
>
Yes that is an Axlon specific version of MyDos. So unless you happen to
have one, just use a more current version of MyDos.

1311. Re: MyDos 3.01AX

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-19 16:39:00 UTC
From: rjh4jhh2@peoplepc.com
Message-ID: <13hhgc2ivnvmg4f@corp.supernews.com>
Source record: 4049

I have never seen that version; do you suppose the 'AX' is for Axlon memory upgrades which might conflict with RAM usage by TB?

just a random thought...
Jess

"RoyE" <r-dean@cox.net> wrote in message
news:9_yRi.9759$oC3.8122@newsfe08.phx...
> Hi,
> I recently got a disk with this as the DOS. MyDOS 3.01ax, but this DOS
> will not load Turbobasic. Is there something wrong with my setup. I
> tried also on an Emulator. Still no luck. I get error #146..
>
> TIA
> RoyE

1312. Re: MyDos 3.01AX

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-19 23:36:29 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <ddbSi.30280$054.30120@newsfe14.phx>
Source record: 4051

"JR" <""jr256_69\"@NO$PAMhotmail.com"> wrote in message
news:f4mdnQKRIK4mT4XanZ2dnUVZ_gadnZ2d@comcast.com...
> rjh4jhh2@peoplepc.com wrote:
>> I have never seen that version; do you suppose the 'AX' is for Axlon
>> memory upgrades which might conflict with RAM usage by TB?
>>
>> just a random thought...
>> Jess

Thanks Jess,
I think that it is the Axlon Memory effecting turbobasic. Thanks

>>
>> "RoyE" <r-dean@cox.net> wrote in message
>> news:9_yRi.9759$oC3.8122@newsfe08.phx...
>>
>>>Hi,
>>>I recently got a disk with this as the DOS. MyDOS 3.01ax, but this DOS
>>>will not load Turbobasic. Is there something wrong with my setup. I
>>>tried also on an Emulator. Still no luck. I get error #146..
>>>
>>>TIA
>>>RoyE
>>
>>
>>
> Yes that is an Axlon specific version of MyDos. So unless you happen to
> have one, just use a more current version of MyDos.

Yes I do have current versions, Thanks for info.

1313. Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-20 09:32:58 UTC
From: rbernardo@value.net
Message-ID: <1192860437.333112.295390@z24g2000prh.googlegroups.com>
Source record: 4052
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Gigantic surprise! Former CEO of Commodore Business Machines and of Atari Corp., Jack Tramiel, will be making a rare public appearance! Yesterday I received a message on the answering machine from Karen Tucker, CMO/VP of Public Programs for the Computer History Museum in Mountain View (San Jose area), California. Here is part of what she said:

... I thought you might be happy to know that the museum is going to have a celebration of the impact of the Commodore 64 on December 10. It's kind of a 25th anniversary celebration, and Jack Tramiel will speak as well as Steve Wozniak and William C. Lowe, the father of the IBM PC, and Adam Chulaniak (sp?) who was the Amiga guy at Commodore, and we're still settling on the moderator. But I thought that if you are still part of the Fresno Commodore User Group... that you guys might want to make the trip down to Mountain View for this event on December 10.

All day today I've been playing phone tag with Karen in order to get more details and received another message saying that the exact title of that night's program is "The Impact of the Commodore 64: A 25-Year Celebration". More details to come when I find out more.
The Computer History Museum is located at 1401 N. Shoreline Blvd., Mountain View, California 94043. The website is http://www.computerhistory.org

I am so there for this event!
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
The Other Group of Amigoids
http://www.calweb.com/~rabel1/

1314. Re: the Atari 2600 is 30 years old

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-20 16:44:28 UTC
From: Gil <gilbertviolette@sbcglobal.net>
Message-ID: <1192898668.557858.298610@z24g2000prh.googlegroups.com>
Source record: 4053
Cross-posted to:
rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.video.sony-playstation2

I still have 2 of the units, one in it's original box! One of these days I'll probably list them on E-bay, since you can find emulators easily enough. Anyone want to make me an offer?

1315. Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-20 17:57:25 UTC
From: rbernardo@value.net
Message-ID: <1192860599.515594.162330@v29g2000prd.googlegroups.com>
Source record: 4054
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Gigantic surprise! Former CEO of Commodore Business Machines and of Atari Corp., Jack Tramiel, will be making a rare public appearance! Yesterday I received a message on the answering machine from Karen Tucker, CMO/VP of Public Programs for the Computer History Museum in Mountain View (San Jose area), California. Here is part of what she said:

... I thought you might be happy to know that the museum is going to have a celebration of the impact of the Commodore 64 on December 10. It's kind of a 25th anniversary celebration, and Jack Tramiel will speak as well as Steve Wozniak and William C. Lowe, the father of the IBM PC, and Adam Chulaniak (sp?) who was the Amiga guy at Commodore, and we're still settling on the moderator. But I thought that if you are still part of the Fresno Commodore User Group... that you guys might want to make the trip down to Mountain View for this event on December 10.

All day today I've been playing phone tag with Karen in order to get more details and received another message saying that the exact title of that night's program is "The Impact of the Commodore 64: A 25-Year Celebration". More details to come when I find out more.
The Computer History Museum is located at 1401 N. Shoreline Blvd., Mountain View, California 94043. The website is http://www.computerhistory.org

I am so there for this event!
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
The Other Group of Amigoids
http://www.calweb.com/~rabel1/

1316. Re: Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-20 19:06:04 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1192907164.604701.231290@t8g2000prg.googlegroups.com>
Source record: 4055
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Oct 20, 5:32 am, rberna...@value.net wrote:
> Gigantic surprise! Former CEO of Commodore Business
> Machines and of Atari Corp., Jack Tramiel, will be making a
> rare public appearance! Yesterday I received a message on
> the answering machine from Karen Tucker, CMO/VP of Public
> Programs for the Computer History Museum in Mountain
> View (San Jose area), California. Here is part of what she
> said:
>
> ... I thought you might be happy to know that the museum is
> going to have a celebration of the impact of the Commodore 64
> on December 10. It's kind of a 25th anniversary celebration,
> and Jack Tramiel will speak as well as Steve Wozniak and
> William C. Lowe, the father of the IBM PC, and Adam Chulaniak
> (sp?) who was the Amiga guy at Commodore, and we're still
> settling on the moderator. But I thought that if you are still
> part of the Fresno Commodore User Group... that you guys
> might want to make the trip down to Mountain View for this
> event on December 10.
>
> All day today I've been playing phone tag with Karen in
> order to get more details and received another message
> saying that the exact title of that night's program is "The
> Impact of the Commodore 64: A 25-Year Celebration". More
> details to come when I find out more.
> The Computer History Museum is located at 1401 N.
> Shoreline Blvd., Mountain View, California 94043. The
> website is http://www.computerhistory.org
>
> I am so there for this event!
> Robert Bernardo
> Fresno Commodore User Group
> http://videocam.net.au/fcug
> The Other Group of Amigoids
> http://www.calweb.com/~rabel1/

I hope someone is planning on videotaping this and making it available
for download??!??

1317. Memo Pad - Release 5

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-21 05:03:19 UTC
From: eric <joyfulcoder@gmail.com>
Message-ID: <1192942999.945902.291720@y27g2000pre.googlegroups.com>
Source record: 4056

Hello,

I want to let everyone know that Memo Pad Release 5 is ready for
downloading.

New in Release 5 is:

- Fixed a crash that sometimes occurred when scrolling or resizing the
window after converting the end-of-line.

- Added support for the Atari 8-Bit International and Arabic fonts and
the Atari ST color (low/med res) and monochrome (high res) fonts.
- Added support for reading tokenized Atari BASIC files. These files
are parsed and converted to ATASCII text files.
- Added "Open as" option to the Open file dialog. Files can be opened
as Text, Binary, and Atari BASIC. The "Open as" choice is saved and
used by the "Open Recent" menu item.

The new URL is http://joyfulcoder.com/memopad/

Thanks,
Eric

1318. Re: 'Once Upon Atari' video vhs or dvd

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-21 08:46:23 UTC
From: Yukerumi <unifer@hotmail.com>
Message-ID: <NKISi.1792$7Y3.3231@jagger.tie.cl>
Source record: 4057

where can i download this atari dvd?

1319. Re: Memo Pad - Release 5

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-21 15:50:22 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <2zKSi.13109$ID6.12688@newssvr27.news.prodigy.net>
Source record: 4058

"eric" <> wrote in message news:
> Hello,
>
> I want to let everyone know that Memo Pad Release 5 is ready for
> downloading.
>
> New in Release 5 is:
>
> - Fixed a crash that sometimes occurred when scrolling or resizing the
> window after converting the end-of-line.
>
> - Added support for the Atari 8-Bit International and Arabic fonts and
> the Atari ST color (low/med res) and monochrome (high res) fonts.
> - Added support for reading tokenized Atari BASIC files. These files
> are parsed and converted to ATASCII text files.
> - Added "Open as" option to the Open file dialog. Files can be opened
> as Text, Binary, and Atari BASIC. The "Open as" choice is saved and
> used by the "Open Recent" menu item.
>
> The new URL is http://joyfulcoder.com/memopad/
>
> Thanks,
> Eric
I tried it. There is no 'Open as' in the File menu.
I tried opening a tokenized BASIC file, it just gave an ATASCII screen. You
sure you put the 5 version?

1320. Re: Memo Pad - Release 5

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-21 16:51:57 UTC
From: eric <joyfulcoder@gmail.com>
Message-ID: <1192985517.451647.284120@e34g2000pro.googlegroups.com>
Source record: 4059

On Oct 21, 11:50 am, "Russg" <russg...@MUNGEsbcglobal.net> wrote:
> "eric" <> wrote in message news:
> > Hello,
>
> > I want to let everyone know that Memo Pad Release 5 is ready for
> > downloading.
>
> > New in Release 5 is:
>
> > - Fixed a crash that sometimes occurred when scrolling or resizing the
> > window after converting the end-of-line.
>
> > - Added support for the Atari 8-Bit International and Arabic fonts and
> > the Atari ST color (low/med res) and monochrome (high res) fonts.
> > - Added support for reading tokenized Atari BASIC files. These files
> > are parsed and converted to ATASCII text files.
> > - Added "Open as" option to the Open file dialog. Files can be opened
> > as Text, Binary, and Atari BASIC. The "Open as" choice is saved and
> > used by the "Open Recent" menu item.
>
> > The new URL ishttp://joyfulcoder.com/memopad/
>
> > Thanks,
> > Eric
>
> I tried it. There is no 'Open as' in the File menu.
> I tried opening a tokenized BASIC file, it just gave an ATASCII screen. You
> sure you put the 5 version?

Hello,

Perhaps my description was not clear. The "Open as" is not a menu
option. It is an option in the file open dialog. Do "Open..." from
the "File" menu. At the bottom of the file open dialog you will see
the "Open as" option.

Thanks,
Eric

1321. Re: Memo Pad - Release 5

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-21 19:13:28 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <GyNSi.22225$bO2.2911@newsfe10.phx>
Source record: 4060

>
>> I tried it. There is no 'Open as' in the File menu.
>> I tried opening a tokenized BASIC file, it just gave an ATASCII screen.
>> You
>> sure you put the 5 version?
>
> Hello,
>
> Perhaps my description was not clear. The "Open as" is not a menu
> option. It is an option in the file open dialog. Do "Open..." from
> the "File" menu. At the bottom of the file open dialog you will see
> the "Open as" option.
>
> Thanks,
> Eric
>
Hello,

This is good. Much more fun than converting with CHKBAS.EXE, although I haven't been able to convert Turbo Basic files yet...HINT... The only thing I would like added is Mouse Wheel Scrolling.

Thanks,
RoyE

1322. Re: Memo Pad - Release 5

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-21 21:02:43 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <k5PSi.70$Yk6.21@nlpi070.nbdc.sbc.com>
Source record: 4061

"eric" <> wrote in message news:
> On Oct 21, 11:50 am, "Russg" <russg> wrote:
> > "eric" <> wrote in message news:
> > > Hello,
> > >
> > > I want to let everyone know that Memo Pad Release 5 is ready for
> > > downloading.
> > >
> > > New in Release 5 is:
> > >
snip
> > > - Added "Open as" option to the Open file dialog. Files can be opened
> > > as Text, Binary, and Atari BASIC. The "Open as" choice is saved and
> > > used by the "Open Recent" menu item.
> > >
> > > The new URL ishttp://joyfulcoder.com/memopad/
> > >
> > > Thanks,
> > > Eric
> > >
snip
> Hello,
>
> Perhaps my description was not clear. The "Open as" is not a menu
> option. It is an option in the file open dialog. Do "Open..." from
> the "File" menu. At the bottom of the file open dialog you will see
> the "Open as" option.
>
> Thanks,
> Eric
OK, I got it this time. But I get an error when opening an Atari BASIC
saved file. Here's the error in Windows98SE.

MEMOPAD caused an invalid page fault in
module MEMOPAD.EXE at 016f:0040545e.
Registers:
EAX=00761197 CS=016f EIP=0040545e EFLGS=00010202
EBX=00000000 SS=0177 ESP=0074b250 EBP=0074b278
ECX=00761196 DS=0177 ESI=00402f24 FS=3b17
EDX=00760086 ES=0177 EDI=0040d790 GS=0000
Bytes at CS:EIP:
80 78 ff 00 75 06 83 e8 02 89 45 ec 8b 7d f0 89
Stack dump:
7803b6d0 00000000 00000000 00000000 00000000 00761196 0074b390 00000000

00402f24 0040d790 0074b318 004061b3 0074b390 00760086 00001111 00000000

I can send you the token BASIC file. Hmmm... let me try a different BAS
file.

1323. Re: Memo Pad - Release 5

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-21 21:04:03 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <79PSi.15606$JD.6337@newssvr21.news.prodigy.net>
Source record: 4062

Yes, it was my problem.
I was trying to convert a Microsoft QuickBASIC file.
Thanks

1324. Re: Memo Pad - Release 5

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-21 21:28:20 UTC
From: eric <joyfulcoder@gmail.com>
Message-ID: <1193002100.671360.299180@z24g2000prh.googlegroups.com>
Source record: 4063

On Oct 21, 5:04 pm, "Russg" <russg...@MUNGEsbcglobal.net> wrote:
> Yes, it was my problem.
> I was trying to convert a Microsoft QuickBASIC file.
> Thanks

Hello Russg,
Can you still send me that Microsoft QuickBASIC file? I would like to find out why Memo Pad crashes instead of telling you it is not an Atari BASIC file. You can send it to Joyful Coder at G mail period com.

Hello RoyE,
If you can point me to where the TurboBASIC file format is described I will look into adding support. I will also look into adding mouse wheel scrolling.

Thanks,
Eric

1325. Re: Memo Pad - Release 5

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-22 01:04:56 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <bISSi.37131$054.29550@newsfe14.phx>
Source record: 4064

"eric" <joyfulcoder@gmail.com> wrote in message
news:1193002100.671360.299180@z24g2000prh.googlegroups.com...
> On Oct 21, 5:04 pm, "Russg" <russg...@MUNGEsbcglobal.net> wrote:
>> Yes, it was my problem.
>> I was trying to convert a Microsoft QuickBASIC file.
>> Thanks
>
> Hello Russg,
> Can you still send me that Microsoft QuickBASIC file? I would like to
> find out why Memo Pad crashes instead of telling you it is not an
> Atari BASIC file. You can send it to Joyful Coder at G mail period
> com.
>
> Hello RoyE,
> If you can point me to where the TurboBASIC file format is described I
> will look into adding support. I will also look into adding mouse
> wheel scrolling.
>
> Thanks,
> Eric
>
Hello Eric,

The closest I could come to finding info. on TurboBASIC file format is at
this LINK in the PC sources for CHKBAS: Jindrich Kubec 'Author' GNU
Public License. I believe that he has abandoned the Atari :-(

http://www.atarimax.com/jindroush.atari.org/asoft.html

Scroll down page. The sources for this PC program has a file called
'basic_tb.h'. Token information.
Also as basic-xe.h, and basic-xl.h Token information.

1326. Where to find Atari 400 Tape Drive Belt

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-22 10:07:00 UTC
From: Zero dB <no@email.com>
Message-ID: <79toh3plbnena0entunr5kpfu9t7va5haj@4ax.com>
Source record: 4065

Greetings,

I recently got out all my old computing equipment to set up again, and when I went to load "Ghost Encounters" on my Atari 400 tape drive, I noticed that the mechanisms would not turn.

Upon inspection, the main drive belt is stretched and exhausted.

I was wondering if anyone knew of a good source for this main drive belt off the top of their head ?

I have a Fry's electronics locally and they have a selection of belts that I plan to look at tomorrow, though I don't recall seeing any square belts when I was last there. Hopefully I can find something close or identical.

I would like to find an exact replacement if possible, however.

ANY information you may have on this main drive belt would be most appreciated!

with dreams of gear drives,
-Jayson

1327. Re: MyDos 3.01AX

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-22 15:46:04 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <EJidnVA_VeYnWIHanZ2dnUVZ_tuonZ2d@comcast.com>
Source record: 4066

If my memory is correct, Turbobasic only runs on XL/XEs, and Axlon Ramdisks
are only for 800s, so even if you have a working Axlon is your 800, I don't
think your config will work.

-Jason

"RoyE" <r-dean@cox.net> wrote in message
news:ddbSi.30280$054.30120@newsfe14.phx...
>
> "JR" <""jr256_69\"@NO$PAMhotmail.com"> wrote in message
> news:f4mdnQKRIK4mT4XanZ2dnUVZ_gadnZ2d@comcast.com...
>> rjh4jhh2@peoplepc.com wrote:
>>> I have never seen that version; do you suppose the 'AX' is for Axlon
>>> memory upgrades which might conflict with RAM usage by TB?
>>>
>>> just a random thought...
>>> Jess
>
> Thanks Jess,
> I think that it is the Axlon Memory effecting turbobasic. Thanks
>
>>>
>>> "RoyE" <r-dean@cox.net> wrote in message
>>> news:9_yRi.9759$oC3.8122@newsfe08.phx...
>>>
>>>>Hi,
>>>>I recently got a disk with this as the DOS. MyDOS 3.01ax, but this DOS
>>>>will not load Turbobasic. Is there something wrong with my setup. I
>>>>tried also on an Emulator. Still no luck. I get error #146..
>>>>
>>>>TIA
>>>>RoyE
>>>
>>>
>>>
>> Yes that is an Axlon specific version of MyDos. So unless you happen to
>> have one, just use a more current version of MyDos.
>
> Yes I do have current versions, Thanks for info.
>
>

1328. Re: Where to find Atari 400 Tape Drive Belt

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-22 21:33:14 UTC
From: Zero dB <no@email.com>
Message-ID: <jf5qh39qbgvn53tmvbok5urns99t3r1g2e@4ax.com>
Source record: 4067

I put a caliper on the belt and got all the measurements, went to
action-electronics.com and ordered several sizes (to compensate for an
unknown amount of stretch.)

Will report back which exact belt from action-electronics.com is an
exact match after putting it through the paces.

I suspect the square 9.0" x 0.40" x 0.40" will be an exact match,
though I purchased from 8.6 to 9.2 incrementally.

This is for an atari 410 tape drive.

If nothing else, for information's sake and to satiate the need to
talk to myself ;)

-J

On Mon, 22 Oct 2007 03:07:00 -0700, Zero dB <no@email.com> wrote:

>Greetings,
>
>I recently got out all my old computing equipment to set up again, and
>when I went to load "Ghost Encounters" on my Atari 400 tape drive, I
>noticed that the mechanisms would not turn.
>
>Upon inspection, the main drive belt is stretched and exhausted.
>
>I was wondering if anyone knew of a good source for this main drive
>belt off the top of their head ?
>
>I have a Fry's electronics locally and they have a selection of belts
>that I plan to look at tomorrow, though I don't recall seeing any
>square belts when I was last there. Hopefully I can find something
>close or identical.
>
>I would like to find an exact replacement if possible, however.
>
>ANY information you may have on this main drive belt would be most
>appreciated!
>
>with dreams of gear drives,
>-Jayson

1329. Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-23 01:35:24 UTC
From: rbernardo@value.net
Message-ID: <1193103324.252521.230300@i38g2000prf.googlegroups.com>
Source record: 4068
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Today I was able to make phone contact with Karen Tucker of
the Computer History Museum and question her on the details for
the event, "The Impact of the Commodore 64: A 25-Year
Celebration". Here are the specifics:

Location: Computer History Museum, 1401 N. Shoreline Blvd,
(exit from the 101 Freeway) Mountain View, California
94043 Phone: 650 810-1010

Time and format of the event: Monday, Dec. 10
6 pm - 7 pm -- Museum member's reception with the guests.
Beer, wine, and hors' doeuvres served.
7 pm - 8:30 or 9 pm -- First words/speech by Jack Tramiel,
panel discussion, question-and-answer session
Afterwards, informal chit-chat and possible autographs

Admission -- for the reception, free to museum members ($65
membership)
for the event, free general admission ($10
donation requested)

Seating capacity -- 400

Webpage -- Karen remarks that they are "stupidly slow" at
updating the events' page at
http://www.computerhistory.org/events/ but assures that
the event "is really going to happen... definitely".

Guests to speak/appear (updated) -- Jack Tramiel (pronounced
/tra mel/, Karen tells), former CEO of Commodore Business
Machines

Steve Wozniak of Apple fame

William C. Lowe, father of the IBM PC

Adam Chowaniec, former vice-president of technology for
Amiga at Commodore Business Machines

John Markoff, moderator of the panel discussion and New
York Times reporter and author of the computer history
book, "What the Dormouse"

Leonard Tramiel, former vice-president of software
development and v.p. of advanced technology at Atari
Corporation

Jeri Ellsworth, engineer behind the CommodoreOne and the
C64 DTV

Media recording - photography (no flash), videography, and
audio-taping permitted. Possible webcast from Liquid
Computing of Canada (Chowaniec's current company),
which is sponsoring the event.

Some items are still in flux; when I have further updates, I will
post them.

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
The Other Group of Amigoids
http://www.calweb.com/~rabel1/

1330. Re: Memo Pad - Release 5

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-23 14:23:26 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <OunTi.13856$xP1.10250@newsfe11.phx>
Source record: 4069

"RoyE" <r-dean@cox.net> wrote in message
news:bISSi.37131$054.29550@newsfe14.phx...
--SNIP--
> Hello Eric,
>
> The closest I could come to finding info. on TurboBASIC file format is at
> this LINK in the PC sources for CHKBAS: Jindrich Kubec 'Author' GNU
> Public License. I believe that he has abandoned the Atari :-(
>
> http://www.atarimax.com/jindroush.atari.org/asoft.html
>
> Scroll down page. The sources for this PC program has a file called
> 'basic_tb.h'. Token information.
> Also as basic-xe.h, and basic-xl.h Token information.
>
Hi Eric,
I also found this at
http://gury.atari8.info/card_file_formats_turbo_basic.htm somewhat the same
stuff but might help some..
RoyE

1331. Re: Memo Pad - Release 5

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-23 14:41:25 UTC
From: eric <joyfulcoder@gmail.com>
Message-ID: <1193150485.636595.302350@i13g2000prf.googlegroups.com>
Source record: 4070

On Oct 23, 10:23 am, "RoyE" <r-d...@cox.net> wrote:
> "RoyE" <r-d...@cox.net> wrote in message
>
> news:bISSi.37131$054.29550@newsfe14.phx...
> --SNIP--> Hello Eric,
>
> > The closest I could come to finding info. on TurboBASIC file format is at
> > this LINK in the PC sources for CHKBAS: Jindrich Kubec 'Author' GNU
> > Public License. I believe that he has abandoned the Atari :-(
>
> >http://www.atarimax.com/jindroush.atari.org/asoft.html
>
> > Scroll down page. The sources for this PC program has a file called
> > 'basic_tb.h'. Token information.
> > Also as basic-xe.h, and basic-xl.h Token information.
>
> Hi Eric,
> I also found this athttp://gury.atari8.info/card_file_formats_turbo_basic.htmsomewhat
the same
> stuff but might help some..
> RoyE

Hello,

I noticed Jindrich's page indicates his stuff is GPL, which is fine,
but because I do not have plans to release my source code at this time
it is best I avoid his stuff.

I got the Atari BASIC format from De Re Atari. And Gury's site seems
to indicate the Turbo BASIC format is very similar to Atari BASIC. It
simply extends the command and operator list using new IDs. And the
only real difference is how numeric constants are stored.

Thank you,
Eric

1332. Re: 'Once Upon Atari' video vhs or dvd

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-24 13:22:00 UTC
From: ilaskey@cix.co.uk
Message-ID: <memo.20071024142215.3640C@cix.co.uk>
Source record: 4071

In article <NKISi.1792$7Y3.3231@jagger.tie.cl>, unifer@hotmail.com
(Yukerumi) wrote:

> where can i download this atari dvd?
AFAIK you have to buy it.

Iain
www.pcbookreview.com

1333. Re: 'Once Upon Atari' video vhs or dvd

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-24 13:43:34 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <7e6dnUK5f9Od0YLa4p2dnAA@telenor.com>
Source record: 4072

> AFAIK you have to buy it.
>
> Iain
> www.pcbookreview.com

Where is this sold? Did not see it on the link you posted, but didn't search
the site, though

1334. Re: 'Once Upon Atari' video vhs or dvd

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-24 14:41:03 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <kRITi.25371$1_2.20712@newsfe12.phx>
Source record: 4073

"Vidar Olavesen" <olavese@online.no> wrote in message
news:7e6dnUK5f9Od0YLa4p2dnAA@telenor.com...
>> AFAIK you have to buy it.
>>
>> Iain
>> www.pcbookreview.com
>
> Where is this sold? Did not see it on the link you posted, but didn't
> search the site, though
>
A better site might be the original-> http://onceuponatari.com/buy.html
Good Luck!

1335. Re: 'Once Upon Atari' video vhs or dvd

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-24 15:47:29 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <CaydnXmIftKT9ILa4p2dnAA@telenor.com>
Source record: 4074

> A better site might be the original-> http://onceuponatari.com/buy.html
> Good Luck!

Thanks a lot! I didn't know there was a homepage for it too! Appreciate it

1336. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-25 14:28:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0710250724450.1181-100000@onyx.spiritone.com>
Source record: 4075
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my
Atari Books, 20% off. E-Mail Atari@aracnet.com or call Ben@(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1337. FS: 20% OFF ALL ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-25 14:32:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0710250729090.1181-100000@onyx.spiritone.com>
Source record: 4076
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ALL GAMES 20% OFF! ALL GAMES 20% OFF!ALL GAMES 20% OFF! ALL GAMES 20% OFF!

ORDERS OVER $50 GETS 20% OFF ALL GAMES FOR CLASSIC ATARI 8 BIT & ST GAMES!
ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF ALL ATARI
GAMES!Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask
for Atari catalogs. Cut-&-Paste your order and E-Mail your list with your
Shipping Address so I can expedite your order or call 24/7 @(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1338. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-25 14:34:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0710250732180.1181-100000@onyx.spiritone.com>
Source record: 4077
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1339. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-26 04:23:28 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1193372592@rtfm.mit.edu>
Source record: 4078
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from 1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

The Atari computer intellectual property rights are currently owned by Atari Interactive, which is managed by today's Atari, Inc. Both of these are divisions of Infogrames Entertainment.
http://www.atari.com/ http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups every 7 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

1340. SIO2PC - 10502PC

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-28 21:28:24 UTC
From: atari8warez <atari8warez@rogers.com>
Message-ID: <1193606904.221511.237180@y42g2000hsy.googlegroups.com>
Source record: 4079

Connect your Atari to your PC (SIO2PC)
Connect your Atari drive to your PC (10502PC)

Get your SIO2PC cable custom built to your needs:
http://atari8warez.for-the.biz/buildsio.html
Get your 10502PC cable custom built to your needs:
http://atari8warez.for-the.biz/build1050.html

Atari8Warez for your ATARI to PC connectivity.

1341. what happened to net.micro.atari?

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-30 01:16:40 UTC
From: "micrologix1500@yahoo.com" <micrologix1500@yahoo.com>
Message-ID: <1193707000.610767.133040@o80g2000hse.googlegroups.com>
Source record: 4080

By chance, I stumbled upon a NG called net.micro.atari. The messages seem to abruptly end in early '86. Is that when comp.sys.atari.* were formed? It's a walk down memory lane reading the lively discussions from the early to mid 80s!

1342. Re: what happened to net.micro.atari?

Newsgroup: comp.sys.atari.8bit
Date: 2007-10-30 02:39:29 UTC
From: geneb@deltasoft.com
Message-ID: <13id6b16pf7s4bf@corp.supernews.com>
Source record: 4081

micrologix1500@yahoo.com <micrologix1500@yahoo.com> wrote:
> By chance, I stumbled upon a NG called net.micro.atari. The messages
> seem to abruptly end in early '86. Is that when comp.sys.atari.* were
> formed? It's a walk down memory lane reading the lively discussions
> from the early to mid 80s!
>

Do a search on "the great renaming"

g.

1343. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-01 13:10:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0711010608280.25766-100000@onyx.spiritone.com>
Source record: 4082
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1344. CAMPAIGN IN 2007!

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-01 13:13:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0711010610281.25766-100000@onyx.spiritone.com>
Source record: 4083
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I owe you a lot! You pay my bills. Defend me from attacks. Patronize and
support me with your money. Each Dollar/Euro/Yen/etc is a Vote of support!
Show support for your Atari Dealer! Buy from Ben, your Atari Benefactor!
Show support by buying Atari and keeping the support coming. Show support!
Vote for your favorite Atari Dealer! Vote for Bravo Sierra this November!
In the spirit of Customer Appreciation Month I'm offering a Gift to you,
my Customers, With purchase this November! E-Mail BenSells@Atari.org, goto
my website below for details and/or Call Ben anytime at (503)256-9974!
Vote 4 Ben! Vote 4 Support! Vote 4 Bravo Sierra Computers in 2007!

http://www.aracnet.com/~atari/specials.htm Atari Thank You Specials!
http://BensCatalogs.Atari.org Ben's FREE Atari Catalogs!

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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1345. GIVING THANX! CUSTOMER APPRECIATION MONTH!

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-01 13:16:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0711010613270.25766-100000@onyx.spiritone.com>
Source record: 4084
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Early this November, Vendors began Advertising for the Christmas Season,
But forgot the season for Giving Thanx. This November I'm Giving Thanx for
wonderful Atari Customers. Atari Customers are the Best. A real Blessing.
They're Loyal & keep coming back for more. Real Die-Hards. I'm Showing my
Appreciaton to my Customers This November. Buy from Bravo Sierra Computers
and get a gift from Ben Smith! Goto http://BenSells.Atari.org E-Mail
BenSells@Atari.org or Call Ben anytime at (503)256-9974! Got Atari?

http://www.aracnet.com/~atari/specials.htm ATARI THANK YOU SPECIALS!
http://BensCatalogs.Atari.org BEN'S FREE ATARI CATALOGS!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1346. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-02 04:24:58 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1193977482@rtfm.mit.edu>
Source record: 4085
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

The Atari computer intellectual property rights are currently owned by
Atari Interactive, which is managed by today's Atari, Inc. Both of these
are divisions of Infogrames Entertainment.
http://www.atari.com/ http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 7 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

1347. Re: 'Once Upon Atari' video vhs or dvd

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-03 06:33:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <472d9280410941@comcast.net>
Source record: 4086

>> AFAIK you have to buy it.
>>
>> Iain
>> www.pcbookreview.com
>
>Where is this sold? Did not see it on the link you posted, but didn't search
>the site, though

I have the complete set of 4 DVD's on this subject. I bought them all online. I cannot remember the site, but I would just Google "Once Upon Atari" and you should get it. It is pretty good actually. Atari was pretty big when it started. Too bad it is gone.

--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

1348. Re: Where to find Atari 400 Tape Drive Belt

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-03 06:37:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <472d9280410942@comcast.net>
Source record: 4087

Hello,

I would try Best Electronics, B&C Computers or ATY Computers. All are in the US.

>Greetings, >
>I recently got out all my old computing equipment to set up again, and
>when I went to load "Ghost Encounters" on my Atari 400 tape drive, I
>noticed that the mechanisms would not turn.
>
>Upon inspection, the main drive belt is stretched and exhausted.
>
>I was wondering if anyone knew of a good source for this main drive
>belt off the top of their head ?
>
>I have a Fry's electronics locally and they have a selection of belts
>that I plan to look at tomorrow, though I don't recall seeing any
>square belts when I was last there. Hopefully I can find something
>close or identical.
>
>I would like to find an exact replacement if possible, however.
>
>ANY information you may have on this main drive belt would be most
>appreciated!
>
>with dreams of gear drives,
>-Jayson

--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

1349. Jack Tramiel Update

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-07 19:09:13 UTC
From: Brian Bagnall <bbagnall@mts.net>
Message-ID: <w3oYi.3341$_S5.1297@newsfe21.lga>
Source record: 4088

Last week I received a call from Karen Tucker, who is organizing the December 10th appearance of Jack Tramiel at the Computer History Museum in California. The event will include key people from Apple, IBM, and Amiga (see below). When writing the book "On the Edge: the Spectacular Rise and Fall of Commodore" I tried getting an interview with Jack by calling him almost a dozen times, writing several letters to him, and getting his son Leonard to convince him - everything short of showing up at his ranch and demanding an interview. I'm in awe that Karen has been able to make this happen. Apparently she and Leonard convinced Jack that it was important for him to talk about his experiences before it was too late.

Karen wanted me to pass on some information. Basically Jack is done with the confrontational period of his life where he had to be hard nosed in order to run a company in a cutthroat industry. He's now a retired grandfather who spends most of his time traveling with his family. Karen wants Jack to feel welcome, where everyone in the audience can listen to his history with an open mind. Hopefully if he feels welcome at the museum he will participate in other events and we can eventually piece together his experiences in the early computer industry. Karen knows that most people will be receptive to Jack, but she was a little worried that a few might decide to throw his kind gesture back in his face by confronting him. If you know of anyone who plans to do this, please discourage them from attending.

From what I could gather, this is in celebration of the 25th anniversary of the C64. There will first be a one-on-one interview with Jack moderated by John Markoff of the NY Times. After that, Steve Wozniak (Apple II), Bill Lowe (IBM PC) and Adam Chawniac (Amiga) will take to the stage for more discussion. The discussions will probably focus on Commodore, though it's possible his Atari history will be included. Everyone is welcome and if you aren't in the area there will be a video webcast of the event available on their website. This promises to be a great event, and I hope to see you there!

More information should be available soon at:
http://www.computerhistory.org/events/

All the best,

Brian Bagnall

1350. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-08 12:11:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0711080410040.17846-100000@onyx.spiritone.com>
Source record: 4089
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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1351. CAMPAIGN IN 2007!

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-08 12:14:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0711080411440.17846-100000@onyx.spiritone.com>
Source record: 4090
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I owe you a lot! You pay my bills. Defend me from attacks. Patronize and
support me with your money. Each Dollar/Euro/Yen/etc is a Vote of support!
Show support for your Atari Dealer! Buy from Ben, your Atari Benefactor!
Show support by buying Atari and keeping the support coming. Show support!
Vote for your favorite Atari Dealer! Vote for Bravo Sierra this November!
In the spirit of Customer Appreciation Month I'm offering a Gift to you,
my Customers, With purchase this November! E-Mail BenSells@Atari.org, goto
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ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1352. GIVING THANX! CUSTOMER APPRECIATION MONTH!

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-08 12:16:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0711080414230.17846-100000@onyx.spiritone.com>
Source record: 4091
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1353. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-09 05:26:07 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1194585948@rtfm.mit.edu>
Source record: 4092
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from 1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

The Atari computer intellectual property rights are currently owned by Atari Interactive, which is managed by today's Atari, Inc. Both of these are divisions of Infogrames Entertainment.
http://www.atari.com/ http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups every 7 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

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http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
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http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

1354. Re: Jack Tramiel Update

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-10 08:48:00 UTC
From: ilaskey
Message-ID: <memo.20071110084843.3960B@cix.co.uk>
Source record: 4093

In article <w3oYi.3341$_S5.1297@newsfe21.lga>, bbagnall@mts.net (Brian Bagnall) wrote:

> Basically Jack is done with the
> confrontational period of his life where he had to be hard nosed in
> order to
> run a company in a cutthroat industry. He's now a retired
> grandfather who
> spends most of his time traveling with his family

So he's enjoying the spoils of all the other investors money he wasted and wants to be left in peace. Awwww...

Iain
www.pcbookreview.com

1355. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-10 08:50:38 UTC
From: rbernardo@value.net
Message-ID: <1194684638.721702.137540@i38g2000prf.googlegroups.com>
Source record: 4094
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The event, "The Impact of the Commodore 64: A 25-Year
Celebration", with Jack Tramiel is now listed at the Computer
History Museum's website at
http://www.computerhistory.org/events/

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
The Other Group of Amigoids
http://www.calweb.com/~rabel1/

1356. Re: I'm programming GTA - ATARI for the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-10 18:05:15 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <fh4rsr0jgd@news2.newsguy.com>
Source record: 4095

```
ATARI MASTER <atari@master.atari> wrote:
> In this game, you have to murder C64 users and
> drive over their corpses for extra points. Collect
> their heads and sell them to the local voodoo priest
> for money. Kill C64 computers and sell the remains
> at the local junkyard.

Does anyone remember the little demo where Atari
kills an apple? I'd love to find that somewhere!

--
Ryan 'Gozar' Collins
```

1357. Re: I'm programming GTA - ATARI for the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-10 18:48:26 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1194720506.442692.59660@o3g2000hsb.googlegroups.com>
Source record: 4096

On Nov 10, 1:05 pm, gozarcoll...@SPAMTRAPhotmail.com wrote:
> ATARI MASTER <at...@master.atari> wrote:
> > In this game, you have to murder C64 users and
> > drive over their corpses for extra points. Collect
> > their heads and sell them to the local voodoo priest
> > for money. Kill C64 computers and sell the remains
> > at the local junkyard.
>
> Does anyone remember the little demo where Atari
> kills an apple? I'd love to find that somewhere!
>
> --
> Ryan 'Gozar' Collins

speaking of this. Remember the helicopter game where you the enemies
would sometimes be an apple logo or C= for the 8bit? I think it was
Fort Apocalpse but Im not sure.

1358. Re: I'm programming GTA - ATARI for the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-10 19:27:08 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <ccadnf4zdc6Om6vaRVnzvQA@telenor.com>
Source record: 4097

You don't mean Death of an Amiga or Anti CBM demo?
http://games.nmi.no/atari/a8demo.htm

Search for death or cbm

Both are Basic, so load emulator with it enabled!

1359. What happened to AtariAge?

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-10 20:12:01 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <POKdndoNs7AFjava4p2dnAA@telenor.com>
Source record: 4098

I tried reading a message and page wasn't found. Anyone know if they are down for a while or for good?

1360. Re: what happened to net.micro.atari?

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-11 00:56:27 UTC
From: "micrologix1500@yahoo.com" <micrologix1500@yahoo.com>
Message-ID: <1194742587.176471.218900@o80g2000hse.googlegroups.com>
Source record: 4099

On Oct 29, 9:39 pm, ge...@deltasoft.com (Gene) wrote:
> micrologix1...@yahoo.com <micrologix1...@yahoo.com> wrote:
> > By chance, I stumbled upon a NG called net.micro.atari. The messages
> > seem to abruptly end in early '86. Is that when comp.sys.atari.* were
> > formed? It's a walk down memory lane reading the lively discussions
> > from the early to mid 80s!
>
> Do a search on "the great renaming"
>
> g.

thank you! i must have started reading the NGs right after the
renaming

1361. Re: What happened to AtariAge?

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-11 02:29:58 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1194748198.372991.143780@v3g2000hsg.googlegroups.com>
Source record: 4100

On Nov 10, 3:12 pm, "Vidar Olavesen" <olav...@online.no> wrote:
> I tried reading a message and page wasn't found. Anyone know if they are
> down for a while or for good?

they are switching servers

1362. MI5 Persecution: Neil Fox (Nov/1998) (517)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-11 03:25:30 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101107220066@4ax.com>
Source record: 3901
Cross-posted to: es.alt.sexo,uk.environment.conservation,alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit

Foxy's Showtime on Capital FM 25/11/98 7.35pm

Certainty level: 100%

This one, I can say with absolute certainty, is about me. It was recorded on my Sony Recording Walkman on the evening of Wednesday 25 November 1998. It doesn't mention me by name, so the objective observer might have trouble understanding why I'm so sure it's about me. I'm sure, because the harassment had restarted over the period when this piece was broadcast, and what Capital transmitted would have been in context with events at the time. (Sorry if that explanation is somewhat opaque, but I don't really want to embarrass myself by giving an explanation in detail, and an intelligent reader should be able to work it out for him/her self.)

This isn't the first time Capital have "got at" me; they were doing so right at the very beginning in summer 1990, when they said, "if he listens to Capital then he can't be all bad"; and Tarrant made remarks about me in his breakfast show in spring 1994, when he said, "you know this bloke? he says we're trying to kill him. We should be done for attempted manslaughter."

Unfortunately I didn't record those previous, much more conclusive instances of harassment by Capital DJs, and Capital Radio tells me they only keep recordings for three months. But lately I've been recording everything, and here is one product of that recording.

Neil Fox was introducing some petite Swedish songstress, sounded like Amelia, when he said something about her petite-ness ;

"she's a big big girl, actually she's really about tiny, she's this big, would you say what less than....."

then one of his studio staff shouted, "six inches"

then Fox laughed and said, "less than a meter tall, definitely"

What I think the "six inches" referred to should be obvious. I think it's sexual abuse directed at me.

Also there were a lot of words like "crazy", "mad" etc on this programme, which reinforced my belief that this was on purpose directed at myself.

I think Fox may be something of an unwilling participant in this abuse, he doesn't want to be an abuser but the persecutors are using his show and his staff to get at me. This is not the first time this sort of thing has happened from his show; and my guess is that it won't be the last

517

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1363. MI5 Persecution: Flying Eye (Mar/1999) (2691)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-11 04:46:03 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101108423119@4ax.com>
Source record: 3903
Cross-posted to: es.alt.sexo,uk.environment.conservation,alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit

Jackie King from the Flying Eye 14/3/99

Certainty level: 40%

In early March 1999, Capital Radio alleged they had received some emails, one of which was forwarded to me. It contained the words, "you know this bloke, he says we're trying to kill him, we should be done for attempted manslaughter!" which Chris Tarrant had said in 1994.

Following these emails there was an explosion in abuse activity, both from Capital Radio, and from MI5 themselves. MI5 followed me around and hurled abuse at me. The following audio file contains what may be abuse from the radio station.

Jackie King from the Flying Eye made these remarks on Sunday (14/3/99) lunchtime 12.24pm; "gas main work being, er, HANDLED if you like (laughs, embarrassed) outside Madame Tussauds, Euston Road obviously feeling the backlash of that".

The key word is "handled", which she sounds embarrassed to be saying; to me it looks like an attempt at a sexual slander. Capital Radio aren't even pretending not to get at me any more. I asked Chris Tarrant several times about his remark from 1994, and he has consistently avoided answering.

2691

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1364. MI5 Persecution: Johnny Boy (21/Aug/1998) (4865)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-11 06:33:44 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101110301390@4ax.com>
Source record: 3904
Cross-posted to: es.alt.sexo,uk.environment.conservation,alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit

Virgin Radio-Johnny Boy (21/August/1998)

Certainty level: 60%

On Saturday 15 August 1998 I attended a gathering of contributors to newsgroup uk.misc at London's Victoria railway station. Also present was Simon G, who had previously given this description of what he would be wearing;

At 06:36 AM 13/8/98 GMT, Simon wrote:
>further clarification to aid recognition, i'll be wearing
>a t shirt, a brown suede waistcoat, a brown suede miniskirt,
>& a pair of patchwork leggings (& may have a widebrimmed straw
>hat, too).

It is my belief that my persecutors, who monitor my home telephone line (and consequently read all modem communications including email), were aware of this meeting, and may even have observed the "meat" taking place.

Following the "meat" it seemed to me that one or two attempts were made by my persecutors to portray me as "gay", on the basis of Simon's suede miniskirt, which in their inventiveness my persecutors attributed to me, not Simon. (Just for the record, Simon is hetero, and has agreed to the above email extract being published.) The following item from Johnny Boy's Wheels of Steel (between 7pm-11pm, Friday 21/8/98) is one such attempt.

(conversation) (J=Johnny-Boy, H=Hipster)

J: Texas of course part of V98 this weekend enjoy it if you're going. Keep your eyes out on Sunday in Chelmsford for Hipster, because he's going to be there. What are you going to be wearing?

H: I'll be wearing my, er, my suede shorts.
(sycophantic laughter)

J: and believe me he ain't joking, he ain't joking. OK coming next at Virgin on the Wheels of Steel...

Why do I think Hipster's "suede shorts" refers to Simon's mini-skirt? Because "suede" in both cases (obvious!); because "suede shorts" indicates "gay" which they were trying to pin on me; because "shorts" = something short, such as a "mini"-skirt; and because the two DJs both laughed as soon as Hipster said "suede shorts", they knew what the joke was, they knew that they were meant (and probably paid) to find it funny.

4865

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Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
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1365. MI5 Persecution: Johnny Boy (19/June/1999) (7039)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-11 07:32:15 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101111284361@4ax.com>
Source record: 3905
Cross-posted to: es.alt.sexo,uk.environment.conservation,alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit

Virgin Radio-Johnny Boy (19/June/1999)

Certainty level: 30%

I'm not quite sure about this one, so I've given it a one in three chance of being about me. First the background.... from mid-March 1999 for some three or four months, every weekend, I bombarded Westminster MPs with faxes about the terrible, all-encompassing MI5 Persecution. (Jesting aside, it really is terrible and all-encompassing, in the UK anyway.) Of course each week some MPs replied; but in June 1999, after I'd been at it some three months, I started getting "covert" feedback from Virgin Radio.

The first feedback I got was from Danny Baker, on Sunday 13th June. That weekend I was sending an article which contained biting criticism of the police inaction in this case. Danny Baker on his Virgin radio show started an angry rant that "he knows it's rubbish", ie. he was rubbishing what I'd said in that weekend's faxed article. Unfortunately I wasn't recording this programme.

The next possible Virgin-Radio feedback was a week later on 19th June 1999. This is contained in the audio file above, in which Johnny Boy on his "Wheels of Steel" programme says;

"and if you would like to put a triple play together, ahhh.... because quite frankly Hipster and me are running out of ideas...."

He goes on to counter Hipster's "how dare you" with a protestation that he is "only joking".

What I reckon is that my article faxed to MPs that weekend was forwarded by one of the recipients to Virgin Radio. My article had included the words;

"I am beginning to run out of both new topics and energy to write these articles."

So what I reckon is that Johnny Boy read the article.... and rephrased the above line "run out of ... new topics" to "running out of ideas". I recognise that this is a pretty tenuous inference to make.... but do listen to the audio file, from the "ahhh...." pause in JB's speech you can guess he is about to say something "risky" and at someone's expense. Anyway, I listen to the Wheels of Steel regularly and will continue to do so, recording it as I always do - so any future funny remarks will get immortalised on these pages!

7039

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Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
------>>>>>>http://www.NewsDemon.com<<<<<<------
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1366. Yoomp!

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-11 08:19:55 UTC
From: bill@newbreedsoftware.com
Message-ID: <4736bb2b$0$14089$742ec2ed@news.sonic.net>
Source record: 3902

ABBUC had a programming contest for the Atari 8-bit again this year, and the winner was an incredibly cool game called "Yoomp!" from Poland (folks like X-Ray and Piotr Fusik). I had to shove my PAL ANTIC chip into my 800XL to get it to work right, but at the least, you can check it out in an emulator like 'Atari800':

http://yoomp.atari.pl/

More on the ABBUC contest at AtariAge.com:

http://www.atariage.com/index.html#55342

And (in mostly German) at ABBUC's site:

http://www.abbuc.de/modules.php?name=DocTree&dtIsBlk=y&dtId=256

I can't wait to try the runners-up! :)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

1367. MI5 Persecution: Brighton 24/9/98 (9213)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-11 08:36:37 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101112330666@4ax.com>
Source record: 3906
Cross-posted to: es.alt.sexo,uk.environment.conservation,alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit

Brighton Day Trip - 24/Sept/1998

Certainty level: 5%

On a day trip to Brighton, carrying a minidisc recorder, I managed to collect several indistinct instances of what I think were people swearing at me. Between the 0.5 and 1.5 second marks of the above recording is something that sounds like "nutter". I recorded at least three other much more obscene sexual words on the same day.

I don't honestly think the "nutter" recorded here is part of the conspiracy against me. I've been called similar things elsewhere, where it's been blindingly clear that the insult does form part of the conspiracy - but not in this case. This illustrates quite a worrying point - as a result of the many years of abuse "in public", I now sometimes simply don't know whether somebody is insulting me because they think I look like a dweeb, or whether the conspiracy is in action. Sometimes, due to background noise and people talking quietly relative to ambient noise, I can't be sure of what's being said, even after listening to it again on my minidisc. Or put another way, I now have a mild form of what I recognise to be occasional auditory delusions - but these are fuelled by the many years of actual verbal abuse.

9213

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1368. MI5 Persecution: POSK 2/2/98 (11387)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-11 09:31:49 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101113281875@4ax.com>
Source record: 3908
Cross-posted to: es.alt.sexo,uk.environment.conservation,alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit

POSK Cafe - 2/Feb/1998

Here are two independent segments, both of which occurred in London on
the same day, the first at a Polish cafe, the second on the Tube.

Certainty level: 100%

POSK is the Polish Social-Cultural Centre in Hammersmith, London. It has
quite a nice cafe which does pierogi, golabki etc. I went there with my
mother early in 1998. Seated at the window table were three Polish men
talking amongst themselves. One of them let rip with a sexual obscenity
which was clearly directed at me (it's the same one that's been heard
again and again since about November 1995), and which was recorded on my
minidisc walkman. I have not included it in the above excerpt, which shows
the reaction of another of the trio to the first man's swearing - namely,
"jestes swinia jednak" which in English is "nevertheless you're a swine".

Certainty level: 20%

Somewhere on the London Underground. "Psycho" (I think - a little unclear).

11387

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Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
------>>>>>>http://www.NewsDemon.com<<<<<<------
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1369. MI5 Persecution: Leicester Square 9/2/98 (13561)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-11 10:37:07 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101114333656@4ax.com>
Source record: 3909
Cross-posted to: es.alt.sexo,uk.environment.conservation,alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit

Leicester Square - 9/Feb/1998

In February 1998 I spent some time in Leicester Square, in the West End of London. This is a very busy area of London, and one which can be relied on to produce "contacts". Capital Radio's offices and their cafe are located here, the Trocadero is nearby, and the place is full of cinemas and entertainment venues.

Certainty level: 100%

A young girl is heard to say, "Alright I'm going to talk to myself" to her friends, followed by all of them laughing together, as I passed by.

Believe me, I do not look mad in real life, these young people would not have directed their comments and laughter at me unless they had already been told by others that I was ill. I am absolutely certain that their behaviour was directed at me, and this audio file is particularly clear.

Certainty level: 60%

This one was recorded in a cafe in Green Park. Two women are talking to each other, one of them says to the other, "something wrong with him", with an emphasis on the "wrong".

The words "something wrong with him" have been repeated at me dozens of times, at my former workplace in Canada, in England, etc. The words are quite deliberately chosen to have two meanings; they obviously imply that I am ill, without forcing the abusers to demean themselves by using more pejorative terms, although they have shown that they have no compunction in that area; and secondly, the words "wrong ... him" make me at fault, and place the guilt for the abusers' wrongdoing on my shoulders.

Certainty level: 30%

Recorded on a Victoria line tube train leaving Green Park station.
If you listen carefully you can pick up the word "hunchback". The speaker had emitted a swear word immediately before this excerpt; both the swear word, and the "hunchback", were (I believe) directed at me.

13561

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Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
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1370. MI5 Persecution: BA984 LHR->TXL 13/6/98 (15735)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-11 11:42:24 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101115385233@4ax.com>
Source record: 3910
Cross-posted to: es.alt.sexo,uk.environment.conservation,alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit

BA984 LHR->TXL 13/June/1998

Certainty level: 100%

In June 1998 I travelled on the above British Airways flight to Berlin with my mother, to visit her family. There were two women in seats 30D/E, about 4/5 rows behind us. It was quite obvious from the torrent of abuse during these flight that these women had been instructed to harass me and attempt to obtain a reaction.

I did manage to record much of the flight, but unfortunately much of the recording is unclear because of high background noise on the aircraft. The following three excerpts from the recording are the best I can do.

The segment at position 11:34 minutes on my recording contains a fairly quiet word "paranoid", followed immediately by a much louder "yeah, he's paranoid, yeah". During the flight the abuse was not sexual, as it so often is elsewhere, but attacking my mental health.

One of the women in seats 30D/E said "paranoid" very clearly towards the end of the flight, but unfortunately I had run out of minidisc space and stopped recording by then. There is absolutely no doubt in my mind that these women were directed to harass me. This harassment happens without fail on British Airways flights; I've been on something like three or four BA flights in the last 5 years and it's happened each time. Presumably this is because of international law which says incidents on aircraft during flight are actionable in the airline's country of origin - so my persecutors want a reaction from me, and they want to see me "done" in the UK where they can influence the justice system.

These incidents never happen on foreign-domiciled carriers.

15735

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Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
------>>>>>>http://www.NewsDemon.com<<<<<<------
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1371. Re: Yoomp!

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-11 13:14:39 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.t1mpq6b2gaat7c@mdc>
Source record: 3907

In one of those threads on AtariAge, Eru (the main author, I believe) was talking about working on a version that would be compatible with NTSC. So I'm hoping that happens. The current version is definitely PAL only.

It sure does look cool though, and it's actually even quite fun in an emulator.

-Michael

On Sun, 11 Nov 2007 02:19:55 -0600, William Kendrick <bill@newbreedsoftware.com> wrote:

> ABBUC had a programming contest for the Atari 8-bit again this year, and
> the winner was an incredibly cool game called "Yoomp!" from Poland
> (folks like X-Ray and Piotr Fusik). I had to shove my PAL ANTIC chip
> into
> my 800XL to get it to work right, but at the least, you can check it out
> in
> an emulator like 'Atari800':
>
> http://yoomp.atari.pl/
>
> More on the ABBUC contest at AtariAge.com:
>
> http://www.atariage.com/index.html#55342
>
> And (in mostly German) at ABBUC's site:
>
> http://www.abbuc.de/modules.php?name=DocTree&dtIsBlk=y&dtId=256
>
> I can't wait to try the runners-up! :)
>
>

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

1372. Re: MyDos 3.01AX

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-12 05:12:11 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <4737E0AB.4C809B2@a8maestro.com>
Source record: 3911

Well, there is an 800 version of Turbo Basic.

Rick D.
Do not reply to any address except...rld2007 "a t" a8maestro.com or rld2008 "a
t" a8maestro.com

Jason Harmon wrote:

> If my memory is correct, Turbobasic only runs on XL/XEs, and Axlon Ramdisks
> are only for 800s, so even if you have a working Axlon is your 800, I don't
> think your config will work.
>
> -Jason
>
> "RoyE" <r-dean@cox.net> wrote in message
> news:ddbSi.30280$054.30120@newsfe14.phx...
> >
> > "JR" <""jr256_69\"@NO$PAMhotmail.com"> wrote in message
> > news:f4mdnQKRIK4mT4XanZ2dnUVZ_gadnZ2d@comcast.com...
> >> rjh4jhh2@peoplepc.com wrote:
> >>> I have never seen that version; do you suppose the 'AX' is for Axlon
> >>> memory upgrades which might conflict with RAM usage by TB?
> >>>
> >>> just a random thought...
> >>> Jess
> >
> > Thanks Jess,
> > I think that it is the Axlon Memory effecting turbobasic. Thanks
> >
> >>>
> >>> "RoyE" <r-dean@cox.net> wrote in message
> >>> news:9_yRi.9759$oC3.8122@newsfe08.phx...
> >>>
> >>>>Hi,
> >>>>I recently got a disk with this as the DOS. MyDOS 3.01ax, but this DOS
> >>>>will not load Turbobasic. Is there something wrong with my setup. I
> >>>>tried also on an Emulator. Still no luck. I get error #146..
> >>>>
> >>>>TIA
> >>>>RoyE
> >>>
> >>>
> >>>
> >> Yes that is an Axlon specific version of MyDos. So unless you happen to
> >> have one, just use a more current version of MyDos.

> >
> > Yes I do have current versions, Thanks for info.
> >
> >

--
ï¿½ï¿½à¡±ï¿½

1373. MyIDE Tool V0.30 released

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-12 13:25:16 UTC
From: Matthias Reichl <usenet-200711@hias.horus.com>
Message-ID: <slrnfjgl1s.9v7.usenet-200711@camel.hias.horus.com>
Source record: 3912

MyIDE Tool V0.30 is now available from my homepage
http://www.horus.com/~hias/atari/

MyIDE Tool is a program for Linux/Windows PCs that provides
direct access to MyIDE harddrives. Just hook up your IDE harddrive
or your CompactFlash card (either with a CF-IDE adapter or with
a cardreader) to your PC and quickly transfer ATR files from/to
your MyIDE drive!

This version also supports Shawn Jefferson's MyIDE Image Manager
(version 4.1 is required, previous versions are not compatible
with MyIDE Tool) so you can specify category names, sort image
manager lists etc. on your PC.

so long,

Hias

1374. Retro Review Magazine for free !!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-12 14:23:09 UTC
From: "jcanelhas@gmail.com" <jcanelhas@gmail.com>
Message-ID: <1194877389.945218.80530@50g2000hsm.googlegroups.com>
Source record: 3913

Hi folks,

After several years sleeping around, the Retro Review crew (Read Jorge Canelhas and Ian Gledhill) decided to make the past issues of Retro Review public, so feel free to download them at http://www.retroreview.com in the archives section

the Retro Review Crew

Ian Gledhill
Jorge Canelhas

1375. Memo Pad Release 6

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-13 04:27:29 UTC
From: eric <joyfulcoder@gmail.com>
Message-ID: <1194928049.143672.53530@k79g2000hse.googlegroups.com>
Source record: 3914

Hello All,

Memo Pad Release 6 is ready for downloading.

- Fixed a crash that appeared when opening a non-Atari BASIC file as
an Atari BASIC file.
- Fixed the file dialog; it was not remembering the previous path
used. I broke this while implementing the Open As feature for Release
5.

- Added support for opening Turbo-BASIC files.
- Added error messages to report why a BASIC file failed to open.
- Added support for mouse wheel scrolling.
- Added an option to Binary View Preferences to allow changing the
number of data bytes displayed on each line.

http://joyfulcoder.com/memopad/

Thanks,
Eric

1376. Re: Yoomp!

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-13 07:43:39 UTC
From: Zero dB <no@email.com>
Message-ID: <bblij39e690m6p09jjv2306iockkdgjuso@4ax.com>
Source record: 3915

Awesome game!!!!!

I have been yoomping for the past 20 minutes straight and can't get enough.......

One of the most addictive A8 games I've ever played; huge kudos to the authors.

Thanks for the heads up :)

Jayson

On 11 Nov 2007 08:19:55 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>ABBUC had a programming contest for the Atari 8-bit again this year, and
>the winner was an incredibly cool game called "Yoomp!" from Poland
>(folks like X-Ray and Piotr Fusik). I had to shove my PAL ANTIC chip into
>my 800XL to get it to work right, but at the least, you can check it out in
>an emulator like 'Atari800':
>
> http://yoomp.atari.pl/
>
>More on the ABBUC contest at AtariAge.com:
>
> http://www.atariage.com/index.html#55342
>
>And (in mostly German) at ABBUC's site:
>
> http://www.abbuc.de/modules.php?name=DocTree&dtIsBlk=y&dtId=256
>
>I can't wait to try the runners-up! :)

1377. Re: Yoomp!

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-13 12:56:08 UTC
From: Zero dB <no@email.com>
Message-ID: <3l7jj3lubpb0e56j4hg18e29g0l64ln314@4ax.com>
Source record: 3916

I would love to see an NTSC version of Yoomp.....

Playing on the emu is nice but would really like to see it on real
hardware.

Crossed fingers.....

On Sun, 11 Nov 2007 07:14:39 -0600, "Michael Current"
<michael@mcurrent.name> wrote:

>In one of those threads on AtariAge, Eru (the main author, I believe) was
>talking about working on a version that would be compatible with NTSC. So
>I'm hoping that happens. The current version is definitely PAL only.
>
>It sure does look cool though, and it's actually even quite fun in an
>emulator.
>
>-Michael
>
>
>On Sun, 11 Nov 2007 02:19:55 -0600, William Kendrick
><bill@newbreedsoftware.com> wrote:
>
>> ABBUC had a programming contest for the Atari 8-bit again this year, and
>> the winner was an incredibly cool game called "Yoomp!" from Poland
>> (folks like X-Ray and Piotr Fusik). I had to shove my PAL ANTIC chip
>> into
>> my 800XL to get it to work right, but at the least, you can check it out
>> in
>> an emulator like 'Atari800':
>>
>> http://yoomp.atari.pl/
>>
>> More on the ABBUC contest at AtariAge.com:
>>
>> http://www.atariage.com/index.html#55342
>>
>> And (in mostly German) at ABBUC's site:
>>
>> http://www.abbuc.de/modules.php?name=DocTree&dtIsBlk=y&dtId=256
>>
>> I can't wait to try the runners-up! :)
>>
>>

1378. Re: Memo Pad Release 6

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-13 14:02:52 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <k8i_i.6149$pr6.4129@newsfe06.phx>
Source record: 3917

"eric" <joyfulcoder@gmail.com> wrote in message
news:1194928049.143672.53530@k79g2000hse.googlegroups.com...
> Hello All,
>
> Memo Pad Release 6 is ready for downloading.
>
> - Fixed a crash that appeared when opening a non-Atari BASIC file as
> an Atari BASIC file.
> - Fixed the file dialog; it was not remembering the previous path
> used. I broke this while implementing the Open As feature for Release
> 5.
>
> - Added support for opening Turbo-BASIC files.
> - Added error messages to report why a BASIC file failed to open.
> - Added support for mouse wheel scrolling.
> - Added an option to Binary View Preferences to allow changing the
> number of data bytes displayed on each line.
>
> http://joyfulcoder.com/memopad/
>
> Thanks,
> Eric
>
Thanks..... this is good.
RoyE

1379. Crownland

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-14 03:55:46 UTC
From: bill@newbreedsoftware.com
Message-ID: <473a71c2$0$14065$742ec2ed@news.sonic.net>
Source record: 3918

Ok, so 2nd place in the recent ABBUC contest is a jump-and-run game
that looks a little like Super Mario Bros 3 from the Nintendo NES,
or Sonic the Hedgehog from Sega.

From a technical standpoint, I think it's incredible. And from a gameplay
standpoint, it's absolutely the best Atari 8-bit platformer game I've seen.
(The graphics help, of course, but regardless of that, it's a very snappy,
smooth game, compared to, say, Bros. or Fred.)

I haven't had time to get too far in the game, yet, but just in the
first two levels you've got:

* Circle wipe effect (game screen appears when you start, and disappears
when you die or beat the level, covered by a growing/shrinking circle
outline)

* Two layers of faux-alpha-blended animated wavy water

* Multi-level parallax scrolling (at least one of which is behind the
foreground playfield, so they didn't cop out by making all of it above
the scrolling game area / foreground :^))

* Numerous multi-colored sprites (your character, stars that you collect,
an enemies are all multi-color! There's a little flicker when more than
two are on the same scanline, but it's worth it, and nothing the NES
didn't do in some games... Bayou Billy, anyone? :^))

It requires 128KB, and I believe also requires PAL. But it works flawlessly
under the "Atari800" emulator on my Linux laptop, so most folks out here
should be able to give it a whirl.

Not sure if they have a website, but you can learn about it, see screenshots,
and download a disk image from "Atarimania" (a site I just discovered via
Google, in fact... *shame* :))

http://www.atarimania.com/detail_soft-TYPE_CODE-G-MENU-8-ADV-0-VERSION_ID-20358-SOFT_ID-14
604.html

Enjoy! Now I need to go check out the other ABBUC contest entries. :^)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

1380. Re: MyIDE Tool V0.30 released

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-14 03:58:15 UTC
From: bill@newbreedsoftware.com
Message-ID: <473a7257$0$14065$742ec2ed@news.sonic.net>
Source record: 3919

Matthias Reichl <usenet-200711@hias.horus.com> wrote:
> MyIDE Tool V0.30 is now available from my homepage
> http://www.horus.com/~hias/atari/

Wow, awesome! You may have breathed new life into my MyIDE setup. :)

(Honestly, I'm seriously considering getting an SIO2IDE, since it'd be the most compatible with wacky euro demos & games I enjoy :^))

-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

1381. Re: Crownland

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-14 19:04:39 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <dFH_i.7888$3Z2.6873@nlpi069.nbdc.sbc.com>
Source record: 3920

"William Kendrick" <> wrote in message news:

> Ok, so 2nd place in the recent ABBUC contest is a jump-and-run game
> that looks a little like Super Mario Bros 3 from the Nintendo NES,
> or Sonic the Hedgehog from Sega.
>
> From a technical standpoint, I think it's incredible. And from a gameplay
> standpoint, it's absolutely the best Atari 8-bit platformer game I've
> seen.
> (The graphics help, of course, but regardless of that, it's a very snappy,
> smooth game, compared to, say, Bros. or Fred.)
>
> I haven't had time to get too far in the game, yet, but just in the
> first two levels you've got:
>
> * Circle wipe effect (game screen appears when you start, and disappears
> when you die or beat the level, covered by a growing/shrinking circle
> outline)
>
> * Two layers of faux-alpha-blended animated wavy water
>
> * Multi-level parallax scrolling (at least one of which is behind the
> foreground playfield, so they didn't cop out by making all of it above
> the scrolling game area / foreground :^))
>
> * Numerous multi-colored sprites (your character, stars that you collect,
> an enemies are all multi-color! There's a little flicker when more than
> two are on the same scanline, but it's worth it, and nothing the NES
> didn't do in some games... Bayou Billy, anyone? :^))
>
> It requires 128KB, and I believe also requires PAL. But it works
> flawlessly
> under the "Atari800" emulator on my Linux laptop, so most folks out here
> should be able to give it a whirl.
>
> Not sure if they have a website, but you can learn about it, see
> screenshots,
> and download a disk image from "Atarimania" (a site I just discovered via
> Google, in fact... *shame* :))
>
>
> http://www.atarimania.com/detail_soft-TYPE_CODE-G-MENU-8-ADV-0-VERSION_ID-20358-SOFT_ID-14604.html
>

> Enjoy! Now I need to go check out the other ABBUC contest entries. :^)
>
> --
> -bill!
> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/
Thanks for the info, Bill. I can't get passed
level 3 in YOOMP!, even with 255 lives (A5),
heh. I did see the final 'congratulations' screen.
Cheating the level and lives.
I can't, never could, figure those horizontal
scrolling games, like crownland. And I'm not
searching for lives cheats either. Nice game tho.

1382. Re: Crownland

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-15 11:51:33 UTC
From: Velcro_SP <daclmi@comcast.net>
Message-ID: <9be6f408-22b1-4282-9152-3ddd0d617724@c29g2000hsa.googlegroups.com>
Source record: 3921

I tried the demo for this, which came out a couple months ago. It really is spiffy looking and has great play value. I really hadn't seen that high quality of graphics in an Atari 8bit platformer before. Neither Pitfall 2 nor Bruce Lee, Canyon Climber or Miner 2049 have graphics at that level, and Crownland scrolls too!

I also use an emulator (Atari800, on FreeDOS PC) to try it, and I think the keyboard playing degrades my ability somewhat. I would like to try it with a joystick on a real Atari 8bit, esp. my 64K Atari800 or my XE Game system. I would really like to see this in cart form with the memory down to 64K even if perhaps my 800 won't handle it for "RAM under the ROM" incompatibilities.

Some kind of year for ABBUC competition!

On Nov 13, 10:55 pm, b...@newbreedsoftware.com (William Kendrick) wrote:
> Ok, so 2nd place in the recent ABBUC contest is a jump-and-run game
> that looks a little like Super Mario Bros 3 from the Nintendo NES,
> or Sonic the Hedgehog from Sega.

<text clipped>

1383. Problem with sio2pc USB and Dropzone

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-15 19:07:10 UTC
From: hg <hg@hg.hg>
Message-ID: <_uednbjOUfdDBaHanZ2dnUVZ8vqdnZ2d@pipex.net>
Source record: 3922

I've bought a 130xe PAL UK and SIO2PC usb interface off ebay. Some games and demos are working with this combination, but others
crash out. All the software works in an emulator. Biggest problem is the one game which I really bought the entire setup to play
(Dropzone) isn't working.
Any ideas on what's happening? I'm a complete newbie to the Atari 8's so any help would be much appreciated.

1384. Re: Problem with sio2pc USB and Dropzone

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-15 22:16:15 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <Py3%i.68611$YL5.50395@newssvr29.news.prodigy.net>
Source record: 3923

"hg" <hg@hg.hg> wrote in message news:_
> I've bought a 130xe PAL UK and SIO2PC usb interface off ebay. Some games
> and demos are working with this combination, but others crash out. All the
> software works in an emulator. Biggest problem is the one game which I
> really bought the entire setup to play (Dropzone) isn't working.
> Any ideas on what's happening? I'm a complete newbie to the Atari 8's so
> any help would be much appreciated.
Being a newbie, there could be a number of things.
First, Dropzone, if you have the .EXE or .XEX, binary load file, requires a
boot loader disk (image).
You might want to get a Dropzone .ATR of the game, which will load on boot.

http://www.langesite.com/Atari/Holmes/Holmes%201/ATR%20Games/Games%20A-L/

download dropzone.atr

The game may require a 128K machine, probably not. To go back. If you are
trying to load the game from a DOS disk, it won't work, the game is too big
and writes over DOS, causing the computer to crash.

You also need to be sure BASIC is disabled on boot, which on your actual A8
is hold down OPTION when booting.

There may be other issues, but you can try these.

1385. Re: Problem with sio2pc USB and Dropzone

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-15 22:43:37 UTC
From: hg <hg@hg.hg>
Message-ID: <-eKdnT0pWKMHVqHanZ2dnUVZ8qqlnZ2d@pipex.net>
Source record: 3924

Thanks, holding down option did the trick. I guess in my excitement I forgot to try that step even though I knew about it before.

1386. Re: Problem with sio2pc USB and Dropzone

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-16 01:13:05 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <F86%i.8181$3Z2.5470@nlpi069.nbdc.sbc.com>
Source record: 3925

"hg" <hg@hg.hg> wrote in message news:-
> Thanks, holding down option did the trick. I guess in my excitement I
> forgot to try that step even though I knew about it before.
Well, I was wrong about the 128K, you have 130XE. And the binary load .COM
does load satisfactorily if BASIC is off, it doesn't require a boot loader.

1387. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-16 04:49:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0711152047040.587-100000@onyx.spiritone.com>
Source record: 3926
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

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1388. CAMPAIGN IN 2007!

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-16 04:51:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0711152049540.587-100000@onyx.spiritone.com>
Source record: 3927
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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support me with your money. Each Dollar/Euro/Yen/etc is a Vote of support!
Show support for your Atari Dealer! Buy from Ben, your Atari Benefactor!
Show support by buying Atari and keeping the support coming. Show support!
Vote for your favorite Atari Dealer! Vote for Bravo Sierra this November!
In the spirit of Customer Appreciation Month I'm offering a Gift to you,
my Customers, With purchase this November! E-Mail BenSells@Atari.org, goto
my website below for details and/or Call Ben anytime at (503)256-9974!
Vote 4 Ben! Vote 4 Support! Vote 4 Bravo Sierra Computers in 2007!

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Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1389. GIVING THANX! CUSTOMER APPRECIATION MONTH!

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-16 04:57:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0711152056020.587-100000@onyx.spiritone.com>
Source record: 3928
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Early this November, Vendors began Advertising for the Christmas Season,
But forgot the season for Giving Thanx. This November I'm Giving Thanx for
wonderful Atari Customers. Atari Customers are the Best. A real Blessing.
They're Loyal & keep coming back for more. Real Die-Hards. I'm Showing my
Appreciaton to my Customers This November. Buy from Bravo Sierra Computers
and get a gift from Ben Smith! Goto http://BenSells.Atari.org E-Mail
BenSells@Atari.org or Call Ben anytime at (503)256-9974! Got Atari?

http://www.aracnet.com/~atari/specials.htm ATARI THANK YOU SPECIALS!
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lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1390. Re: MyIDE Tool V0.30 released

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-16 13:26:30 UTC
From: Matthias Reichl <usenet-200711@hias.horus.com>
Message-ID: <slrnfjr6k6.9v7.usenet-200711@camel.hias.horus.com>
Source record: 3929

Hi Bill!

On 14 Nov 2007 03:58:15 GMT, William Kendrick wrote:
> Matthias Reichl <usenet-200711@hias.horus.com> wrote:
>> MyIDE Tool V0.30 is now available from my homepage
>> http://www.horus.com/~hias/atari/
>
> Wow, awesome! You may have breathed new life into my MyIDE setup. :)

You are welcome!

Transferring data with SIO to my MyIDE drive was way too slow
(especially movies or 16MB ATRs), that's why I started to write
MyIDE Tool last year.

I built a CF-IDE adapter into my 800XL and made the CompactFlash slot
accessible from the outside (mounted directly above the SIO jack),
now it's really fun to work with MyIDE :-)

> (Honestly, I'm seriously considering getting an SIO2IDE, since it'd be the most
> compatible with wacky euro demos & games I enjoy :^))

I'd recommend getting a SIO2SD interface in this case. I have one since
half a year now and it's really nice. SD cards are cheap and small and
you also can hook them up directly to your PC to transfer data. I use
a 2x20 LCD (instead of the standard 2x16), so I can use longer
filenames (unfortunately the current SIO2SD firmware doesn't scroll
if the filename is longer than the display width).

so long,

Hias

1391. MI5 Persecution: BA984 LHR->TXL 13/6/98 (520)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-17 02:30:40 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101706270124@4ax.com>
Source record: 3931
Cross-posted to: alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel

BA984 LHR->TXL 13/June/1998

Certainty level: 100%

In June 1998 I travelled on the above British Airways flight to Berlin
with my mother, to visit her family. There were two women in seats 30D/E,
about 4/5 rows behind us. It was quite obvious from the torrent of abuse
during these flight that these women had been instructed to harass me
and attempt to obtain a reaction.

I did manage to record much of the flight, but unfortunately much of the
recording is unclear because of high background noise on the aircraft.
The following three excerpts from the recording are the best I can do.

The segment at position 11:34 minutes on my recording contains a fairly
quiet word "paranoid", followed immediately by a much louder
"yeah, he's paranoid, yeah". During the flight the abuse was not sexual,
as it so often is elsewhere, but attacking my mental health.

One of the women in seats 30D/E said "paranoid" very clearly towards the
end of the flight, but unfortunately I had run out of minidisc space and
stopped recording by then. There is absolutely no doubt in my mind that
these women were directed to harass me. This harassment happens without
fail on British Airways flights; I've been on something like three or
four BA flights in the last 5 years and it's happened each time.
Presumably this is because of international law which says incidents on
aircraft during flight are actionable in the airline's country of
origin - so my persecutors want a reaction from me, and they want to see
me "done" in the UK where they can influence the justice system.

These incidents never happen on foreign-domiciled carriers.

520

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1392. MI5 Persecution: BHS Croydon 18/12/98 (2695)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-17 03:48:47 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101707450735@4ax.com>
Source record: 3932
Cross-posted to: alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel

Evil old bat in BHS 18/12/98

Certainty level: 40%

Not quite sure how sure I am about this one. I went down to Croydon (Surrey) with my mother to buy her a beret. After doing the shopping, we went to the BHS store restaurant to lunch on fish and chips.

You can guess the rest. Auditory hallucinations my shrink calls them, faithfully recorded on Sony minidisc. Some old cow going on about "see that chap, the one over there, something's wrong with him".

It is quite tiring being attacked by random idiots in the street, or as in this case, by some random, evil old bat in a restaurant. Fortunately it is only a sporadic occurrence. My enemies seem of late reluctant to waste resources in my direction. Should I take this as an insult? Am I not worth the millions of taxpayers money which has been wasted on me? Are the obsessives of MI5 themselves the "nutters" and "really mad" which they accuse me of being? Interestingly this suggestion as to the psychological profiles of Security Service personnel has been made by others... it does lead one to wonder, doesn't it?

2695

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Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
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1393. MI5 Persecution: Ravenscourt Park 20/3/99 (4870)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-17 05:05:48 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101709020977@4ax.com>
Source record: 3935
Cross-posted to: alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel

Ravenscourt Park 20/3/99

Certainty level: 70%

On Saturday I went to Hammersmith, specifically Ravenscourt Park. There had recently been a resurgence of persecution activity, following the Capital spams. I went to the cafe in the park and had a cup of coffee outside, with my mother. As I went inside the cafe to return the cups, a woman shouted a sexual obscenity (not present on this audio file - don't ask), and she said loudly "something's wrong with him". You can just about hear it in the audio file; listen very carefully, several times; it is distinguishable.

Much less subtle is the male voice shouting "take care he's a nutter" immediately after the woman's voice. As on the other recordings there's a lot of noise, but what the people say can be clearly heard.

Given that I take medication and look and behave quite sanely, and that there had been increased abuse over the last couple of weeks, it seems pretty unlikely that this incident was just spontaneous.... of course, you couldn't prove otherwise, but then that's the way MI5 mean their abuse to look.

4870

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Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
------>>>>>>http://www.NewsDemon.com<<<<<<------
Unlimited Access, Anonymous Accounts, Uncensored Broadband Access

1394. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-17 05:21:18 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1195276864@rtfm.mit.edu>
Source record: 3930
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

The Atari computer intellectual property rights are currently owned by
Atari Interactive, which is managed by today's Atari, Inc. Both of these
are divisions of Infogrames Entertainment.
http://www.atari.com/ http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 7 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

1395. MI5 Persecution: Battersea Library 29/3/99 (7045)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-17 06:47:46 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101710440697@4ax.com>
Source record: 3936
Cross-posted to: alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel

Battersea Library 29/3/99

Certainty level: 60%

This one is quite dull. During the month of March 1999, MI5 made another determined attempt to "get" me, substantially through radio programmes, through Jon Snow on Channel Four News, and through abuse in public, of which this is one example.

Recorded on my minidisc-walkman on Monday 29 March 1999, this audio file consists of two girls talking. One says to the other, "he's got something wrong with him." The usual words. How many millions a year do the Security Service waste on this? But they've denied it - how silly of me to forget. And they're not liars either, are they?

7045

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Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
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1396. Re: Crownland

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-17 08:13:52 UTC
From: bill@newbreedsoftware.com
Message-ID: <473ea2c0$0$14135$742ec2ed@news.sonic.net>
Source record: 3933

Velcro_SP <daclmi@comcast.net> wrote:
> I also use an emulator (Atari800, on FreeDOS PC) to try it, and I
> think the keyboard playing degrades my ability somewhat.

Get a Stelladapter and plug your joystick into your PC, if FreeDOS can
support USB joysticks, that is... :^/

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

1397. Best way to get SIO2IDE... or wait for SIO2USB?

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-17 08:21:39 UTC
From: bill@newbreedsoftware.com
Message-ID: <473ea493$0$14135$742ec2ed@news.sonic.net>
Source record: 3934

Are there any good places/people from which I could purchase an
SIO2IDE adapter? What do they typically cost? (I found one on eBay for
$95 USD)

http://cgi.ebay.com/SIO2IDE-Interface-for-8-bits-Atari_W0QQitemZ320182310703QQihZ011QQcategoryZ82631QQcmdZViewItem

Or perhaps should I wait (and save up) for an SIO2USB? (SIO2SD was also
mentioned, though it sounds as though the former will be better...?)

http://home.arcor.de/grasel/sio2usb_e.htm

The latter looks super-cool because it's all-in-one, powered by the SIO cable,
and has built-in flash memory. *drool*

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

1398. MI5 Persecution: Royal Festival Hall 15/4/99 (9220)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-17 09:08:13 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101713043374@4ax.com>
Source record: 3937
Cross-posted to: alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel

Royal Festival Hall 15/4/99

Certainty level: 100%

Another "day in the life of", this one. January and February were quiet; in March it all started again; by the middle of April the resurgence of abuse had been going on for over a month. And this, with 100% certainty, is one manifestation of the abuse.

On Thursday 15 April 1999, 1pm lunchtime, I was at the booking office at the Royal Festival Hall near Waterloo Station in London, buying a ticket for a friend. A woman was at the counter next to me. She said;

"it would kill it, you know, it would just be overkill...
.. they can't stop can they"

It was obvious to everyone, the ticket agents included, that her comments were directed at me, and that "they" (ie. MI5) were "killing" me.

I've heard similar things said at various other times, but rarely have their intentions been expressed as clearly as this. The woman also expressed the obsessive nature of MI5's preoccupation with me, by saying, "they can't stop can they".

9220

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1399. MI5 Persecution: Balham Bus 8/7/99 (11395)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-17 10:39:31 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101714355169@4ax.com>
Source record: 3938
Cross-posted to: alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel

Balham - LT bus (8/July/1999)

Certainty level: 90%

I am very sure about this one. I got back from holidays on Wednesday. There were two incidents, both on the tube, on the way back from the airport. There was a further incident the following day, Thursday, on the bus (the 155 I think) in Balham, where two girls started spouting abuse about "crazy", etc. Naturally I had my minidisc with me and was able to record their words.

The cynical reader might think my demeanour or behaviour had given rise to the taunts of "crazy" recorded above. But I assure you my behaviour on the bus would not have made anyone think I was ill; and the taunts the previous day were the same sexual words as previously; so I'm quite sure that these incidents are either deliberately staged, or indicative of an overall high level of awareness among the London public, particularly in the part of London where I live.

11395

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1400. MI5 Persecution: Clapham South 17/2/00 (13570)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-17 12:01:37 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101715575717@4ax.com>
Source record: 3939
Cross-posted to: alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel

Clapham South (17/Feb/2000)

Certainty level: 100%

In February 2000, MI5's hate campaign against me was in full swing. They sent people into the road where I live in south London, to swear at me and abuse me as I was leaving or returning home. One such instance is recorded on the above audio file.

On Thursday 17 February 2000, I had just left my home, en route for Croydon, when two youths approached, going in the other direction. One of them said with a smile on his face something which I didn't recognize, and still don't understand despite it being on this audio clip. His demeanour made it clear his statement was directed at me. I coughed, and in response to that, he continued his insult, calling me a "wanker", which is very clearly recorded on this audio clip.

Two days later, in the very early morning of Sunday 20 February 2000, MI5 inflicted another insult against me just outside my house, when, returning from Croydon, two youths approached (MI5 agents always go in packs of at least two - they're too cowardly to go anywhere on their own) and one of them said quietly and bitterly to the other that "he's shitty, very shitty".

It is still comparatively rare for MI5 to send people to my house, or to my road, to harass me. Usually they know where I'm going to, since they have bugs on my phone and in each room of my house; and they send people to that location, or on the train or tube getting there.

13570

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1401. MI5 Persecution: Clapham Junction 6/5/00 (15745)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-17 13:35:51 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101717321147@4ax.com>
Source record: 3940
Cross-posted to: alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel

Clapham Junction (6/May/2000)

Certainty level: 60%

On Saturday 6 May 2000, I was in Clapham Junction, shopping and visiting the library. At precisely 12:29pm, the above audio clip was recorded, in front of Arding and Hobbs department store. One girl was saying to her friend,

"He's a homosexual, they can say whatever they want."

There are several reasons why I think this comment might be about me. Firstly, temporal proximity to other such incidents. The persecution had restarted about two to three days before this clip was recorded. Cause of restart unknown. Personally I think it's because I was going on holiday to France the following Monday - MI5 do like to take holidays abroad at the taxpayer's expense, and inventing reasons to resurrect their hate campaign just before I go on holiday is something they've done before.

Secondly, although I am not gay, they have used such references against me before. At Oxford Computer Group in 1994, manager Steve Mitchell simultaneously abused me and another employee but saying we were "of a similar bent". Such insults show latent or quite overt homosexuality on the part of the abuser.

Thirdly, the sort of people who abuse on the basis of mental illness are the same people who abuse others on the basis of sexuality, race, religion, etc. If they can abuse a disabled man, then they will surely do so based on the other criteria mentioned.

There is still some room for doubt, though, which is why I have assigned this recording a certainty level of only slightly above evens. But "they can say whatever they want" is what gives the game away; they just choose a differentiating feature on which to base their abuse; and if one such feature gets too boring ("we've called him a nutter for the last ten years so now we'll call him something else") then they invent a different lie to throw at me.

15745

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1402. MI5 Persecution: he's an idiot you know 3/11/00 (17920)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-17 15:18:43 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101719150254@4ax.com>
Source record: 3943
Cross-posted to: alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel

Balham High Road (3/Nov/2000)

Certainty level: 60%

On 3 November 2000, I had just got off the bus in Balham High Road,
when I heard a group of schoolgirls shouting and laughing. One of them yelled;

"He's an idiot you know."

You can hear this on the above clip; it is followed by laughter. I am
not quite sure this is about me, which is why I have only given it
a two in three probability. I have been attacked many times with the
word "idiot", which seems to be a favourite with intellectual lightweights
who want to bring down bigger game. (Back in 1992 I was so worried by the
attacks on my intelligence that I took the test and joined Mensa......
does that make me a *clever* idiot? Never mind.)

17920

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Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
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1403. Re: Best way to get SIO2IDE... or wait for SIO2USB?

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-17 17:15:07 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <vkF%i.68781$YL5.19597@newssvr29.news.prodigy.net>
Source record: 3941

"William Kendrick" <> wrote in message news:
> Are there any good places/people from which I could purchase an
> SIO2IDE adapter? What do they typically cost? (I found one on eBay for
> $95 USD)
>
>
> http://cgi.ebay.com/SIO2IDE-Interface-for-8-bits-Atari_W0QQitemZ320182310703QQihZ011QQcategoryZ82631QQcmdZViewItem
>
> Or perhaps should I wait (and save up) for an SIO2USB? (SIO2SD was also
> mentioned, though it sounds as though the former will be better...?)
>
> http://home.arcor.de/grasel/sio2usb_e.htm
>
> The latter looks super-cool because it's all-in-one, powered by the SIO
> cable,
> and has built-in flash memory. *drool*
>
> --
> -bill!
> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/

www.atarimax.com

Steve Tucker has the USB interface for $60 and
the APE Windows registered for $50, and a complete kit for $105, if I
understand what he's offering.
Steve often sells on ebaY as well.
I've done businuess with him and been pleased.
(It is a little confusing what he's offering, but he should clarify in
e-mail if you have questions.)
Oh, and probably doesn't have Linux software,
but he can tell you if it work with a Win emulator or something.

1404. Re: Best way to get SIO2IDE... or wait for SIO2USB?

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-17 17:37:43 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <HFF%i.68782$YL5.43703@newssvr29.news.prodigy.net>
Source record: 3942

And I shouldn't forget the vendor list that M. Current keeps. It is a
pretty complete list of A8 vendors.
See the FAQ or Welcome to CSA8 post.

1405. MI5 Persecution: tinker tailor wanker thief 2/12/00 (20095)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-17 18:02:14 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101721583315@4ax.com>
Source record: 3944
Cross-posted to: alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel

Crescent Grove, Clapham Common (2/Dec/2000)

Certainty level: 100%

This is one of those clips where I am absolutely, 100% certain it's inflicted by MI5 on me, because of background, context. On Saturday 2 December 2000, I was walking from my home to a pub on Clapham Common, and on the way was in proximity to a group of three English youths who were walking the other way. They turned from the main road into a private estate called Crescent Grove. Here is what they said;

(first youth) "He masturbates!"
(his mate responds) "Yeah, he masturbates!"
(and again) "Thief!"

There is a lot of context associated with this incident, which I will now relate.

Firstly, the verbal sexual abuse is a popular one with MI5, and as a statement about me is currently mostly in their imaginations. The accusation has to be seen relative to MI5's persecutory actions in late November and early December 2000, and in fact for some months leading up to this. Their relevant activities in June 2000 are documented in a message in this evidence item; following from that, they sent someone to simulate an act in front of my window, which was captured on film.

It is the publication of the video of their agent performing the act on himself which caused MI5 to restart this thread of harassment in the first few days of December 2000. But there are some subtleties; I uploaded the digitised video to this website on 26/November/2000; but I did not announce its existence on the newsgroups until Sunday 3/December/2000. These youths' slur was made the previous day, on Saturday 2/Dec. That tells us quite a lot. According to my website logs, there were no accesses to the video file before Sunday 3/Dec. So why did MI5 restart this particular thread of abuse, before their agent's activities were published on the newsgroup? The conclusion we reach is that they were watching my internet connection, either decoding the telephone line, or at the ISP; and/or they may be able to physically see what is on my notebook computer's screen, from RF transmissions from its VGA circuitry. I do not know whether the latter is technically feasible, but the former certainly is, and I have known for years that MI5 bugs my internet activities and phone calls. It is from their observation of my internet connection that they were able to tell, without accessing the video file over the net, that it was of their agent in a compromising position; and it was from that observation that their shouted slur on 2/Dec emanates.

The second accusation, "Thief!", is even more interesting. It relates to occurrences from June of 2000, some six months before these youths threw the word at me. It shows just how wide in reach geographically and temporally the MI5 persecution is; they react to something which happened half a year previously.

In the first half of 2000, MI5 made a determined assault on my friendships. In one particular case, that of A. whom I had known for virtually all my life, they partly succeeded. This person made pointed references to me which made it clear he knew what was happening; at one point he started asking "do you know anything about the FBI and the CIA". In June 2000, we went to see a film in the West End. I paid for both of us, and then asked him to return what I had paid for his ticket, some £7.50. He was reluctant to do so. Eventually he returned £5, settling for the lesser gain of £2.50.

I did not call him a thief to his face, but I may have spoken the word while I was at home, either conscious or in my sleep. MI5 have very tight control over everything I do and say in my home through their bugs; if I say anything against someone in "their" camp, they turn round the accusation against me. So, from the fact that A. tried to garner a few pounds at my expense, MI5 create the accusation, six months later..... "thief!".

20095

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1406. MI5 Persecution: Jon Holmes (4-5/Jan/2002) (22270)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-17 20:35:15 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101800314390@4ax.com>
Source record: 3948
Cross-posted to: alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel

Virgin Radio-Jon Holmes (4-5/Jan/2002)

Here are two segments from Virgin FM, one on Friday, the other on Saturday,
both from the Jon Holmes evening show.

Certainty level: 80%

In early January 2002 I listened for the first time in some months to Virgin Radio,
specifically to the Jon Holmes evening show on Friday 4 January 2002. They promptly
attacked me verbally. Again, context is relevant. There are three instances in the
space of two minutes on this extract;

00:18 "are you lying?"
00:22 "it's not fair"
01:24 "everyone at the amateur c+ turbo programmers club found it hilarious"

The first phrase is a straight slander. MI5 were trying to portray me as a liar at
around this time; I have other audio with the same accusation. "are you lying?";
unsophisticated.

It's closely followed by the words "it's not fair". Note carefully the way he says it,
quickly, as if to deny what he says. The phrase "not fair" was first created by OCTS MD
H S.-W. in Nov/1992, and picked up on my first visit to hospital soon after
"they should have paid your fare").
Again, unsophisticated parrotting of a key phrase.

The third phrase is explicable through contemporaneous context. That morning I had
phoned about a C++ course. "c+ turbo programmers club"... again, somewhat brazen
we're-listening-to-what-he-says-on-the-phone, and he-can't-prove-it. Something got lost
in translation from MI5's watchers to Virgin, because "c+ turbo" means nothing.... there
is no C+ turbo language, only C++, of which Turbo C++ is one implementation.

Certainty level: 80%

I wasn't entirely convinced from Friday's programme, but the following evening's
show confirmed it. It contained a number of references to my condition, of which the
following excerpt is one such;

00:09 "I'm not well, and no-one cares"
00:24 "my voice sounds all funny"
01:01 "do you mean people that aren't mad"
01:05 "medical problem is it"

"I'm not well" doesn't mean he has a cold; it means he is being sarcastic about my
mental illness. "my voice sounds all funny" refers to the change in nature of my
voice when acute illness hits. "do you mean people that aren't mad" is obvious.
"medical problem is it"..... rubbing salt into the wound.

22270

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1407. Re: Best way to get SIO2IDE... or wait for SIO2USB?

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-17 21:59:57 UTC
From: Matthias Reichl <usenet-200711@hias.horus.com>
Message-ID: <slrnfjup2t.jv6.usenet-200711@camel.hias.horus.com>
Source record: 3945

On 17 Nov 2007 08:21:39 GMT, William Kendrick wrote:
> Are there any good places/people from which I could purchase an
> SIO2IDE adapter?
>
> Or perhaps should I wait (and save up) for an SIO2USB? (SIO2SD was also
> mentioned, though it sounds as though the former will be better...?)

Actually all three are fine devices, each with its pros and cons.

The big advantage of SIO2SD and SIO2USB is that you can control them
independently from your Atari, for example swap disk images with a
few key presses (this is sometimes absolutely necessary, for example
if you play a multi-disk game and have to exchange disks somewhere
in the middle of the game).

The SIO2USB is a really awesome device (I saw it live at the ABBUC JHV),
but it also costs a lot. Since I already have a SIO2SD and MyIDE I
didn't buy one. SIO2USB is extremely well built, the internal RTC is
also nice and you can control it either with a program from your Atari
or with the menu keys and LCD.

A slight drawback of the SIO2USB is that only a few USB sticks are
compatible. There's currently a discussion about this on the german
ABBUC forum:

http://www.abbuc.de/modules.php?name=Forums&file=viewtopic&t=3241

I bought my SIO2SD from Wolfram Fischer (mega-hz) and it cost some
40EUR (without LCD, keys, enclosure, SIO-cable - just the assembled
PCB). Currently he sells a newer version with LCD and keys for 60EUR,
or with enclosure for 80EUR (both versions are without a SIO cable).

http://mega-hz.no-ip.com/Angebote/angebote.html

The SIO2SD interface can also be controlled either with a program
on your Atari or with the LCD/keys. Like the SIO2USB the SD-card
can be hot-plugged and it "remebers" the last drive setup. But
it doesn't have a RTC and you can't create empty disk images
on the fly (IIRC the SIO2USB is able to do this). BTW: the SIO2SD
is also powered by the SIO bus, no need for an external power supply.

Concerning your initial question: Wolfram has the SIO2IDE (but only
version 3.3) on his website, listed for 29EUR (I don't know if it's
still available). I'd guess a version 4.x SIO2IDE with USB shouldn't
cost more than some 40-50EUR. Considering the current exchange rate
this would be some 60-75USD - so I'd say the auction you mentioned is
a little bit overpriced.

so long,

Hias

1408. Looking for Colorview pictures

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-17 22:13:48 UTC
From: hg <hg@hg.hg>
Message-ID: <jfCdncXl2a0F-qLanZ2dnUVZ8q-rnZ2d@pipex.net>
Source record: 3946

Apart from playing Dropzone the other reason why I got myself an Atari 8-bit for the first time is to check out the awesome color
capabilities of these classic micros. Never ceases to amaze me that a micro released in the 70's was capable of displaying 256
colors.
Anyway I've searched high and low for colorview demo disks and in particular colorview pictures that use the entire interlaced 4096
palette and so far come up with squat. Links to .atr files anyone?

Thanks again

1409. MI5 Persecution: Post Office 14/11/02 (24445)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-17 23:19:38 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101803160666@4ax.com>
Source record: 3949
Cross-posted to: alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel

Balham Hill Post Office (14/Nov/2002)

Certainty level: 80%

By mid-November 2002 the persecution had again dwindled, as happens sometimes, when along came this item.
I spent most of my time at home, going occasionally to the shops in Clapham South, or into town to meet people. On this particular
Thursday I only left the house once, for less than fifteen minutes to post a letter (special delivery, because my ordinary and
recorded delivery letters had been disappearing en route for some time - not that anyone would accuse MI5 of such petty harassment).
At the post office counter there was an Asian guy talking into his mobile phone and grinning away. There is a probability that
his comments were directed at me, as I will explain further. The second segment of audio closely follows the first segment.

"you'll do it today? let's meet about 3 o'clock and have some lunch. I got stuff to do and I'll go to the bank,
get this sh.. fucking moving yeah. Even just a little bit do something. He doesn't understand, you know what it is,
I don't want to tell him again cause then he might, he thinks we're having a go at him, I'm not having a go at him,
I'm explain to him"

Explanation: The guy is talking about some bloke who is unnamed, however it might be interpreted as being in code about me.
"I'll go to the bank"... variously interpretable, either literally, or as sounds-like "wank" which has been a consistent
theme in MI5's abuse. "get this shit fucking moving"... abuse... could be interpreted as MI5's criticism of my inertness.
The state spends hundreds of thousands of pounds a year - they want to see some result, not just neutrality and ordinariness.
"he doesn't understand"... MI5 claim I'm stupid... but the numbers and bits of paper prove otherwise, so perhaps what that
is really about is their agents' subconscious perception of themselves.

"having a go at him"... sounds like they're having a go at me, doesn't it? You might take the audio at face value and assume
it's about some other guy, but it's normal MI5 procedure to pretend to be talking about someone else, and make the content of
the message very relevant to me, or their perception of me.

"for some reason it doesn't get into his head, I don't know why... he's lost it completely, hasn't he"

What reason is there for it not getting into his (my) head? Stupidity is implied. Also implied is that it does get into his head;
we're intentionally causing him damage. He's lost it completely... for some time I have suffered from OCD... lost it completely
is the persecutors' observation of my illness, which they see through the surveillance on my home, which they caused.

24445

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1410. Re: Looking for Colorview pictures

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-17 23:25:02 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <nLK%i.21220$Pv2.8994@newssvr23.news.prodigy.net>
Source record: 3947

"hg" <> wrote in message news:
> Apart from playing Dropzone the other reason why I got myself an Atari
> 8-bit for the first time is to check out the awesome color capabilities of
> these classic micros. Never ceases to amaze me that a micro released in
> the 70's was capable of displaying 256 colors.
> Anyway I've searched high and low for colorview demo disks and in
> particular colorview pictures that use the entire interlaced 4096 palette
> and so far come up with squat. Links to .atr files anyone?
>
> Thanks again
There's colrview by Jeff Potter and colorsquashview by Clay Halliwell. And,
I think, both only work on NTSC machines. You can find a colrview ATR at
the Holmes site,

http://www.langesite.com/Atari/Holmes/

You should download the catalog and search for colrview.
There are a lot of colrfull demos. I can't remember the name of the guy,
uhmm... did fantastic pictures.
Well, you can search the graphics and video areas.
And the ATR area.
There are lots of PAL graphics demos.
You might try:
http://ftp.pigwa.net/stuff/collections/atari_forever/

in the dema folder.

1411. MI5 Persecution: Eclipse pub 20/12/02 (26620)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-18 01:46:44 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101805431104@4ax.com>
Source record: 3950
Cross-posted to: alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel

Eclipse pub in Balham (20/Dec/2002)

Certainty level: 70%

On Friday 20/December/2002 I went to Balham to do some shopping and eating. When I went into the Eclipse pub for a meal
there were two girls already at the bar being server, I ordered and sat down near the window. They sat down at the opposite
window seat, out of sight. After a few minutes they started screaming repetitively "section, section". They were reading
something and were trying to pretend that they were just repeating from what they were reading, but in reality it was quite
obvious they were talking about me, specifically to confinement under mental health.

As you can guess the behaviour of these unwise young things shows them to be from the underprivileged category which due to
the natural laws of society is seldom seen in the better classes of restaurant - the McDonald's next door is their more
usual habitat. My guess is that these two females were deliberately placed in the Eclipse with orders to be offensive to
me personally. The alternative would be that no-one had ordered them and they were just being rude on their own account,
but that is improbable, for two reasons; first, I was out of sight of them and one does not usually "pick on" a person
one cannot see; secondly, there had that afternoon in Balham been other, less distinct incidents immediately preceding this,
and it is inferable that MI5 were making quite a serious effort to create a physical incident, as they have done on
numerous occasions previously. I give my interpretation a two in three chance of validity.

26620

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1412. MI5 Persecution: Barbican Library 6/2/2003 (28795)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-18 04:28:01 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101808242852@4ax.com>
Source record: 3951
Cross-posted to: alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel

Barbican Library - 6/Feb/2003

Certainty level: 100%

Here's an item from early February 2003, at which time Security Service were re-igniting hostilities against me, a direct result of my appeal
for a legal hearing against their organisation. On Thursday 6/Feb/2003 I went to the Barbican in central London with my mother to visit the library
and have a meal. Security Service naturally knew about it because it had been mentioned the previous day in our house which is under constant
surveillance on grounds of "National Security", so they may have been able to inform staff there to say something to me, as has been done elsewhere.
Two of the people at the Enquiries desk in the library obviously knew of my circumstances, I spoke to one of them who was very polite, and while
I was waiting I heard the other speaking with a little less politeness, as recorded on this audio file. He said, "I spy", to start a game of
guess what "I spy"; unsubtle, MI5 Spy. Then, at the 34 second mark on this clip he said;

"So obvious you couldn't even get that. I shall have to kill you. ha, ha, ha"

The words "I shall have to kill you" are interesting because such overt expression is rarely heard. Security Service wish me extinct.
Some years ago they were openly shouting "suicide" at me, so that is established. But there is an element of doublethink in their attitude;
they use people's natural prejudice against mentally ill, who are popularly painted by media as being aggressive, to try to tinge the group's
view of me and MI5's actions against me. The Security Service religion is that the country's enemies are deadly, and must therefore be
extinguished. Hence, we must seize eagerly upon the disabled schizophrenic from Clapham, and throttle him, because who knows what'll happen if we don't.

There may be a subtle agenda of population control in what the Security Service have been doing in this country since 1990. In the current issue
of 2600 Magazine (the Hacker quarterly, which I read from time to time) there is a quote from Hermann Goering on page 2; "the people can always
be brought to the bidding of the leaders. All you have to do is tell them they are being attacked. It works the same in any country".
2600 printed the quote as a comment on the projected war against Iraq, which does not appear to pose any threat to the territory of
those countries which wish to invade it. However the quote is somewhat relevant to my case, which is widely known about within Britain;
the security service instructs all right thinking citizens to do MI5's bidding and band together against a common enemy, while at the same time
there is a suggestion of "look what'll happen to you if you don't obey us".

28795

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1413. MI5 Persecution: Bernard Levin - The Times (30970)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-18 07:38:32 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101811345820@4ax.com>
Source record: 3952
Cross-posted to: alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel

Fanatic's Fare for the Common Man

Certainty level: 90%

The article reproduced below was penned by Bernard Levin
for the Features section of the Times on 21 September 1991. To my mind, it
described the situation at the time and in particular a recent meeting with
a friend, during which I for the first time admitted to someone other than
my GP that I had been subjected to a conspiracy of harassment over the
previous year and a half.

There is a madman running loose about London, called David Campbell; I have
no reason to believe that he is violent, but he should certainly be
approached with caution. You may know him by the curious glitter in his
eyes and a persistent trembling of his hands; if that does not suffice, you
will find him attempting to thrust no fewer than 48 books into your arms,
all hardbacks, with a promise that, if you should return to the same
meeting-place next year, he will heave another 80 at you.

If, by now, the police have arrived and are keeping a close watch on him,
you may feel sufficiently emboldened to examine the books. The jackets are
a model of uncluttered typography, elegantly and simply laid out; there is
an unobtrusive colophon of a rising sun, probably not picked at random.
Gaining confidence - the lunatic is smiling by now, and the policemen, who
know about such things, have significantly removed their helmets - you
could do worse than take the jacket off the first book in the pile. The
only word possible to describe the binding is sumptuous; real cloth in a
glorious shade of dark green, with the title and author in black and gold
on the spine.

Look at it more closely; your eyes do not deceive you - it truly does have
real top-bands and tail-bands, in yellow, and, for good measure, a silk
marker ribbon in a lighter green. The paper is cream-wove and acid-free,
and the book is sewn, not glued.

Throughout the encounter, I should have mentioned, our loony has been
chattering away, although what he is trying to say is almost impossible to
understand; after a time, however, he becomes sufficiently coherent to make
clear that he is trying to sell the books to you. Well, now, such quality
in bookmaking today can only be for collectors' limited editions at a
fearsome price - £30, £40, £50?

No, no, he says, the glitter more powerful than ever and the trembling of
his hands rapidly spreading throughout his entire body; no, no - the books
are priced variously at £7, £8 or £9, with the top price £12.

At this, the policemen understandably put their helmets back on; one of them draws his truncheon and the other can be heard summoning reinforcements on his walkie-talkie. The madman bursts into tears, and swears it is all true.

And it is.

David Campbell has acquired the entire rights to the whole of the Everyman's Library, which died a lingering and shameful death a decade or so ago, and he proposes to start it all over again - 48 volumes this September and 80 more next year, in editions I have described, at the prices specified. He proposes to launch his amazing venture simultaneously in Britain and the United States, with the massive firepower of Random Century at his back in this country, and the dashing cavalry of Knopf across the water, and no one who loves literature and courage will forbear to cheer.

At the time this article was written I had believed for some time that columnists in the Times and other journalists had been making references to my situation. Nothing unusual about this you may think, plenty of people have the same sort of ideas and obviously the papers aren't writing about them, so why should my beliefs not be as false as those of others?

What makes this article so extraordinary is that three or four days immediately preceding its publication, I had a meeting with a friend, during the course of which we discussed the media persecution, and in particular that by Times columnists. It seemed to me, reading the article by Levin in Saturday's paper, that he was describing in some detail his "artist's impression" of that meeting. Most telling are the final sentences, when he writes, "The madman bursts into tears, and swears it is all true. And it is." Although I did not "burst into tears" (he seems to be using a bit of poetic licence and exaggerating) I did try hard to convince my friend that it was all true; and I am able to concur with Mr Levin, because, of course, it is.

At the beginning of the piece Levin reveals a fear of being attacked by the "irrational" subject of his story, saying "I have no reason to believe that he is violent, but he should certainly be approached with caution". This goes back to the xenophobic propaganda of "defence" against a "threat" which was seen at the very beginning of the harassment. The impression of a "madman running loose" who needs to be controlled through an agency which assigns to itself the mantle of the "police" is also one which had been expressed elsewhere.

In the final paragraph of this extract, his reference to Everyman's Library as having "died a lingering and shameful death a decade or so ago" shows clearly what sort of conclusion they wish to their campaign. They want a permanent solution, and as they are prevented from achieving that solution directly, they waste significant resources on methods which have been repeatedly shown to be ineffective for such a purpose.

30970

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1414. MI5 Persecution: Come back, Norma! (33145)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-18 09:35:00 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101813312794@4ax.com>
Source record: 3953
Cross-posted to: alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel

Private Eye, 23 Oct 1992

Certainty level: 25%

I'm not really sure whether this cover was intended to get at me,
or whether it was re-interpreted after publication to be about me.
This issue of Private Eye came out in October 1992, by which time I had
been under severe continuous pressure at work and from the general
population in Oxford for many months. It had John Major saying to his
wife, "Come back, Norma!" under the title "Major's support lowest ever".

There's a story behind this. In late October I was in the local pub
(the Rose and Crown, nice traditional name eh) with two people from
work, Simon and Phil. Phil had with him a copy of the current Private
Eye. These are both "nice people" and on my side, I hasten to add.
Simon pointed out the message on the magazine's cover to Phil, and asked
"what do you think about that". Phil answered, "Well usually they
[Private Eye] get it right". This exchange happened in front of me.
Although I was ill at the time (this was before I'd started taking
medicines) I hadn't read anything into the Eye cover until these guys
pointed it out to me.

Sometime later, again in the same road, a student shouted to
one of his friends, "so when are you COMING BACK?", again in front
of me.

What I realised Phil thought it meant was a double-entendre, the
"coming" referring to the act of ejaculation, the "back" referring
to the human back-side. So in a play on words you get a person who
is referred to as a back-side ejaculating. Charming.

Of course, Phil could have been wrong. Perhaps there was no such meaning
intended by Private Eye. Perhaps he saw meaning which wasn't there.
Perhaps the moon is made from green cheese. Who knows?

33145

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1415. MI5 Persecution: Victor Lewis-Smith (35320)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-18 10:37:47 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101814341455@4ax.com>
Source record: 3954
Cross-posted to: alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel

Victor Lewis-Smith

Certainty level: 10%

Victor Lewis-Smith has issued a denial through his webmaster
John Hayward-Warburton regarding this article; he says quite categorically
it's not written about me. I kind-of sort-of believe him, but I think
the conspiracy is so wide that the phrase "Eventually, I had to leave
because they were all trying to kill me" could have been intended to be
as if from any paranoid person, but could have been influenced by my
case in the particular. So the influence could have been sort-of
subconscious.

This article is from the Evening Standard of Thursday May 8, 1997.
It is titled "Goon, and best forgotten" and may be found on page 31.

I think VLS has written/produced stuff specifically about me in the past,
both in his Evening Standard column, one of which is reproduced below
(in another case, he was talking about computer hacking, and I think that
was directed at me), and a television programme in around late 1993
when he has a taxi driver who says "they're all trying to kill me guv"
and VLS responds "you're supposed to be quite intelligent aren't you".

However, his webmaster has issued a formal denial on his behalf, so it
is not for me to oppose what he has stated categorically.

35320

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1416. MI5 Persecution: Introduction to Sent Faxes (520)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-18 12:30:16 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101816264464@4ax.com>
Source record: 3955
Cross-posted to: alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel

Introduction to the Sent Faxes webpages

Between 1998 and April/2000 I sent some thirty articles on the subject of the MI5 Persecution to
British politicians, media, legal and diplomatic entities in the UK. Of those articles 24 are reproduced
on this part of the website. They were originally composed as Microsoft Word documents, and saved to HTML
form for publication here. A few of them were slightly edited in format for readability.

You will see that these articles cover quite comprehensively what has been going on since 1990, there being
quite a lot of material to cover, since it is a rare week that goes by without MI5 making some harassing
or threatening action against me. "How could it be True?"... they use the mental illness which they induced
in me as a ready explanation for my complaints. Who started it, why did it start, why it continues...
these faxed articles provide examination in more depth of the treatment in the Frequently Asked Questions webpages.
The sheer meaninglessness of the Secret Police actions is highlighted; their operatives make their livelihoods
by cynically exploiting the taxpayers, when in a more responsible country they would be looking at the inside of
prison cells.

The validity of this observation is proven by their reaction to my several suggestions in the articles that I
would cease sending faxes if MI5's agents (and it's always the same people doing the persecution) desisted from
continually harassing me. A number of times, you will see in the faxed articles, I have suggested that
we come to a "peace of mind agreement" where I cease complaining and they cease harassing. On one occasion,
I wrote to Hugh S.-W., the director of OCTS where I was employed in 1992-94 and who is aware of the
circumstances, asking that he intercede to bring this matter to a close, by initiating a meeting between
myself and the persecutors to mutually settle our differences; he didn't reply, but MI5 did soon after - they said "This is what you wanted, wasn't it?, some sort of confrontation?". The reality is the people stalking me are not interested in any settlement; for them crime pays, and
pays handsomely; moreover it is State-approved crime; the Police will never investigate or take action;

it is corruption on an incredible level and scale, and it has gone on for over a decade.

You will see that the articles contain three elements; firstly, there are original written articles,
many in the first half of 1999 when I was writing new articles every week and sending them by email and
fax during the weekend; then there are "MI5 Persecution Update" articles, which list happenings recent to
a particular transmission; and finally there is the "old faithful" Frequently Asked Questions article
which was sent on a few occasions during the three year period. These articles generated a number of
interesting responses from politicians and other recipients, many of which are documented in the
"received faxes" area of these webpages.

I hope you enjoy reading these articles. I'm not as angry as these articles necessarily make out,
only sometimes, usually soon after the persecutors have said something unpleasant at me; the purpose
of putting lots of fire and ire into the mix is to try to chuck it into the public domain which might
lead to MI5 being forced to curb their actions. Unfortunately that aim was not achieved, despite
many, many thousands of faxes being sent. Also, if any policemen are reading this, then I'm (a bit) sorry
about the rude things I said about "the Bill" in one or two of the articles; the police have never done me
any harm (yet) by commission, only by omission of doing anything to investigate my complaints or treat
them seriously.

520

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1417. MI5 Persecution: Faxes Sent to Diplomatic/Legal (2695)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-18 13:35:53 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101817322107@4ax.com>
Source record: 3956
Cross-posted to: alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel

Faxes Sent to British Diplomatic/Legal logs

During the 1998-2000 period my records indicate that I sent at least 3,642 faxes to diplomatic and legal offices
located in the British isles, of which 3,345 went via TPC's email-to-fax service and 297 were sent via fax-modem
direct from my computer. The actual figure is somewhat higher since, for most of this period, whenever a recipient
asked to be deleted from my mailing list, I totally wiped all entries including that from the logfile.

In the records "Y" indicates successful transmission from fax-modem, "N" indicates failed transmission from fax-modem.
"E" indicates an error occurred while transmitting via fax-modem and a fax may have been only partly transmitted.
"y" and "n" indicate success or failure via TPC.

In April 2000 I changed the method of operation by recording "R" when a recipient requested removal, rather than
wiping their details from my mailing list and records; and keeping "B" records for when TPC actioned a ban on a
recipient's fax-number, but the recipient did not write to ask me to cease faxing. The purpose of these changes
was to keep more accurate and complete records, but the intention was thwarted by the police complaint.

441712011004 yyyyYyynyyyyyny
441712210448 yyynYnynyyyyy
441712212818 yyyyYyyyyyyyy
441712215685 yyyyYyyyyyyyy
441712250947 nynnYyynyyyyy
441712252130 nnnnYynnyyyyn
441712253024 ynyyYyyyyyyyy
441712253862 yyyyEyyyyyyny
441712275503 yyyyYyyyyyyyy
441712293215 yyyyYyyyyyyyy
441712330174 nynyYnnnnnnnn
441712331612 yyyyYyyyyyyyy
441712343222 yyynYyyyyyyyy
441712351286 nyyyYnyyyyyyy
441712352263 yyyyYyyynyyyy
441712353680 yynnYyynyyyyy
441712354463 yyyyYyyyyyyyy
441712354557 yynnYnynyyyyy

441712354621 yyyyYyyynyyyy
441712355161 ynnnYyyyyyyyy
441712355684 yyyyEyyyyyyyy
441712359048 yynyYnyynnnnn
441712359717 nyyyYyyyyyyyn
441712359734 nnyyNnynynyny
441712359905 nyyyYyyyyyyyn
441712405333 yyyyYyyyyyyyy
441712407722 yyyyYyyyyyyyy
441712421447 yyyyYyyyyyyyy
441712422511 yyyyYyyyyyyyy
441712424221 yyyyYyyyyynny
441712424282 yyyyYyyyyyyyy
441712425434 yyyyYynnyyyyy
441712427803 yyyyYyyyyyyyy
441712428502 yynyYyynynnny
441712431699 yyyyYyyyynyyy
441712451287 yyyyEyyyyyyyn
441712456583 yyyyYyyyyyyyy
441712456961 nyyyYnynyyyyy
441712456993 ynnnYynnynnnn
441712459552 yyyyYyyyyyyyy
441712485735 yyyyYyyynyyyy
441712553760 yyyyYyyyynyyy
441712569992 yyyyYyyynnnnn
441712586333 yyyyYyyyyyyyy
441712595392 yyyyYynynyyyy
441712596213 yyyyYyynyyyyy
441712596487 ynnnYyyynnnyn
441712627970 yynnYnnnynnnn
441713060095 yyyyYyyyyyyyy
441713181301 yyyyYynyyyyny
441713181349 yyyyYyyyyyyyy
441713236717 nnnnYnnnyyyyy
441713321493 nnnnYyynyyyny
441713330270 yyyyYyyyyyyyy
441713338831 yynnYyynnnnnn
441713340242 yyynYnyyyyyy
441713440292 yyyyYyyyyyyyy
441713530075 yyyyYyyyyyyyy
441713530329 yyyyYyyyyyyyy
441713530339 yynnYyynynnnn
441713530425 yyyyYyyyynyy
441713530464 yyyyYyynnynny
441713530652 yyyyYyyyyyyyy
441713530659 yyyyYyyyyyyyy
441713530667 yyyyYyyyyyyyy
441713530937 yyyyYyyynnnnn
441713530998 yyyyYyyyyyyyy
441713531261 yyyyYyyynyyyy

441713531344 yynnYyyyyyyy
441713531488 yyyyYyyyyyyy
441713531699 yyyyYyyynyyyy
441713531724 yyyyYyyyyyyy
441713531726 yynyYyyyyyyyy
441713531794 yynnNnnnnnnnn
441713532144 yyyyYyynyyyyn
441713532221 yyyyYyyyyyyy
441713532647 yyyyYynnnnnnn
441713532911 yyyyEyyyyyyy
441713533319 yyyyYyynynnnn
441713533383 yynnNyynynnnn
441713533929 yyyyYyyynnnnn
441713533978 yyyyYyyyyyyy
441713534170 yyyyNyyyyyyy
441713534410 yynYyynynnnn
441713534637 yyyyYyyyynyyy
441713534979 yyyyYyyyynnyy
441713535319 yyyyYyyyyyyyy
441713535422 ynyYyyyyyyyy
441713535778 yyyYyyyyyyyy
441713536271 yyyyYyyyyyyyy
441713537622 nynyYyyyyyyyy
441713537741 yyyyYnyynnnnn
441713537772 yynnYyynynnn
441713537943 yyyyYyyyyyyyy
441713538188 yyyyYyyyyyyyy
441713538339 yyyyYyyyyyyyy
441713538791 yyyyYyyyyyyyy
441713538815 nyyyNnnnnnnnn
441713539292 yyyyYyyyyyyyy
441713539439 yyyyYyyyyyyyy
441713539924 yyyyYyyyyyyyy
441713539949 yyyyYyyyyyyyy
441713541166 yyyyYyyynnnyy
441713553568 yyyyYyyyyyynn
441713610005 yyyyYnnnyyyyy
441713703838 yyyyYyyyyyyny
441713707773 yyyyYyyyyynyy
441713711222 nnnnNnnnnnnnnn
441713738743 yyyyYyyyyyyyyy
441713780712 nynyYyynnnnnnn
441713795634 nnynNynnnnnnnn
441713870310 yyyyNyyyyynnyn
441713873289 yyyyYyyyyynyyy
441714040445 yyyyYyyyyyyyyy
441714041405 yyyyYyyyyyyny
441714042283 yyyyYyyyyyyyyy
441714043139 yyyyYnyyyyyyy
441714043900 yyynYyyyynyyyy

441714044812 yyyyYyyyyyynyy
441714045032 yyyyYyyyyyyyyy
441714046659 yyyyYyyynnnnnnnn
441714048089 yyyyNyyynnnnnnn
441714050001 yyyyYyyyyyyyyy
441714050798 yynnYyynynnnnnn
441714051166 yyyyYyyyyyyyyny
441714051360 yyyyYyyyyyyyyyy
441714051387 yyyyYyyyyyyyyyy
441714052084 ynnnYyyyyyyyyyyy
441714053082 ynnnYyynyyynnn
441714053896 yyyyYyyyyyyyyyn
441714054078 yyyyYyyyyyyyyy
441714054267 yyyyYyyyyyynyy
441714054934 yyyyYyyyyyyyB
441714056680 yyyyYyyyyyyyyyy
441714057028 yyyyEyyyyyyyyy
441714057456 yyyyYyyynyyyyyy
441714059955 yyyyYyyyyyyyyyy
441714130374 yyyyYnyyyyyyyyy
441714300502 yyyyYyyynnnnnnn
441714301522 yyyyYyyyyyyyyy
441714301677 yynnYyynynnnnnn
441714309171 yyyyYnnyyyyyynn
441714360319 yynnNnnnnnnnnn
441714364517 ynnnNnnnnnnnnn
441714365204 yyyyYnyyyyyyyyy
441714368181 yyyyYyyyyyyyyyy
441714517284 yyyyYyyyyyyyyyn
441714531297 yyyyYyyyyyyyyyy
441714821018 yyyyYyyyyyyyy
441714866403 yyyyYynnyyyyyyy
441714869970 yyyyYyyyyyyyyyy
441714905613 yyyyYyyyyyyyynn
441714910691 yyyyYyyyyyynyyy
441714911542 yyyyYyyyyyyyyyy
441714914139 yyyyYyyyyyynyyy
441714914993 yynyYyyyyyyyyyy
441714919347 nynnYyynyyyyyyy
441714919348 yyyyYyyyyyyyyyy
441714934333 yyyyYyyyyyyyyn
441714935105 yyyYyyynnnnnn
441714937456 yyyyYyyyyyyyyn
441714941868 nyynYyynynnnnn
441714951635 yyyyYyyyyyyyyy
441714954035 yyyyYyyyynyynn
441714954441 nyyyYyyynnnnnn
441714957776 yynyYyynynynn
441714958595 yyyyYyyyyyyyyn
441714992283 yynnYyynynnnnn

441714997948 yyyyYynnyyyynn
441714999937 yyyyYyyyyyyyyy
441715227300 nyyyYnnnnyyyyy
441715810053 yyyyYyynyyyyyy
441715811829 yyyyYyyyynyyyy
441715813452 yyyyYyyyyyyyy
441715819585 yyyyYyyyyyyyyy
441715830090 yynyYyyyyyyyyy
441715830118 yynnYyynynnnnn
441715830579 yyyyYyyyyyyyyy
441715830950 yyyyYyyyyyyyyy
441715831341 yyyyYyyyyyyyyy
441715831491 yyyyYyyynnnnnn
441715831606 yyyyYyyyyyyyy
441715831672 nnyyYnnyyyyyyy
441715831723 yyyyYyyyyyyyyy
441715831786 yyyyYyyyyyyyyy
441715831926 yyyyYyyyyyyynn
441715832030 yyyyYyyyyyyynn
441715832033 yynnYyynynnnnn
441715832036 yyyyYyyyyyyyyy
441715832044 yyyyYyyyyyyyyn
441715832051 yynnYyynynnnnn
441715832094 yyyYyyynnyyyyy
441715832254 yyyyYyyynnnnnn
441715832257 yyyyYyyyyyyyyy
441715832686 yynyYyynynyyyy
441715832823 yyyyYyyyyyynyy
441715833423 yyyyYyyyyyyyyy
441715834928 yyyyYyyyyyyyyn
441715835106 yyyyYyyyynyynn
441715835885 yyyyYyyyyyyyyy
441715837228 yyyyYyyyyyyyyy
441715839123 yyyyYyyyyynyyy
441715839127 yyyyYyyyyyyyyy
441715839144 yynnEyyyyyyyyy
441715839178 yyyyYnyynyyynn
441715839269 yynnYynnnnnnnn
441715844948 yyyyYyyyyyyyyy
441715846354 yyyyYyyynyynnn
441715847716 yyyyYyynyyyyyy
441715892505 nyyyYyyyyyyyyy
441715893430 yyyyYyyynyynyn
441715894440 yyyyYyyyyyyyyy
441715895154 yyyyNyyynyyyyy
441715897725 nyyyEynynyynyy
441716000289 yyyyYyyyyyyyyy
441716001455 yyyyYyyyyyyyyy
441716021820 ynnnYyyyyyyyyy
441716075158 yyyyYyyynnnnnn

441716083746 yyyyYyyynnnnnn
441716294169 yyyyYynyyynyyy
441716647714 yyyyYyynyyyyyyy
441716969911 ynyyYyyyyyyyyy
441717083318 yyyyYyyynnnnnn
441717244174 yyyyYynyyyyyyy
441717247001 yyyyYynyyyynyy
441717249884 yynyYyyyyyyyyy
441717273693 yyyyYnyyyynB
441717275824 yyyyEynyyyyyyy
441717278625 yyyyYynnyyyyyy
441717278960 yyyyYyyyyyyyyy
441717279654 yyyyYyyyyyyyyy
441717279934 yyyyYyyyyyyyyn
441717301683 yyyyYyyyyyyyyy
441717305747 yyyyYyyynnnnnn
441717358147 yyyyYyyynnyynn
441717921708 nyyyYyyyyyyyyy
441717977100 yyyyYyyynnnnnn
441717977435 yyyyYyyynyyyyy
441717977550 yynnYyyyyyyyyy
441717977700 yyyyYyyyyyyyyy
441717977929 yynnYyynyyyyyy
441717978001 ynnnYyynyyyyyy
441717978101 yyyyYyyyyyyynn
441717978308 yyyyYyyyyynyyy
441717978401 yynnYnynynnnnn
441717978699 yyyyEyyyyyyyyy
441717978801 yyyyYyyyyyyyyy
441717978929 yyyyYyyyyyyyy
441718138080 yyyyYyyyyyyyy
441718231348 yyyyYynyyyyyyy
441718231712 yyyyYyyyyynyyy
441718237926 yyynYyyyyyyyyy
441718239695 yyynYyyynyyynn
441718239701 yyyyYyyyyyynyy
441718241435 yyyyYyyyyyyyyy
441718241566 yyyyYyyyyyyyyy
441718310125 ynnnYyynyyyyyy
441718310626 yyyyYnyyyyyyyy
441718312239 yyyyYyyyyyyyyy
441718312430 yyyyYyyyyyyyy
441718312469 yyyyYyyyyyyyyy
441718312575 yyyyYyyyyyyyy
441718314885 yyyyYyyyyyyyy
441718316016 yynyNyyyyyyyy
441718316109 yyyyYyyyyyyR
441718316112 yyyyYyyyyyyynn
441718316968 yynnYyynynnnnn
441718317107 yyyyEyyyyyyyy

441718317907 yyyyYyyyyyyyyy
441718318102 ynyyYyyynyyynn
441718318129 yyyyYyyyyyyyyy
441718318237 yyyyYyyyyyyyy
441718318479 yyyyNyyyyyyyyy
441718319188 yyyyYyyyyyyyyy
441718362602 yyyyYyyyyyyyy
441718364331 yynyYyyyyyyyyy
441718374526 nyynNynnyyyyn
441718382001 yynnYyyyyyyyy
441718382046 yyynYyyyyyyyy
441718394580 yyyyYyyyyyyyy
441718398746 yyyyYyyyyyyyy
441718398958 yyyyYyyyyyyyy
441719175014 nynnYyyyyyyyy
441719175026 nyyyYyyyyyyy
441719225815 yyyyYyyyyyyyy
441719242704 yyyYyyynnnnn
441719308401 yyyYnnynyyyy
441719350034 yyyyYyyyynyyy
441719366709 yyyyYnyyyyyyy
441719366802 yynyYyyyyyyny
441719366810 yyyYyyyyyyyn
441719367230 yyyYnyyyyyyy
441719367428 yyyYyyyyyyyy
441719371783 yyyYyyyyyyyn
441719372925 yyyYyyyyyyy
441719375402 yyyYyyyyyyyy
441719375687 yyyyYynyyyyyn
441719376108 yyyyYyyyyyyyy
441719376741 nyyyYynnnyyyy
441719377505 yyyyYyyyyyyy
441719377918 yyyyEyyynnnnn
441719378069 yyyyYyynyyyyy
441719378795 yyyyYnyyyyyyy
441719381615 yyyyYynyyyyyy
441719382595 yyyyYynnnnny
441719579555 yyyyYyyyyyyy
441813127078 yyyyYyyyyyy
441813139624 yyyyYnyynnnn
441813164842 yyyyYnyyyyyy
441813165190 yyynNnnnnnnn
441813431324 yyyyYnynyyny
441814242209 yyyyYyynyyyy
441814530946 nyyyYnyynnyy
441815031152 yyynNnyyyyyn
441815532824 yyyyYyyyyyy
441815682401 yynyYyyyyyny
441815685368 yyyyYnynyyy
441816809801 yyyyYyyyyyyy

441816923910 yyyyYyyynnnn
441817600432 yyyyYyyyyyyn
441817811007 yyyyYyyyyy
441818030564 yyyyYyyyyyyy
441818779854 yyyyYyyynyyn
441818814802 yyyyYyyyyyyy
441819800670 yyyyYyyynnnn
441819891371 yyyyEyyyyyyy

No faxes were sent after April 2000.

2695

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1418. MI5 Persecution: Faxes Sent to Media1 (4870)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-18 15:15:56 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101819122309@4ax.com>
Source record: 3957
Cross-posted to: alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel

Faxes Sent to British Media logs

During the 1998-2000 period my records indicate that I sent at least 6,137 faxes to the British media,
of which 5,775 went via TPC's email-to-fax service and 362 were sent via fax-modem direct from my computer.
The actual figure is obviously higher since, for most of this period, whenever a recipient asked to be deleted
from my mailing list, I totally wiped all entries including that from the logfile.

In the records "Y" indicates successful transmission from fax-modem, "N" indicates failed transmission from fax-modem.
"E" indicates an error occurred while transmitting via fax-modem and a fax may have been only partly transmitted.
"y" and "n" indicate success or failure via TPC.

In April 2000 I changed the method of operation by recording "R" when a recipient requested removal, rather than
wiping their details from my mailing list and records; and keeping "B" records for when TPC actioned a ban on a
recipient's fax-number, but the recipient did not write to ask me to cease faxing. The purpose of these changes
was to keep more accurate and complete records, but the intention was thwarted by the police complaint.
Also in April 2000, I added some further fax numbers to my media mailing list and records, which is why some of the
faxnumbers below have only a single entry, and some indeed have none.

441132420652 yyyyyYyyyyyyyyyyyyy
441132439387 yyyyyYyyynyyyyyyyy
441132445107 yyyyyYyyyyyynyyyyyy
441132455139 n
441132460037 yyyyyYyyyyyyyyyyyyy
441132461105 yyyyyYyyynyyynnnnnn
441132836586 yyyyyYynyyyyyyyyyyy
441142664375 nnyyyyYyyyyyyyyyyyy
441142769089 yyyyyyYyyyynnnyyyyyy
441142853159 yyyyyYyyynyynyyyyy
441159012850 y
441159363497 n
441159420433 ynnnnYyynnyyyyyyyyy
441159455243 n
441159527001 ynyyyYynnyyynnyynny
441159550552 yyyyyYyyyyyyynnnnn

441159822568 n
441162311123 y
441162511463 yyyyyYyyyyyyyyyyyyy
441162512151 yyyyyYyyyyyyyyyyyyy
441162512979 n
441162561303 yyyyyYyyyyyyyyyynB
441162640948 yyyyyYyyyyyyyyyyyyn
441162667776 yyyyyyyyYyyyyyyyyyyyyy
441179226744 n
441179238323 yyyyyNynyyyyyyyyyy
441179279568 n
441179298612 yyyynYyyyyyynnnnnn
441179317463 y
441179722400 yyyyyyyyYyyyyyyyyyyyyy
441179732549 yyyyyyyyYyyyyynyyyyyy
441179741537 yyyyyyyyYnnynyyyyyyyyy
441179744114 yyyyyyyyYyyyyyynyyyyy
441179843202 yyyyynYynynyyyyynyyy
441202297904 n
441203407129 n
441203551744 yyyyyyYyyyynyyyyyyyy
441203695110 y
441203696867 n
441203868202 nyyyyYyyyyyyyyyyyyy
441203868205 yyyyyYynyyynyyyyyyy
441206561199 yyyyyYynyyyyyyyyyyn
441209314345 yyyyyYyyyyyyyyyyyy
441212330173 n
441212331465 y
441212367220 y
441212434536 y
441213591117 yyynyNyynyyyyyynnyn
441214141120 y
441214148181 yyyyyYnnnnnnnnnnnnn
441214148241 yyyyyEnnnnnnnnnnnnn
441214148634 yyyyyYnnnnnnnnnnnnn
441214148847 yyyyyNnnnnnnnnnnnn
441214148900 nyyyyYnnnnnnnnnnnnn
441214155026 n
441214547622 n
441214723174 yyyyyYyyyyyyyyyyyyy
441216161011 yyyyyYynyyyyynnnnnn
441216251346 y
441216262041 yyyyyYyyyyyyyyyyyyy
441216344766 yyyyyYyyyyyyyyyyyyy
441216437239 y
441216666370 yyyyyYyyyyyynnnnnn
441216932753 yyyyyYyyyynyynnnnnn
441216961007 yyyyyYyyynyyyyyyyy
441217066210 yyyyyYyyyyyynnnnB

441217090205 y
441217115824 y
441217533111 nyynnYnyyyynyyyyyy
441222223157 yyyyyYyyyyyyyyyyyy
441222224947 y
441222229326 y
441222384014 yyyyyYyyyynyyyyy
441222498151 n
441222552973 yyyyyNyyyyyyyyyyyy
441222555286 yyyyyYyyyyyyyyyyyy
441222555960 yyyyyYyyyyyyyyyyyn
441222597183 ynyyyYyyyyyyyyynyyy
441222615966 y
441222665650 n
441222798555 n
441223235161 yyyyyNyyyyyyyyyyyy
441223315052 nnnnnYnnnnnnnnynyyy
441223361508 yyyyyYyyyyyyyyyyyy
441223460832 yyyyyYyyyyyyyyyyy
441223467106 yyyyyYyyyyyyyyynyy
441224212163 y
441224633282 nyyyyYyynyyyyyyyyy
441224637289 yyyynYynynnyyyyynyy
441224846800 yyyyyYyyyyyyyyyyyy
441225448688 n
441225460709 y
441225775198 y
441227771558 nyyyyYyyyyyyynnnnnn
441228511195 nyynnYyyynyyyyyyyy
441228810453 yyyyyYyynyyyyyyyyy
441228818444 yyyyyYyyyyyyynyyyy
441228819444 yyyyyYyyyyyyyyyyyy
441229870008 ynnyyEyyyyyyyyyyyy
441232246695 yyyyyYyyyyyyynyyyny
441232311740 y
441232338800 yyyyyYyyyynyyyyyyy
441232338801 yyyyyYyyyyyyyyynyyy
441232381915 yyyyyYyyyyynynnnnyn
441232454406 n
441232541550 n
441232682111 y
441232682757 y
441232700029 y
441233641816 y
441233812707 n
441234218580 nyyynEyynyynnyyyyyn
441234270580 y
441235436899 y
441235524024 yyyyyYyyyyynyyyyy
441235822746 y

441235835163 n
441237423333 yyyyyYyyyyyyyyyyyyy
441242255671 n
441242584270 y
441242621343 y
441242699666 yyynyYyyyyyyyyyyyyy
441243576456 yyyyyYyyyyynnnnnB
441243775878 y
441243786464 yyyyyyyyYyyyyyyyyyyyy
441244341677 n
441244678749 y
441245267228 yynnyynnYynyyyyyyyynyy
441245492983 nyyyyynEyyyyyyynnyyyy
441246582227 n
441247814974 yyyyyyyYnyyyyyyyyyny
441247818913 yyyyyyyYyyyyyyyyyyyyy
441248351443 yyynyyynYynyyyyyyynyyy
441252725007 n
441253301965 yyynyynyYyyynyyynyyyyy
441254680821 nyyyEyyyyyyyyyyy
441256492599 y
441257450036 n
441273404280 yyyyyYyyyyyynyyynyy
441273430098 yyynyYyyyyyynyyyyy
441273440229 y
441273486852 y
441274720375 n
441274728534 yynnnYnnnnnnnnnnyn
441274771680 yyyyyYnyynynnynynB
441274828555 y
441279430009 n
441279431059 y
441279445289 yynnyYynnnnnyyyyy
441285647247 y
441292283665 nyynyYyyyyyyyynyyyy
441293560927 ynyyyYynnnnyyyyyyyy
441293565663 yyyyyYnyyyyyyyyynny
441293820517 n
441295270659 n
441296398988 yyyyyEyyyyyyyyyyyy
441303272292 yyyyyNyyyyyyyyyyyy
441303283874 yyyyyNyynyyyyyyyyy
441305250052 yyyyyYyynyyyyyyyyy
441305250910 yyyyyYyyyyyyyynyyy
441312202443 yynyyyNyyyyyyyyyyyynn
441312204344 yyyyyyYyyyyyyyyyyyy
441312204819 y
441312254580 y
441312267420 yynyyyYyyynyyyyyyyy
441312283220 n

441312284293 y
441312284333 n
441312285462 n
441312442674 n
441312444785 n
441313152906 y
441313177202 y
441313344473 y
441314462279 y
441315552869 n
441315575881 y
441315579699 y
441315583277 yyyyyYyyyyynyyyyyyyy
441316621323 y
441316648001 n
441316688741 y
441322550553 nyyyyYyyyyynyyyyyyyy
441322667633 y
441324630515 y
441325368824 n
441327361514 y
441332290794 yyyyyYyyyyyyyyyyyy
441332292229 yyyyyYyynynnnnnnnnn
441332386036 y
441334762661 n
441342850244 y
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1419. MI5 Persecution: Faxes Sent to Media2 (7045)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-18 16:44:20 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101820404706@4ax.com>
Source record: 3959
Cross-posted to: alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel

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441942884397 yyyyNyyyyyyyyyy
441946724889
441949836583
441952291035
441962713134
441962861186
441962861646
441970627206 ynnnYnnyynyynnnB
441978758565 yyyyYyyyyyyyyyy
441978759701 yyyYyyyyyyyyyn
441983821690 yyyYyyyyyyyyyyn
441984623901 yynYyyyynyynnnn
441992555647

No faxes were sent after April 2000.

7045

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1420. MI5 Persecution: Faxes Sent to Parliament1 (9220)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-18 18:21:06 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07101822173313@4ax.com>
Source record: 3960
Cross-posted to: alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel

Faxes Sent to British Parliament logs

During the 1998-2000 period my records indicate that I sent at least 14,480 faxes to the British Parliament
in Westminster, of which 9,138 went via TPC's email-to-fax service and 5,342 were sent via fax-modem direct from
my computer. The actual figure is obviously much higher since, for most of this period, whenever a recipient asked to
be deleted from my mailing list, I totally wiped all entries including that from the logfile.

In the records "Y" indicates successful transmission from fax-modem, "N" indicates failed transmission from fax-modem.
"E" indicates an error occurred while transmitting via fax-modem and a fax may have been only partly transmitted.
"y" and "n" indicate success or failure via TPC.

In April 2000 I changed the method of operation by recording "R" when a recipient requested removal, rather than
wiping their details from my mailing list and records; and keeping "B" records for when TPC actioned a ban on a
recipient's fax-number, but the recipient did not write to ask me to cease faxing. The purpose of these changes
was to keep more accurate and complete records, but the intention was thwarted by the police complaint.

441712190076 nnnnnynnEnnnnnnYYNNYYYYNENNNNNynynnnnnnnnnNnnnnnnnn
441712190179 yyyynnyyyYnyyyyynYYYNYYYYYYEYEEEyyyyyyynyyyynyyyyy
441712190189 yyynyyyyyYyyyyyyyYYYEYYYYYYYYYYYYyyyyyyyyyyyyyyyyyyyy
441712190243 yyyyyyyyyYnnnnnnnYYYYYYYYYYYYYYYYnynnnnnnnnnNnnnnnnnn
441712190246 ynnnyyyyyYnyyynyyYYYYYYYYYYYYYYYYynyyyynyyyyyyyyyyy
441712190253 yynnnnnnnNnnnnnnnNNNNNNNNENNYNNNnnnnnnnnnnnNnnynnnnn
441712190254 yyyyyyyyYnynynyyYYEEEYYEEYYEYEYyyynyynyynynyyyyyn
441712190266 yyyyyyyyYyyyyyyYYYYYEYYYYYNYYYyyynyyyynyyyyyyyyyy
441712190300 yyyyyyyynYyyyynnYYYYYYYYYYYYYYYYnnyyyyyyyyyyyyyyyyyy
441712190301 yyyyyyyyyYnnyyyyYYYYYYYYENNYYYYnyyyynynyynyyynnnB
441712190305 yyynnynyYynnyynYYEYYYEEYYYYEYYynyynyyyynyNnyyynyyy
441712190309 ynyyyyyyYynynnYYYYYYYYYYYYYYYYyyyyyyyyyyyyyyyyyyy
441712190317 yyyyyyyyYyyyyyyYYYNNYYYYYYYYYYEyyynnnyyyyynynnnynn
441712190319 nyyyynnnNnnnnnnNNNNNNNNNNNNNNNnnnnnnnnnnnNnnnnnnnn
441712190323 nyyyyyyYyyyyyyNNNNNNNNNNNNNNNnnnnnnnnnnnnnnnnnnn
441712190329 yyyyyyyyYyyyyyyYYYYYEYYYYYYYYYyyyyyynyyyyyyyyyyy
441712190331 ynyynnnnYyynnnnYYNYYYYYYNNYYYYynynnnnnnnnNnnnnnn
441712190332 nnynnynyYyyynyyYNYYYYYYYYYYYYYynynynnnnnnNnnnnnnn

441712190337 ynyyyyyyYyyyyyyYYYYEYYEYYYYYYYYyyyyyyyynyyyyyyyyy
441712190350 yyyyyyyyYyyyyyyNNNNNNNNNNNYYYYynyyyyyyyyyyyyyyyyyy
441712190371 yyynnnnnNnynyyyYNNNNNNYYNNNNNNNnnnnnnnnnnnnnnnnnnn
441712190390 yyyynyynYynyynyYYYYYYYYYYYYYYYyyyyyyynnynyyyyyyy
441712190409 nnyyyynyYyyyyyyYYYYYYYYYYYENYYYyyyyyyyyyyyyyynnyyy
441712190438 yyynnnnnNyyynyyYYYYYYEYYYEYYYYyyynynyyyyyyyyyyyyyy
441712190446 yynnnnnnYyynynyYYYYYEYYYYEYYYYyyyyyyyyynyyyyyyyyn
441712190448 yyyyyyyyYyyyyyyYYYYYYYYEYYEYYYyyyyyynnynnyyyyyyyy
441712190461 nynnnnyyYynnnnnnYYYYYYYYYYEYYEEYyyyynyyynynynnyyyyy
441712190475 yynnnnnnNnnnnnNNNNNNNNNNNNNNNnnnnnnnnnnnNnnnnnnnn
441712190492 yyyyyyyyYyyyyyyEYYYYYYYYYYYYYEYyyyyyyyyyyyyyyyyyyyy
441712190495 ynnnnnnNyyyyyyYYEYYYYEYYYYYYEyyyyyyyyyyyyyyyyyy
441712190511 yyynnyynYynnnnnNNNNNNNNNNNNNNnnnnnnnnnnnnnnnnnnn
441712190514 yyyyyyyyYnyynyyYYYNYYNYNEYYYYYyyyynynnnynyynnnnyy
441712190536 yyyyyyyyYyyyyyyYYYEYYEYYYYYEEYyyyyyynynnnYnnnnnnB
441712190559 yyyyyyyyYyyyyyyYYYEYYYYYYYYYYYYyyyyyyyyyyyyyyyyyy
441712190573 nyyyyyyyYyyynnnYYYYYYYYYYYYYYYNnnyyyyyyyynnnnnyy
441712190598 nyyyyyyYynynyyYYYYYYEYYYYNNNNyyyynyyyyyyyyyynyy
441712190612 ynnnnyyyYnynnyyYYYYYYYYYYYEYYYyyyyynnynyyyyyyyyy
441712190620 yyyyyyyyYyyyyyyEYEYYYYYYYYYYYYEyyyyyyyyyyyyyyyyyyny
441712190622 yyyyyyyyYyynyyyYYYYYNYYNYYYYYYyyyyyyynyyyyyyyyyy
441712190628 yyyyyyyyYynyyyYYYYYYEYYYYEYYEyyyyynyynnNnnnnnnnnn
441712190638 yynnyyyyYnyyyyyYYYYYYYYYYYYYYYyyyyyyyyyyyyyyyyyyyyy
441712190643 ynyyyyyYnynyyyYYYYYYYNYYYYYYYyynyyynyyyynnnnnB
441712190645 yyyyyyyYyyyyyyYYYYYYYYYYYYYYYyyyyyyyyyyyyyyyyyyyy
441712190662 nynnnnnnYnnynnnNYNNYNYNNNNNYNNnnnnnnnnnnnNnnnnnnn
441712190663 nnnnnnnnYnnynyyNNNNNNENNNNNNNNnnnnnnnnnnnNnnnnnnn
441712190664 nnnnnnnnYnnynnnNYNNYNYNYYNNYNYnnnyynnyynNnynnnnny
441712190682 yyyyyyyYyyyyyyyYYYYYYYYYYYYNYYnyyyyyyynynyyynyyy
441712190685 ynyyyyyyYyyyynyYYYYYEYYYYNYEYYyyyyynyyyNnyyyynyyy
441712190696 yynnnyyEnnyyyYEYEYYYYEEEYYYYyyyyyyyyyyyyyyyyyyy
441712190698 yyyyyyyyYyyyyyEYYYYNNNNNNNNNNnyynnyynyyynyyynnnnn
441712190770 yyyyyyyyYynnyyyYYYYYYEYYYYYYYYYyyyyyyynyyyyynyynyy
441712190783 yyyyyyyyYyyyyyyYYYYYYYYYYYNEYYYyyyynyyyyyyNnyyyyyyyy
441712190789 nnyyyynyYnnnnyyEYNYYYYEYENYYEEyyyyyyyynyyyynyyyyn
441712190790 yyyyyyyyYyyyyyyYYYYYYYYYYYYYYYnnnyyyyyyyyyyyyyyyyy
441712190904 yyyyyyyyYyyyyyyYYEEYYYYEYYEYYYyyyyyyyyyyyyyyyyyy
441712190912 yyyyyyyyYyynyyYYYYYYYYYYYYYEYynyynyyyyyyyyyynyyy
441712190913 yynyyyyyYyyyyyyYYYEENYYEYYYYYYyyyyynnyyyyyyyyynyyy
441712190919 yynnnnnnYynnnnnNYYYEYNYYYEYYNEyyynnyyynyynnyyyny
441712190923 yyyyyyyyYyyyyyyYYYYEYYYEYYYYYYyyyyyyynnyyyyyyyyyy
441712190926 yyyyyyyYynyyyyYYEENYYEYYEYYYYynyyyyyyyyyyyyyynyyy
441712190928 yynyyyyyYnnnnnnNNNNNNNNNNNNNNnnnnnnnnnnnnnnnnnnn
441712190931 yynynyyyYyyyyyYYYYYYYYYYYYYYYNnnyyyyyyyyyNnnyyyyyy
441712190938 yyyyyyyyYyyyyyNYYYENYYNYNEEYYyyyynnnnnynNnnnnnnnn
441712190943 yyyyyyyyYynnnnYYYEYYYYYENNYEEnnyyynnynyyyyyyyyyyn
441712190946 ynyyyyyyYyynyyYYYYYYYYYYYYYYEyynnnnnnnnynnnnnyn
441712190949 yyyyyyyyYynnyyYYEEEYYYNEYNYYYnyynnyyyyyyyyyynnnB
441712190952 yyyyyyyYyyyyyYYYEYYYYYYYYEYYyyyyyyynyyyyyyyyyyy
441712190957 yyyyyyyYynnyyYYYYYYYYYYYYYYYyyyyyyyyyyyynyyyn

441712190961 nyynnyyYynynyYEEYYYEYYYYYYYYYyyyyyynnyyyyyyyyynyn
441712190965 nnyynnnnYnnnnnYYYYYYYNYYYYYYYYnynnnnnnnyyNnyyyyyyy
441712190971 yyyyynyYynyyyYYYYYYYYYYYYYNYyyyyyyyyyyyyyyyyynyy
441712190972 yyyyyyyyYyyyyyYYYYYYYYYYYYYYYYyyyyyyyyyyyyyyyyyyyy
441712190976 nyynnynyYyynnnYYYEYYYYYYYEYYYyynnyyyyyyynnnnynyn
441712190978 yyyyyyyyYyyyyyYYYYYYYYYYYEYEYyyyyyyyyyyyyyyyyyB
441712190979 yyyyyyyyYyyyyyYYYYYYYYYYYYYYYyyyyyyyyyyyyyyyyyyyy
441712190981 ynyyyyyyYyyyyyYYEYYYYYEYYYYEYyyyyyyyyyyyyyyyyyyy
441712190986 yyyyyyyyYyyyyyYYYYYYYYYEYYYYYyyyyyyyyyyyyyyyynyyy
441712190987 yyyynyyyYyyynyYYYYYYNYNNNNEYYynnnyyyyyyyyyyyyyyy
441712190994 yyyyyyyyEyyyyyYYYYEEEYNNNNNNNnnnnnnnnnnNnnnnnnnn
441712191131 yyyynyyyEynnyyEYYEEEEYEEENEYYyyyyyyyyyNnyyynyyy
441712191137 yyyyyyyyYyyyyyYYYYYYYYYYYYYYNynyynyyyyyyyyyyyyy
441712191145 nnynnyyyNnynnnnYYYYYNNNNNYYENNyyyynnnyyyNnnynnynn
441712191154 yyyyyyyyYyyyyyyYYYYYYYYYYYYYYYyynynyyynyynyyyyyy
441712191158 ynnnnnnnYyynnnnYYYYYYYYYYYYYYYYynnnnnnnnnnnnnnnnnn
441712191161 yyyyyynyYyyyyyyYYYYYYYYYYYYYYYYyyyyyyyyyyyyyyyyyyy
441712191162 yyyynyyyYnnnnnnYYYYYYYYYYYYYYYYyyyyyyyyyynyyyyyyy
441712191163 yyyyyyyyYynyynyYYYEYYYYYYYYYYEyyyyyyyyynyynyyyyynR
441712191174 ynnnnnynYyyynynYEYYYYYYYYYYNNNyyyyyyyyyyyyyyynyyyy
441712191177 yyyyyyyyYyyyyyyYYYYYYYYYYYYYYYYyyyyyyyyyyyynyyyyyy
441712191179 nyyyyyyyYynyyyyYYYYYYYYYYYYYYYYyyynyynnnynyyynynnn
441712191184 ynyyyyyyYynyyyyNNNNNYNYYYYYYNNyyynynynnyyyyyyyyn
441712191185 nyyyyyyyYnnnyyyYYYEYYYYYYYYEYYyynnnnnnyyynnnyyyny
441712191198 yyyyyyyyYnnyyyyEYYYYYEEYYYYYYYYynyyyyyyynyynyyyny
441712191227 yyyyyyyyYyyyyyyYYYYYYYYYYYYYYYyyynyyyyyyNnnnyyyyny
441712191236 nnnnynynYnnnnnnNNNNNNNNNNNNNNnnnnnnnnnnnnnnnnnn
441712191263 yyyyyyyyYyyyyyyYYYNYYYYYNNNNYNyyynynynyyynnynynn
441712191268 yynyyyyyYnyyyyyYYYYYYYYYYYYYYYnyyynnyyyyyNnyyyynyy
441712191279 yyyyyyyyYyyyyyyYYYYYEYYYYYYYEYyyyyyyyyynEnnnnnnB
441712191280 nnnnnnnnYnnnnnnNNNNNNNNNNNNNNNnnnnnnnnnnnnnnnnnny
441712191395 yyyyyyyyYyyyyyyYYYYEYYYYYYYYYYyyynnyyyyyyyyyyyyyn
441712192008 yyyyyyyyYyyynnnYYNNENNNNNNNNNNnnyyyyyyyyyyyyyyyyy
441712192031 yynyyyyyYyyyyyyYYYYYYYYYYYYYYYyyyyyynyynyyyyyyyy
441712192051 yyyyyyyyYynnnnnYYYYYYYYNYYYYYYyyyyyyyyyyyyyyyynyn
441712192054 yyyyynyyYyyyyyyYEYEYYYYYYYYYYYYyyyyyynyyyyEnyyyyyny
441712192064 ynyyyyyyYyyynnnYYYYYYYYYYYYYYYyyyyyyyynyyyyyyyyynn
441712192075 yyyyyyyyYyyyyyyYYEYYYYEYYYYNYYyyyyyyyyyyyyyyyyyyy
441712192082 yyyyyyyyYynyyyyYYYYYYEEYYYYYNYyyyyyyynyyyyyyyynyy
441712192112 yyyyyyyyNyyyyyyYYYYYYYYYNNEYYYyyyyyyyyyyyyyyyyyy
441712192117 ynyyyyyyNnynyyyYYNYYYYYYYNYYYYyyyyyyyyyyyyyyyynny
441712192130 ynnnnnnnYyynnnYYYYYYYYYYYYYYYynnnnnnnnnnnnnnnnnnn
441712192148 ynyyyyyyYyyyyyyYYYYYYYYYYYYYYYyyyynyyynyyyyyyyynyy
441712192170 yyyyyyyyYynnnnnNYYYYYYNYYYYYYYyyyyyyyyyyyyyyyyyyn
441712192212 yyyyyyyyYynnnnnNNNNNNNNNNNNNNnnnnnnnnnnNnnynnnnn
441712192220 yyyyyyyyYynyyyyYYYYYYYEYYYNYYYyyyyyyyyynnyyyyyny
441712192221 ynyyynyyYyyynnnYYYYYEEEYYYNYYYyyynyyynyynyyyyyny
441712192233 yyynnyyyYyyyyyyYYYYYEEYEEYYYYYnnnyyyynyyynyynynyn
441712192252 yyyyyyyyYyyyyyyNYYYYYYYYYYNYEYyyynyyyyyyyyyyyyyny
441712192262 yynnnyyyYynnyyyNNNNNNNNNNNNNNnnnnnnnnnnnnnnnnnnn

441712192269 yyyyyyyyYyyyyyyYYYYYYYYYEYYYYYyyyyyyyyyyyyyyyyyy
441712192288 yyyynnnnEnnnnnnYEYYYENNNNNNNNYEyyyyyyyyyyyyyyyyyyy
441712192289 yyyyyyyyYyyyyyyYYYYYYYYNYYYYYYyyyyyyyyyyyynyyynny
441712192302 yyynnyyyEnnyyyyEYYYYYNYYYYYYYYYyyynynynnnyyynynnyn
441712192328 yyyyyyyyYyynyyyYNYYYYYEYYEYYYYyyynyyyyyynyyyyyyny
441712192329 yyyyyyyyYyyyyyyYYYYYYYYYYYEYYEnyyyyyyyyyyyyyyyyyyy
441712192331 yynyyynyYnnnnnnnYYEEYEEYEENNYNNynnnnnnnnynnNnynyynny
441712192334 ynyyyyynNyyyyyyYYEEYYEEYYYYEEYyyyynyynynnynyyynyy
441712192338 ynnnnnnnYyynnnnnYYEYYYYEYEYYYYYynnnnnynnnnnnnnnnnn
441712192357 yyynyyyyYyyyyynYEYYNYYYYYYYYYYyyyyyyynyyyynynyB
441712192359 yyyynyyyYyyyyyyYYYYYYYYYYEYYYyyynyyyyyyyyynyyyy
441712192364 nnnnnnnyEynnnnYYNYYYYEYENNNNNnyyyyyyyynnNnnnnnnn
441712192377 yyyyyyyyYyyyyyyYYYYYYYEYYYYYYYyyyyyyyyyyyyyyyyy
441712192404 yyyyyyyyYyyyyyyNYYYEYYYYYYYYYYyynyynyyyyyyyyyyyy
441712192412 yyynyyyyYyyyyyyYEEYEYNEYNYYYYYnyynynnynnnynyyynyn
441712192413 yyyyyyyyEyynyyyYYYYYYYEYYYYEYYyyyyyyyyyyyyyyyyyy
441712192417 yyyyyynyYyynynnNYNYYYYYYYYYYYYYyyyynyyynnNnnyyyyyy
441712192418 ynyynnyYyynnnnNNNNNNNNNNNNNNNnnnnnnnnnnnNnnnnnnn
441712192423 yynnnynyYyyyyyyYYYYYYYYEYYYEYYyyyyyynnnnyynyynyn
441712192425 nnyyyyyyNnnnnnnNYYYYYYEYYYEYYNyyynnynnynnynynnnnn
441712192428 yyynnyyyYnnynnyYYNYNYEEEYYYYYYynnnynynynyyynnnyy
441712192433 yyyynyyyYyyynyyYYYYYYYYYYYYYYYynyyyyyyyyynyyyyyyyny
441712192450 nnynyyyYynnnnnYYNYYYYYNYYYEYYnyyynnyynnyNnnnnnyB
441712192451 yyynyyyYyyynyyYYYYYYNEYYNYYYYyyyyynynyyyNnnnyynny
441712192455 yyyyyyyyYnyyyyyNYYYYYYYYYYYYYYYyyyyyyyyyynyyyyyyyy
441712192461 yyyyynyyYyyyyyYEYYYYYYYYYYYYYYynyyynyyyyyyyyyyyyy
441712192476 yyyyyyyyYyyyyyyYYYYYYYYYYYYYYYyyyyyyyyyyyyyyyyyyy
441712192477 yyyyyyyYynnnnnEYYYYYYYYYYYYYYYyyyyyyyyyyyyyyyynyy
441712192479 yynyyyyyYyyyyyyYYYYYYYYYEYYYYEyyynyynyyyyyyyyyny
441712192485 yyyynynnNnnnnnnNYYYYYYYYYENNYYnnnnnnnnnnnnnnnnnnn
441712192494 yyynyynyYnnnnnnNNNNNNNNNNNNNNnnnnnnnnnnnnnnnnnnn
441712192495 yynyyyyYyyyyyYYYYYYYYYYYYYYYYyyyyyyyyynnyynnnnB
441712192496 ynyyyyyyYyyyyyyYYYEYYYYYYYYYYYYyyyyyyyyyyyyyynyynyy
441712192500 yyyyyyyyYyyyyyyYYYYYYEYYYYYYYYyyyyyyyyyynynyynyn
441712192503 yyynyyyyYnnynyYYNNNNNNNNNNNNNnnnnnnnnnnnnnnnnnn
441712192516 ynnnnnnnNyyyyyyNNNNNNNNNNNNNNNnnnnnnnnnnnnnnnnnn
441712192518 yyyyyyyYyyyyyyYYYYYYYYYEYYYYYyyyyyyyyyyyyyyyyyyy
441712192521 nyyyyyyyYynnyyyYEYYYYYYYEYNYYYyyyyyyyyynyNnnnyyyyy
441712192529 ynyyyyyYynnyyYYYEEEEYEYYENEYynyyynyyyyyyyyyyyy
441712192536 nyyyyyyyYynyyyyyYYYYYYYYEYNYYYYnyynyyyynyyynyyyyy
441712192539 yyyyyyyyYnyyyyyEEYYYYYYYYYYYYYYyyyyyyyyyyyyyyyyy
441712192541 yyyyyyynYynnnnnYYNYYNNEYYYYYYNnnnnyyyyyyyNnnyynnny
441712192545 yyyyyyyyYyyyyyyYYYYYYYYYYYYYYYyyyyyyyyyyyyyyyynyy
441712192557 nyyyyyyyYynnnnnYEYYEYYYYEYYYNYyyyynnnynynNnnnnnnn
441712192564 yyyyyyyyYnyyyyyYYYEYYYYYYYNYYYyyynyyyynyyyyyyyyyn
441712192567 nynyyyynYynyyyyYYNYYYNEYEYYYYYyyyyyyyyyyyyyyyynn
441712192570 yyyyynyyYyyyyyYYYYYYYYYYYYYYYyyyyyynyyyyyyynyyyy
441712192571 yyyyyyyyYyyyyynYYYYYYYYYYYYYYYyyyyyyyynynyyyyyyy
441712192573 yyyyyyyyYyyyyyyYYYYYYYYYYYYYYYyyyyyyyyyyyyyynyyyyy
441712192586 yyyyyyyyYnyynyyYYYYYYYYYYYYYYYyyyynyyyyyyyyyynyyy

441712192608 yyyyyyyyYyynyyyYYYYYEEYYEYEYEYyyynyynyyyyyyyyyyyy
441712192619 yyyynynyYnynyyyYYYYYYYNYYEYYYEnnyyynynynnYnnnnnB
441712192621 ynnnnnnnYynnnnnNYNYNNYYYYEENNNnnnnnnnnnnNnnnnnnn
441712192622 yyyyyyynYyyyyyyYYEYYYYYYYYYYYYYyyyyyyyyyyyyyyyyyyy
441712192629 nnnnnnnnEnnnnnnEEEEEEEEEEEEEEEnnnnnnnnnnnnnnnnnnn
441712192630 nnnnnnnnYnnnnnnEYYYNYEYEYNYYYYnyynynnynynNnyyyyyy
441712192643 ynyyyyyyYyyyyyyYYYYYYYYYYYYYYYyyyyyyyyyyyNnynyyyyy
441712192651 yyyyyynnYyynyyyYYYYYYYYYYNNYYYyyyynnyyyyynnnyyn
441712192665 yyyyyyyyNynyyyyYYYYYYYYYYYYYYYnnynnnnnnnnnnyyyyny
441712192671 yyynyyyyYynyyyyYYYNNNNYYYYYYYYnnyyyyyyyyynyyyyyy
441712192684 yyyyyyyyYnnynyyYYENYYYYNEEYYYYyyynnyynyynyyyyyyyn
441712192690 yyyyyyyYyyyyyyYYYYYNNYYYYYYYYyyyyyyyyyyyyyyyyyy
441712192694 nnyyyyyYyyynyyEENYYYYYYYYYYYEEnnyyyyyyyyyyyyyy
441712192697 yynynnnNnnnnnnNNYNYYYYNNYNYYYyyynnnyyyyyNnyynyyy
441712192698 yynnnnnYnnnnnnNNEYYYEYYYNNNYYnyyyyyyyyyyyyynynnn
441712192706 nynnnnnYyyyyyyYYYYYYYYYYYYYEYyyyynyyyyyyyynyyy
441712192707 nnyyyyyYyyyyyYYYYYYYEYYYYENYnnyyyyynnnyyyyyynB
441712192708 ynyyyyyYnnynyyYYYYYYYYEYEYYYYnnynnnynnnnynnynnnn
441712192710 yyyyyyyYyyyyyyYYYYYYYYYYYNYYYyyyyyyyyyyyyyyyynyn
441712192711 ynnnnnnYynyyyyYYYYYYYYYYYYYEYnnnnnnnnyyyyyyyny
441712192731 nnyyyynYyyyyyyYYYNYYYYYYNYEYYyyyyyyyyyyyyyyyyyy
441712192738 yyyyyyyEynyyyyYYYYYYYYYYYYYYYyyyyyyyyyyyyyyyyyyy
441712192747 ynyyyyyYnnnnnnNNNNNNNNNNNNNNnnnnnnnnnnnnnnnnnnn
441712192749 yyyyyyyNyyyyyyYYYYYYYYYYYYYYYyyyyyyyyyyyyyyyyyyy
441712192763 yyyyyyyYnnnnyyYEEEEEEEEEEEYNYyyyyyyyyyynnnyyyyyyy
441712192771 yyyyyyyYnnnnnnNNNNNNNNNNNNNNnnnnnnnnnnnnnnnnnnn
441712192772 yyyyyyyYyyyyyyYYYYEYYYEYYYYEYyyyyyyyyyynyynynyynn
441712192782 yyyyynYyyyynyYNNYEYYYYEYYYYYynynnyyyyynyyynynyy
441712192795 yyyyyyYyyyyyyYYYYNYYYYYYYYYYyyyyyyyyyyyyyyyynyy
441712192797 yyyyyyYnnnnnnYYYYYYYEYYYYYYEyyyyyyyyynyyyyyyyyy
441712192798 yyyyyyYyyynnnYYYYYYYYYNYYYYYnynyynnnynynyyyynyy
441712192799 yyyyyyYyyyynyEYEYYYYYYYYYYYYYyynnnyyyyyyyyyyynyy
441712192804 yyyynyYyyynyyYYYYYYYYYYYYYNYynyyynyyynnynynyyn
441712192810 yyyyyyYynnyyyYEYYYYYYYYYYYYYyyyyyyyyyyyyyyyyyy
441712192814 yyyyyyYyyyyyyYYYYYYYYYNNYYYYnnnnnnnnnnnnnnnnnnn
441712192820 yynnnnYnyynyyYYYYYYYYYYYNNYYnyyyyyynynnNnynynynn
441712192834 nynnnnNynnnnnEEYYYENYYNNEYYYyynnyyynnnnnnnnnny
441712192849 yyyyyyYyyyyyyYYYYYYYYYYYYYYYyyyyyyyyyyyyyyyyyny

9220

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1421. ST225 XF551

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-18 20:22:31 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <4a10j.2593$hV2.2588@newsfe19.lga>
Source record: 3958

ST225 20MB and XF551 are the same MFM devices but I wonder if ST225 can
connect to XF551 circuit ???

Thanks!
Jack

1422. Atari 8bit items for sale ICD MIO

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-19 13:55:16 UTC
From: atarionly <atarionly@adelphia.net>
Message-ID: <d4d59e86-e24d-4478-946e-f0bb02b9ea61@c30g2000hsa.googlegroups.com>
Source record: 3961

I have posted a message at atariage forum with items for sale. what ever is not sold by Tuesday the 20th of November will be listed on Ebay. the message is below.

I have the following for sale thought I would list it here before Ebay

1-ICD Multi I/O 256k
1-ICD Multi I/O 1 Meg
3-XF551 drives NEW int the box.Box in excellent condition with matching serial numbers.
5-1050 drives with US Doubler. various conditions yellowing and scratches.
1-1050 drive yellowed and scratches
3-TRAK drives used 2 are AT-D2 Turbo
1-810 happy drive
4-ICD PR: Connection
6-RAMBO XL RAMupgrade NEW
2-US Doublers upgrade for 1050 drive NEW
2-XM-301 modem NEW
6-Atari 800XL computer in original box
1-UPrint model A
1-UPrint model A16

Make me a offer on a item or the whole lot. Pickup is available in the So Cal area. All offers are plus shipping.

AO

1423. Re: ST225 XF551

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-19 18:05:26 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <13k3k3voei5332c@corp.supernews.com>
Source record: 3962

Jack Tseng wrote:
> ST225 20MB and XF551 are the same MFM devices but I wonder if ST225 can
> connect to XF551 circuit ???
>
> Thanks!
> Jack
>
>

No, same method but different signals and not enough smarts in the XF551 ROM. There are some floppy type devices that will work of course. A favorite hack is to get a 3.5" 720k floppy and modify the ROM so it will use all 80 tracks.

To use the ST225 you need a scsi interface for the Atari on one end and one to go from SCSI to MFM on the other. It isn't a cheap proposition and most people seem to be opting for something newer unless they are collectors going for a vintage system.

Rick

1424. Atari home pong (dedicated console) hacks? homemade (PIC) dedicated consoles?

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-19 20:30:36 UTC
From: mad.scientist.jr@gmail.com
Message-ID: <e4cf11cb-37ce-49db-b126-954c51be1450@a28g2000hsc.googlegroups.com>
Source record: 3963

Does anyone know if the 70s Atari/Sears pong units were hackable in
any way, such as
* adding additional pots so each player could control a paddle's "Y"
position
* adding a switch/resistor/etc to change the paddle size
* changing the speed the game plays

Has anyone built any dedicated Pong or vector games by using a PIC
chip, and coding the games themselves on a PC compiler?

Thanks

1425. XF551 rom 3.5 720K

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-20 00:16:09 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <5Hp0j.3444$hV2.2731@newsfe19.lga>
Source record: 3964

Sell me the XF551 rom you modified for 3.5" 720K drive... please let me know!

Thanks!
Jack

1426. Re: XF551 rom 3.5 720K

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-20 03:38:56 UTC
From: Adam Brannon <adambrannon@yahoo.com>
Message-ID: <sFs0j.1722$fl7.252@newssvr22.news.prodigy.net>
Source record: 3965

The modified XF551 rom file can be found on the internet, as long as you have a eprom writer. If not, I'm sure someone would be willing to make one for you.

Adam

"Jack Tseng" <tseng4@hotmail.com> wrote in message news:5Hp0j.3444$hV2.2731@newsfe19.lga...
> Sell me the XF551 rom you modified for 3.5" 720K drive... please let me
> know!
>
> Thanks!
> Jack
>

1427. Re: I'm programming GTA - ATARI for the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-20 05:47:59 UTC
From: rjh4jhh2@peoplepc.com
Message-ID: <13ke1uae80o4v99@corp.supernews.com>
Source record: 3970

Yep, was it Basic or .exe called Applkill with the Fuji morphing into a
canon and blasting it? I used to have
it around somewhere; will try to find it.

-Jess
<gozarcollins@SPAMTRAPhotmail.com> wrote in message
news:fh4rsr0jgd@news2.newsguy.com...
> ATARI MASTER <atari@master.atari> wrote:
>> In this game, you have to murder C64 users and
>> drive over their corpses for extra points. Collect
>> their heads and sell them to the local voodoo priest
>> for money. Kill C64 computers and sell the remains
>> at the local junkyard.
>
> Does anyone remember the little demo where Atari
> kills an apple? I'd love to find that somewhere!
>
> --
> Ryan 'Gozar' Collins
>

1428. Re: XF551 rom 3.5 720K

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-20 16:21:14 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <13k62cpd5friv67@corp.supernews.com>
Source record: 3966

Jack Tseng wrote:
> Sell me the XF551 rom you modified for 3.5" 720K drive... please let me
> know!
>
> Thanks!
> Jack
>
>

I don't have my EPROM burner set up right now. Since 1990 I have had
back to back relationships where if my hobby can be seen, it gets tossed
in the trash, so my gear is hidden.

If no one offers to sell you one or get one to you, post another message
here next week and I will see if I can sneak one in.

Rick

1429. Re: Atari 8bit items for sale ICD MIO

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-23 00:24:03 UTC
From: "micrologix1500@yahoo.com" <micrologix1500@yahoo.com>
Message-ID: <43ebfdcd-80fd-4951-91ff-09a96ccd146c@e4g2000hsg.googlegroups.com>
Source record: 3967

On Nov 19, 8:55 am, atarionly <atario...@adelphia.net> wrote:
> I have posted a message at atariage forum with items for sale. what
> ever is not sold by Tuesday the 20th of November will be listed on
> Ebay. the message is below.
>
> I have the following for sale thought I would list it here before Ebay
>
> 1-ICD Multi I/O 256k
> 1-ICD Multi I/O 1 Meg
> 3-XF551 drives NEW int the box.Box in excellent condition with
> matching serial numbers.
> 5-1050 drives with US Doubler. various conditions yellowing and
> scratches.
> 1-1050 drive yellowed and scratches
> 3-TRAK drives used 2 are AT-D2 Turbo
> 1-810 happy drive
> 4-ICD PR: Connection
> 6-RAMBO XL RAMupgrade NEW
> 2-US Doublers upgrade for 1050 drive NEW
> 2-XM-301 modem NEW
> 6-Atari 800XL computer in original box
> 1-UPrint model A
> 1-UPrint model A16
>
> Make me a offer on a item or the whole lot. Pickup is available in the
> So Cal area. All offers are plus shipping.
>
> AO

give us a link to the auctions if you have listed them

1430. ATARI 25% OFF HOLIDAY SALES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-23 11:16:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0711230314140.4367-100000@onyx.spiritone.com>
Source record: 3968
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ORDERS OVER $50 GETS 25% OFF ALL CLASSIC ATARI 8 BIT AND ATARI ST LINES!
ORDERS OVER $100 GETS A GIFT & STILL GETS 25% OFF USED & NEW HARDWARE,
GAMES/SOFTWARE, BOOKS & ACCESSORIES FOR THE CLASSIC ATARI 8 BIT & ATARI ST
COMPUTER LINES! Call anytime at (503)256-9974! GOT ATARI? GET FREE ATARI
CATALOGS AT http://BensCatalogs.Atari.org and/or E-Mail BenSells@Atari.org
Most items I have 1, 2 or too few of. Get them While they last! GOT ATARI!

25% OFF ATARI! 25% OFF ATARI! 25% OFF ATARI! 25% OFF ATARI! 25% OFF ATARI!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI HOLIDAY SALES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1431. back

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-23 15:42:42 UTC
From: ProteanThread <rtdos@rtdos.com>
Message-ID: <xn0fe17bpl2qi9000@free.teranews.com>
Source record: 3969

I'm back. :-)

--
Posted via a free Usenet account from http://www.teranews.com

1432. Bit3 Column Card with Axlon Ramdisk

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-24 02:55:18 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <pcednbkxregcD9ranZ2dnUVZ_qainZ2d@comcast.com>
Source record: 3971

I just received a Bit3 80 column card for my 800. It goes in the last RAM slot on the 800, and you need to put a 32K card (which I have) in the 2nd RAM slot to have a full 48K of RAM available. In this configuration, the 32 K card effectively acts as the RAM for both the 2nd and 3rd slots.

However, in my 800, I have a Magna 512K card (Axlon compatible) in the 2nd slot, meaning the 32K card would have to move to slot 1. Unfortunately, the 32K card can only act as the RAM for slots 2 and 3, while what I functionally need is a 32K card that acts as the RAM for 1 and 3.

Does anyone know of a hack for an Axlon Rampower 32 card to allow it to work from Slot 1 so that it can coexist with a Bit3 80 column card in slot 3 and an Axlon 128 compatible card in slot 2?

Right now I have to choose between the Bit3 and the Magna card and I'd like to be able to have them all work together.

Thanks.

Jason Harmon

1433. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-24 05:21:09 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1195881656@rtfm.mit.edu>
Source record: 3972
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

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Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

The Atari computer intellectual property rights are currently owned by
Atari Interactive, which is managed by today's Atari, Inc. Both of these
are divisions of Infogrames Entertainment.
http://www.atari.com/ http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 7 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

1434. MI5 Persecution: Faxes Sent to Parliament1 (520)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-24 06:25:46 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07102406253324@4ax.com>
Source record: 3973
Cross-posted to: alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel

Faxes Sent to British Parliament logs

During the 1998-2000 period my records indicate that I sent at least 14,480 faxes to the British Parliament
in Westminster, of which 9,138 went via TPC's email-to-fax service and 5,342 were sent via fax-modem direct from
my computer. The actual figure is obviously much higher since, for most of this period, whenever a recipient asked to
be deleted from my mailing list, I totally wiped all entries including that from the logfile.

In the records "Y" indicates successful transmission from fax-modem, "N" indicates failed transmission from fax-modem.
"E" indicates an error occurred while transmitting via fax-modem and a fax may have been only partly transmitted.
"y" and "n" indicate success or failure via TPC.

In April 2000 I changed the method of operation by recording "R" when a recipient requested removal, rather than
wiping their details from my mailing list and records; and keeping "B" records for when TPC actioned a ban on a
recipient's fax-number, but the recipient did not write to ask me to cease faxing. The purpose of these changes
was to keep more accurate and complete records, but the intention was thwarted by the police complaint.

441712190076 nnnnnynnEnnnnnnYYNNYYYYNENNNNNynynnnnnnnnnNnnnnnnnn
441712190179 yyyynnyyyYnyyyyynYYYNYYYYYYEYEEEyyyyyyynyyyynyyyyy
441712190189 yyynyyyyyYyyyyyyyYYYEYYYYYYYYYYYYyyyyyyyyyyyyyyyyyyyy
441712190243 yyyyyyyyyYnnnnnnnYYYYYYYYYYYYYYYYnynnnnnnnnnnNnnnnnnnn
441712190246 ynnnyyyyyYnyyynyyYYYYYYYYYYYYYYYYynyyyynyyyyyyyyyyy
441712190253 yynnnnnnnNnnnnnnnNNNNNNNNENNYNNNnnnnnnnnnnnnNnnynnnnn
441712190254 yyyyyyyyYnynynyyYYEEEYYEEYYEYEYyyynyynyynynyyyyyn
441712190266 yyyyyyyyYyyyyyyYYYYYEYYYYYNYYYyyynyyyynyyyyyyyyyy
441712190300 yyyyyyyynYyyyynnYYYYYYYYYYYYYYYYnnyyyyyyyyyyyyyyyyyy
441712190301 yyyyyyyyyYnnyyyyYYYYYYYYENNYYYYnyyyynynyynyyynnnB
441712190305 yyynnynyYynnyynYYEYYYEEYYYYEYYynyynyyyynyNnyyynyyy
441712190309 ynyyyyyyYynynnYYYYYYYYYYYYYYYYyyyyyyyyyyyyyyyyyyy
441712190317 yyyyyyyyYyyyyyyYYYNNYYYYYYYYYYEyyynnnyyyyynynnnynn
441712190319 nyyyynnnNnnnnnnNNNNNNNNNNNNNNNnnnnnnnnnnnNnnnnnnnn
441712190323 nyyyyyyYyyyyyyNNNNNNNNNNNNNNNnnnnnnnnnnnnnnnnnnn
441712190329 yyyyyyyyYyyyyyyYYYYYEYYYYYYYYYyyyyyynyyyyyyyyyyy
441712190331 ynyynnnnYyynnnnYYNYYYYYYNNYYYYynynnnnnnnnNnnnnnn
441712190332 nnynnynyYyyynyyYNYYYYYYYYYYYYYynynynnnnnnNnnnnnnn

441712190337 ynyyyyyyYyyyyyyYYYYEYYEYYYYYYYYyyyyyyyynyyyyyyyyy
441712190350 yyyyyyyyYyyyyyyNNNNNNNNNNNYYYYynyyyyyyyyyyyyyyyyyy
441712190371 yyynnnnnNnynyyyYNNNNNYYNNNNNNNnnnnnnnnnnnnnnnnnnn
441712190390 yyyynyynYynyynyYYYYYYYYYYYYYYYyyyyyyynnynyyyyyyy
441712190409 nnyyyynyYyyyyyyYYYYYYYYYYYENYYYyyyyyyyyyyyyyynnyyy
441712190438 yyynnnnnNyyynyyYYYYYYEYYYEYYYYyyynynyyyyyyyyyyyyyy
441712190446 yynnnnnnYyynynyYYYYYEYYYYEYYYYyyyyyyyyynyyyyyyyyn
441712190448 yyyyyyyyYyyyyyyYYYYYYYYEYYEYYYyyyyyynnynnyyyyyyyy
441712190461 nynnnnyyYynnnnnnYYYYYYYYYYEYYEEYyyyynyyynynynnyyyyy
441712190475 yynnnnnnNnnnnnNNNNNNNNNNNNNNNnnnnnnnnnnnNnnnnnnnn
441712190492 yyyyyyyyYyyyyyyEYYYYYYYYYYYYYEYyyyyyyyyyyyyyyyyyyyy
441712190495 ynnnnnnNyyyyyyYYEYYYYEYYYYYYEyyyyyyyyyyyyyyyyyy
441712190511 yyynnyynYynnnnnNNNNNNNNNNNNNNnnnnnnnnnnnnnnnnnnn
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441712190536 yyyyyyyyYyyyyyyYYYEYYEYYYYYEEYyyyyyynynnnYnnnnnnB
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441712190612 ynnnnyyyYnynnyyYYYYYYYYYYYEYYYyyyyynnynyyyyyyyyy
441712190620 yyyyyyyyYyyyyyyEYEYYYYYYYYYYYYEyyyyyyyyyyyyyyyyyyny
441712190622 yyyyyyyyYyynyyyYYYYYNYYNYYYYYYyyyyyyynyyyyyyyyyy
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441712190638 yynnyyyyYnyyyyyYYYYYYYYYYYYYYYyyyyyyyyyyyyyyyyyyyyy
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441712190645 yyyyyyyYyyyyyyYYYYYYYYYYYYYYYyyyyyyyyyyyyyyyyyyyy
441712190662 nynnnnnnYnnynnnNYNNYNYNNNNNYNNnnnnnnnnnnnNnnnnnnn
441712190663 nnnnnnnnYnnynyyNNNNNNENNNNNNNNnnnnnnnnnnnNnnnnnnn
441712190664 nnnnnnnnYnnynnnNYNNYNYNYYNNYNYnnnyynnyynNnynnnnny
441712190682 yyyyyyyYyyyyyyyYYYYYYYYYYYYNYYnyyyyyyynynyyynyyy
441712190685 ynyyyyyyYyyyynyYYYYYEYYYYNYEYYyyyyynyyyNnyyyynyyy
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441712190698 yyyyyyyyYyyyyyEYYYYNNNNNNNNNNnyynnyynyyynyyynnnnn
441712190770 yyyyyyyyYynnyyyYYYYYYEYYYYYYYYYyyyyyyynyyyyynyynyy
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441712190790 yyyyyyyyYyyyyyyYYYYYYYYYYYYYYYnnnyyyyyyyyyyyyyyyyy
441712190904 yyyyyyyyYyyyyyyYYEEYYYYEYYEYYYyyyyyyyyyyyyyyyyyy
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441712190913 yynyyyyyYyyyyyyYYYEENYYEYYYYYYyyyyynnyyyyyyyyynyyy
441712190919 yynnnnnnYynnnnnNYYYEYNYYYEYYNEyyynnyyynyynnyyyny
441712190923 yyyyyyyyYyyyyyyYYYYEYYYEYYYYYYyyyyyyynnyyyyyyyyyy
441712190926 yyyyyyyYynyyyyYYEENYYEYYEYYYYynyyyyyyyyyyyyyynyyy
441712190928 yynyyyyyYnnnnnnNNNNNNNNNNNNNNnnnnnnnnnnnnnnnnnnn
441712190931 yynynyyyYyyyyyYYYYYYYYYYYYYYYNnnyyyyyyyyyNnnyyyyyy
441712190938 yyyyyyyyYyyyyyNYYYENYYNYNEEYYyyyynnnnnynNnnnnnnnn
441712190943 yyyyyyyyYynnnnYYYEYYYYYENNYEEnnyyynnynyyyyyyyyyyn
441712190946 ynyyyyyyYyynyyYYYYYYYYYYYYYYEyynnnnnnnnynnnnnyn
441712190949 yyyyyyyyYynnyyYYEEEYYYNEYNYYYnyynnyyyyyyyyyynnnB
441712190952 yyyyyyyYyyyyyYYYEYYYYYYYYEYYyyyyyyynyyyyyyyyyyy
441712190957 yyyyyyyYynnyyYYYYYYYYYYYYYYYyyyyyyyyyyyynyyyn

441712190961 nyynnyyYynynyYEEYYYEYYYYYYYYYyyyyyynnyyyyyyyyynyn
441712190965 nnyynnnnYnnnnnYYYYYYYNYYYYYYYYnynnnnnnnyyNnyyyyyyy
441712190971 yyyyynyYynyyyYYYYYYYYYYYYYNYyyyyyyyyyyyyyyyyynyy
441712190972 yyyyyyyyYyyyyyYYYYYYYYYYYYYYYYyyyyyyyyyyyyyyyyyyyy
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441712190979 yyyyyyyyYyyyyyYYYYYYYYYYYYYYYyyyyyyyyyyyyyyyyyyyy
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441712190986 yyyyyyyyYyyyyyYYYYYYYYYEYYYYYyyyyyyyyyyyyyyyynyyy
441712190987 yyyynyyyYyyynyYYYYYYNYNNNNEYYynnnyyyyyyyyyyyyyyy
441712190994 yyyyyyyyEyyyyyYYYYEEEYNNNNNNNnnnnnnnnnnNnnnnnnnn
441712191131 yyyynyyyEynnyyEYYEEEEYEEENEYYyyyyyyyyyNnyyynyyy
441712191137 yyyyyyyyYyyyyyYYYYYYYYYYYYYYNynyynyyyyyyyyyyyyy
441712191145 nnynnyyyNnynnnnYYYYYNNNNNYYENNyyyynnnyyyNnnynnynn
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441712191158 ynnnnnnnYyynnnnYYYYYYYYYYYYYYYYynnnnnnnnnnnnnnnnn
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441712191162 yyyynyyyYnnnnnnYYYYYYYYYYYYYYYYyyyyyyyyyynyyyyyyy
441712191163 yyyyyyyyYynyynyYYYEYYYYYYYYYYEyyyyyyyyynyynyyyyynR
441712191174 ynnnnnynYyyynynYEYYYYYYYYYYNNNyyyyyyyyyyyyyyyynyyyy
441712191177 yyyyyyyyYyyyyyyYYYYYYYYYYYYYYYyyyyyyyyyyyynyyyyyyy
441712191179 nyyyyyyyYynyyyyYYYYYYYYYYYYYYYyyynyynnnynyyynynnn
441712191184 ynyyyyyyYynyyyyNNNNNYNYYYYYYNNyyynynynnyyyyyyyyyn
441712191185 nyyyyyyyYnnnyyyYYYEYYYYYYYYEYYyynnnnnnyyynnnyyyny
441712191198 yyyyyyyyYnnyyyyEYYYYYEEYYYYYYYYynyyyyyyyynyynyyyny
441712191227 yyyyyyyyYyyyyyyYYYYYYYYYYYYYYYyyynyyyyyyNnnnyyyyny
441712191236 nnnnynynYnnnnnnNNNNNNNNNNNNNNnnnnnnnnnnnnnnnnnnn
441712191263 yyyyyyyyYyyyyyyYYYNYYYYYNNNNYNyyynynynyyynnynynn
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1435. MI5 Persecution: Faxes Sent to Parliament2 (2695)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-24 07:03:17 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07102407030497@4ax.com>
Source record: 3974
Cross-posted to: alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel

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441712195847 yyyyyyYynnnnnnYYYYYYYYYYYYYYYYnyyyyyyyyyyyynyyny
441712195853 yyyynyYyyyyyyyYNEYNYEYYYYYYYYYyynnyyyyyyyyyyyyyy
441712195854 yyyynyYyyyyynYYYYYYYYYNYYYYYYnyyyyyyyyyyyyyyyyyy
441712195856 yyynyyYynyynyNYYYYYYYYYEYYYEYyynnnnnnyynnynnnn
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441712195892 yynynnYnyyyyYYYYYNYNEYYEYNNNnnnnnnnnnnnnnnnn
441712195894 nyyyyyYyynynyYYYYYYYYYNYEYYYYyyyynyynyyyynnnB
441712195897 yyyyyyYyynyyyYYYYYYYYYYYYYYYEyyyyyyyyyyyyyyyyy
441712195898 ynnnnnYynyyyyYYYYYYYEYYYYNYYYyyyyyyyyyynyyyy
441712195903 yyyyyyYyyyyyyYYYYEYYYYYYYYYYYYyyyyyyyyyyyyyyyyy
441712195906 yyyyynYyynynEYNEYNEEYEYYEYYEnynyyyyynnnynyynyy
441712195910 yyyyyyYynyyyyEYYYYYEYYEYYYYEYYyyyyyyyyyyyyyyyy
441712195919 yyyyyyYynyyyEYYYYYYYEYEYYYYYyyyynynyyyyyyyyyny
441712195930 ynnnnnYyyyyyyyYYYYYYYYYYYYYYYYYynnnnnnnnnnnnnnnn
441712195933 yyyyyyYynnnyyYYEYYYYYYYYYEYYYyyyyyyyyyyyyyyyyy
441712195939 ynnnyyYyynyynYYYYYYEYYYYYEYYYyyynyyyynyynynnyny
441712195942 yyyyyyYynnnnNNNNNYYNYNNNNNYYnynnnnnnnynnynyyyy
441712195944 yynnnnYynnnnnnYYYYYYYYYYYYYYNYYyynynnyyynyyyyyy
441712195945 yyyyyyYnyyyyyYYEYYYYYYYYYYYYEYyyyyyyyyyyyyyyyyny
441712195951 yynynnYyynnnnnYYYYYYEYYYYYYYYYynnnnnnynnnnnnnnnn
441712195959 yyyyyyYnnnnnnNNNNNNNNNNNNNNNnnnnnnnnnnnnnnnnnn
441712195962 nyyyyyYyyyyyynYYEYYYYYYEYYYYYYYyyynyyynynnyyyyyyy
441712195969 yyyyyyYnyynyYYYYYYYYYYYYYYYYYyyyyyyyyyyyynyyyny
441712195982 yyyyyyYynyyyYYYYEYYEYYYYYYEYYyyynyyyyyyyyyyynyny
441712195997 yyyyyyYyyyyyYYYYYYYYYYYYYYYYYYyyyyyyyyynnnnnnnnn
441712195999 nyyyyyYyyynnNNYNNNNNNNYYYYYYYnnnnnnnnnnnnnnnnnn
441712196045 yyyyynYyyyyyYYYYYYYYYYEYYEYYyyyyyyyyyynyyyyyyy
441712196050 yyyyyyYnyyyyYYYYYYYYEEYYYYNEYynynynnyyyyyyyyyy
441712196052 yynnnnYynnnnYYYEYYYYYYYYYYYYYYynnnnnnnnnnnnnnnnn
441712196059 nyyyyyYyyyyyEEYYYEEENYYYYYEYYyyyyyyyyyyyynyyynyn
441712196126 nyyynyYyyyyyYYYYYYYYYYYEYNNNNnnnnnnnnnnnnnnnnn
441712196156 nyyyyyYyyynnYYEEYYEEYEYEEYYYyyyyynnyyyyynyyynn
441712196201 nyyyyyYynnnnYYYYYYYYYYYYYYYYYyyyyyyyyynyyyyynyy
441712196261 yyynyyYyyyyyYYYYYYYYYYYYYYYYYYyyyyyynynyyyyynyy
441712196279 nnyyyyYyyyyyYYYYYYYYYYYYYYYYYYyyyyyyyyyynyyyyny
441712196290 yynyyyYynnnnNYYYYYYYYYEYYYYYYnyyyyyynyyyyyynnyy
441712196362 yyyyyyYyyyyyEYYYEYYYYYEYYYEYYyyyynyyyyyyyyynyy
441712196386 ynnynnYnynyyYYYYYYYYYYNEYYYYYyyyyyyyyyyyyyyyyyyy
441712196396 yyyyyyEyyyyyYYYYYYYYYEYYYEYYYyyyyyyyyynyyyyynyy
441712196398 yyyyyyYynnnnEYNYENYYYYYYNNYYNnnyynnnnnnnnnnnnnn
441712196409 yyyyyyYynyyyYEYYYYYYYYYYYYYYNYyyyyyyyyyyyyyyyyy
441712196488 nnynnnnYnnynnNNNNNNNNNNNNNNNNnnnnnnnnnnnnynnnnn
441712196498 nnnnnnEnnynnNNNNNNNNNNNNNNNNnnnynnnnnnnnnnnnn
441712196567 yyyyyYyynnYYYYYYYYYYEENYYYyynyynynynnynnnB
441712196586 yyyyyYyyyyYYYYYYYYYYYYYYYYYyyynyyyynyyyyynyy
441712196606 yyyyyYynyyYYYYYYYYYYYNYYYEyyyyyyyyyyyyyyyy
441712196607 nyyyyYyyyyYYYYYYYYYYYYYYYYYyynyyyyyyyyyyyyy

441712196618 yyyyyYyyyyyYYYYYYYYYYYYEYYYYyyyyyyyyyyyyyyyyy
441712196623 yyyyyYyynyyYYYYYYYYYYYYYYYYYyyynynynnnnynnynn
441712196660 yyyyyYyyynyYEYYEYYYYYYYYEYEYynynyyyyyyyyynyyyyy
441712196716 ynnnnYynynyEYYYYNNYYYEYEYYYYnyyyyynnynyynynnyy
441712196726 yyyyyYnyyyyYYYYYYYYYYYEEYYYYyyynyyyyyyyyyyyyy
441712196732 yyyyyYyyynyNNYYNENNYYYNENYEYyyyyyyyyyyyyyyynny
441712196760 yyyyyYyyynyYYYYYYYYYYYYYYYYYyynyyyyyyyyyyyyyyy
441712196791 yyyyyYyyyyyYYYYEYENYYYYYYYYYYynnyyyyyyyyyyyyyyyy
441712196793 yyyyyYyyyyyYYYYEYYYYYEYYYYEYyyyyyyyyyyyyyyyyynnyy
441712196818 yyyyyYynnnnYYYYYYYEYYYEYYENNnnnnnnnnnnnyyyynnnyy
441712196820 yyyyyYyyyyyYEYYYYNYYEYYYYYEYyynyyyynynnnnnnnn
441712196825 yyyyyYyyyyyYYYYYYYYYYYYYYYYYyyyyyyyyynyyyyyyyy
441712196826 ynnnnYyyyyyYYYYYYEYYYYYYYYYEyyyyyyyyyyyyyyyyyy
441712196828 yyyyyNyynnnYYNYNYYNNNNNNYEYNnnnnnynnyynyyy
441712196835 yyyyyYyynnnENYYEYYYYYYYYYYEYynyyyyyynnnyyynyyn
441712196837 yyyyyYyyyyyYYYYYYEEYYYYYYYYEynnnnynnnnnnnnnyn
441712196838 yyyyyYnnnnnYYYYYYYYYYNYYYYYNnnnnnnnnnnnnnnnnn
441712196839 yyyyyYyynnyYYYYYYYYYYYYYYYYYyyynyyyyyyyynnyyy
441712196848 yyyyyYyyyyyYYYYYYYYYEYYYYYYyyyyyynyyyyyyyyyyy
441712196864 yyyyyYyyyyyYYYYYEYYEYEEEYYYYyynyyyyyyyyyyyyyy
441712196867 yyyyyYyyyyyNYYYYYYYYYYYYYYNYynynyyyyyyyynnyyy
441712196877 nyyyyYyyyyyYEYYYYYEEYYYYYYEEyyyynynyyyyyyyyyyy
441712196884 yyyyyYyyyyyYYYYYYYYEYYYYYYYYYyyyyyynyyyyyyyyn
441712196886 yyyyyYyyyyyYYYYYYYYYYYYYYYYYYyyynnyyyyyyyyyyyyR
441712196898 ynnnnYynyyyYYYYNYYYYEYENNYYYyyyyyyynyynyyynnny
441712196938 yyyyyYynnnnEEYYYYYYYYYYYYYYYYynyyyyynnnnnnnnnnn
441712196943 yyyyyYyyyyyEYYYYYYYYEYEYYYEYyyyyyyyyyynyyyyyynn
441712196956 nyyyyYyyyyyYYYYEYYYYYYYYYYEYyyyyyyynyyyyyyyyy
441712196974 yyyyyYyynynENYYNYNYYYYYYYEYYyyyyyyyyyyyynyyyn
441712196977 yyyyyYyyyyyYYYYNNNNNYYYYNNEYnyyynynnyynynnnnnn
441712196979 nynynYnnyyyYYYYYYYYYYYYYYYYnnnnyynnnnnnnnynnn

No faxes were sent after April 2000.

2695

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1436. MI5 Persecution: How Could It Be True? (4870)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-24 07:40:27 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07102407401414@4ax.com>
Source record: 3975
Cross-posted to: alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel

MI5 Persecution: How Could It Be True?

If you have the patience to read these articles you will be struck by how apparently fantastic the claims being put forward are. You may ask yourself why such seemingly nonsensical assertions are made. This matter has been discussed on the Internets UK-local newsgroups for three years now, and the denizens of the uk.misc newsgroup (the so-called "miscreants") have come up with a number of theories to explain these posts; it has been variously suggested that they are a troll (an artificial creation for the amusement of its author), that they are made by MI5 themselves with the purpose of discrediting other conspiracy theories, and that the poster is mentally ill and the articles are symptomatic of the illness (the view held by most miscreants).

Are these claims the product of mental illness, or is that just a cover?

The most obvious explanation, that the claims made result from the admitted mental illness of the author, is the one which the persecutors intend be the one accepted without consideration being given to the possibility of the claims being true. The persecutors have actually been very clever about this, both in selecting as their target someone who was known from school or university as being borderline schizophrenic, and in ensuring the nature of their persecution corresponds to what often features in the delusions of a schizophrenic.

The very first incident of the persecution occurred in June 1990, when I was still a student at university in London. It consisted of a reaction (giggling) from the newsreader, Sue Carpenter of ITN, to what she saw happening in my living-room at my parents home where I was living. Before your imagination gets the better of you I should make clear that what the newsreader was reacting to was not too embarrassing in nature; my mother had brought an apple for me into the the room, and Sue Carpenter found this amusing.

I recognized that Carpenter had reacted to what she had seen in my living-room, yet this idea still seemed completely fantastic to me. My reaction was to continue watching television, particularly the news, to see if this incident would be repeated. It was, many times, both on BBC and ITV. An intelligent person would have thought to obtain a video recorder and capture some of these incidents in order to try to explain to an observer what he saw in these broadcasts. Unfortunately, I failed this test of intelligence, since I did not record these programmes. I have recently attempted to obtain from ITN tapes of their news programmes dating back to summer 1990, but, unhappily, they have advised me that they do not have complete programmes including newsreaders comments dating back

to that period.

From the outset, the persecutors structured their actions to ensure that any complaint would be met with disbelief, and dismissed as delusional. This is why they chose as their target someone who was known at school and university to be borderline mentally ill; and it is why they fired the first shots of their campaign through the broadcast media. Schizophrenics commonly believe the media harass them; it would be exceptional for "full-duplex television" to exist in reality. Those with schizophrenia also commonly believe people are talking about them; again, the persecutors have shown themselves very rarely, but act through intermediaries, both in the workplace, and in public and during travel.

Mental illness is not the cause of these claims, but the simulation of its symptoms is a cover used by the persecutors to deny their victim the ability to have his compaints believed.

What evidence exists to support these claims of "interactive television/radio";?

Quite frankly, I have very little evidence to support my claims. You may examine the "Evidence" area of my website to see such evidence as I have been able to gather. None of it is remotely conclusive. The "smoking guns" all date back to 1990/91, and it is really rather late now to start trying to look for material dating back seven or eight years. In 1997 I started tape-recording every programme I watched or listened to. I also started carrying with me a high-fidelity minidisc-recorder with good quality microphone to catch incidents of public harassment, but this also has not been as successful or conclusive as I had hoped.

Perhaps the best item in the "Evidence" section is the audio file "Life is so hard" (it is labelled with Garfield the cartoon character on the site), which I have given a certainty level of 100%. This item relates to harassment at my workplace in Canada in 1996. A co-worker called Mark was coming up with phrases and expressions which were repeating things being said at my Canadian residence, consequently leading me to believe that my apartment and home phone were bugged, and that the persecutors were passing their gathered information on to Mark. On one particular evening I said in my apartment, "life is so hard, and then you die". The following day I was able to record Mark saying exactly the same phrase at work.

Unfortunately when "they" know you are recording them, they simply dont say things which would unambiguously show harassment. When Mark the co-worker knew he was being recorded, he only made his remarks out of range of the recorder, for example outside the building. When the TV newscasters or radio disc jockeys know they are being taped, they limit themselves to saying things which are ambiguous, which even in my mind may or may not be personally directed against me.

Who knows about this persecution?

Surprisingly many people know. People in the media, such as BBC and ITN newscasters including Martyn Lewis and Michael Buerk, and radio disc

jockeys such as Chris Tarrant of Capital Radio, know what is going on, and take part in it. Some co-workers at my former workplaces in England and Canada have known about the harassment. Quite a few people in the general public are also included. I believe the police are aware of the persecution, but, unfortunately, have chosen not to take any action to stop it. I have complained at my local police station in London several years ago, and I have stated on the internet newsgroups that I have done so, hence the police will be well aware of my wish to see the matter resolved. I believe their inaction denotes a dereliction of duty, but without good evidence, I am powerless to compel them to take steps to prevent further harassment, or deal with what has already taken place.

What is the purpose of sending these faxes?

These faxes are being sent to three distinct groups of people, namely Members of Parliament, the media, and diplomats & legal people. As you will have observed I am making use of the email-to-fax gateway at Demon Internet to send these faxes. I am forced to use this gateway since I currently live in North America, and cannot afford the high cost of direct phone calls to the UK.

My purpose in publicising my claims is firstly to discourage the persecutors from continuing their campaign, and also to attempt to bring their campaign out into the open, and thus perhaps identify the persecutors. Neither aim has been achieved yet, but I hope that with sufficient stimulation these aims may yet be accomplished.

The problem with the second aim is that those who read this article will fall into two groups, those who dont know anything about the persecution and consequently will disbelieve my claims as delusional, and those who do know about the harassment and may have some idea of who is behind it, but realise that if the harassers are exposed and the truth brought out into the open, then powerful British institutions will substantially lose prestige, and be exposed to ridicule.

It would give me hope to believe that these faxes will create a third group of people, those who find out that I am telling the truth, and who follow their consciences in standing up and seeing justice done. Only time will tell if this hope will be realized.

4870

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1437. MI5 Persecution: Why do you think MI5 are responsible? (7045)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-24 08:10:13 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07102408100079@4ax.com>
Source record: 3976
Cross-posted to: alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel

Why do you think MI5 are responsible?

The question of who is ultimately responsible for this eight-year harassment is one which is very difficult to answer, as the persecutors have never clearly made their identities known to the persecutee. However, I believe I am correct in attributing the continuing victimisation to elements of the British Security Service MI5, and in this article, I will try to explain the reasons for this belief.

The British internet magazine ".net" featured my website on page 17 of their March 1998 issue (number 42). Their review kindly describes it as an "excellent site" and gives some details of what the net surfer will find there. Should you wish to reply to this article you can do so;

"When did you first suspect MI5 were responsible?"

Over Easter 1995 I went to see a local solicitor in London with a view to talking to the police about the harassment. Soon afterwards I did go to my local police station in Clapham and spoke to an officer there. The solicitor made a comment which suggested to me that the persecution I had been experiencing may have been organised by an intelligence service.

Up to this point, I did not have any clear idea as to who was behind the harassment. Only their agents were visible, in the media, on television news programmes, and on the radio; in the workplace, where things said at my home were repeated verbatim; and in some cases abuse in public and during travel, for example on the trip to Poland in June 1992 which I have already described.

Both from the fact that widely disparate individuals and organisations were employed as agents in the campaign against me, and from the fact that an entity would be required to marshal their resources in the areas of spying on my home and giving gathered information to their agents, it was clear to me that a single entity was responsible for carrying out the campaign. Yet from June 1990 until Easter 1995 I did not have a clear idea of who might be responsible. I guessed that perhaps some private individual or group of persons who saw themselves as my enemies had perhaps paid private detectives to organise the harassment. Alternatively, since the campaign had started in the media, I made a far-fetched supposition that perhaps it was an ad-hoc group of media people who had set themselves up in opposition to me. After Easter 1995 I saw that these guesses were wrong, and I made an I believe much more accurate estimate as to who my enemies really are.

"Why couldn't a private group be behind the persecution?"

There are several reasons why a private individual or group would not be behind this campaign.

Quantity of resources / Money. Here is what one Usenet (internet newsgroup) participant had to say (several years ago) on the topic of how much money it would cost just to keep the surveillance going.

PM: >But why? And why you? Do you realize how much it would cost to keep
PM: >one person under continuous surveillance for five years? Think about
PM: >all the man/hours. Say they _just_ allocated a two man team and a
PM: >supervisor. OK., Supervisor's salary, say, #30,000 a year. Two men,
PM: >#20,000 a year each. But they'd need to work in shifts -- so it would
PM: >be six men at #20,000 (which with on-costs would work out at more
like
PM: >#30,000 to the employer.)
PM: >
PM: >So, we're talking #30,000 x 6. #180,000. plus say, #40,000 for the
PM: >supervisor. #220,000. Then you've got the hardware involved. And
PM: >any transcription that needs doing. You don't think the 'Big Boss'
PM: >would listen to hours and hours of tapes, do you.
PM: >
PM: >So, all in all, you couldn't actually do the job for much less than
PM: >a quarter million a year. Over five years. What are you doing that
makes
PM: >it worth the while of the state to spend over one and a quarter
million
PM: >on you?

A private individual or group would not spend over a million pounds to verbally torture a victim without some financial motive or gain. Private industry is driven by the profit motive, and there is no financial profit to be had from carrying out a campaign in this way. If a private enterprise were behind it then they would have taken direct physical action a long time ago.

State enterprises, on the other hand, can afford to be wasteful, since they are funded by the taxpayer. They do not have to show a money profit. The employees or contractors employed by a state organisation such as MI5 are driven by their own personal profit motives, to make the most money out of their employers for the longest period of time. MI5 is funded to the tune of #150M p.a.; even a few hundred thousand a year would to them be affordable if their managers could convince themselves of the necessity of what they were doing.

Quality of resources / Technical resources - electronic and other surveillance. In summer 1994 a reputable and competent private detective agency was employed to conduct a counter-surveillance sweep of my home in London. They charged us over #400 for this, conducted a thorough search for radio transmitting devices, hard-wired "probe" microphones and also tested the telephone line. They found nothing. This was not altogether surprising, since it had been made very clear to me that there were bugs in my home; the "buggers" would not have made this clear unless they had felt their bugs were of sufficient sophistication as to be safe from

detection.

But there is another lesson to be gained from the failure of the private detectives to find anything. The agency employed was one of the most reputable in London. They were employed on the principle of "setting a thief to catch a thief", for if the harassment were being carried out by private detectives, as I then believed, then surely another set of private detectives would be able to find the bugs that they had planted. That these "private eyes" were unable to find anything, and that the harassers were confident that they would not be able to find any bugs, points to the harassers being an order of sophistication above a private agency, and leads me again to believe that a state intelligence service is responsible for the surveillance and harassment.

Quality of resources / Technical resources - Interception of Postal service. In summer 1994 when I emigrated to Canada to try to escape the harassment, I wrote letters home to my family and friends in London. Quite soon after my arrival in Canada, the harassers were able to find precisely where I was staying. The only way I can see of "their" being able to find out my new address was by interception of my letters to the UK.

Later in 1994, I conducted an experiment to see if my letters home were indeed being read. In a letter home I wrote of being depressed and talked in vague terms of suicide. I deliberately chose this topic, since I believed it was the outcome my harassers were trying to achieve, and that if they read the letter, they would "echo" its contents. Sure enough, soon afterwards there were two incidents of people shouting "suicide" at me in public places in Canada.

It is inconceivable for a private agency to have the ability to intercept postal mail. The state security service on the other hand is well known to engage in these activities.

Quality of resources / Access to Media. One of the strangest aspects of this case is the access "they" have to the broadcast and print media. I still do not understand what could persuade newscasters such as Martyn Lewis and Michael Buerk, who consider themselves "gentlemen", to behave in an almost voyeuristic way by "peeking" into the living room of one of their viewers. A year ago I wrote to the BBC asking if these newscasters would confirm or deny the accusations made against them. The BBC replied that their newscasters had denied the accusations, but refused to do so in writing.

It is well known that MI5 have the ability to plant stories in certain newspapers, but convincing television newscasters to "watch" a viewer while they read the news would surely be very difficult for them to accomplish, unless they presented themselves to these journalists as being, for example, a group in the media who were seeing to it that I got my "deserved" treatment. MI5 has a history of manipulating the media, so it might not be too difficult for them to accomplish such a trick, whereas a private group would not have this ability.

"Have they ever denied that they are the Security Service?"

No. Never. This is in fact the main reason why I believe "they" are MI5 and not a privately funded group. If my guess had been wrong then I am sure that "they" would have crowed over my mistake, but they have never admitted nor denied that they are employees of MI5.

In early January 1996 I flew on a British Airways jet from London to Montreal; also present on the plane, about three or four rows behind me, were two young men, one of them fat and voluble, the other silent. It was quite clear that these two had been planted on the aircraft to "wind me up". The fat youth described the town in Poland where I had spent Christmas, and made some unpleasant personal slurs against me. Most interestingly, he said the words, "he doesnt know who we are".

Now I find this particular form of words very interesting, because while it is not a clear admission, it is only a half-hearted attempt at denial of my guess that "they" = "MI5". Had my guess been wrong, the fat youth would surely have said so more clearly.

"If MI5 were behind it, why would they wish to mask their involvement?"

I have heard a number of times a belief from people in the media that it is they, the media people, who are behind the abuse. In spring 1994 Chris Tarrant the Capital Radio D.J. said sarcastically on his breakfast show, "You know this bloke? he says were trying to kill him. We should be done for attempted manslaughter". We, we, we. Tarrant thought it was a media conspiracy.

Returning to the question of "interactive watching" by television newscasters, it would again be much easier for them to take part in that sort of activity if they convinced themselves that the surveillance and abuse were organised by "their own", by media people. It must be second nature to MI5 to mask their involvement in the matters they deal with; in this case, they pretend the campaign is organised by a group in the media, and any journalists who suspect otherwise keep their silence.

Conclusion

Over the last three years I have stated with some force my belief that MI5 are responsible for my misfortunes. I have done so on Internet newsgroups, in letters and faxes to people in politics and the media in the UK, and in 1997 I made a formal complaint to MI5 regarding their activities; the Security Service Tribunal replied in June 1997 that "no determination in your favour has been made on your complaint". (I believe the statement by the Security Service Tribunal can be disregarded, as they have never, ever made a ruling in favour of a complainant.) In three years of naming MI5 as my oppressor "they" have never denied the charge. To me, their silence on this point indicates that my guess was accurate. I believe my persecutors stand identified. The question of why they should carry out this campaign is one I will try to answer in a future article.

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1438. MI5 Persecution: Why would they be doing this to you, sir? (9220)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-24 08:36:59 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07102408364619@4ax.com>
Source record: 3977
Cross-posted to: alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel

MI5 Persecution Update: Friday 15 May, 1998

The persecution has been quite severe for the last week. It appears that my enemies are reacting to the steady stream of faxes making their way over the Atlantic to the fax machines of Westminster politicians and the media. Here is whats happened in the last few days;

The week started off with an incident in the cafeteria at a local shopping centre where I habitually drink my morning coffee. My enemies have concentrated since winter 1995/96 on throwing a particularly horrible sexual slander against me. They "put people up" to repeat this slander against me, and this is what happened again here.

On Thursday morning (yesterday), instead of going to the usual cafeteria I went to a nearby convenience store for coffee. The same horrible sexual slander was shouted at me very loudly by a member of staff as I walked into the store. This was the first time I had ever bought morning coffee in that shop. The other staff obviously knew what was going on, one of them said, "they screwed up my life".

The fax gateway I use to send these faxes to the UK has been working hard these last few days to shut down my access by barring the accounts I use to send these faxes.

I have received an anonymous threat from fax number 0171-219-6101 (the machine gave its name as "ETRA-HoC") which said, "Stop sending to this fax no 0171-219-6101 or else" (the consequences of continued transmission were unspecified). I invited the sender to apologise for his threat, but received no response.

This all adds up to quite a severe reaction to my faxes of the last few weeks. I actually find this quite heartening since it shows that my faxes are finding the mark and there may yet be a breakthrough in my efforts to expose the Security Service conpiracy of abuse against me which has now been going on for eight years.

MI5 Persecution: "Why would they be doing this to you, sir?"

This article will concentrate on the difficult question of "Why". The question which forms the title of this piece was asked of me by the police officer I spoke to in Easter 1995, when I went to make my complaint.

There are really two sides to this question. Firstly, why should MI5 be harassing anybody in this fashion? Secondly, if they choose to behave in this way, why should they have selected me in particular, and not somebody else? Alternatively, why did the persecution start, and why is it

continuing?

I do not have definite answers to either side of this question, since my persecutors have usually kept themselves hidden and only acted through other parties. To know "why", one would have to know who the persecutors are, and something of their personalities, since their abuse is almost certainly symptomatic of a personality disorder of the abusers. Certain things however can be deduced about the abusers from the nature of their behaviour, and I will talk about this later in the article.

Why did it start?

It is clear that the persecution must have been initiated by someone who knew me personally, either at school, or at university, or socially, and knew that I was borderline mentally ill, since this is what makes me a target for the persecutors. Unfortunately, the originators have never been identified, and there are several possible candidates. Neither has the link from the originators of the persecution, to the persecutors themselves, ever been made clear. So who are the originators?

University Staff

The identity of the originators may lie in the timing of the persecution. It started in June 1990, while I was finishing a course at Imperial College in London, and a year after I graduated from Cambridge, where I received a degree in computer science. At Cambridge I had achieved some notoriety in the computer lab from various nefarious exploits. Roger Needham attacked me by saying that "there were great hopes for it, but it failed terribly". When I started at Imperial I found that my reputation had preceded me; Cambridge computer lab had spoken to I.C. lecturers about me. I.C. lecturer Frank McCabe summed up commenting about "setting up a straw man so you can tear him down". (Despite being "torn down" by the Cambridge computer labs lecturers, I still achieved a good first degree and a Masters degree at Imperial.)

Other students at university

So, the originators may have been university staff who knew me from my student days. But there are other possibilities. I had other enemies at university, including some fellow students. At my Cambridge college it was common knowledge that my mental health was dubious, and it was known that I talked to myself in my sleep - the floor and walls were quite permeable to noise, so other students heard. I was given the nickname "gibber" because of this habit. Sometime later, I managed to catch myself talking in my sleep when I woke up in the middle of the night.

Here is a quote from a participant in the internet newsgroup where I have been posting for the last three years;

>One thing which has been missing from this discussion is this simple
>prognosis: that maybe he is right and that, despite his admitted
>mental condition, there really is a campaign against him organised by
>now-influential ex-students of his university.

People I knew socially

I had yet other enemies in 1990 (I am a man of many enemies!). In January 1990 I broke up with some people I had been going out with socially. One of them, by the name of Andy Turner, wrote a letter to Alan Freeman, who at the time was a Radio 1 DJ. Freeman read part of the letter out on his Rock Show, about the "one who wore out his welcome with random precision", saying "thats a hell of a letter you wrote there Andy", and "with a schizophrenic youre never alone".

It is my belief that Andy Turner and his friends were trying to make trouble for me, and Turner wrote to Freeman with this in mind. Freeman may have discussed the letter with others, and things may have snowballed from there. This is, of course, pure supposition. The fact is that I do not know who the originators are, and can only guess.

Once it started, why is it continuing?

The answer to this question is obvious. It is unacceptable to the "powers that be" in the UK to have somebody running around who knows he has been targeted by the Security Service and media organizations, and who is in a position to embarrass British institutions. This has become particularly evident in the last week; as I send more faxes to UK politicians and media, so the pressure on me grows, and the volume of abuse increases.

Part of the reason the persecution continues is in the personalities of the abusers, and it is this subject to which I will turn to next, since the key to understanding the persecution lies in understanding those who carry it out, as much as we can.

The Security Service operatives, the persecutors, are they psychopaths?

Let us first examine the definition of the term "psychopath". DSM-IV defines "anti-social personality disorder" as a "pattern of disregard for and violation of the rights of others ... deceitfulness, irritability and aggressiveness ... consistent irresponsibility and lack of remorse". The Harvard Mental Health Letter of Sept 1995 describes these people as using "charm, manipulation, intimidation and violence to control others and satisfy their own needs. Lacking in conscience and in feelings for others, they cold-bloodedly take what they want and do as they please", having "no guilt or regret".

I must say, reading this description of the condition, that it fits the persecutors perfectly. The persecutors have never shown the slightest remorse or guilt. Even when I was severely ill, they continued to abuse me. They have repeatedly blamed their actions on me, which is another trait common amongst psychopaths. They have no respect for my legal or personal rights, and they use intimidation and verbal violence.

If the MI5 operatives are psychopaths then it would explain both why the persecution started, and the degree of verbal violence. Psychopaths by definition damage other people; here, the MI5 operatives find an outlet for their personality disorder, through "cripple-kicking".

Xenophobia on the basis of mental illness, and race

My enemies have made clear many times that one of the reasons they are persecuting me is because of my admitted mental illness. However, it is my belief that they are also persecuting me because I am not of ethnic English origin, and the fact that there have been several incidents of an overtly racist nature reinforces this view.

In one case, two youths on a tube train in London made openly racist references to me as a "soft toy, not up to British Standards". Another person near my home made remarks about "Polish people". In yet another incident in Croydon, a youth made comments about "foreigners".

But the main thrust of their xenophobia is because of my mental illness. I should make clear that I do not look ill; if you met me, you would not know that I had the illness. I take a relatively low dose of medication, and feel quite well. But the persecutors have repeatedly harped on about my supposed serious mental illness; they have called me a "nutter", a "schizophrenic", etc. They have also persuaded other people to use these terms of abuse. They are able to get away with this because abusing the mentally ill is still something which is mostly acceptable in Britain; the media do it, "nutter" is not taboo in the way that "nigger" is.

Conclusion

There are several groups of people who might have wished to cause me trouble, and I still do not know who originated the persecution. Nor do I know how the originators came to be in contact with the (presumed) Security Service operatives who have been carrying out the campaign. To know conclusively why it started, we would have to know who started it, and this information is not available.

However, we can infer some things about the personalities of the persecutors from their methods, and from the degree of verbal violence they employ. It is clear that a main reason for the continuing harassment is the psychopathic disorder of the MI5 agents who carry it out. That they have never been "brought to book" for their misdeeds reinforces their belief that they do no wrong; and, unhappily, until they are brought to book, their persecution campaign looks set to continue.

9220

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Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
------->>>>>>http://www.NewsDemon.com<<<<<<------
Unlimited Access, Anonymous Accounts, Uncensored Broadband Access

1439. MI5 Persecution: .net Magazine Applauds my Website (11395)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-24 09:06:25 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07102409061251@4ax.com>
Source record: 3978
Cross-posted to: alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel

MI5 Persecution: .net Magazine Applauds my Website

The March 1998 issue (number 42) of .net Magazine reviews the MI5
Persecution website describing it as an "excellent site". The webpages
describe in detail the nature of my persecution since 1990 by what are
believed to be elements of the UK security service.

(snip image)

You are encouraged to read the web pages which include

o a FAQ section outlining the nature of the persecutors, their methods
of harassment through the media, people at work and among the general public
o an evidence section, which carries audio and video clips of media and
workplace harassment, rated according to how directly I think they refer to me
o factual descriptions of the state security agencies involved
o scanned texts of the complaints I have made to media and state security agencies involved
o posts which have been made to netnews over the last three years on this topic

11395

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------>>>>>>http://www.NewsDemon.com<<<<<<------
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1440. MI5 Persecution: BBC Newscasters Spying on my Home (13570)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-24 10:09:52 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07102410093856@4ax.com>
Source record: 3979
Cross-posted to: alt.fan.british-accent,alt.music.black-metal,comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel

MI5 Persecution Update: Friday 13 November, 1998

If You Intend To Reply, Please Read This

If you have any questions or observations you would like to share with me, then you are very welcome to reply to my fax number 0171-681-1190. But please.... keep your response to one page if you can! I have had several people faxing my article back to me, including one MP faxing back twenty pages. I do not know if he had anything intelligent to say in his 20-page fax because I applied judicious use of the "Delete" key on my computer. Faxes over a page or two will be deleted without being read.

MI5 Resume Hostilities in Response to these Faxes

When I wrote last weeks "MI5 Persecution Update" I remarked how quiet my life had become. No longer! MI5 have restarted hostilities with a vengeance the past week, in response I believe to the faxes I have been sending to members of the House of Commons.

On Saturday 7 November I went to Clapham Picture House cinema to see the film "Antz" (a very enjoyable film). At the cinema, I was verbally assaulted by a group of teenagers with the words "still crazy", repeated about ten times. There was a film with that name showing at the cinema, but it was clear their abuse was directed at me. I do not look ill, so why would they pick on me? answer, the incident was set-up by the persecutors. One of the teenagers also said to another, "I don't know what we're laughing at".

The following day, Sunday 8/11/98, I was on my way to play squash when I was verbally assaulted by a youth who said "it was so funny", without the slightest trace of humour. What he meant by this phrase was that was funny, and they were trying to humiliate me. I have heard this phrase "it was so funny" used at me before many, many times over the last eight and half years.

Please Encourage Keith Hill MP to Help Me

I live in a bugged house, bugged both for audio and video. My movements are monitored by MI5. The Security Service have followed me to Canada, to Poland and the Continent, to the States. I cannot work anywhere, not in England, not in Canada, because MI5 will destroy whatever employment I am able to obtain. I have asked Keith Hill MP to help me, and he has refused.

The situation is intolerable. It is Mr Hills job to help me out of this mess. So, please, as I said in the last fax a week ago: Do not waste your time returning multiple copies of my faxes to my fax mailbox, as some of

you have done. Instead;

Please encourage Keith Hill M.P. to help me.

I am sorry to be using this device to encourage Mr Hill to help, but I think eight and half years are quite enough and it is time something was done to bring this matter to a close.

MI5 Persecution : BBC Newscasters Spying on my Home

This week's topic is the quite extraordinary claim that BBC newscasters such as Martyn Lewis and Michael Buerk have spied on my living room while they read the news. I currently have an advert running for the next six months in Private Eye's "Eye Say" column (at a cost of over ₱200) which says,"MI5 Persecution - BBC Newscasters Spying on my Home"; the story of my campaign in the Eye is on my Website
at; http://www.pair.com/spook/evidence/plaint/priveye.htm

BBCs staff magazine Ariel also ran my advert "BBC Newsreaders Spying on my home" for one issue in the Personal category on 8/July/1997 before it was spotted and axed by editor Robin Reynolds; please see
webpage; http://www.pair.com/spook/evidence/plaint/ariel.htm

Beginnings

The very first incident in the "MI5/BBC Persecution" occurred in June of 1990, when a newsreader reacted to what she saw in my living room at home as she read the news. My mother had brought an apple for me into the room, whereupon the newsreader smirked and giggled, apparently finding this funny. I couldn't believe what I was seeing. I carried on watching news and other television programmes to see if presenters would show signs of "interactive watching"; to my surprise, this happened again and
again. Unfortunately, I did not have my wits sufficiently about me to videotape these programmes, and it is now almost impossible to obtain recordings dating back to 1990.

Most of the "TV watching" has occurred on the news, and most of it in summer 1990, although some as late as autumn 1993. My website has a few extracts of what might be politicians "getting at" me, in particular John Major and interviewer Dimbleby sharing a joke about the "Knutsford Guardian" which is almost certainly about me.

I sold my portable TV in autumn 1990 and stopped watching television regularly. I realise now that this may have been a mistake. What I should have done was to watch TV and listen to the radio, but tape-record everything and make a note of what each excerpt meant to me. I would then be in a much stronger position as regards to evidence that I am now. That is what I am trying to do now, but unsurprisingly the TV/radio presenters have stopped getting at me, now they know they are being recorded.

Examples of Media Harassment

Here are a few examples which I can still remember of media harassment;

In early 1992 I was watching the BBC news with Martyn Lewis on a small black-and-white portable television at my then home in Oxford. I threw a term of abuse at Lewis; he flinched, then gave a grin and made a comment from which I understood that he had been on my side, but might have changed his mind as a result of what Id just said to him.

Victor Lewis Smith in his TV (BBC2?) program at the end of 1993, had a taxi-driver saying, "theyre all out to get me", to which VLS replied, "but you're quite intelligent aren't you?" (what a nice chap VLS is, compliments no less!)

Paul Daniels the TV magician, sometime in 1990-92 (sorry I can't be more precise but it was so long ago), made a "crying face" and put his face in his hands, which was his way of expressing that I was frequently crying in 1990-92, and that he and other media people found my crying funny.

Kenny Everett (deceased) on some talk show, compared me to a "huge ape" who "scratches himself"; he made some other remarks about what the "ape" got up to which unfortunately I cant remember. (I remember that Everetts comments were quite sympathetic and human, but were obviously about me.)

Stephen Fry on another talkshow (Wogan I think) talking about "masturbatory fantasies", he then referred to me with the words "you prat"; I wonder if the studio audience knew what he was talking about and to whom his comments were directed?

Griff Rhys Jones on Clive James' TV show, made a "lunatic face" (wide fixed grin) to which I said to the TV that he had a "face like a horse's arse", to which Clive James said to GRJ "did you hear that?"

Crimestoppers summer 1990, remarks by a Midlands police officer on the programme, while Nick Ross was presenter (as far as I can remember). The officer talked about "in car entertainment". Nick Ross said to officer, "why don't you stop doing it?" to which he replied, "we can't while he's like this".

BBC2 Newsnight in autumn 1993 had a piece on football hooliganism. A black interviewee said apparently of the hooligans, but in fact of me; "they're just idiots, carry on with the surveillance".

There was an incident with Jonathan Ross which I remember clearly; he was on both BBC and ITV television at the same time, one (ITV I think) was recorded, the other channel was live. Ross has a speech impediment which causes him to pronounce his "r"s as "w". I sarcastically said something about "Mr Woss" to the recorded channel, then turned over to where he was live, and he repeated "Woss" with heavy emphasis and sarcasm.

On the radio, in spring 1994, Chris Tarrant made a sarcastic remark in his morning show, saying "he says were trying to kill him, we should be done for attempted manslaughter", to which another of the studio staff said, "oh no, dont say that". His comment was in reply to a comparison Id made the previous evening between my persecutors and the Polish secret police who murdered dissidents.

Martyn Lewis Denies & Lies, But Wont in Writing

In February 1997 I wrote to BBC Viewer & Listener Correspondence and asked them to investigate the claim that their newscasters had engaged in "interactive watching". They replied that they had asked Martyn Lewis and Michael Buerk whether they had engaged in such practices, and that they had both made verbal denials to VLC, but were refusing to put their denials in writing.

I can understand that they might think that if they were to make written denials to me, then many other people with my condition might write to them with similar questions. But Ive asked a couple of journalists if theyve been writing about me, theyve made written denials, Ive believed them, and I have not put their denials on my website because, since I believe their denials, it would not be relevant to publish them.

To me it looks as if Lewis and Buerk are happy to lie verbally but not in writing, because written falsehoods would place them unambiguously in the wrong, whereas they can try to talk their way out of verbal lies if they are ever caught, or perhaps even deny the verbal lies completely? If they lie without shame, then why would they have any shame about future lies about lying?

One of the strangest aspects of "TV watching" is that Buerk and Lewis have convinced themselves that their "interactive spying" is reasonable behaviour. Martyn Lewis thinks of himself as a "gentleman". He expressed in 1992 that he was "on my side". If this matter ever comes out into the open, I wonder what these newscasters will have to say for themselves, and what the British public will make of their behaviour?

Media Persecution Evidence on my Website

You may directly access the Evidence section on my website at URL;

The category currently contains four video segments, a number of audio files and three published articles. The first video of ITN's John Suchet is unfortunately a mistake - after looking at it again it is obviously not about me. The two Ken Clarke excerpts may or may not be about me; it is funny that he should keep on harping about "paranoia" and "madness", but I have given these ratings of only 30% certainty, as it is more likely that they are not about me in particular, and Clarke is simply displaying the normal prejudices against the mentally ill found in much of society.

The piece I find most interesting is the Dimbleby/John Major interview from April 1997. I have assigned this a 90% rating. Dimbleby starts by emphasising a report from the "Knutsford Guardian". Major recognizes what's going on and joins in with a falsely apologetic "heaven forfend". The emphasis is on the first syllable pronounced "nuts" in "Knutsford", which is repeated three times. Of course this is hardly anywhere near convincing evidence; the really clear items were all in 1990-92, and they are basically unobtainable now.

If you're reading the website, have a look at the two files from David Hepworth's programme on GLR radio. The first one from 21/Feb/1997 has him

talking about an "embarassment" of prizes and "absolute obscene", in reference I believe to the verbal sexual abuse that was being used against me at the time (and which unfortunately is still current). In the second file dated 9/May/1997 he again talks about "absolute embarrassment" of prizes, followed by laughter. To my mind he knows I am listening to his programme, and deliberately makes these remarks for my benefit, with very little attempt to disguise their purpose.

Bernard Levin - "Fanatic's Fare for the Common Man"

On 21 September 1991 this article by Bernard Levin appeared in The Times. It is reproduced in the Evidence section of the website, or may be accessed directly at URL;

To my mind, Levin's article described the situation at the time and in particular a recent meeting with a friend, during which I for the first time admitted to someone other than my GP that I had been subjected to a conspiracy of harassment over the previous year and a half.

Levin writes about a "madman running loose about London" who "bursts into tears, and swears it is all true. And it is." I am pleased to agree with his assertion that "it is all true" because the truth is what I presented to my friend in September 1991 and it is what is being presented to the readership of these articles now.

Conclusion

The harassment, in particular media persecution, was at its strongest in 1990-92. Today, I am recording everything I watch, read and listen, and the media have pretty much given up. It is now incidents "in public" which make up what there is of MI5s persecution. But much of the material from 1990-92 still exists in archives, although the organisations which have those archives generally wont make the material available to the public, for copyright and other reasons.

MI5 can no longer employ the media to persecute me, partly because journalists now know who is behind the persecution, and also because I would publish any instances. My mistake during 1990-92 was to not record instances as they happened; Ive learned from that mistake, and know better now.

13570

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Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
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1441. Clarence Dyson's page

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-24 12:05:02 UTC
From: Jurek Dudek <a@b.c>
Message-ID: <fi940v$f8m$1@node1.news.atman.pl>
Source record: 3980

Does anyone have a copy of Clarence Dyson's webpage about Atari mods?
http://www.geocities.com/atari
do not work.

Regards,
Jurek.

1442. Re: Clarence Dyson's page

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-24 17:09:43 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <KVY1j.21219$ck5.1014@newsfe09.phx>
Source record: 3981

"Jurek Dudek" <a@b.c> wrote in message
news:fi940v$f8m$1@node1.news.atman.pl...
> Does anyone have a copy of Clarence Dyson's webpage about Atari mods?
> http://www.geocities.com/atari
> do not work.
>
> Regards,
> Jurek.
>
http://www.wolfpup.net/atarimods/

1443. Re: Looking for Colorview pictures

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-26 04:14:14 UTC
From: Jeff Potter <jpotter@cfl.rr.com>
Message-ID: <474a4814$0$24318$4c368faf@roadrunner.com>
Source record: 3982

Russg wrote:
> "hg" <> wrote in message news:
>> Apart from playing Dropzone the other reason why I got myself an Atari
>> 8-bit for the first time is to check out the awesome color capabilities of
>> these classic micros. Never ceases to amaze me that a micro released in
>> the 70's was capable of displaying 256 colors.
>> Anyway I've searched high and low for colorview demo disks and in
>> particular colorview pictures that use the entire interlaced 4096 palette
>> and so far come up with squat. Links to .atr files anyone?
>>
>> Thanks again
> There's colrview by Jeff Potter and colorsquashview by Clay Halliwell. And,
> I think, both only work on NTSC machines. You can find a colrview ATR at
> the Holmes site,
>
> http://www.langesite.com/Atari/Holmes/
>
> You should download the catalog and search for colrview.
> There are a lot of colrfull demos. I can't remember the name of the guy,
> uhmm... did fantastic pictures.
> Well, you can search the graphics and video areas.
> And the ATR area.
> There are lots of PAL graphics demos.
> You might try:
> http://ftp.pigwa.net/stuff/collections/atari_forever/
>
> in the dema folder.
>
>

Hi guys. It's been years since I wrote ColrView, etc. Didn't I write a converter from GIF to ColrView?? Should be simple to build a collection of pictures from that. Or hasn't someone done a JPG converter, which they could modify to output in ColrView (it's not like I hid the details behind how it works, or anything like that).

Your eight-bit friend,

Jeff Potter

1444. Re: Looking for Colorview pictures

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-26 21:53:17 UTC
From: Andreas Koch <andiko.nospam@web.de>
Message-ID: <fiff5k$fc3$00$1@news.t-online.com>
Source record: 3983

Hello Jeff,
afaik I did write you an e-mail in the late 90s because I wanted to register for Apacview and Jview. You answered me, that there would be no need to register any more since you do not use the A8 any longer nor create any updates of these programs...

Anyways, I can send you copies of all your programs, along with the JPEG grayscale and color decoder (by Raphael Espino) and of course also some nice *.RGB, *.HIP, *.RIP and *.TIP pictures (with approx. 20-30 ATR images for each picture format). The RGB pictures were done with Apacview and a separate program (by Clay Halliwell) called CV-Squash. Later I used Jview to convert directly from GIF to *.RGB (RLE-compressed R,G,B picture, much shorter than 3x 62 sectors)...

[Sidenote for Russ: the Gr. 15 RGB mode works very well on PAL Ataris, Gr.8 RGB does not produce colors, but "only" up to 8 grayscales - I guess this is normal; alas the Gr.9 RGB mode does not produce up to 4096 colors, at least not on my PAL 800XL; most of these Gr. 9 RGB pictures have 3-5 colors each with 16 luminances, do not know why I cannot get more colorfull results in the Gr. 9 RGB mode; thats why I only used the Gr. 15 RGB mode after a while; maybe my PAL Atari has a bug or maybe this Gr. 9 RGB mode works only with full 4096 colors on NTSC machines...]

If you are still interested in the programs or pictures - just write me an e-mail: andiko -no spam- at -no spam- web -no spam- point -no spam- de (remove all those no spam entries and replace at with "@" and point with ".") greetings - Andreas Koch.

Jeff Potter schrieb:
> Russg wrote:
>> "hg" <> wrote in message news:
>>> Apart from playing Dropzone the other reason why I got myself an
>>> Atari 8-bit for the first time is to check out the awesome color
>>> capabilities of these classic micros. Never ceases to amaze me that a
>>> micro released in the 70's was capable of displaying 256 colors.
>>> Anyway I've searched high and low for colorview demo disks and in
>>> particular colorview pictures that use the entire interlaced 4096
>>> palette and so far come up with squat. Links to .atr files anyone?
>>>
>>> Thanks again
>> There's colrview by Jeff Potter and colorsquashview by Clay
>> Halliwell. And, I think, both only work on NTSC machines. You can
>> find a colrview ATR at the Holmes site,
>>
>> http://www.langesite.com/Atari/Holmes/

>>
>> You should download the catalog and search for colrview.
>> There are a lot of colrfull demos. I can't remember the name of the
>> guy, uhmm... did fantastic pictures.
>> Well, you can search the graphics and video areas.
>> And the ATR area.
>> There are lots of PAL graphics demos.
>> You might try:
>> http://ftp.pigwa.net/stuff/collections/atari_forever/
>>
>> in the dema folder.
>>
>
> Hi guys. It's been years since I wrote ColrView, etc. Didn't I write a
> converter from GIF to ColrView?? Should be simple to build a
> collection of pictures from that. Or hasn't someone done a JPG
> converter, which they could modify to output in ColrView (it's not like
> I hid the details behind how it works, or anything like that).
>
> Your eight-bit friend,
>
> Jeff Potter

1445. Computer Security

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-27 02:08:48 UTC
From: aldrich.chappel.com.use@gmail.com
Message-ID: <bca50938-7aef-456b-926e-c493be098949@e25g2000prg.googlegroups.com>
Source record: 3984

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.:: A. Computer Security Information ::.
1. Firewalls Torn Apart
2. Guide To Social Engineering
3. Social Engineering And Email Account Cracking
4. Network Firewall Security
5. Hijacking Hotmail Accounts For Newbies
6. Various Ways To Hack Or Over Ride Foolproof
7. Configuring ZoneAlarm Securely
8. IP Masquerading Tutorial
9. Interesting Things You Didnt Know About Your Computers Hardware
10. Advanced Number Systems Made Easy
11. Hacking Dictionary
12. Hacking The Bios
13. DNS The What The How And The Why
14. Exploit Mihirs Guide To Inserting Logo To System Properties
15. Getting Geographical Information Using An IP Address
16. Create A Lightweight E Mailer
17. Telnet Explained
18. Installing A Webserver For NewbiesI
19. The IP Address
20. Being A Hacker On The Meaning Of Being A Hacker
21. Well Known Port Numbers
22. Samba How To
23. Removing Banners
24. Port Numbers Part 1
25. Port Numbers Part 2
26. Port Numbers Part 3
27. Port Numbers Part 4
28. Port Numbers Part 5
29. Port Numbers Part 6
30. Port Numbers Part 7
31. Port Numbers Part 8
32. Port Numbers Part 9
33. The OSI Model
34. The Basic Elements Of Cracking
35. Beginners Step By Step Security Guide
36. Linking Rules For Hacking And Other Alternative Websites
37. Installing A Webserver For Newbies
38. Glossary
39. Wireless Security And Hacking
40. Wireless Network
41. Demystifying Remote Host Part 1
42. Exploiting Design Flaws In The Win32 API For Privilege Escalation
43. Wireless LAN Technologies and Windows XP
```

44. Understanding NetBIOS
45. The Complete Guide To Computers
46. Things You Need
47. How To Clear The Past Mapped Network Drives List
48. You Got This File From
49. Msn Tutorial Ugw Securtiy Information Base
50. The Basics Of Cryptography
51. PGP Encryption For Beginners Learn How PGP Works
52. Cryptography FAQ
53. Cryptography Split Wide Open
54. W2K File System
55. A More Indepth Article About The Basics To Encryption
56. Protecting Your Scripts
57. Breaking Script Encoder
58. Windows 2000 Encrypting File System And Disk Wipe Software Vulnerability
59. Buffer Overflow Basics
60. Deadly Dos Attack
61. MS Office XP The More Money I Give To Microsoft The More Vulnerable My Windows Computers Are
62. Dos Attacks Explained
63. Introduction To Denial Of Service
64. Miscellaneous Groups Publications
65. Documents About General Hardening
66. Documents About Unix Hardening
67. Basic Steps To Hardening A Standalone Windows 2000 Installation
68. Setting Up IIS And Securing Streamed Content
69. Articles On How To Securing Hardening BSD
70. Step By Step Guide To Secure Win2k
71. Documents About Windows9x ME Hardening
72. Documents About General Hardening
73. Securing Your Web Pages With Apache
74. Documents About Windows9x ME Hardening
75. Documents About IIS Hardening Securing
76. Basic Steps To Hardening A Standalone Windows 2000 Installation
77. Excellent Analysis Of The ICQ Trojans
78. The ICQ Security Tutorial
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251. Bogon
252. Cdgxn-Bsd
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19. Forbidden Knowledge #13
20. Forbidden Knowledge #14
21. Forbidden Knowledge #2
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68. Risks Forum Digest - Part 9
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72. Risks Forum Digest - Part 13
73. Risks Forum Digest - Part 14
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75. Risks Forum Digest - Part 16
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78. Risks Forum Digest - Part 19
79. Risks Forum Digest - Part 20
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81. Risks Forum Digest - Part 22
82. Risks Forum Digest - Part 23
83. Risks Forum Digest - Part 24
84. Risks Forum Digest - Part 25

85. Risks Forum Digest - Part 26
86. Risks Forum Digest - Part 27
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108. Underground Periodical #4 - Part 1
109. Underground Periodical #4 - Part 2
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273. SIX-webboard .. and / not processed
274. phpBB 1.4.0 backslash problem
275. phpBB 1.4.0 run arbitrary code
276. phpBB 1.4.0 input validation attack BBS
277. DCForum - attacker can create admin account!
278. O'Reilly WebBoard 4.10.30 execute arbitrary javascript on remote machine
279. A More Stealthy way to Hack a Wildcat BBS
280. CGI-Exploit Scanner
281. cgicheck99 0.4
282. Cgichk
283. cgiscan.c
284. Guile 3.1 CGI Scanner
285. Malice
286. Perl CGI Checker
287. Tools Information :: Web Site Hacking :: Audit Tools
288. Buffer Overflow in AOL ICQ
289. webmasters can force themselves into Contact list
290. ICQ Protocol Version 5 - Part 1
291. ICQ Protocol Version 5 - Part 2
292. Hacking Techniques and Methods ICQ
293. ICQ Protocol

294. Excryption and Checkcode of the ICQ Protocol V3 and V4
295. ICQ Protocol Decoder
296. Unofficial ICQ V3 Specification
297. ICQ V4 protocol early analysis notes - Part 1
298. ICQ V4 protocol early analysis notes - Part 2
299. ICQ V4 protocol early analysis notes - Part 3
300. ICQ V4 protocol early analysis notes - Part 4
301. Updated description of the ICQ V4 Protocol
302. ICQ V4 protocol analysis notes - Part 1
303. ICQ V4 protocol analysis notes - Part 2
304. mIRC 5.41 DoS
305. AntiBot TCL Script for channel protection
306. AIM Secrets
307. NetQuake Server DoS
308. Quake 3 Arena 1.29f/g segfault exploit
309. CIAC M-007 Macintosh OS-X App Mgr Vulnerability
310. CIAC M-013 Mac OS X Downloading Applications Vulnerability
311. MacAdministrator hidden files problems
312. MacOS X permissions corruption
313. PWS 1.5.5 password field input overflow
314. Security Analysis of the Palm Operating System
315. Tektronix (Xerox) PhaserLink Webserver security through obscurity
316. Code Red can crash HP JetDirect printers
317. 3Com Netbuilder II SNMP ILMI undocumented Community
318. 3COM hardware - inadequate brute force attack protection
319. 3Com Officenet DSL Router crash
320. Allied Telesyn AT-AR220e DSL/Cable Router virtual server
insecurity
321. Cayman-DSL nmap scan crash
322. NetApp NetCaches tunneling vulnerability
323. NetGap - bypassing filter engine
324. Multiple RADIUS Implementations - buffer overflows
325. Cisco vpn3000 concentrator vulnerability
326. Cisco content services switch user account
327. Cisco catalyst 5000 series vulnerability
328. Cisco IOS BGP Attribute Corruption Vulnerability
329. Cisco Content Services Switch ftp Vulnerability
330. Cisco Multiple Vulnerabilities in CBOS
331. Cisco IOS Reload After Scanning Vulnerability
332. Cisco 11000 Series Switch Web Management Vulnerability
333. Cisco IOS HTTP Authorization Vulnerability
334. Cisco IOS HTTP Authorization Vulnerability
335. Cisco SN 5420 Storage Router Vulnerabilities
336. Cisco Catalyst 2900XL - crash with an empty UDP packet
337. Cisco HSRP DoS
338. Cisco Content Service Switch 11000 Series FTP Privilege error
339. Cisco CBOS 2.x Multiple Vulnerabilities
340. Cisco IOS 12.1(2)T, 12.1(3)T memory error can cause reload
341. Cisco Content Service Switch 11000 Series failure to enforce
restrictions for accessing web management URL

342. Cisco 6400 NRP2 Telnet telnet access with no password set
343. Cisco IOS 11.3 and later - execute arbitrary code
344. Cisco SN 5420 Storage Routers DoS, unrestricted low level access
345. Cisco PPTP vulnerability
346. Anti-Spoofing rules generator for Cisco boxes
347. Cisco Catalyst 5000 switch compatibility crash
348. Cisco Local Director Denial of Service
349. Cisco SN 5420 Storage Routers Denial of Service
350. Cisco IOS HTTP Server Authentication Vulnerability
351. Cisco Secure IDS Signature Obfuscation Vulnerability
352. Cisco - Multiple Vulnerabilities in ACL Implementations
353. Starfish Truesync Desktop + REX 5000 Pro two vulnerabilities
354. 802.11b Access Point Devices - WEP Encryption Key divulged
355. 802.11b Access Point Devices (many vendors) authentication
mechanism flaw
356. Wireless LAN sniffing
357. 802.11b (WiFi) Security Update
358. Wireless LAN Security
359. Ultra-Mini Gay HOWTO - Dialout/PPP on Shiva LANRovers

.:: H. The Standards That Define The Internet ::.
1. Tekelec's Transport Adapter Layer Interface - Part 1
2. Tekelec's Transport Adapter Layer Interface - Part 2
3. Tekelec's Transport Adapter Layer Interface - Part 3
4. Tekelec's Transport Adapter Layer Interface - Part 4
5. RObust Header Compression (ROHC): Framework and four profiles: RTP,
UDP, ESP, and uncompressed - Part 1
6. RObust Header Compression (ROHC): Framework and four profiles: RTP,
UDP, ESP, and uncompressed - Part 2
7. RObust Header Compression (ROHC): Framework and four profiles: RTP,
UDP, ESP, and uncompressed - Part 3
8. RObust Header Compression (ROHC): Framework and four profiles: RTP,
UDP, ESP, and uncompressed - Part 4
9. RObust Header Compression (ROHC): Framework and four profiles: RTP,
UDP, ESP, and uncompressed - Part 5
10. RObust Header Compression (ROHC): Framework and four profiles:
RTP, UDP, ESP, and uncompressed - Part 6
11. RObust Header Compression (ROHC): Framework and four profiles:
RTP, UDP, ESP, and uncompressed - Part 7
12. Requirements for robust IP/UDP/RTP header compression
13. RSVP Cryptographic Authentication -- Updated Message Type Value
14. How to Advertise Responsibly Using E-Mail and Newsgroups or - how
NOT to $$$$$ MAKE ENEMIES FAST!
15. Realm Specific IP: Framework
16. Realm Specific IP: Protocol Specification - Part 1
17. Realm Specific IP: Protocol Specification - Part 2
18. RSIP Support for End-to-end IPsec
19. Finding an RSIP Server with SLP
20. ECML v1.1: Field Specifications for E-Commerce
21. Carrying Label Information in BGP-4

22. Conventions for the use of the Session Description Protocol (SDP)
for ATM Bearer Connections - Part 1
23. Conventions for the use of the Session Description Protocol (SDP)
for ATM Bearer Connections - Part 2
24. Conventions for the use of the Session Description Protocol (SDP)
for ATM Bearer Connections - Part 3
25. Conventions for the use of the Session Description Protocol (SDP)
for ATM Bearer Connections - Part 4
26. Conventions for the use of the Session Description Protocol (SDP)
for ATM Bearer Connections - Part 5
27. Request to Move STD 39 to Historic Status
28. RSA/SHA-1 SIGs and RSA KEYs in the Domain Name System (DNS)
29. Service Location Protocol Modifications for IPv6
30. LDAP Authentication Password Schema
31. 3GPP-IETF Standardization Collaboration
32. Mobile IP Vendor/Organization-Specific Extensions
33. Methodology for ATM Benchmarking - Part 1
34. Methodology for ATM Benchmarking - Part 2
35. Methodology for ATM Benchmarking - Part 3
36. Methodology for ATM Benchmarking - Part 4
37. Methodology for ATM Benchmarking - Part 5
38. On the Design of Application Protocols
39. Authentication for DHCP Messages
40. A More Loss-Tolerant RTP Payload Format for MP3 Audio
41. A URN Namespace for XML.org
42. A URN Namespace for OASIS
43. Extensions to IPv6 Neighbor Discovery for Inverse Discovery
Specification
44. A DNS RR Type for Lists of Address Prefixes (APL RR)
45. The Congestion Manager
46. Electronic Signature Policies - Part 1
47. Electronic Signature Policies - Part 2
48. Electronic Signature Formats for long term electronic signatures -
Part 1
49. Electronic Signature Formats for long term electronic signatures -
Part 2
50. Electronic Signature Formats for long term electronic signatures -
Part 3
51. Electronic Signature Formats for long term electronic signatures -
Part 4
52. Authentication, Authorization, and Accounting: Protocol Evaluation
- Part 1
53. Authentication, Authorization, and Accounting: Protocol Evaluation
- Part 2
54. Authentication, Authorization, and Accounting: Protocol Evaluation
- Part 3
55. Protection Against a Variant of the Tiny Fragment Attack
56. Requirements for Kerberized Internet Negotiation of Keys
57. Notes from the State-Of-The-Technology: DNSSEC
58. Dormant Mode Host Alerting ("IP Paging") Problem Statement

59. Terminology for Frame Relay Benchmarking
60. Terminology for ATM ABR Benchmarking
61. Performance Enhancing Proxies Intended to Mitigate Link-Related
Degradations - Part 1
62. Performance Enhancing Proxies Intended to Mitigate Link-Related
Degradations - Part 2
63. The SPIRITS Architecture
64. OSPF Stub Router Advertisement
65. Extended Assignments in 233/8
66. Requirements for Configuration Management of IP-based Networks
67. Per Hop Behavior Identification Codes
68. CDMA2000 Wireless Data Requirements for AAA
69. An IPv6-to-IPv4 Transport Relay Translator
70. Known HTTP Proxy/Caching Problems
71. Remote Monitoring MIB Extensions for Interface Parameters
Monitoring
72. L2TP Disconnect Cause Information
73. Transmission of IPv6 Packets over IEEE 1394 Networks
74. Generic Routing Encapsulation over CLNS Networks
75. A Framework for Defining Empirical Bulk Transfer Capacity Metrics
76. MGCP Business Phone Packages - Part 1
77. MGCP Business Phone Packages - Part 2
78. End-to-end Performance Implications of Slow Links
79. A URN Namespace for Public Identifiers
80. Delegation of IP6.ARPA
81. PPP Multiplexing
82. Requirements and Functional Architecture for an IP Host Alerting
Protocol
83. End-to-end Performance Implications of Links with Errors

.:: I. Law, Privacy, Wetware, Hardware, File Sharing ::.
1. Making a listening device out of a plunger
2. The Millibug
3. The Down-Low on Trunking
4. Logitech wireless desktop (mouse, keyboard, receiver) RF
interception
5. Model 170 Card Reader Reverse Engineering
6. Easy-To-Make Anti-Tampering Circuits
7. A Close Look at Speed Traps
8. Mousetrap SmartCard Reader!
9. Poor Man's Boards
10. EFF Alert on the proposed Security Systems Standards and
Certification Act
11. USACM letter to Sen. Hollings criticizing draft SSSCA bill
12. Leaked documents allegedly reveal RIAA assault on peer-to-peer
13. Mad As hell about the DMCA
14. City of Tampa fails to shut down Voyeur Dorm adult site
15. San Francisco bans filters in libraries -- nevermind the Feds
16. IETF Internet Draft: Why .xxx domain is a very bad idea
17. The RIAA's threatening letter to Professer Felten who helped crack

SDMI and was to publish his findings
18. A letter from the US Department of Justice to consultant accused of hacking Brian K. West
19. Peter Swire on ATA bill, computer hacking, and life in prison
20. The ACLU on the serious civil rights impact of the new compromise anti-terrorism legislation
21. Attorney General John Ashcroft opposes any sunset clause for anti-terrorism legislation
22. News article: PATRIOT act goes ahead
23. How a major industry organization tried to legalize hacking
24. Fallout from the RIAA's attempt to legalize hacking
25. Various college policies on anonymous/pseudonymous mail and news posting
26. Canada's justice minister preparing bill to limit encryption
27. The newest cyber-crime: Politically Incorrect Speech
28. Sen. Ron Wyden calls for Emergency Technology Corps
29. Forwarding email without permission illegal in Australia
30. Make Money Fast! By suing spammers?
31. KaZaA 1.3.1 + Morpheus 1.3 Sharing problems
32. Nudester 1.10 shares whole hard disk
33. Obtaining and understanding your FBI File
34. Canada's privacy commish: Video surveillance a "threat" to privacy
35. More on national ID card and use in western Europe
36. Visionics facecam firm says tech is perfect for airports
37. The South African Identity Document Number System
38. Social Insurance Number Checksums
39. Privacy Digest 10.04 Jun.09/01
40. Privacy Digest 10.05 Jun.23/01
41. Privacy Digest 10.06 Aug.22/01
42. Privacy Digest 10.07 Aug.28/01
43. Privacy Digest 10.08 Sep.06/01
44. Privacy Digest 10.09 Sep.23/01
45. Privacy Digest 10.10 Oct.22/01
46. HumanClick Exposed!
47. HTML WebBugs
48. Robert Hanssen's last letter to his Russian handlers
49. ESP of Espionage - Have the Russians and CIA been working on the ultimate Wetware hack?
50. Social Engineering Fundamentals - Part I
51. Social Engineering Fundamentals - Part II
52. Social Engineering
53. Fooling people on IRC into running Programs
54. Getting free hard drives!
55. Alpha (personalities) are the best liars?
56. Internet Mind Games
57. How to Outfox PBX Fraud
58. What is Body Language?
59. How to win Arguments or make everyone see your side
60. Social Engineering Sears
61. Tips on finding chicks to pick up

62. FAQ on the "Mystery Method" of picking up women
63. Being Sociable
64. Psychological Profile of the Troubled Female Teen
65. A guy's seduction efforts on an Alpha bitch
66. The SMS Callback Scam
67. Programming ADT Alarms
68. Fundamentals of Electronic Lockpicking
69. The Amtel 2000 Tele-Entry System
70. How to get Credit Card Numbers the Easy Way!
71. Arcade Machines
72. Ripping off your local Arcade
73. Soda Machines
74. Vending Machine Hacking for the New Millennium: Soda Machines
75. Vending Machine Picking
76. How unsavory kids "Get Shit For Free"
77. Free Cola!
78. An email to reply spammers with
79. Script Kiddies: How to be one, and be loathed by your peers
80. SKip Diving
81. Hacktivismo
82. Dr. Seuss Explains why Computers Sometimes Crash
83. Who is 2600? A quick lookup
84. The Linux Cult
85. Hacking: A Way to Live
86. A brief history of the Usenet Meowers
87. Imitation Operator from Hell
88. Pranks at Microsoft
89. Breaking AOL's Grip
90. Xanadu publishing system
91. How to be K-Rad on alt.phreaking
92. How to make your own Internet Radio Show
93. The l33t ph1l3z
94. Hackers and the Media

--- Thank You ---

Source: http://www.fx-vista.com

1446. Re: Looking for Colorview pictures

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-27 03:22:38 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <a4M2j.27583$Pv2.7045@newssvr23.news.prodigy.net>
Source record: 3985

(Replies to hisself.)
I looked thru my archives.
The name I was trying to remember for the most
colorful 10/12 colors pictures was S. Dong.
Steve Dong. Chalger, Buddha, Citydemo,
Desire, Roxane, and Shore.obj. All are .obj
files, must load from a DOS 2.5/2.0/MyDOS
DOS, will work on NTSC or PAL (in Emulator).
Anybody remember these? See them if you haven't.

1447. Guitar Hero on C=64

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-28 01:38:55 UTC
From: bill@newbreedsoftware.com
Message-ID: <474cc6af$0$36338$742ec2ed@news.sonic.net>
Source record: 3986

When I first played Guitar Hero on the PlayStation 2, I noticed that
the controls would more-or-less map to an Atari controller, and the
tall-as-the-screen player/missile graphics on the Atari would be good for
the notes coming at you.

(Five colored buttons could be joystick up/down/left/right/fire, the fret
switch could be one paddle, and the wah-wah bar or tilt could be the other.)

Well, apparently a C=64 owner thought the same, and actually hacked together
an interface, "PSX64" which does that (but better), and more (programmable!).
And it should work with Atari 8-bit systems! :)

http://freedomirc.net/~megaboz/shredz64/

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

1448. What to do with 130XE and tape drive? (totally noob question)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-28 11:10:06 UTC
From: Linards Ticmanis <ticmanis@gmx.de>
Message-ID: <474d4c93$0$27131$9b4e6d93@newsspool1.arcor-online.net>
Source record: 3987

Hello,

I just happened to stumble across an unused 130XE with tape drive, but no disk and no manuals. Never used any Atari 8-bits before but I do know my way around with several other 8-bit systems (which shall remain nameless lest another flame ware erupt).

There were a few tapes included and I figured out how to load them with the help of the Atari 8-bit FAQ. But how do I get any more software onto it? Are there archives of tape-based Atari games? What file formats are used for tape images?

All the info in the FAQ about getting software onto the Atari seems to require a modified 1050 drive and a 5.25" floppy drive on the PC, if I understood it correctly. Is there some other way, like building a cable from a PC parallel port to the SIO port or whatever?

Thanks,
--
Linards Ticmanis

1449. Re: What to do with 130XE and tape drive? (totally noob question)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-28 11:16:09 UTC
From: Philsan <XXfilsanXX@XXtiscali.itXX>
Message-ID: <474d4e02$1_1@news.bluewin.ch>
Source record: 3988

Connect your Atari to a PC (also with Vista) using SIO2PC USB version and
you will be able to do *everything* with your 130XE.
http://www.atarimax.com/sio2pc/documentation/

1450. Re: What to do with 130XE and tape drive? (totally noob question)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-28 16:02:37 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <13kr49pserh6a7e@corp.supernews.com>
Source record: 3989

Linards Ticmanis wrote:
> Hello,
<snip>
> understood it correctly. Is there some other way, like building a cable
> from a PC parallel port to the SIO port or whatever?

What Philsan said but with a little more info about the lower end. Even the simple non-USB cables will provide you with all the functionality you would probably need. There's two sets of software people use, either SIO2PC for MS DOS based computers or APE for Windows.

The simple SIO2PC cables simulate an Atari disk drive on the MS/clone box. You just download Atari programs or disk images off the internet to your clone and they load and run with the software just like your clone is an Atari 1050 drive. It is actually much better then that since your clone can simulate multiple drives and hot swap disks on the fly.

The more sophisticated cables can also drive a 1050 type Atari drive from a PC. This is useful for making backup copies of protected software you may own. Since if I read this right, you don't have any disk based software, you don't need this capability.

The ~$25 for a cable is pretty reasonable IMHO but if you want to get away even cheaper you can build your own cable for ~$5. There are several sites on the web that have plans. Most people default to the 1489/14C89 one chip type designs.

Rick

>
> Thanks,

1451. Re: What to do with 130XE and tape drive? (totally noob question)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-28 20:19:58 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <O3k3j.66100$RX.175@newssvr11.news.prodigy.net>
Source record: 3990

Right, getting a PC-SIO(Atari port) cable is the
way to go. Then you can load disk images from
the PC. You mention a PC<->Atari parallel port
cable. Those aren't made. However, if you have
a parallel port, you probably also have a serial port.
Today, many PCs don't have a serial port, so a Atari<->PC USB cable and
software is available.
www.atarimax.com is a place to get such software and equipment. Good Luck
and welcome to Atari.

1452. Re: What to do with 130XE and tape drive? (totally noob question)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-29 01:34:30 UTC
From: Zero dB <no@email.com>
Message-ID: <8n5sk3lgr6jm7g0j49ibjpou90o1d5irj2@4ax.com>
Source record: 3991

Another vote here for the SIO2PC.

Hands down one of the coolest things to ever grace the a8 scene.....

(yoomp isn't too far behind !)

On Wed, 28 Nov 2007 12:16:09 +0100, "Philsan"
<XXfilsanXX@XXtiscali.itXX> wrote:

>Connect your Atari to a PC (also with Vista) using SIO2PC USB version and
>you will be able to do *everything* with your 130XE.
>http://www.atarimax.com/sio2pc/documentation/
>

1453. Re: What to do with 130XE and tape drive? (totally noob question)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-29 03:05:52 UTC
From: "micrologix1500@yahoo.com" <micrologix1500@yahoo.com>
Message-ID: <fca3618c-a805-4238-9261-1dd3b5d2ff87@d61g2000hsa.googlegroups.com>
Source record: 3992

On Nov 28, 8:34 pm, Zero dB <n...@email.com> wrote:
> Another vote here for the SIO2PC.
>
> Hands down one of the coolest things to ever grace the a8 scene.....
>
> (yoomp isn't too far behind !)
>
> On Wed, 28 Nov 2007 12:16:09 +0100, "Philsan"
>
> <XXfilsa...@XXtiscali.itXX> wrote:
> >Connect your Atari to a PC (also with Vista) using SIO2PC USB version and
> >you will be able to do *everything* with your 130XE.
> >http://www.atarimax.com/sio2pc/documentation/

No! he should put in his dues and suffer with the tapes like we did
back in the day!

1454. Re: back

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-29 03:24:37 UTC
From: "micrologix1500@yahoo.com" <micrologix1500@yahoo.com>
Message-ID: <9739dc71-0ea9-49f5-9c68-11b120702436@i29g2000prf.googlegroups.com>
Source record: 3993

```
On Nov 23, 10:42 am, "ProteanThread" <rt...@rtdos.com> wrote:
> I'm back. :-)
>
> --
> Posted via a free Usenet account fromhttp://www.teranews.com

welcome
```

1455. Re: What to do with 130XE and tape drive? (totally noob question)

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-29 04:02:15 UTC
From: bill@newbreedsoftware.com
Message-ID: <474e39c7$0$36395$742ec2ed@news.sonic.net>
Source record: 3994

Rick Cortese <ricortes@earthlink.net> wrote:
> What Philsan said but with a little more info about the lower end. Even
> the simple non-USB cables will provide you with all the functionality
> you would probably need. There's two sets of software people use, either
> SIO2PC for MS DOS based computers or APE for Windows.

And AtariSIO for Linux (though it needed a slight tweak to compile on the
latest 2.6 kernel on my Kubuntu 7.10 system).

I have Steven Tucker's AtariMax SIO2PC device, and it's great!

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

1456. Re: Guitar Hero on C=64

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-29 06:35:26 UTC
From: rbernardo@value.net
Message-ID: <039341b7-e06f-439a-9d4b-3e8eb9e5b740@e4g2000hsg.googlegroups.com>
Source record: 3995

Bill Kendrick wrote:

> Well, apparently a C=64 owner thought the same, and actually hacked together
> an interface, "PSX64" which does that (but better), and more (programmable!).

Hey, thanks for the great link, Bill! :-)

Why weren't you at this year's Vintage
Computer Festival?
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
The Other Group of Amigoids
http://www.calweb.com/~rabel1/

1457. ATARI 25% OFF HOLIDAY SALES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-11-29 09:19:43 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0711290116040.11977-100000@onyx.spiritone.com>
Source record: 3996
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ORDERS OVER $50 GETS 25% OFF ALL CLASSIC ATARI 8 BIT AND ATARI ST LINES!
ORDERS OVER $100 GETS A GIFT & STILL GETS 25% OFF USED & NEW HARDWARE,
GAMES/SOFTWARE, BOOKS & ACCESSORIES FOR THE CLASSIC ATARI 8 BIT & ATARI ST
COMPUTER LINES! Call anytime at (503)256-9974! GOT ATARI? GET FREE ATARI
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Most items I have 1, 2 or too few of. Get them While they last! GOT ATARI!

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http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI HOLIDAY SALES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1458. Re: What to do with 130XE and tape drive? (totally noob question)

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-01 01:35:42 UTC
From: Sc0rpi0 <sc0rpi0@free.polbox.pl>
Message-ID: <fiqdaq$n7r$1@srv.cyf-kr.edu.pl>
Source record: 3997

Russg:

> You mention a PC<->Atari parallel port
> cable. Those aren't made.

Not quite true - they are homemade ;P, but SIO2PC
is better, altough little more complicated to build
as it has more elements than just few wires :)
plus with SIO2LPT CPU has to work harder as all
transmission stuff is done by PC, not by serial device.
Anyway SIO2LPT hardware is cheap&simple :P.

--
Sc0rpi0

1459. Re: What to do with 130XE and tape drive? (totally noob question)

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-01 03:41:44 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <0K44j.2693$NY.245@nlpi068.nbdc.sbc.com>
Source record: 3998

"Sc0rpi0" <sc0rpi0@free.polbox.pl> wrote in message
news:fiqdaq$n7r$1@srv.cyf-kr.edu.pl...
> Russg:
>
>> You mention a PC<->Atari parallel port
>> cable. Those aren't made.
>
> Not quite true - they are homemade ;P, but SIO2PC
> is better, altough little more complicated to build
> as it has more elements than just few wires :)
> plus with SIO2LPT CPU has to work harder as all
> transmission stuff is done by PC, not by serial device.
> Anyway SIO2LPT hardware is cheap&simple :P.
>
>
> --
> Sc0rpi0
OK, yes, there are probably some SIO2LPT
schematics somewhere, maybe Poland.
But, I believe the APE/PRO SIO2PC serial
and USB are the most comman/available.
And I gave a link. Some vendors may also have
interfaces, I just don't know them off the top.
Hmm... I think the OP is from the UK, so
there are probably more local sources for
interfaces.

1460. Re: What to do with 130XE and tape drive? (totally noob question)

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-01 03:46:09 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <8O44j.2714$NY.2500@nlpi068.nbdc.sbc.com>
Source record: 3999

.
> Hmm... I think the OP is from the UK, so
> there are probably more local sources for
> interfaces.
Ooops, From Deutchland, sorry. Certainly
there are German sources for interfaces.
Maybe try ABBUC website. Or Polish sources,
I know there are a few good ones.
So, tell us the Polish and German sources.
And, the OP didn't seem to be adventurous,
or the schematic for a 1486 chip one is easy to make if one has the cables.

1461. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-01 05:22:21 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1196486522@rtfm.mit.edu>
Source record: 4000
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

The Atari computer intellectual property rights are currently owned by
Atari Interactive, which is managed by today's Atari, Inc. Both of these
are divisions of Infogrames Entertainment.
http://www.atari.com/ http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 7 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

1462. Re: What to do with 130XE and tape drive? (totally noob question)

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-01 07:03:51 UTC
From: Lokanetra <lokanetra+usenet@nospam.gmail.com>
Message-ID: <rH74j.9932$UQ1.9512@pd7urf1no>
Source record: 3801

>
> No! he should put in his dues and suffer with the tapes like we did
> back in the day!

Absolutely!

I remember my first Atari's (yep I had more than one at the time). A 600xl,
800xl, and XEGS. 2 Tape drives to use with em. Loved it! Getting my first
1050 was ecstatic!

Learn from the beginning and enjoy yourself! The old atari days were great!
There's still lots of resources and reading material out there to help you.

Just remember to have fun and you'll really enjoy the 8bit :)

1463. MI5 Persecution: Browse the Website (3511)

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-01 11:58:34 UTC
From: MI5Victim@mi5.gov.uk
Message-ID: <m07110111582490@4ax.com>
Source record: 3802
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.arm,comp.sys.atari.8bit

MI5 Persecution Update: Friday 25 March, 1999

If You Intend To Reply, Please Read This
Please.... keep your response to one page if you can!. Faxes over a page or two will be deleted without being read.

The Usual Words

The persecutors-who-wont-admit-theyre-MI5 have been active again this week. On Saturday 20/3/99 I visited Ravenscourt Park in west London, and was verbally assaulted with the usual words, "something wrong with him". This audio file is on the web at URL;

This afternoon (Friday 26/March) I was again verbally assaulted while travelling by bus. The same sexual obscenity was thrown at me, and the incident was recorded on my minidisc-walkman. Because of the deeply offensive nature of the slander, I will not be posting this on the website.

Keith Hill MP (Labour - Streatham), my elected representative, as ever refuses to help.

MI5 Persecution : Browse Website

The March 1998 issue (number 42) of .net Magazine reviews the website describing it as an "excellent site". Since August 11, 1996 over 50,000 people have browsed this website.

You are encouraged to read the web pages which include

a FAQ (frequently asked questions) section outlining the nature of the persecutors, their methods of harassment through the media, people at work and among the general public

an evidence section, which carries audio and video clips of media and workplace harassment, rated according to how directly I think they refer to me

objective descriptions of the state security agencies involved

scanned texts of the complaints I have made to media and state security agencies involved

posts which have been made to netnews over the last four years on this topic

This article outlines what is to be found on the webpages, which you are encouraged to browse for the complete story.

Frequently Asked Questions

Your excursion through the website starts with the "FAQ - Frequently Asked Questions" portion. MI5s campaign of harassment against me has been going on for almost 9 years, and its longevity and breadth is reflected in the FAQ. Many thousands of people in Britain and abroad, including some recipients of this fax, have known for many years of MI5s activities against me. The FAQ describes the mass "Omerta suppressing its publication"; we pretend Britain is part of the "Free World", yet the British Secret Police, which is what MI5 are, carry on for many years a campaign which politicians and the media know about, and rely on the silent complicity of so many thousands of people.

The FAQs introductory article names those who are "in the know"; media figures like Martyn Lewis, Michael Buerk, entertainment figures like Chris Tarrant, politicians and many in the general public, "all united in a conspiracy which breaks the laws which the UK does have regarding harassment, and all completely uncaring for any semblance of decency or elementary respect for individual rights.

Broadcast media play a key role in the harassment. The very first incident in June 1990 was when a television newsreader reacted to what she saw happen in my living room at home; such incidents of "interactive television" are still happening in 1999. The same goes for radio stations such as Capital FM. In spring 1994, Chris Tarrant on his Capital morning show made an aside to someone else in the studio, about a person he didn't identify. He said, "You know this bloke? He says we're trying to kill him. We should be done for attempted manslaughter". Tarrant and Capital have made strenuous efforts to avoid answering this charge.

Perhaps worst of all, MI5 have deliberately set-up many incidents in public places such as tube stations, shops, cinemas, where they have paid people to throw abuse at me. Since MI5 obtains funds to the tune of 160 million a year to fund its criminal activities, it has funds both to pay its operatives and to "buy" media figures and members of the public to take part in its campaign of persecution.

The Security Service are professional liars. They throw slanderous abuse, yet they refuse to admit out loud that they are doing so. When challenged about their activities through the Security Service Tribunal they lie and deny their activities. They induce other workers and managers at places of employment to take part in their campaign of abuse, presumably by buying them in the same way they buy media figures.

Complaints, and Press Coverage (BBC Lies, MI5 Lies)

As you might expect I have challenged both the Security Service, through the Security Service Tribunal, and offending broadcasters, to own up to what they have been doing. And as you might also expect, all of these people have lied through their teeth. Still worse, they have refused to commit unambiguous lies on paper; they have couched their lies in bureaucratic language, and allowed others to make false assurances and tell lies on their behalf. So when their lies are exposed, they will then tell further Clintonesque lies about how they werent really telling lies in the first place!

On 6/Feb/1997 the BBC told me they would "never engage in any form of surveillance activity such as you describe". The BBC told me Buerk and Lewis had refused to put their lies in writing, but had stated verbal falsehoods denying my accusations of "interactive watching" during news broadcasts. Clearly Buerk and Lewis fear being caught and exposed, so they hide behind their Viewer Correspondence department.

In March 1997 I issued a summons against the BBC to try to "smoke them out". This summons was struck out as "disclosing no reasonable cause of action", because I had acted as a Litigant-in-Person and most LiP summons are treated thus. My case was arguable in law, so the striking out was unjust.

In June 1997 the Security Service Tribunal wrote to me regarding the complaint I had brought against MI5 in February. They say, "The Security Service Tribunal have now investigated your complaint and have asked me to inform you that no determination in your favour has been made on your complaint." I think you can guess the contempt which I feel for the Security Service Tribunal, who have never made a determination against MI5, and act as merely a whitewashing body for the Security Service. Unsurprisingly in May 1997 the Interception of Communications Tribunal gave the same result.

The last few items of "Press Coverage" give details of mentions of the MI5 Persecution in various magazines and newspapers such as BBCs Ariel, the Observer and .net magazine.

Evidence

Some audio and video clips of evidence have been recorded. My weakness in this area is because most of the really unambiguous evidence would have been obtainable in 1990-92, but I wasnt taping anything at the time, and its very difficult to now obtain recordings from that period.

The audio clip "Life is so Hard" relates to harassment at my workplace in Canada. In the latter half of 1996, I was sitting near to co-worker Mark Lee, who kept coming out with words and phrases which showed MI5 were supplying him with data from my home life. For example, I would say something on the telephone at home, and the following day he would repeat verbatim what I had said. When Mark Lee saw I was recording what he was saying, he started to make his remarks more ambiguous, or make the obvious ones out of earshot of the recorder.

However, during the evening of 12 November 1996, at home in my apartment (flat to you UK-ers), I said "life is so hard, and then you die". A nihilistic, negative thing to say, but quite distinctive. The following day, 13 November, Mark said loudly, "life is so hard eh, and then you die" followed by loud laughter. I captured this on my tape-walkman and the computer-audio file is posted on the website.

There are a number of other audio files in the websites "Evidence" area demonstrating the abuse to which MI5 subject me to through their paid agents.

Also in this section is a very interesting article by journalist Bernard Levin, which followed a meeting I had with a friend in 1991, and to my mind describes in some details Levins "artists impression" of the meeting. He talks about a "madman" who "bursts into tears, and swears it is all true. And it is."

Internet Newsgroup (Usenet) archive

From May 1995 until the present day, this matter has been discussed exhaustively on internet newsgroups. The most interesting articles from the first two years of posts are documented here. This area is worth reading since most of the questions which the reader would ask, have been asked at some time or another by someone on usenet. Perhaps the very first article posted sums it all up so succinctly;

Date: Thu May 4 18:27:24 1995
Newsgroups: alt.conspiracy
Subject: BBC's Hidden Shame

Remember the two-way televisions in George Orwell's 1984? The ones which watched you back? Which you could never get rid of, only the sound could be turned down?
Well the country which brought Orwell into the world has made his nightmare follow into the world after him. Since 1990 the British have been waging war against one of their own citizens using surveillance to invade privacy and a campaign of abuse in the transmitted media in their efforts to humiliate their victim.
And the most remarkable thing about it is that what they do is not even illegal - the UK has no laws to protect the privacy of its citizens, nor does it proscribe harassment or abuse except in the case of racial abuse.
A lot of people in England know this to be going on, yet so far they have maintained perfect "omerta"; not a sound, not a squeak has escaped into the English press, and for all the covert harassment absolutely nothing has come out into the public domain.
Have the British gone mad? I think we should be told.

So how much deeper will the persecutors-who-wont-admit-theyre-MI5 sink in their campaign of lies and intimidation? Each time I thought they could sink no lower, they have managed to surprise me. You thought it could never happen here? When the MI5 British Secret Police make their smears against me, it is the corruption of the Establishment, which they are part of, that is demonstrated.

3511

1464. Re: What to do with 130XE and tape drive? (totally noob question)

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-01 13:04:08 UTC
From: Linards Ticmanis <ticmanis@gmx.de>
Message-ID: <47515bcd$0$27122$9b4e6d93@newsspool1.arcor-online.net>
Source record: 3803

Lokanetra wrote:
>>
>> No! he should put in his dues and suffer with the tapes like we did
>> back in the day!
>
> Absolutely!

I would, if there is a tape image archive in existence. I found a few links to some Russian site (atari.da.ru) but it's dead. Is there a surviving mirror of that site, or are there other tape image sites?

Also, I would like to say a belated "thank you" to all who answered. I'll probably get or build a SIO2PC when I get around to it (not before Christmas).

I wonder, is that special plug for the Atari SIO sockets still in production? Or would you have to find and buy a a used disk I/O cable, if not a whole disk drive? I don't really want to cut apart the cassette thing. What's the name of this plug anyway?

Regards,
--
Linards Ticmanis

1465. Re: What to do with 130XE and tape drive? (totally noob question)

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-01 14:00:03 UTC
From: Matthias Reichl <usenet-200711@hias.horus.com>
Message-ID: <slrnfl2q72.2v2.usenet-200711@camel.hias.horus.com>
Source record: 3804

On Sat, 01 Dec 2007 14:04:08 +0100, Linards Ticmanis wrote:
> I would, if there is a tape image archive in existence. I found a few
> links to some Russian site (atari.da.ru) but it's dead. Is there a
> surviving mirror of that site, or are there other tape image sites?

Have a look at ftp://ftp.pigwa.net/stuff/collections/stryker/cas
there are several cas images available (I'm currently working
on cas support for AtariSIO).

> I wonder, is that special plug for the Atari SIO sockets still in
> production? Or would you have to find and buy a a used disk I/O cable,
> if not a whole disk drive? I don't really want to cut apart the cassette
> thing. What's the name of this plug anyway?

These plugs have become very rare. You either have to butcher an IO
cable or you can also build a plug by yourself:

Get a female DB-9 connector (you only need 5 pins for SIO2PC), take
it apart and just use the pins (they fit nicely onto the male SIO
connector of the Atari).

Then solder wires to the single pins, plug them onto the SIO connector
of the Atari, put a small piece of PCB (without copper) between the
upper and lower row of the pins and glue it all together. Voila,
a homemade SIO plug :-)

You can also build the whole SIO2PC interface plus the SIO connector
on a small strip of PCB with just the width of the SIO plug and
then either solder a serial cable or a DB9 connector to the PCB
so you've all got in a small, single piece.

so long,

Hias

1466. Re: What to do with 130XE and tape drive? (totally noob question)

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-01 14:07:19 UTC
From: Philsan <XXXfilsanXXX@XXXtiscaliXXX.it>
Message-ID: <47516ac7$1_2@news.bluewin.ch>
Source record: 3805

> I wonder, is that special plug for the Atari SIO sockets still in
> production? Or would you have to find and buy a a used disk I/O cable,
> if not a whole disk drive? I don't really want to cut apart the cassette
> thing. What's the name of this plug anyway?
Here
http://www.best-electronics-ca.com/
http://www.myatari.com/
you can buy complete SIO cables.

1467. Re: What to do with 130XE and tape drive? (totally noob question)

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-01 14:10:39 UTC
From: Sc0rpi0 <sc0rpi0@free.polbox.pl>
Message-ID: <firpic$38n$1@srv.cyf-kr.edu.pl>
Source record: 3806

Russg:

> OK, yes, there are probably some SIO2LPT
> schematics somewhere, maybe Poland.

In fact - I haven't seen any ;). That's why I wrote "homemade"
and unfortunately there is no any standard for it like
for RS-232 transmission or cable pin connections so software
like APE is problem too ;). I've made one from scratch for myself
for fun because I had couple of DB25 plugs and had no any MAX chips,
but soft is in really really alpha stage ;P altough it works
quite fine for now.

> But, I believe the APE/PRO SIO2PC serial
> and USB are the most comman/available.

I think so, too.

> And I gave a link.

Heh, cool. I just wrote that an option to SIO2PC exists, but
it's only advantage currently is simple construction for
home making and it's dangerous as always using LPT and atari
SIO ports directly. That is just my blah blah talking (writing).
For someone who wants just interface and soft for Atari-PC connection
I suggest SIO2PC+APE too - it's easier & more safe that way :).

--
Sc0rpi0

1468. Re: What to do with 130XE and tape drive? (totally noob question)

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-01 15:06:08 UTC
From: Sc0rpi0 <sc0rpi0@free.polbox.pl>
Message-ID: <firsqe$8mr$1@srv.cyf-kr.edu.pl>
Source record: 3807

Matthias Reichl:

> These plugs have become very rare. You either have to butcher an IO
> cable or you can also build a plug by yourself

Another solution is to destroy :) but reuse XC-12 or another media
cable and DB plugs - I prefer DB25 using 13 upper (1-13) pins of it.
Atari SIO port has 13 pins and if you want it compatible for future
(don't know which pins some future device will need) you better
connect all of them (even if not required) in this fashion:

[XC-12]---------SIOplug
^cut here

redo 2 cables for example that way:

[XC-12]----DB25-female-plug
(wires at apropriate pin NUMBERS as earlier in SIOplug)
DB25-male-plug-------SIOplug
(straight DB pins 1-13 (upper row) to SIO pins 1-13 connection)

This way your XC-12 is still working fine after connecting
male&female DB25's and you have an short DB25toSIOplug cable
and may stop worrying about ATARI SIO plugs accesibility
(DB25 plugs are much more popular and easier to get).
Then you can use it for many other devices/connections
(ANYTHINGtoDB25-female cable) assuming pins on the Atari
side are correctly assigned (line-in,line-out,+5V,ground etc.),
anything device requires.

--
Sc0rpi0

1469. Re: What to do with 130XE and tape drive? (totally noob question)

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-01 19:32:36 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <13l3do468qmjbfb@corp.supernews.com>
Source record: 3808

Russg wrote:

> "Sc0rpi0" <sc0rpi0@free.polbox.pl> wrote in message
> news:fiqdaq$n7r$1@srv.cyf-kr.edu.pl...
>
>>Russg:
>>
>>
>>>You mention a PC<->Atari parallel port
>>>cable. Those aren't made.
>>
>>Not quite true - they are homemade ;P, but SIO2PC
>>is better, altough little more complicated to build
>>as it has more elements than just few wires :)
>>plus with SIO2LPT CPU has to work harder as all
>>transmission stuff is done by PC, not by serial device.
>>Anyway SIO2LPT hardware is cheap&simple :P.
>>
>>
>>--
>>Sc0rpi0
>
> OK, yes, there are probably some SIO2LPT
> schematics somewhere, maybe Poland.
> But, I believe the APE/PRO SIO2PC serial
> and USB are the most comman/available.
> And I gave a link. Some vendors may also have
> interfaces, I just don't know them off the top.
> Hmm... I think the OP is from the UK, so
> there are probably more local sources for
> interfaces.

Just FYI: I could have my point of origin wrong but I believe the first SIO/LPT use and schematic came with the ST Xformer software. I think I paid ~$25 or $35 for one from B&C Computer Visions. This was for hooking a real 1050 drive to your ST and Xformer would access it just like a real drive. Derek converted the software to MS DOS but I recall the timing was difficult to impossible to set unless you were in a very narrow range of PC speeds, something like a 16 mHz 386SX to 25 mHz 486.

Rick

1470. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-02 06:00:34 UTC
From: "sinclap@yahoo.com" <sinclap@yahoo.com>
Message-ID: <491b9d0a-b4d5-4dbd-9879-c4569cce2bfa@e10g2000prf.googlegroups.com>
Source record: 3809
Cross-posted to: comp.sys.atari.8bit, comp.sys.atari.st

On Nov 10, 2:50 am, rberna...@value.net wrote:
> The event, "The Impact of the Commodore 64: A 25-Year
> Celebration", with Jack Tramiel is now listed at the Computer
> History Museum's website athttp://www.computerhistory.org/events/
>
> Truly,
> Robert Bernardo
> Fresno Commodore User Group
> http://videocam.net.au/fcug
> The Other Group of Amigoids
> http://www.calweb.com/~rabel1/

All former shareholders should attend to grill him for explanations!
I bet he uses a Dell today..

1471. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-02 17:28:12 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <MWB4j.74819$YL5.52678@newssvr29.news.prodigy.net>
Source record: 3810
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

<sinclap@yahoo.com> wrote in message
news:491b9d0a-b4d5-4dbd-9879-c4569cce2bfa@e10g2000prf.googlegroups.com...
> On Nov 10, 2:50 am, rberna...@value.net wrote:
> > The event, "The Impact of the Commodore 64: A 25-Year
> > Celebration", with Jack Tramiel is now listed at the Computer
> > History Museum's website athttp://www.computerhistory.org/events/
> >
> > Truly,
> > Robert Bernardo
> > Fresno Commodore User Group
> > http://videocam.net.au/fcug
> > The Other Group of Amigoids
> > http://www.calweb.com/~rabel1/
>
> All former shareholders should attend to grill him for explanations!
> I bet he uses a Dell today..

Be nice. Or the comp cops will remove you.

1472. YOOMP and Crownland on a USA Atari

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-03 04:34:46 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <8EL4j.2914$NY.2855@nlpi068.nbdc.sbc.com>
Source record: 3811

YOOMP! will work on a NTSC Atari.
IF you use a PAL Antic and a Commodore 1902A
monitor. Modern TVs have the composite RCA
inputs, but the video rolls and there's no vertical
sync on my TV.
I also got Crownland working on the same computer
(a 256K Newell).
I can't do my cheats, like with emulator, but my
grandson wants to play it straight anyway.
Both games look and sound terrific! Thanks
Bill Kendrick for pointing to the games, and ABBUC
for sharing them.
I could do the cheats in the load file, or put the
PAL Antic in my Omnimon.
Atari is alive!

1473. Re: YOOMP and Crownland on a USA Atari

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-03 04:37:22 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <AGL4j.2915$NY.992@nlpi068.nbdc.sbc.com>
Source record: 3812

I didn't intend to forget the designers of the programs.

1474. Re: YOOMP and Crownland on a USA Atari

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-04 18:09:43 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <HJg5j.22743$4V6.13909@newssvr14.news.prodigy.net>
Source record: 3813

I got Omnimon to work once, then couldn't repeat that.
So, a few instructions on page six, loaded in prior to
running YOOMP!, and one small change to the .XEX,
and can set level and lives.
Alter JMP $3600 in the .XEX to JMP $600 and put the
lives on page 6 at $3634 and level at $3922, then
JMP $3600. Load program at page 6, don't execute it.

1475. ATARI 400 Cassette Recorder!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-04 23:44:30 UTC
From: ramswell <shifty_butch@hotmail.com>
Message-ID: <d596a43c-7209-404e-b497-7706dc7359b4@e25g2000prg.googlegroups.com>
Source record: 3814

I just bumped into a near new condition Atari 410 Cassette
Recorder!!!! If anyone is interested in it, please feel free to
respond to this message or to me via email. I would like $5.00 + S&H
for it.

Thanks a lot!

Charles

1476. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-05 05:22:18 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/vendev_1196832132@rtfm.mit.edu>
Source record: 3815
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: December 1, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

This document is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

The latest version of this document is posted to the following Usenet
newsgroups every 60 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

You may also request my latest working version at: michael@mcurrent.name

**********************************************************************
* For other 8-bit Atari related FAQs please see the "Welcome FAQ": *
* ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome *
* http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html *
**********************************************************************

UPDATES SINCE PREVIOUS POSTING:
2007.12.01 Thomas Richter, atari++ 1.53
2007.12.01 trub updates, including CP/M project for Indus/LDW/CA drives
2007.12.01 MadTeam, Atari Commander 1.81
2007.11.16 deleted: Sunmark (announced going out of business)
2007.11.15 Eric Parent, Memo Pad for Windows Release 6
2007.11.15 HiassofT, MyIDE Tool V0.30
2007.11.12 added: Motelsoft
2007.11.12 Shawn Jefferson, MyIDE Image Manager 4.1
2007.11.12 added: Mario Caillahuz, developer of Plague Attack,
Voyage to Home, Accion, MULE Wars
```

2007.11.11 added: Yoomp!
2007.11.09 Mark Grebe, Atari800MacX 3.8.1 and Sio2OSX 2.0
2007.10.21 Eric Parent, Memo Pad for Windows Release 5
2007.10.07 Piotr Fusik, ASAP 1.0.1, xasm 3.0.1
2007.10.05 added: Blackened Technologies
2007.10.05 added: Atari8Warez
2007.10.05 MadTeam, MADS 1.7.8
2007.09.29 BAKTRA, DTX Manager

Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web page address.

Unless explicitly requested by the vendor, no entries will include an email address due to the overwhelming amount of spam that would result.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both

persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Mr. Corey Koltz) 4/06
302 W Dewey St
Cassville WI 53806-9733
USA
Phone: 608-725-2137
http://www.8bitclassics.com/
Vendor: new and used hardware and commercial software

A-ONE Online Magazine 2/07
See: Dana P. Jacobson

ABBUC HAR -- Hannoverschen ABBUC Regionalgruppe 2/07
Hanover
Germany
http://www.bertelmann.org/har/
Vendor: XF351 Upgrade-Kit includes Floppy + Cable + EPROM + Bootdisc,
Used Atari 800 XL PAL, Speedy1050 TDS. Not all items online available--
Ask for more information. Additionally vendor of:
- all items from Frank Heuser Shop
- all items from Wolfram Fischer
Special lower prices for ABBUC members available.

ABBUC Regionalgruppe Frankfurt / Main (RAF) 5/07
Dillenburgerstrabe 61
60439 Frankfurt / Main
Germany
http://www.abbuc-raf.de/
Vendor: MultiJoy8 cable and adapter
Developer: SIO2PC, Network Interface, 2 computer interface (automatic
2 computer switch for use the same peripherie), Schaltnetzteil
(Power supply), 8 channel digital voltmeter, SIO2USB

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated
temperature monitoring station using simple thermisters and the provided
software. Also available: source code listing, temperature data aggregation
utility

Alhart Enterprises Presents (AEP) 8/06
c/o Paul V. Alhart
524 N Z St
Lompoc CA 93436-5019
USA
tel: (805) 736-4624
"encoded" email: OOOp.alhartOOO@OOOverizonOOO.OOOnetOOO
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12
Repair shop: Atari disk drives

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru

tel: (51)(1) 429-4298
Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module,
TV/Computer Switch

Art Transfair Berlin (Andre Motzkus) 2/07
Brunsbuetteler Damm 223d
13581 Berlin
Germany
http://www.art-transfair.de/
Vendor: Computer, expansion, Floppy, memory-upgrades up to 16 mb,
Audio A/D changer, additional many other Atari items (16/32/64bit).
Special lower prices for ABBUC members.

Atari800 Development Team 6/06
See also: Mark Grebe
See also: Christian Groessler
See also: Piotr Fusik
See also: Kostas Nakos
See also: Vasyl Tsvirkunov
See also: Ludovic Jacomme
Petr Stehlik (maintainer), Troy Ayers (Playstation 2), Michael Borisov (POKEY
sound), Piotr Fusik (core developer), Mark Grebe (Mac OSX), Christian
Groessler (Sega Dreamcast), Perry McFarlane (cycle-exact ANTIC and GTIA),
Kostas Nakos (Windows CE), Krzysztof Nikiel (Win32), Jacek Poplawski (SDL),
Vasyl Tsvirkunov (Windows CE), James Wilkinson (DOS, BeOS, Win32),
Ludovic Jacomme (PSP)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 2.0.2 - an Atari 400, 800, 600XL, 800XL, 130XE
and 5200 emulator for Unix, Linux, Win32, Amiga, MS-DOS, Atari TT/Falcon,
BeOS, WinCE, Mac OSX, Playstation 2 and other systems

Atari8Warez (Ray) 10/07
Toronto, Ontario
Canada
http://atari8warez.for-the.biz/
Developer: SIO2PC serial interface cable,
10502PC / ProSystem Serial Interface cable

AtariAge (Albert Yarusso, Alex Bilstein) 4/06
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/

Vendor: new hardware (includes homebrew project supplies by Pixels Past)
Developer: Beef Drop cartridge (by Ken Siders)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX) titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort, Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill, Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match, Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics Package, Solitaire, Source Code For Eastern Front (1941), Letterman, Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc, Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage, Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt, Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show, Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing, BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!, Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy, Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler, Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atarimax (Steven J. Tucker) 5/07
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v3.0.2 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS 32-in-1 for XL/XE, APE Warp+ OS 32-in-1 for 1200XL, Imagic 1.06 95/NT - Atari Disk Image Conversion System (ATR/XFD/DCM/SCP), Imagic 1.06 DOS, Atari Terminal Simulator ATS 2.0 (SR2) - ATASCII Telnet/Serial Terminal & Break Movie Player 95/NT, Break Movie Screensaver 95/NT, MaxFlash Flash MultiCart (1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface (RS232 and USB editions), Atarimax/ABBUC USB Cartridge, MyIDE+Flash IDE Interface Cartridge

Atari Online News, Etc. 2/07
See: Dana P. Jacobson

The Atari Shop (Sandra) 1/07
The Netherlands
http://www.atari-shop.nl/
Vendor: new/used hardware, new/used commercial software

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atlantis Games Group 8/07
(Sal "Kjmann" Esquivel, TJ "Damage X" Edmister, Gary "Rybags" Ryan,
Zdenek "Psuedografx" Eisenhammer, Peter "peteofborg" Meyer
USA
http://www.atlantisgamesgroup.com/
Developer: OutRun Project, Battle Squadron Project

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/

Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 6/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 2.2 (Interactive 6502 Disassembler for Win32,
designed to specifically support Atari binary files)

Matthew Bacon 2/07
UK
http://www.myatari.net/
Publisher: MyAtari online magazine (back issues online)

BAKTRA (Michael Kalous) 9/07
Czech Republic
http://www.baktra.wz.cz/
Developer: TURGEN SYSTEM 3 (for JRE; generate a Turbo 2000 sound record
from files for ATARI located on PC. Output to WAV file or direct output to
sound card.), QUO VADIS Intro (demo), mmSAP 1.6 (SAP player for Linux),
Popis formatu Turbo 2000 a Super Turbo verze 1.0 2006-10-24,
Caverns of the Lost Miner, DTX Manager

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator
for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced)
SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz 5/04
Germany
http://www.cc65.org/
Developer: cc65 2.10.1 - a complete cross development package for 65(C)02
systems, including a macro assembler, a C compiler, linker, librarian and
several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 4/07
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm

Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out),
IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10,
MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0,
CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"),
ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 6/07
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: (408) 278-1070 (M-F 1:30pm to 5:00pm PST)
FAX: (408) 278-1092
E-FAX: (815) 364-3703
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch keyboard upgrade for XE computers, Best Light Gun,
Best Gold CX40 Joystick PCB, Atari CX40 Joystick Rebuild Kit with Atari
Upgraded CX40 Handle and Best Gold CX40 PCB, Atari CX40 Joysticks upgraded
with the Best Gold CX40 PCB, Atari Jaguar Power Pad to Other Atari Systems
Adapter Cable, Sega Genesis Controllers To Atari Systems Adapter Cable

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk
drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 8/06
USA
http://www.bigfivesoftware.com/
Developer: Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Blackened Technologies 10/07
Ken Jones (MetalGuy66), Sergio Larrondo (WareRat), Stephen J. Carden
http://www.blackenedtech.com/
Developer: The "NEW" MIO

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA

tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenek Burian 4/07
Marie Majerove 33
Prostejov 6
798 11
Czech Republic
Tel. 582 360 714
http://flop.atari.org/
Publisher: FLOP disk magazine, annual (FLOP 50 published April 2007)

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 8/06
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

Mario Caillahuz ("Allas") 11/07
Lima
Peru
http://atari.limitevisual.com/
Developer: Plague Attack, Voyage to Home, Accion, MULE Wars

James Catalano / Classic 8-Bit Atari / Artacyis Software 1/07
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens: Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart
(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/07
1350 Buffalo Rd Ste 2
Rochester NY 14624-1829
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems (include a hard disk, Black Box, power supply,
controller, cables, and software), SIO cables, hard disk controllers:
Adaptec 4000 SCSI, Adaptec 4070 (RLL) SCSI, Xebec S1410a SASI
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Cosine Systems (Exin [Sebastian], Intensity [Arman], Odie [Sean], 1/06
Sack [Adam], Magic Roundabout [Jason])
United Kingdom
http://www.cosine.org.uk/
Developer: demos: C.G.M. UKScene Radio Intro, 1K Party. game: Reaxion

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file

analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4 (written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor and more)

CSW-Verlag 2/07
Weidenstrabe 13/1
71364 Winnenden
Germany
tel/FAX: +49 (0) 71 95/6 11 20
http://www.retro-magazin.de/
Publisher: RETRO magazine. Themes: Retro-computing for all systems. Atari part: approx. 10%. (Not only 8bit) 9.90 euro per magazine, 4 magazines per year for 35 euro.

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine (1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques (Dan Dotson and Marilyn Saul) 9/06
PO Box 40751
Tucson AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

DGS 11/03
See: Dean Garraghty

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?, What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS, D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2, Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5, Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system: Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Digital Force (Mario Trams) 1/07
Germany
http://www.digital-force.net/

Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler (Flo) 4/07
Germany
http://www.akk.org/~flo/
Developer: Ice-Hockey (for MultiJoy interface, March/April 2002),
Sheep-Race (for MultiJoy interface, Aug 2002),
CardGrabber (for MultiJoy interface, May-Aug 2002),
Peripheral Test (May-July 2004)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

Draco (Konrad M. Kokoszkiewicz, KMK) 6/06
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: for standard Atari: DEMON, EYE, SysInfo 2.11, SD-Load. for
SpartaDOS X: CP v.1.2, MAN, SpartaDOS TAR v.1.3a, mdump, run, inidos, ca2001,
XF-551 Config. for KMK/JZ IDE: IDE BIOS 1.11, KMK/JZ IDE user's manual,
Utilities diskette, HDSC v.1.4, MaKe a SpartaDos FileSystem, RW-Test. for
65c816 Atari: 65c816 XL OS v. 2.11 (5.VI.2006.), D2D v.0.5, grep,
LPOKE/LPEEK, MultiBASIC v.0.33, MultiBASIC Manual, SD-Load. patches for:
Moon Patrol, Music Protracker v.2.4, Perestroyka Demo, Prof!'s XDIR. for
UNIX: SIO2BSD

Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 1/07
PO Box 3365
Spring Hill FL 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware, used commercial software

Emulators (Derek Mihocka) 8/06
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit & Atari ST & Apple
Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 -
8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 -
8-bit Atari emulator for MS-DOS

Epi/Tristesse^O.S. (Adrian Matoga) 3/07
See also: Tristesse

See also: O.S.
Adrian Matoga
ul. Jezdziecka 11
30-698 Krakow
Poland
http://epi.atari8.info/
Developer: NeoTracker Winamp plugin v0.1, TIP Tools v0.3.1 (includes:
TipView 1.0, BMP2TIP 0.21), sapemu v0.1 -
http://asma.atari.org/bin/sapemu.zip , HardCore Assembler v1.0

Raphael Espino 8/07
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility), Atari 8-bit
JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface",
JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg",
JpegShow 0.1 (07Aug01) "A slideshow version",
CpegView 0.5 (18Aug07) "The colour JPEG viewer for Atari 8-bit computers"

Subject: F

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for
68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,
Atari 400/800/XL/XE emulation for the PowerMac),

Wolfram Fischer (Mega-Hz) 11/07
See also: ABBUC HAR
Dorfstrasse 1a
28870 Ottersberg
Germany
"encoded" email: OOOmega-hzOOO@OOOt-onlineOOO.OOOdeOOO
http://mega-hz.no-ip.com/Angebote/angebote.html
Vendor: SIO2IDE 3.3, SIO2SD rev.1, SIO2SD rev.2, SIO2PC interface
Developer: Speedy 1050 TDS with track-led, 256KB memory expansion for
800XL.
Special lower prices for ABBUC members.

FLOP disk magazine 5/05
See: Zdenek Burian

Foundation Two 1/07
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks,

N!ne)
Germany
http://www.foundationtwo.de/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut,
Bremspunkt (Brems.)

Ron Fries 4/07
http://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" / "0xF" 6/06
See also: Atari800 Development Team
See also: Infinity
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Taquart
See also: Yoomp!
Poland
http://xasm.atari.org/ or http://atariarea.krap.pl/x-asm/
http://asap.sourceforge.net/
Developer: Atari utilities: Professional Copy 2.1, FlashPack 2.1,
PowerGraph 1.0, GR8 Logoser 1.1; PC utilities: ASAP (Another Slight Atari
Player) 1.0.1, xasm 3.0.1, SAP Maker 5.0, unsap

Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from Germany;
Commercial Software Collection CD-ROM includes: Quick (programming language)
V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM)
V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer
(DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper,
Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues
1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from
Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain
Software Collection CD-ROM includes 191 mostly double-sided disks plus some
bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)

File Transfer Service: transfers files between Atari and PC

Bostjan Gorisek (Gury, Firemover) 6/07
Poland
http://gury.atari8.info/
Developer: Sprite Engine 1.0.3

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force,
Zero War, Menace, Pacland, Moonbase

Mark Grebe 11/07
See also: Atari800 Development Team
USA
http://www.atarimac.com/
Developer: Atari800MacX 3.8.1 (version of Atari800 emulator for Mac OS X),
Sio2OSX 2.0 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 2/07
See Also: Atari800 Development Team
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
http://contiki.cvs.sourceforge.net/contiki/contiki-atari/
Developer: Atari800 for SEGA Dreamcast v0.76, Contiki 1.0 for Atari (a
working release of the Contiki web browser for the Atari 8bit systems)

Subject: H

Lee Hanken 1/07
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atascii/
Developer: ATASCIIView Version 1.3 (ATASCII file viewer for MS-Windows).
web-based Atari 8-bit ATASCII file viewer:
http://www.leehanken.pwp.blueyonder.co.uk/atari/

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,

VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,
CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase,
Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye,
Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

Frank Heuser 2/07
Kappelstrasse 10
67269 Gruenstadt
Germany
http://www.asselheim.de/
Vendor: new hardware expansion items, including: SIO2PC (internal/
external), 1050PC, Midi, Voicebox (Atari Magazin), Function keys,
16-OS-switch, AKI, RAM Expansion, Audio/Video cable and adapter, Videobox.
Special lower prices for ABBUC members.

HiassofT 11/07
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux
kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC
or APE; atarixfer - a small tool to read/write ATR images to an Atari disk
drive connected by a 1050-2-PC or ProSystem cable), AtariDsk V1.2 (read,
write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write
double density ATR-images to Atari floppy disks on your PC; also create
ATR-images of double density floppy disks), MyPicoDos 4.04 (small
"gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS
subdirectories and large disks), MyIDE Tool V0.30 (direct access to
harddrives in MyIDE format on your Linux/Windows PC)

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964

Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 2/07
USA
http://cth.dtdns.net/
Developer: The Armorizer (file corruption detector), ATOS (graphical desktop environment), BrainFork (programming language), Check CRC32, Disk Fragmentation Utility, The Long Integer Library (CC65 and Action! versions), M.T.O.S. (Multi-Tasking Operating System), Micro BASIC, Mouse (programming language), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell (for SpartaDOS), Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet),

Chris Hutt (Sheddy) 8/07
UK
http://www.sheddyshack.co.uk/
Developer: Space Harrier Conversion Project

Subject: I

IEC "Innovative Electronics & Computing" 4/07
6185 E 56th Ave
Commerce City CO 80022-3959
USA
Phone: +1-303-288-5000
(USA) 800-765-4432 Mon-Fri, 8:00AM-6:00PM MT
Fax: +1-303-288-5099
http://www.iec-usa.com/
Developer: Atari connectors: Atari 13 Position Buss Connector for Atari 400 and Atari 800 Computers. Atari cables:
(http://www.connectworld.net/cgi-bin/iec/05MCOlderAtari.html)
Atari Color Monitor Cable 5', Atari Monochrome Monitor Cable 5',
Atari Color Monitor Cable With 2 RCA Plugs 5',
Atari Monitor Cable With 2 RCA Plugs 5', Atari Lefty Joystick Adapter,
Atari IF850 and IF860 Parallel Cable 6', Atari IF850 and IF860 Modem Cable 6',
Atari IF850 and IF860 to Serial Printer Cable 6',
Atari 400 and 800 Bus (SIO) Cable 6'

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari
MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class
(combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000),
Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik,
Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Integrated Logic Systems (ILS - Stephen J. Carden) 4/07
3321 Jonathan Cir
Augusta GA 30906-3829
USA
http://www.tcpipexpress.com/
Developer: Multiplexer (MUX) board Version 1.1 July 21, 2006,
TurBoss O/S (Atari XL/XE O/S Replacement Module), TCPIP Express,
Real.DOS Ver 1.0a Build 0024 2-Oct-06

Subject: J

Jeff Jackson 8/06
USA
http://www.jeff-jackson.com
Developer: JLS BASIC - Jackson Languange System BASIC compiler

Dana P. Jacobson 2/07
USA
http://www.atarinews.org/ or http://people.delphiforums.com/dpj/a-one.htm
Publisher: Atari Online News, Etc. -- A-ONE Online Magazine. weekly

Ludovic Jacomme (Zx-81) 3/07
France
http://zx81.zx81.free.fr/
Developer: PSPAtari v1.0.7: Atari 800/130/5200 Emulator for PSP
(port of Atari800 emulator for PlayStation Portable)

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not

complete version)

Shawn Jefferson 11/07
Victoria, BC
Canada
http://www.jeffersonsauctioneering.com/atari/
Developer: MyIDE Config 4.0, MyIDE Image Manager 4.1,
MyIDE Image Batcher 1.0

Subject: K

Nick Kennedy 5/07
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://pages.suddenlink.net/wa5bdu/
Developer: SIO2PC 4.21 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari
Drive to PC Interface): software, hardware plans, cables, parts (not for
Windows-XP), HAM Terminal for Atari, The WA5BDU Computer Keyer 1.5
(morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 7/07
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Krishna Software (Krishnasoft) 1/07
173 Prestwick Way
Edison NJ 08820-4680
USA
http://www.krishnasoft.com/sps.htm
Developer: Multi-platform Distributive Operating System (MPDOS) Standard
(version 1.00. simulate joystick, mouse, keyboard with a PC),
MPDOS Professional for Atari (version 1.00. simulate Atari disk drive and
cassette program recorder), Sound Processing Software (SPS) 1.00 (software
for Windows suitable for creating sounds for the Atari)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://hysteria.sk/~mikro/
Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite
editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR
in double density to XFD format)

Jakub Kruszona-Zawadzki 11/07
See also: Wolfram Fischer
Poland
http://sio2sd.gucio.pl/
Developer: SIO2SD project

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9,
Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to
connect an 8-bit Atari computer (or any device with a serial port) directly
to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

LaResistance (born, NoiD, powrooz, pr0be, stryker) 3/07
Poland
http://laresistance.pigwa.net/
Developer: edict (intro), Silly Venture 2k4 Invitation, polymatrix (demo),
the shrine (demo)

Derek Ledbetter 8/05
540 Canal St Apt 9
San Rafael CA 94901-4145
USA
Home Phone (415) 256-1931
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator 1.0.7 developement release 3 for MacOS 8.6 and
later, and OS X

Marcin Lewandowski (Jaskier/Taquart) 8/05
See also: Taquart
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
http://atariarea.histeria.pl/PLus/index_us.htm
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM,
MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1,
Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM
(Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2,
3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick
Assembler to PC X-Asm), Atari800Win PLus 4.0 (for Windows, based on

Atari800)

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 9/06
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

MadTeam (Tebe, Pajero, Profi, Rage, Psychol, Rocky, KAMM) 12/07
Poland
http://madteam.atari8.info/
http://g2f.atari8.info/
http://mads.atari8.info/
Developer: demos: Happy Demo, MadTeam Intro, The Muppet Movie Show, IGOR, FAJER, SINTRO, Running Cow, LAJF, Journey, Vasco, X, Splash, TIT, ANI, SAMAR Graphics Collection, Kaszel #1, Syzygy #8, Dupland Slideshow. games: Droga Do Duplandu, Mental Age, Dyna Blaster, Getris, Nibbly. Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5, Mathaf****r Editor 3.1, Mathaf****r Reader 1.1, Turbo 2000F, Visage 2.7, XL-Paint 2.5MaX, 2.6MaX, Rip2Max, 2xMPT 8Channel Stereo Project 1.0, Atari Commander 1.81, Via Copy 4.4, SAMAR Hi-res Interlace with Map of Colours (SHIMC) Editor 1.0, LZW Pack 4.2, Squash 1.4, Total Commander ATR Plugin v1.5. PC utilities: Graph2Font 3.8.5.3 (convert graphics to Atari chars and design multicolor graphics for the Atari), MADS 1.7.8 (Mad-Assembler: 4-pass crossassembler designed for 6502 and 65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989), Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

Alex Martin 1/04
P.O. Box 65
00-952 Warszawa
Poland
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static memory expansion and replacement (backed-up with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interface.

Under development: ANTIC buffering system, 14 MHz 65c816 CPU with 16 MB static memory

MatoSimi (Martin Simecek) 7/07
Slovakia
http://matosimi.atari.org/
Developer: CMC Musix 1 (demo), CMC MSX Extractor (utility), Plasma4 (intro), Atari FontMaker v1.1 (create ATARI font on PC), Laser Blaster (game), Monex v1.1 (game), Music From Zeus Intro, T2K decoder v.021 (convert programs from cassette tape to disk), Light Up! (game), Belljumper 1k (game)

MCM, an InOne company 5/06
650 Congress Park Dr
Centerville OH 45459-4000
USA
Phone: 1-800-543-4330
Fax: 1-800-765-6960
http://www.mcminone.com/
Developer: 9 Pin Jack For Atari, AC Adaptor Atari 3.5mm 9V DC 500mA

The MESS Team 1/07
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS)-- an emulator of a large number of systems, including the 8-bit Atari computers -- downloads available for Windows, *nix, Mac OS, and DOS

MicroUSB.org - Microprocessor USB Project 1/06
Atari project: Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann
Germany
http://microusb.org/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart (Hardware Cypress SL811, Hardware USBN9602), AtariXLJoypad (Logitech Rumblepad 2 USB Version 2.0), AtariXLJoystick (Competition Pro USB 1.0), AtariXLKeyboard 0.1 BETA, AtariXLMouse (Logitech USB Mouse), AtariXLWheel (Thrustmaster Nascar Pro Digital 2, Logitech Formula GP 1.0, Logitech Vibration Feedback Wheel), USB Device Driver Development Kit 1.2.0, USB Enduser Driver Disk USBTEST Version 0.6, USB HID Base Driver Version 2.0, USBDOS 0.1

Mirage Interactive 6/05
See also: Rewindgames (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809,

Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood
II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy
Kupca, ZBIR

MMSoft (Marek Mikolajewski) 11/07
Gdansk
Poland
http://www.atariarea.krap.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 3.3a, 4.4, 4.4a (An interface that allows you
to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a
USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 9/07
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://www.a8maestro.com/sites/mtgcat/
Vendor: NEW Super Sketch Graphics Tablet W/cart (PPI),
used hardware, used commercial software
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter,
850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25),
850 to modem adapter (9 to 9), EASI/O-S SIO adapter cable 18",
EASI/O-S SIO adapter cable 3', EASI/O-P Printer adapter cable 5',
A8 A/V BOB Audio/Video BreakOut Box with s-video jack, 6' Svideo cable,
12' Svideo cable, SPEEDIER: 19.2K RS232 adapter,
EASI/O SPIDER Multi port adapter PCB, 130XE Type 1 320K memory upgrade,
130XE TYPE 2 320K memory upgrade

Motelsoft 11/07
Germany
http://www.motelsoft.de/
Developer: Caveman II - Caves of Osum (also developed: Der Hexenmeister,
Labyrinth, Panzer, Smack-Jack

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

MyAtari 2/07
See: Matthew Bacon

Subject: N

Kostas Nakos 1/06
See also: Atari800 Development Team
Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/
Developer: Pocket Atari 2.0.1

New Breed Software 9/06
c/o Bill Kendrick
2210 Rock St Apt 33
Mountain View CA 94043-2644
USA
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector, MuxChat, SIFE - Super-IRG Font Editor

Nelson Nieves 8/06
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree, TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

Subject: O

Odsiecz Sobieskiego -- O.S. 3/07
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik
See also: Epi
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
Developer: xunzip v2.1 (18 September 2006 -- a ZIP, TAR, GZ and TGZ (TAR.GZ) archives depacker) http://www.atari8.info/stuff/xz21.zip

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit rom dumps

Outland Quest Software 6/06
USA
http://www.outlandquestsoftware.com/
Developer: Ally Attack, Black Sea Silver Fishing, Desert Crossfire, Dungeons of Oti, Empire, Golf Tees, Graphics 8 Painter, Hoss Racing, Korellian Conflict, Lite Show, Mad Libs, Motions Variable, Scattergories, Space Regent, Starbase Alpha, Standoff, Star Maze, Terror Fair, Three-D Force Tic-Tac-Toe, T.I.A.K. - Taking In Accurate Knowledge, Uncle Milton's Million Dollar Mystery Mansion

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Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom

http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

Eric Parent (Joyful Coder) 11/07
http://joyfulcoder.com/
Developer: Memo Pad for Windows Release 6 (November 12, 2007) -
read ATASCII files

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

Pecus and Pirx 6/07
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: OMC65 crossassembler - Our 5oft MaCro assember for 6502
ver. 1.3 (Win32 executable); Scorched Earth for Atari XL/XE build 114,
Chip 8 & SuperChip 8 emulator v1.1

Tomasz Piorek / electron 7/07
See also: Taquart
Poland
http://vbxe.atari8.info/
Developer: VBXE - Video Board XE - project is a programmable, FPGA based
graphics subsystem for Atari XE computers

Pixels Past (Joe Grand) 4/06
2907 Shelter Island Dr Ste 105-169
San Diego CA 92106-2797
USA
Telephone: 619-222-4100
Facsimile: 619-222-1797
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari),
Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/
paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: R

Werner Raetz 9/06
Postfach 16 40
D-75006 Bretten
Germany
Telefon: 07252/4827 oder 07252/3058
Telefax: 07252/85565
"encoded" email: OOORaetz.SMOOO@OOOt-onlineOOO.OOOdeOOO
Publisher: WASEO-Publisher, WASEO-Designer, WASEO-Triology,
WASEO-Grafinoptikum, WASEO-Labouratorium, WASEO-Practoscope, WASEO
DISK-LINE disk magazine

Burkhard Rau (HCRBurk) 5/06
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

Ready Magazin (Sascha Leidel) 2/07
Germany
http://www.8-bits.de
Publisher: READY. Magazine. Atari part: 100%, only Atari.
2.60 euro per magazine. 6 magazines per year
Special lower prize for ABBUC members available.

READY Technologies (Thomas Smailus) 5/06
254 Nelson Dr Apt U

Baton Rouge LA 70808-5059
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital hardware systems; design, development, and production of software systems; software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering, Consulting

RETRO magazine 2/07
See: CSW-Verlag

Rewindgames (Fred Meijer) 4/06
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.rewindgames.com/
Vendor: new and used hardware, new and used commercial software including all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!, Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds, Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility Disk

Thomas Richter 12/07
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ Emulator (800/XL/XE/5200 emulator for Unix/Linux/Solaris/Irix) Stable Release 1.53, CVS Snapshot 1.53, atari++ 1.53 for win32

Markus Roemer / R.I.K. of Kaisersoft 10/06
An der Roehr 6a
55606 Hochstetten-Dhaun
Germany
Publisher: Top Magazin 2006

Pawel Rosowski 4/05
Poland
http://uce.pl/ikplus/
Developer: IK+ C64 to Atari 8-bit Conversion Project (game) version 0103 (March 2005)

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/ or http://www.schappel.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy), BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master, Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings, ROBOX, Snow Plow, Snow Plow Editor

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Subject: S

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire,
Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons,
zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping,
TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II.
XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint,
MultiJoy 16/2 hardware interface

Darren Schebek 6/07
Canada
http://www.schebek.ca/ or http://www.user.dccnet.com/dschebek/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Serious Magazine 5/05
See: Dial Group

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 9/06
The Netherlands
http://members.home.nl/stack/Atari/atari-xlxe-download.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-
ROM)

Ernest R. Schreurs 9/06
Kempenlandstraat 8
5211 VN Hertogenbosch
The Netherlands
http://home.planet.nl/~ernest/
http://members.home.nl/stack/Atari/atari-pooldisk.html
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm
archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image
system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a
clean .wav file from a Digital Cassette Image), POOLDISK TOO
(PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.ksiders.tzo.com/
Developer: Emulators Utilities: ATR/DCM utilities (DOS),
AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer,
KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler,

Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus.
Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker,
KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic,
Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish,
Circle of Richness

Sikor Soft (Pawel Sikorski) 1/05
See also: Rewindgames (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://sikorsoft.internetdsl.pl/
Developer: 5 x 5, 5 x 5 Editor, ABC, Centurion, Cyborg, Fire Stone,
Ketchup, Liga Polska, Magic of Words, Max, Moscow 1993, Neuroid, Nexus, Orto
Puzzle, Pilkarski Poker, Sexy Six, Sexy Six Data Disk #1, Sexy Six Data Disk
#2, Sexy Six Data Disk #3, Teacher Killer, Tekblast

Mark l. Simonson 9/06
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 1/06
http://makeatr.atari8.info/
Developer: makeATR v0.06 (software for MS-Windows)

Len Spencer 8/06
USA
http://www.lspenc13.us/Lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black
Box interfaces), FoReM-XE Professional BBS Version 5.4

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely
from scratch")

SquoQuo (Hopper, Bugger, Genetic Gemini, Scythoior, Yoda) 4/06
Germany?
http://squoquo.tk/
Developer: Let's Hop, Sh*t Alpin 2005, Ms.Bulimia

Radek Sterba (Raster/C.P.U.) 5/07
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer: MultiJoy8 (connect 8 joysticks to one Atari), MultiJoy16 (connect 16 joysticks to one Atari), ATADIM v2.05 Beta (Win9x- work with Atari disk images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor), LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8), Multris (Tetris-like game for MultiJoy4), Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4 (Quadro-Tron patched for MultiJoy). utilities: MPE (MIDI Pattern Editor) v2.3, HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4, SA_POKEY (Standalone dynamic DLL library for emulation of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of Atari 6502 processor), Raster Music Tracker (RMT) v1.25 - cross-plaftorm XL/XE music maker for PC, RMT Player v1.06 (plays *.RMT (Raster Music Tracker) song files on Atari XE/XL computers), Creaxin1 "Create X in 1" (for use with S/XEGS RAMcart 128KB by C.P.U.) v1.03.
games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch), The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS - 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS) PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS, ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine interpreter, original by Steve Wozniak), Infoline for ACTION!

Super Products 4/04
c/o James Bradford
14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 1/07
Czech Republic
http://jirkasuv.duch.cz/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..." text game)

Subject: T

Taquart 1/06
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely'
Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru'
Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj
'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz,
Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski
See also: Tomasz Piorek
See also: Marcin Zukowski
Poland
http://numen.scene.pl/ and
http://www.s-direktnet.de/homepages/k_nadj/taquart.html
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995),
Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag,
1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro,
Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996),
Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997),
Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997),
Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan) 3/07
See also: Epi
Poland
http://atariki.krap.pl/index.php/Tristesse
Developer: SROLL-demo, TRS-Desktop 0.9d alpha:
http://www.atari8.info/trsdesktop.php (screenshots)
http://trub.atari8.info/sdx_files/TRS_desktop_v09d_alfa.zip (download),
NeoTracker v1.6 : http://epi.atari8.info/files/neotracker-1.6.zip ,

trub 12/07
Poland
http://trub.atari8.info/ or http://trub.sys.net.pl/
Developer: for SDX 4.x: TDPL 2.0 / TD 2.0 (enhanced TD.COM, Polish/
English), XEP.SYS 0.1F (XEP80 device driver), FSTRUCT, RUNEXT 0.5, QE 2.0
(Continuation of the famous Quick Edit - E: and CON: accelerator by KMK).
for SDX+65C816: RAMD816.SYS. for SDX+QMEG OS: OSSIO.SYS. for SDX+SIO2IDE:
S2I Commands 0.8. for SIO2IDE: S2I JukeBox 4.0a. for MS Windows: FIXATR.
for SDX+KMK/JZ IDE: CDPLAY 0.4a. more: ED 2.9, ABASIC, YOGI/YELLYSTONE PARK
Multidrive, XLDisk. SDX upgrade project: SpartaDOS X 4.39RC, intSDX128,
intSDX128 "flash", AtraX SDX 128. SRAMCharger and Indus CP/M project for
Atari Indus GT, LDW Super 2000, and CA-2001 disk drives.

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs. (Mainly working these days on HP Alpha (VMS), Sparc
(Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 2/07
See also: Atari800 Development Team
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: new hardware, new commercial software (cassette format)

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable
perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 4/07
http://retrobits.net/

Developer: Atari810 1.4d -- software for emulating an Atari 8-bit floppy
drive or hard disk on your PC (Windows NT/2000/XP)

Video 61 & Atari Sales (Lance Ringquist) 4/06
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
"We service, sell and publish hardware and software"
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developers: Checkers, Hearts, Ultra Translator

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12),
commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
USA
http://www.videogametrader.com/
Vendor: new and used commercial software

Vintage Computer Cables 8/07
Fort Lauderdale FL
USA
http://www.vintagecomputercables.com/
Developer: Atari Gold Video Cable, Atari Gold Video Cable (stereo with Y),
Atari Gold S-Video Cable (stereo with Y)

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

WASEO 9/06
c/o Thorsten Helbing
Koenigsberger Str. 9
30916 Isernhagen
Germany
tel: +49 175 9982360
FAX: +49 121 258 409 3729
http://www.waseo.de/
Developer: audio CDs: The 20 best ATARI Hits, The 20 most inventive ATARI Songs, The Best of Music Non Stop, The Best of ATARI Game Music, The ATARI Super Soundmix. Titles published by Werner Ratz: WASEO-Publisher (DTP-Programm), WASEO-Designer (Erganzung zum DTP-Programm), WASEO-Triology (Nutzliche Programmsammlung), WASEO-Grafinoptikum (Grafikprogrammsammlung), WASEO-Labouratorium (Arbeitserleichterungsprogramme), WASEO-Practoscope (Sammlung praktischer Programme), Demo Disk, Basic Hits, DISK-LINE disk magazine

B. Watson (Urchlay) 5/07
http://www.urchlay.com/cassio/
Developer: cassio 0.2.2 - A tool for working with Atari 8-bit computer cassette image (.cas) files on Linux or other UNIX-like systems.

Mark Watson 6/07
http://www.scrameta.net/a800.html
Developer: GP32 port of Atari800 emulator, version 0.8;
GP2X port of Atari800 emulator, version 1.0

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

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Subject: Y

Yoomp! 11/07
Marcin "Eru" Zukowski, Lukasz "X-Ray" Sychowicz,
Bartek "BeWu" Wasiel, Piotr "0xF" Fusik
http://yoomp.atari.pl/
Developer: Yoomp!

```
------------------------------

Subject: Z

Marcin Zukowski (eru/tqa) 5/07
See also: Taquart
See also: Yoomp!
The Netherlands
http://lepix.sourceforge.net/
Developer: LePix v.0.2.0

================================================================
End of atari-8-bit/vendev
================================================================
```

1477. Computer Security Information and What You Can Do To Keep Your System Safe!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-06 01:56:36 UTC
From: Ann.Anderson.group.com@gmail.com
Message-ID: <3e9d2980-0274-44d0-9f58-114df51a27eb@s12g2000prg.googlegroups.com>
Source record: 3816

```
.:: Unix and Linux Hacking and Security ::.
1. Unix - Vulnerabilities and Advisories
-- Tutorials and Papers
-- Specific Exploits and Vulnerabilities

2. Unix - Security Tools
-- Unix Security and Audit Tools (Including IDS and Access Control
Tools)
-- Unix Log Analysis Tools
-- Unix Proxies, Firewalls and Accessories
-- Unix Miscellany

3. Unix - BSD, FreeBSD, etc...
-- FreeBSD
-- BSD and Misc. BSD variants
-- BSD Security Tools
-- BSD Micro-distributions

4. Unix - Solaris, SunOS etc...
-- Solaris
-- SunOS
-- Cobalt Appliances
-- SunOS and Solaris Security Tools

5. Unix - Other Flavors (Irix, HPUX, AIX, etc...)
-- SGI/Irix
-- HP-UX
-- AIX
-- SCO
-- Miscellaneous

6. Linux - Vulnerabilities and Advisories
-- Linux - General Hacking
-- Linux Application Exploits
-- Linux - Red Hat Specific
-- Linux - Debian Specific

7. Linux - Security Tools
-- Linux - Intrusion Detection
-- Linux - Access Control
-- Linux Log Analysis Tools
-- Linux Rootkits
-- Linux Proxies and Firewalls
-- Linux - General Security and Audit Tools
```

8. Linux - Security-oriented mini- and micro-distributions
-- DMZS-Biatchux
-- NSA Security Enhanced Linux
-- Linux Mini- and Micro-distributions
-- Applications

.:: Windows Hacking and Security ::.
1. Windows Vulnerabilities, Advisories, and even security flaws
introduced by so-called security products!!!
-- Microsoft IIS Vulnerabilities
-- Microsoft FrontPage Vulnerabilities
-- Microsoft Internet Explorer Vulnerabilities
-- Windows Application Vulnerabilities
-- Windows Internet/Networking Vulnerabilities
-- Insecurities introduced by "security" programs!
-- Netscape Browsers
-- Windows Hacks - Miscellaneous

2. Windows Security and Auditing Tools
-- Windows Registry Tools
-- Windows and MSDOS Security and Auditing Tools
-- Windows Local Security
-- File/Disk/Log Shredders

3. Windows Miscellany
-- Raw Sockets and Custom Packet Building
-- A Few Little Extras for Microsoft "Fans"

.:: Crypto, Virology, Cracking and Backdoors ::.
1. Cryptography, Cryptanalysis, Steganography
-- Crypto: PGP and GPG
-- Crypto: Cryptanalysis
-- Crypto: Steganography
-- Crypto: Miscellaneous
-- Misc. File Encryptors

2. About Viruses and Worms
-- Virus Info Files and Advisories
-- Worms
-- Virus/Worm Protection Utilities

3. Backdoors, Trojans and defenses
-- Back Orifice and BO2K
-- SubSeven and Addons
-- Other Remote Administration Tools
-- Trojan Detectors/Removers/Retaliators
-- Information Files

.:: Learn what Hackers know, how they do it, and what you can do to
keep your system safe ::.
1. General Hacking Information
-- General Security Concepts
-- Antique Systems

-- Oracle
-- Tools, Advisories and Exploits affecting multiple platforms
-- PC Software and BIOS Hacking
-- Truly Miscellaneous Hacking Info

2. Password Security
-- Password Hacking
-- Password Generators
-- Password Security Audit Programs
-- Word Lists

3. Scanning, Fingerprinting and similar techniques
-- Network Scanning
-- "Wargames" Modem Carrier Scanning
-- Fingerprinting
-- Sniffing

4. How Hackers Attack Numerous Internet Services
-- Denial of Service Attacks
-- Email and News
-- Proxies and IP Spoofing
-- DNS and BIND
-- SPAM
-- FTP
-- General Unsorted Information
-- Indispensible Internet Utilities
-- Cable and DSL Info and Hacking

5. How Hackers Attack Web Servers, CGIs, PHP, ASP, etc...
-- Web Site Hacking - General and Miscellaneous
-- Web Site Hacking - Specific Sites
-- Web Site Hacking - Servers
-- Web Site Hacking - CGI, Perl, ASP, PHP etc.
-- Web BBSes
-- Web Site Hacking - Audit Tools

6. How Hackers attack IRC, Instant Messaging, and Multiplayer Games
-- ICQ Hacking
-- IRC Hacking, Scripts and Bots
-- AOL Instant Messenger (AIM)
-- Miscellaneous Chat/gaming Systems

7. Vulnerabilities found in Platforms with Smaller Market Share
-- Macintosh
-- PalmOS
-- Printers
-- Dedicated Network Appliances, Hubs, Routers, etc...
-- Cisco Equipment
-- Miscellaneous

8. How Hackers Attack Novell and 802.11b Networks
-- Novell Networks

-- Wireless LANs
-- X.25 Networks
-- Miscellaneous Networking Information

.:: Computer Security Information ::.
-- Access Control
-- Basics
-- Chat Systems
-- Cryptography
-- Denial Of Service
-- Hacking Security Groups
-- Hardening Securing Papers
-- ICQ
-- Intrusion Detection Systems
-- IRC
-- Miscellaneous
-- Network Auditing Secuirty Penetration
-- Online Privacy
-- Operating Systems
-- Protocols

.:: Phreaking - The black art of telephony ::.
1. GENERAL - General Information About the Phone Company
-- Hacking Answering Machines and Voice Mail
-- Phreaking Programs

2. Electronic Toll Fraud and Other Phone Devices
-- The Fixer's Box Review - Read this before you read the rest of
these files!
-- Blue and Green Boxes
-- Red Box
-- Beige and Bridge Boxes
-- Various new boxes
-- Programs to generate phreak tones

3. All about Payphones, COCOTs, BOCOTs, etc...
-- Payphones
-- COCOTs
-- Nortel/Quortech Millennium
-- Smart Cards/Phone Cards

4. Cellular Telephones and the Hacking Thereof
-- Cellular Phones by Manufacturer
-- Miscellaneous Info
-- Miscellaneous Utilities

5. Caller ID and ANI
-- Caller ID and CLASS
-- ANI and ANAC

6. Scans, numbers of interest
-- Lists of Phone Numbers

7. Sounds from the phone system
-- SIT Tones are said to thwart predictive dialers used by
Telemarketers!

.:: Security Publications ::.
-- Computer Incident Advisory Capability
-- Call And Response Telephone Compilations
-- Forbidden Knowledge
-- Keen Veracity
-- Lexxicor
-- Midnight Hackers Private Club
-- Phrack
-- Risks Forum Digest
-- Tricks Of The Trade
-- Underground Periodical

.:: Law, Privacy, Wetware, Hardware, File Sharing and more ::.
1. HARDWARE - Hardware, Electronics, Radio etc.
-- TEMPEST
-- Bugs and Listening Devices
-- Miscellaneous

2. Hackers and the Law
-- Copyright Law and Cases
-- Net Censorship
-- Cases involving 2600 Magazine
-- The SDMI affair
-- Brian West
-- September 11th Backlash Legislation
-- General Legal Bufu

3. About Napster, Gnutella, and other File Sharing schemes

4. About your dwindling privacy
-- Privacy Digest
-- Internet Privacy
-- Espionage
-- Privacy Deprivation Tools

5. Wetware Hacking!
-- Social Engineering and NLP
-- Seduction
-- Miscellaneous Wetware Hacking

6. Physical Security, Scams etc...
-- Physical Security and Countersecurity
-- Financial Crimes Detection and Prevention
-- Vending Machine Hacking

.:: The standards that define the Internet ::.
1. RFCs - Internet RFCs 3094 to 3195
-- Internet RFCs 3094 to 3195

2. Other Standards and Official Publications
-- US Department of Energy CIAC-2300 Documents
-- NIPC CyberNotes

--- Thank You ---

Source: http://www.fx-vista.com

1478. RetroChallenge Winter Warm-up 2008

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-06 05:38:17 UTC
From: "Simon D. Williams" <email@ld8.org>
Message-ID: <3b2d9f67-6e5a-489c-911c-8f85aba7297e@e23g2000prf.googlegroups.com>
Source record: 3817

Subject: RetroChallenge Winter Warm-up 2008

Retrocomputing enthusiasts the World over are cordially invited to participate
in the 2008 RetroChallenge Winter Warm-up, commencing January 1, 2008.

RetroChallenge is an opportunity for fans of "obsolete" platforms to spend a
month pushing their retrocomputing limits in the company of like-minded geeks.
Participants set their own goal(s) and typically keep the community apprised of
progress via weblogs or on the Retro BBS.

Challenges are as unique as the individual RetroChallenger -- in the past
participants have programmed games; created music and video content; performed
dangerous hardware hacks or simply spent a month trying to get an old computer
to boot.

RetroChallenge is not so much about competing, as it is about sharing. Think of
it as an on-line show-and-tell for RetroGeeks. Because the individual challenges
are self-posed, the RetroChallenge is equally well-suited to hoary old wizards
and tender newbies alike. It's not about winning, but about *doing*.

RetroChallenge is open to *all* retrocomputing platforms. For the sake of
simplicity (and to avoid the usual endless debate), the criteria for what
constitutes a "retro system" is left up to the conscience of the participant.
Although it's very much a matter of perspective, we would hope that nobody's
going to bring their 5-year-old Dell to the games!

The Rules? Well... there really aren't any.
RetroChallenge runs from January 1st, 2008 to January 31st, 2008. Participants
are encouraged to announce their intentions prior to December 31st (but
stragglers, as always, will be accommodated). Other than that, have

fun and try
to keep the platform wars to a minimum.

~LD8

Home page: http://retrochallenge.net
Contact : retrochallenge@ld8.org
Retro BBS: telnet://lorance.no-ip.org
RC Forum : http://68kmla.net/forums/viewforum.php?f=18

Please feel free to post this announcement to appropriate blogs and
forums.
http://retrochallenge.net/2008/winter/RCWW08PR.TXT

1479. 25% OFF ATARI HOLIDAY SALES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-06 12:00:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0712060355400.14149-100000@onyx.spiritone.com>
Source record: 3818
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ORDERS OVER $50 GETS 25% OFF ALL CLASSIC ATARI 8 BIT AND ATARI ST LINES!
ORDERS OVER $100 GETS A GIFT & STILL GETS 25% OFF USED & NEW HARDWARE,
GAMES/SOFTWARE, BOOKS & ACCESSORIES FOR THE CLASSIC ATARI 8 BIT & ATARI ST
COMPUTER LINES! Call anytime at (503)256-9974! GOT ATARI? GET FREE ATARI
CATALOGS AT http://BensCatalogs.Atari.org and/or E-Mail BenSells@Atari.org
Most items I have 1, 2 or too few of. Get them While they last! GOT ATARI!

25% OFF ATARI! 25% OFF ATARI! 25% OFF ATARI! 25% OFF ATARI! 25% OFF ATARI!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI HOLIDAY SALES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1480. www.atari-explorer.com

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-06 19:37:00 UTC
From: Iain
Message-ID: <memo.20071206193733.716A@cix.co.uk>
Source record: 3819

Anyone know what happened to www.atari-explorer.com? Seems to have gone?

1481. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-08 05:25:40 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1197091527@rtfm.mit.edu>
Source record: 3820
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

The Atari computer intellectual property rights are currently owned by
Atari Interactive, which is managed by today's Atari, Inc. Both of these
are divisions of Infogrames Entertainment.
http://www.atari.com/ http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 7 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

1482. Re: www.atari-explorer.com

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-09 15:38:41 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.t22q29p2gaat7c@mdc>
Source record: 3821

On Thu, 06 Dec 2007 13:37:00 -0600, Iain <Iain> wrote:

> Anyone know what happened to www.atari-explorer.com? Seems to have gone?

According to this thread
http://www.atariage.com/forums/index.php?showtopic=112459&hl=atari-explorer

it was supposed to be moving to http://www.atariexplorer.com/

Although, that was several months ago.

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

1483. Re: www.atari-explorer.com

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-11 14:07:00 UTC
From: Iain
Message-ID: <memo.20071211140723.2016A@cix.co.uk>
Source record: 3822

In article <op.t22q29p2gaat7c@mdc>, michael@mcurrent.name (Michael
Current) wrote:
> According to this thread
> http://www.atariage.com/forums/index.php?showtopic=112459&hl=atari-e
> xplorer
>
> it was supposed to be moving to http://www.atariexplorer.com/
OK, thanks.

Iain

1484. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-12 02:40:04 UTC
From: rbernardo@value.net
Message-ID: <22e77fc4-5613-46a9-95b4-994b0f6ad71f@s8g2000prg.googlegroups.com>
Source record: 3823
Cross-posted to: comp.sys.atari.8bit, comp.sys.atari.st

CNET News has posted a report of the event.
Go to

http://www.news.com/8301-13772_3-9832182-52.html?tag=nefd.top

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
The Other Group of Amigoids
http://www.calweb.com/~rabel1/

1485. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-12 10:28:55 UTC
From: calimero <milankovach@gmail.com>
Message-ID: <feed1b72-04bc-4ac3-8164-0154c0b68854@t1g2000pra.googlegroups.com>
Source record: 3824
Cross-posted to: comp.sys.atari.8bit, comp.sys.atari.st

On Dec 12, 3:40 am, rberna...@value.net wrote:
> CNET News has posted a report of the event.
> Go to
>
> http://www.news.com/8301-13772_3-9832182-52.html?tag=nefd.top
>
> Truly,
> Robert Bernardo
> Fresno Commodore User Group
> http://videocam.net.au/fcug
> The Other Group of Amigoids
> http://www.calweb.com/~rabel1/

If somebody find any transcript or maybe video from event please post
link here!

Thanks!

1486. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-12 19:36:16 UTC
From: rbernardo@value.net
Message-ID: <b2c36932-3745-49ac-90ff-f3bf556456f0@j20g2000hsi.googlegroups.com>
Source record: 3825
Cross-posted to: comp.sys.atari.8bit, comp.sys.atari.st

InfoWorld has posted an article of the event. Go to

http://www.infoworld.com/article/07/12/12/commodore-64-anniversary_1.html

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
The Other Group of Amigoids
http://www.calweb.com/~rabel1/

1487. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-12 19:38:28 UTC
From: rbernardo@value.net
Message-ID: <81b47954-3951-404a-9435-f2fcb97e9629@n20g2000hsh.googlegroups.com>
Source record: 3826
Cross-posted to: comp.sys.atari.8bit, comp.sys.atari.st

On Dec 12, 2:28 am, calimero <milankov...@gmail.com> wrote:

> If somebody find any transcript or maybe video from event please post
> link here!

My video will be sent to Dave Haynie, who will do the final edit,
and
then post it to YouTube. The Computer History Museum will edit
together
their video and eventually post it up to the website at
http://www.computerhistory.org

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
The Other Group of Amigoids
http://www.calweb.com/~rabel1/

1488. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-12 22:48:22 UTC
From: rbernardo@value.net
Message-ID: <2e85db20-f845-44ac-baf4-b37be2fec1a6@1g2000hsl.googlegroups.com>
Source record: 3827
Cross-posted to: comp.sys.atari.8bit, comp.sys.atari.st

Computerworld has posted an article of the event. Go to

http://www.computerworld.com/action/article.do?command=viewArticleBasic&articleId=9052698&intsrc=hm_list

Hey, the same writer,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
The Other Group of Amigoids
http://www.calweb.com/~rabel1/

1489. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-12 23:12:38 UTC
From: rbernardo@value.net
Message-ID: <11e36c49-f911-4a10-8ed9-4d1f4fe48dc4@i29g2000prf.googlegroups.com>
Source record: 3828
Cross-posted to: comp.sys.atari.8bit, comp.sys.atari.st

Registry Hardware has posted an article of the event. Go to

http://www.reghardware.co.uk/2007/12/12/commodore_64_anniversary/

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
The Other Group of Amigoids
http://www.calweb.com/~rabel1/

1490. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-12 23:59:11 UTC
From: rbernardo@value.net
Message-ID: <7794436b-ba6e-4230-8d29-7c845b49c6ad@e10g2000prf.googlegroups.com>
Source record: 3829
Cross-posted to: comp.sys.atari.8bit, comp.sys.atari.st

Macworld has posted an article of the event. Go to

http://www.macworld.com/news/2007/12/12/innovators/index.php

It's the same Agam Shah article.

Mac Life has posted a blurb about the event at

http://www.maclife.com/article/time_picks_iphone_for_top_spot_again_and_woz_remembers_the_good_old_days

but when you click on the link to read more of the Commodore 64,
it shoots you over to the article at the InfoWorld site.

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
The Other Group of Amigoids
http://www.calweb.com/~rabel1/

1491. Re: ATARI 400 Cassette Recorder!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-13 00:30:11 UTC
From: "micrologix1500@yahoo.com" <micrologix1500@yahoo.com>
Message-ID: <89a1c1af-29c0-486a-8e3f-f0822e87446b@e23g2000prf.googlegroups.com>
Source record: 3830

On Dec 4, 6:44 pm, ramswell <shifty_bu...@hotmail.com> wrote:
> I just bumped into a near new condition Atari 410 Cassette
> Recorder!!!! If anyone is interested in it, please feel free to
> respond to this message or to me via email. I would like $5.00 + S&H
> for it.
>
> Thanks a lot!
>
> Charles

it it the first generation or the newer style? i wouldn't mind having
one of the oldest ones

1492. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-13 03:25:46 UTC
From: rbernardo@value.net
Message-ID: <fc763aea-8720-4640-8c16-95661d9a7762@s8g2000prg.googlegroups.com>
Source record: 3831
Cross-posted to: comp.sys.atari.8bit, comp.sys.atari.st

Boing! CNET beat all of us to posting videos on the Net. See
a 2 minute, 25 second video of the event at

http://www.news.com/Celebrating-one-of-the-best-selling-PCs-ever/1606-2_3-6222379.html?tag
=nefd.lede

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
The Other Group of Amigoids
http://www.calweb.com/~rabel1/

1493. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-13 05:13:35 UTC
From: rbernardo@value.net
Message-ID: <b610fd1e-a834-438b-b291-770076c02d5a@e25g2000prg.googlegroups.com>
Source record: 3832
Cross-posted to: comp.sys.atari.8bit, comp.sys.atari.st

From: Cameron Kaiser

Anyway, here are some photos. This is Jack at the press reception:

http://www.floodgap.com/temp/qDSCN0785.jpg

Jack and his wife, talking to Bil Herd:

http://www.floodgap.com/temp/qDSCN0795.jpg

The cake Liquid Computing brought along:

http://www.floodgap.com/temp/qDSCN0796.jpg

Bill Ward and I splitting the last piece:

http://www.floodgap.com/temp/qDSCN0800.jpg

And last but not least, yours truly with Leonard and Jack:

http://www.floodgap.com/temp/qDSCN0789.jpg

1494. 25% OFF ATARI HOLIDAY SALES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-13 09:43:04 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0712130140010.12702-100000@onyx.spiritone.com>
Source record: 3833
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ORDERS OVER $50 GETS 25% OFF ALL CLASSIC ATARI 8 BIT AND ATARI ST LINES!
ORDERS OVER $100 GETS A GIFT & STILL GETS 25% OFF USED & NEW HARDWARE,
GAMES/SOFTWARE, BOOKS & ACCESSORIES FOR THE CLASSIC ATARI 8 BIT & ATARI ST
COMPUTER LINES! Call anytime at (503)256-9974! GOT ATARI? GET FREE ATARI
CATALOGS AT http://BensCatalogs.Atari.org and/or E-Mail BenSells@Atari.org
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http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI HOLIDAY SALES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1495. Equivalent of "Retro Issue" but for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-13 16:26:46 UTC
From: T0M <viepriv&#65533;e@fra>
Message-ID: <7obul3httb8e7hadvkprd4tcs7urrrfu3k@4ax.com>
Source record: 3834

Hi and tnx for reading my message.

Is there any ezines available to download for free, something like
"Retro Issue" but only about Atari stuffs ?

tnx in advance

T0M
--
Sorry if I don't answer quickly but I can't be online each day

1496. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-14 02:22:08 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.t3azjngygaat7c@mdc>
Source record: 3835

OK, so Tramiel is officially pronounced /tra mel/ according to Karen
Tucker of
the Computer History Museum.

I still don't know how to say that!

From this article,
http://www.escapistmagazine.com/articles/view/issues/issue_112/1375-Three-Unappreciated-De
mon-Slayers.4

As Leonard so astutely put it, "It's pronounced Tram-ell
[ell is in italics on the web page]. It rhymes with 'done well.'"

Putting these two together, I think I would type the pronunciation like
this:

truh-MELL

Would this be right?

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

1497. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-14 02:51:40 UTC
From: rbernardo@value.net
Message-ID: <4a266ec0-3181-4089-9316-a139b5fc8af3@s19g2000prg.googlegroups.com>
Source record: 3836
Cross-posted to: comp.sys.atari.8bit, comp.sys.atari.st

PC World has posted an article of the event. Go to

http://blogs.pcworld.com/techlog/archives/006047.html

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
The Other Group of Amigoids
http://www.calweb.com/~rabel1/

1498. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-14 15:32:21 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <5e857e4f-217b-406b-bfc8-2b4d013f51eb@s12g2000prg.googlegroups.com>
Source record: 3837

On Dec 13, 9:22 pm, "Michael Current" <mich...@mcurrent.name> wrote:
> OK, so Tramiel is officially pronounced /tra mel/ according to Karen
> Tucker of
> the Computer History Museum.
>
> I still don't know how to say that!
>
> From this article,
http://www.escapistmagazine.com/articles/view/issues/issue_112/1375-T...
>
> As Leonard so astutely put it, "It's pronounced Tram-ell
> [ell is in italics on the web page]. It rhymes with 'done well.'"
>
> Putting these two together, I think I would type the pronunciation like
> this:
>
> truh-MELL
>
> Would this be right?
>
> --
> Michael Current ~ mich...@mcurrent.name ~ http://mcurrent.name/
> 8-bit Atari FAQ/Vendor Lists:http://faqs.cs.uu.nl/na-dir/atari-8-bit/
> St. Paul Atari Computer Enthusiasts:http://space.atari.org/

Atari fans pronounce it "Sham-ell" :)

1499. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-14 17:52:20 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <Blz8j.7824$4q5.4345@nlpi069.nbdc.sbc.com>
Source record: 3838

"Michael Current" <michael@mcurrent.name> wrote in message
news:op.t3azjngygaat7c@mdc...
> OK, so Tramiel is officially pronounced /tra mel/ according to Karen
> Tucker of
> the Computer History Museum.
>
> I still don't know how to say that!
>
> From this article,
>
http://www.escapistmagazine.com/articles/view/issues/issue_112/1375-Three-Un
appreciated-Demon-Slayers.4
>
> As Leonard so astutely put it, "It's pronounced Tram-ell
> [ell is in italics on the web page]. It rhymes with 'done well.'"
>
> Putting these two together, I think I would type the pronunciation like
> this:
>
> truh-MELL
>
> Would this be right?
>
> --
> Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
> 8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
> St. Paul Atari Computer Enthusiasts: http://space.atari.org/

I never heard it, don't know what it is supposed to be,
but I always pronounced it Jack Tra-meal', with the
accent on the meal. I always do that, from the German
rules of pronunciation where ie is pronouced eee
and ei is pronounced eye. I dunno. Truh-Mell
would give the ie one of the A sounds.

1500. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-14 20:22:53 UTC
From: rbernardo@value.net
Message-ID: <3a3ac355-06ed-418f-af7d-e490c06a518e@d21g2000prf.googlegroups.com>
Source record: 3839
Cross-posted to: comp.sys.atari.8bit, comp.sys.atari.st

From: Cameron Kaiser

References trimmed.

A rough cut should be up shortly at

http://video.google.com/videoplay?docid=504862715223996474&hl=en

I just noticed two typos while scanning the cut. I mistakenly rigged
the date
as 12/11 (not 12/10), and it should be Monte Sereno, not Mount. This
is what
you get for trying to do this quickly, but it takes about nine hours
to
render, transcode and upload, so people can just deal with that for
now.

The quality of the video is not very good because I had only a single
camera,
there was audience activity I could not always get, and there were
glitches
in the PA system. Robert's two camera video will undoubtedly be
better, so
I am not going to lose a lot of sleep over it.

1501. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-15 07:59:37 UTC
From: rbernardo@value.net
Message-ID: <82adc6b8-e11a-487f-ba6c-118a579a39ba@w56g2000hsf.googlegroups.com>
Source record: 3840
Cross-posted to: comp.sys.atari.8bit, comp.sys.atari.st

If you all haven't seen them, 9 more photos are available,
starting at

http://content.techrepublic.com.com/2346-10877_11-179806-5.html

Also Jack Tramiel is interviewed at

http://www.news.com/The-man-behind-the-Commodore-64/2008-1042_3-6222406.html

Hey, I might have filmed part of
that interview,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
The Other Group of Amigoids
http://www.calweb.com/~rabel1/

1502. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-15 08:05:20 UTC
From: rbernardo@value.net
Message-ID: <a148f161-e545-447d-b23a-56184d4a129a@i29g2000prf.googlegroups.com>
Source record: 3841

On Dec 13, 6:22 pm, "Michael Current" <mich...@mcurrent.name> wrote:
I wrote:

> OK, so Tramiel is officially pronounced /tra mel/ according to Karen
> Tucker of the Computer History Museum.

Well, if I were to write it phonetically, the a in the first
syllable would
be a schwa and I'd have an accent mark on the last syllable. :-)

On Dec 13, 6:22 pm, Michael Current wrote:

> Putting these two together, I think I would type the pronunciation like
> this:
>
> truh-MELL
>
> Would this be right?

Correct. The acid test was when I used it in front of Leonard
Tramiel and Bil Herd, and neither of them corrected me (Bil said I was
right).

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
The Other Group of Amigoids
http://www.calweb.com/~rabel1/

1503. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-15 09:11:17 UTC
From: rbernardo@value.net
Message-ID: <1989e03c-f934-4279-8b99-628053948e0f@e4g2000hsg.googlegroups.com>
Source record: 3842
Cross-posted to: comp.sys.atari.8bit, comp.sys.atari.st

Whoa! Thanks to Al Kossow for telling this... the Impact of
the Commodore 64 event, filmed by the Computer History Museum,
is now available, along with many other videos, at

http://youtube.com/computerhistory

For those who want to go exactly to the event video, it is at

http://youtube.com/watch?v=NBvbsPNBIyk

A pro production,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
The Other Group of Amigoids
http://www.calweb.com/~rabel1/

1504. FA: Atari 800 in original box (1 day left)

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-15 14:13:10 UTC
From: "micrologix1500@yahoo.com" <micrologix1500@yahoo.com>
Message-ID: <46bc4a64-d492-41a2-ac3e-2423533ba5d8@d27g2000prf.googlegroups.com>
Source record: 3843

Almost forgot to mention this here.. I've got an 800 with the original
packaging materials on ebay. Has about a day and a half left.
Located in SE MI but will ship anywhere.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=160189215009

thanks!

1505. Latest Vintage Technology magazine issue (online & print) out now

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-15 19:37:23 UTC
From: vintagetechnology@yahoo.co.uk
Message-ID: <aa0ff04a-9c11-45bf-a276-a7bc18f396cf@s8g2000prg.googlegroups.com>
Source record: 3844

Go to www.vintagetechnology.co.uk to download latest issue (January '08). Only £0.79p / $1.60 for a 40+ page magazine devoted to the collection, preservation and history of all aspects of digital and electronics technology, including computers, arcade games, calculators, led watches, mobile phones, appliances, gadgets, robots, radio, audio and tv.

This issue includes articles on:
Osborne-1 computer
Origin of emoticons
The beginning of computer adventure games
Potted history of Pac-Man
Nintendo Game & Watch games
TI-59 programmable calculator
1970s/80s calculator watches
First ghettoblasters
Early portable turntables
1970s novelty radios
The first mobile phones
How to placate your non-collector, ultimatum-issuing partner
Interview with Wayne Ratliff - creator of dBase
Commodore disk drives - diagnostics & repair
Cleaning old electrical equipment
Commodore 64 memories

Plus sections on museums & collections, latest events & news and book review.

You can also get the printed version for £2.60/ $6.0 per issue (includes delivery).

VTM aims to explore the legacy of recent past technology, explore new 'electronica' which could become or already is collectible, be an enjoyable resource for collectors & historians and celebrate the history and personalities surrounding this subject.

1506. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-16 04:01:50 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.t3ethtdygaat7c@mdc>
Source record: 3845

On Sat, 15 Dec 2007 02:05:20 -0600, <rbernardo@value.net> wrote:

> On Dec 13, 6:22 pm, "Michael Current" <mich...@mcurrent.name> wrote:
>
>> OK, so Tramiel is officially pronounced /tra mel/ according to Karen
>> Tucker of the Computer History Museum.
>
> Well, if I were to write it phonetically, the a in the first
> syllable would
> be a schwa and I'd have an accent mark on the last syllable. :-)
>
>> Putting these two together, I think I would type the pronunciation like
>> this:
>>
>> truh-MELL
>>
>> Would this be right?
>
> Correct. The acid test was when I used it in front of Leonard
> Tramiel and Bil Herd, and neither of them corrected me (Bil said I was
> right).

Thanks Robert. A long-standing question resolved. This will be going in
the 8-bit Atari FAQ list!

And thanks for keeping us informed on this event, as well as the
after-event media coverage.

-Michael
--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

1507. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-16 05:21:19 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1197782462@rtfm.mit.edu>
Source record: 3846
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from 1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

The Atari computer intellectual property rights are currently owned by Atari Interactive, which is managed by today's Atari, Inc. Both of these are divisions of Infogrames Entertainment.
http://www.atari.com/ http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups every 7 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

1508. MI5-Persecution: How Could It Be True? (526)

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-16 10:44:04 UTC
From: MI5-Victim@mi5.gov.uk
Message-ID: <m07111610440113@4ax.com>
Source record: 3847
Cross-posted to:
comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka

MI5 Persecution: How Could It Be True?

If you have the patience to read these articles you will be struck by how apparently fantastic the claims being put forward are. You may ask yourself why such seemingly nonsensical assertions are made. This matter has been discussed on the Internets UK-local newsgroups for three years now, and the denizens of the uk.misc newsgroup (the so-called "miscreants") have come up with a number of theories to explain these posts; it has been variously suggested that they are a troll (an artificial creation for the amusement of its author), that they are made by MI5 themselves with the purpose of discrediting other conspiracy theories, and that the poster is mentally ill and the articles are symptomatic of the illness (the view held by most miscreants).

Are these claims the product of mental illness, or is that just a cover?

The most obvious explanation, that the claims made result from the admitted mental illness of the author, is the one which the persecutors intend be the one accepted without consideration being given to the possibility of the claims being true. The persecutors have actually been very clever about this, both in selecting as their target someone who was known from school or university as being borderline schizophrenic, and in ensuring the nature of their persecution corresponds to what often features in the delusions of a schizophrenic.

The very first incident of the persecution occurred in June 1990, when I was still a student at university in London. It consisted of a reaction (giggling) from the newsreader, Sue Carpenter of ITN, to what she saw happening in my living-room at my parents home where I was living. Before your imagination gets the better of you I should make clear that what the newsreader was reacting to was not too embarrassing in nature; my mother had brought an apple for me into the the room, and Sue Carpenter found this amusing.

I recognized that Carpenter had reacted to what she had seen in my living-room, yet this idea still seemed completely fantastic to me. My reaction was to continue watching television, particularly the news, to see if this incident would be repeated. It was, many times, both on BBC and ITV. An intelligent person would have thought to obtain a video recorder and capture some of these incidents in order to try to explain to an observer what he saw in these broadcasts. Unfortunately, I failed this test of intelligence, since I did not record these programmes. I have recently attempted to obtain from ITN tapes of their news programmes dating back to summer 1990, but, unhappily, they have advised me that they

do not have complete programmes including newsreaders comments dating back to that period.

From the outset, the persecutors structured their actions to ensure that any complaint would be met with disbelief, and dismissed as delusional. This is why they chose as their target someone who was known at school and university to be borderline mentally ill; and it is why they fired the first shots of their campaign through the broadcast media. Schizophrenics commonly believe the media harass them; it would be exceptional for "full-duplex television" to exist in reality. Those with schizophrenia also commonly believe people are talking about them; again, the persecutors have shown themselves very rarely, but act through intermediaries, both in the workplace, and in public and during travel.

Mental illness is not the cause of these claims, but the simulation of its symptoms is a cover used by the persecutors to deny their victim the ability to have his compaints believed.

What evidence exists to support these claims of "interactive television/radio";?

Quite frankly, I have very little evidence to support my claims. You may examine the "Evidence" area of my website to see such evidence as I have been able to gather. None of it is remotely conclusive. The "smoking guns" all date back to 1990/91, and it is really rather late now to start trying to look for material dating back seven or eight years. In 1997 I started tape-recording every programme I watched or listened to. I also started carrying with me a high-fidelity minidisc-recorder with good quality microphone to catch incidents of public harassment, but this also has not been as successful or conclusive as I had hoped.

Perhaps the best item in the "Evidence" section is the audio file "Life is so hard" (it is labelled with Garfield the cartoon character on the site), which I have given a certainty level of 100%. This item relates to harassment at my workplace in Canada in 1996. A co-worker called Mark was coming up with phrases and expressions which were repeating things being said at my Canadian residence, consequently leading me to believe that my apartment and home phone were bugged, and that the persecutors were passing their gathered information on to Mark. On one particular evening I said in my apartment, "life is so hard, and then you die". The following day I was able to record Mark saying exactly the same phrase at work.

Unfortunately when "they" know you are recording them, they simply dont say things which would unambiguously show harassment. When Mark the co-worker knew he was being recorded, he only made his remarks out of range of the recorder, for example outside the building. When the TV newscasters or radio disc jockeys know they are being taped, they limit themselves to saying things which are ambiguous, which even in my mind may or may not be personally directed against me.

Who knows about this persecution?

Surprisingly many people know. People in the media, such as BBC and ITN newscasters including Martyn Lewis and Michael Buerk, and radio disc jockeys such as Chris Tarrant of Capital Radio, know what is going on, and take part in it. Some co-workers at my former workplaces in England and Canada have known about the harassment. Quite a few people in the general public are also included. I believe the police are aware of the persecution, but, unfortunately, have chosen not to take any action to stop it. I have complained at my local police station in London several years ago, and I have stated on the internet newsgroups that I have done so, hence the police will be well aware of my wish to see the matter resolved. I believe their inaction denotes a dereliction of duty, but without good evidence, I am powerless to compel them to take steps to prevent further harassment, or deal with what has already taken place.

What is the purpose of sending these faxes?

These faxes are being sent to three distinct groups of people, namely Members of Parliament, the media, and diplomats & legal people. As you will have observed I am making use of the email-to-fax gateway at Demon Internet to send these faxes. I am forced to use this gateway since I currently live in North America, and cannot afford the high cost of direct phone calls to the UK.

My purpose in publicising my claims is firstly to discourage the persecutors from continuing their campaign, and also to attempt to bring their campaign out into the open, and thus perhaps identify the persecutors. Neither aim has been achieved yet, but I hope that with sufficient stimulation these aims may yet be accomplished.

The problem with the second aim is that those who read this article will fall into two groups, those who dont know anything about the persecution and consequently will disbelieve my claims as delusional, and those who do know about the harassment and may have some idea of who is behind it, but realise that if the harassers are exposed and the truth brought out into the open, then powerful British institutions will substantially lose prestige, and be exposed to ridicule.

It would give me hope to believe that these faxes will create a third group of people, those who find out that I am telling the truth, and who follow their consciences in standing up and seeing justice done. Only time will tell if this hope will be realized.

526

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1509. MI5-Persecution: Why do you think MI5 are responsible? (2709)

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-16 11:43:12 UTC
From: MI5-Victim@mi5.gov.uk
Message-ID: <m07111611431000@4ax.com>
Source record: 3848
Cross-posted to:
comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka

Why do you think MI5 are responsible?

The question of who is ultimately responsible for this eight-year harassment is one which is very difficult to answer, as the persecutors have never clearly made their identities known to the persecutee. However, I believe I am correct in attributing the continuing victimisation to elements of the British Security Service MI5, and in this article, I will try to explain the reasons for this belief.

The British internet magazine ".net" featured my website on page 17 of their March 1998 issue (number 42). Their review kindly describes it as an "excellent site" and gives some details of what the net surfer will find there. Should you wish to reply to this article you can do so;

"When did you first suspect MI5 were responsible?"

Over Easter 1995 I went to see a local solicitor in London with a view to talking to the police about the harassment. Soon afterwards I did go to my local police station in Clapham and spoke to an officer there. The solicitor made a comment which suggested to me that the persecution I had been experiencing may have been organised by an intelligence service.

Up to this point, I did not have any clear idea as to who was behind the harassment. Only their agents were visible, in the media, on television news programmes, and on the radio; in the workplace, where things said at my home were repeated verbatim; and in some cases abuse in public and during travel, for example on the trip to Poland in June 1992 which I have already described.

Both from the fact that widely disparate individuals and organisations were employed as agents in the campaign against me, and from the fact that an entity would be required to marshal their resources in the areas of spying on my home and giving gathered information to their agents, it was clear to me that a single entity was responsible for carrying out the campaign. Yet from June 1990 until Easter 1995 I did not have a clear idea of who might be responsible. I guessed that perhaps some private individual or group of persons who saw themselves as my enemies had perhaps paid private detectives to organise the harassment. Alternatively, since the campaign had started in the media, I made a far-fetched supposition that perhaps it was an ad-hoc group of media people who had set themselves up in opposition to me. After Easter 1995 I saw that these guesses were wrong, and I made an I believe much more accurate estimate as to who my enemies really are.

"Why couldn't a private group be behind the persecution?"

There are several reasons why a private individual or group would not be behind this campaign.

Quantity of resources / Money. Here is what one Usenet (internet newsgroup) participant had to say (several years ago) on the topic of how much money it would cost just to keep the surveillance going.

PM: >But why? And why you? Do you realize how much it would cost to keep
PM: >one person under continuous surveillance for five years? Think about
PM: >all the man/hours. Say they _just_ allocated a two man team and a
PM: >supervisor. OK., Supervisor's salary, say, #30,000 a year. Two men,
PM: >#20,000 a year each. But they'd need to work in shifts -- so it would
PM: >be six men at #20,000 (which with on-costs would work out at more
like
PM: >#30,000 to the employer.)
PM: >
PM: >So, we're talking #30,000 x 6. #180,000. plus say, #40,000 for the
PM: >supervisor. #220,000. Then you've got the hardware involved. And
PM: >any transcription that needs doing. You don't think the 'Big Boss'
PM: >would listen to hours and hours of tapes, do you.
PM: >
PM: >So, all in all, you couldn't actually do the job for much less than
PM: >a quarter million a year. Over five years. What are you doing that
makes
PM: >it worth the while of the state to spend over one and a quarter
million
PM: >on you?

A private individual or group would not spend over a million pounds to verbally torture a victim without some financial motive or gain. Private industry is driven by the profit motive, and there is no financial profit to be had from carrying out a campaign in this way. If a private enterprise were behind it then they would have taken direct physical action a long time ago.

State enterprises, on the other hand, can afford to be wasteful, since they are funded by the taxpayer. They do not have to show a money profit. The employees or contractors employed by a state organisation such as MI5 are driven by their own personal profit motives, to make the most money out of their employers for the longest period of time. MI5 is funded to the tune of #150M p.a.; even a few hundred thousand a year would to them be affordable if their managers could convince themselves of the necessity of what they were doing.

Quality of resources / Technical resources - electronic and other surveillance. In summer 1994 a reputable and competent private detective agency was employed to conduct a counter-surveillance sweep of my home in London. They charged us over #400 for this, conducted a thorough search for radio transmitting devices, hard-wired "probe" microphones and also tested the telephone line. They found nothing. This was not altogether surprising, since it had been made very clear to me that there were bugs

in my home; the "buggers" would not have made this clear unless they had felt their bugs were of sufficient sophistication as to be safe from detection.

But there is another lesson to be gained from the failure of the private detectives to find anything. The agency employed was one of the most reputable in London. They were employed on the principle of "setting a thief to catch a thief", for if the harassment were being carried out by private detectives, as I then believed, then surely another set of private detectives would be able to find the bugs that they had planted. That these "private eyes" were unable to find anything, and that the harassers were confident that they would not be able to find any bugs, points to the harassers being an order of sophistication above a private agency, and leads me again to believe that a state intelligence service is responsible for the surveillance and harassment.

Quality of resources / Technical resources - Interception of Postal service. In summer 1994 when I emigrated to Canada to try to escape the harassment, I wrote letters home to my family and friends in London. Quite soon after my arrival in Canada, the harassers were able to find precisely where I was staying. The only way I can see of "their" being able to find out my new address was by interception of my letters to the UK.

Later in 1994, I conducted an experiment to see if my letters home were indeed being read. In a letter home I wrote of being depressed and talked in vague terms of suicide. I deliberately chose this topic, since I believed it was the outcome my harassers were trying to achieve, and that if they read the letter, they would "echo" its contents. Sure enough, soon afterwards there were two incidents of people shouting "suicide" at me in public places in Canada.

It is inconceivable for a private agency to have the ability to intercept postal mail. The state security service on the other hand is well known to engage in these activities.

Quality of resources / Access to Media. One of the strangest aspects of this case is the access "they" have to the broadcast and print media. I still do not understand what could persuade newscasters such as Martyn Lewis and Michael Buerk, who consider themselves "gentlemen", to behave in an almost voyeuristic way by "peeking" into the living room of one of their viewers. A year ago I wrote to the BBC asking if these newscasters would confirm or deny the accusations made against them. The BBC replied that their newscasters had denied the accusations, but refused to do so in writing.

It is well known that MI5 have the ability to plant stories in certain newspapers, but convincing television newscasters to "watch" a viewer while they read the news would surely be very difficult for them to accomplish, unless they presented themselves to these journalists as being, for example, a group in the media who were seeing to it that I got my "deserved" treatment. MI5 has a history of manipulating the media, so it might not be too difficult for them to accomplish such a trick, whereas

a private group would not have this ability.

"Have they ever denied that they are the Security Service?"

No. Never. This is in fact the main reason why I believe "they" are MI5 and not a privately funded group. If my guess had been wrong then I am sure that "they" would have crowed over my mistake, but they have never admitted nor denied that they are employees of MI5.

In early January 1996 I flew on a British Airways jet from London to Montreal; also present on the plane, about three or four rows behind me, were two young men, one of them fat and voluble, the other silent. It was quite clear that these two had been planted on the aircraft to "wind me up". The fat youth described the town in Poland where I had spent Christmas, and made some unpleasant personal slurs against me. Most interestingly, he said the words, "he doesnt know who we are".

Now I find this particular form of words very interesting, because while it is not a clear admission, it is only a half-hearted attempt at denial of my guess that "they" = "MI5". Had my guess been wrong, the fat youth would surely have said so more clearly.

"If MI5 were behind it, why would they wish to mask their involvement?"

I have heard a number of times a belief from people in the media that it is they, the media people, who are behind the abuse. In spring 1994 Chris Tarrant the Capital Radio D.J. said sarcastically on his breakfast show, "You know this bloke? he says were trying to kill him. We should be done for attempted manslaughter". We, we, we. Tarrant thought it was a media conspiracy.

Returning to the question of "interactive watching" by television newscasters, it would again be much easier for them to take part in that sort of activity if they convinced themselves that the surveillance and abuse were organised by "their own", by media people. It must be second nature to MI5 to mask their involvement in the matters they deal with; in this case, they pretend the campaign is organised by a group in the media, and any journalists who suspect otherwise keep their silence.

Conclusion

Over the last three years I have stated with some force my belief that MI5 are responsible for my misfortunes. I have done so on Internet newsgroups, in letters and faxes to people in politics and the media in the UK, and in 1997 I made a formal complaint to MI5 regarding their activities; the Security Service Tribunal replied in June 1997 that "no determination in your favour has been made on your complaint". (I believe the statement by the Security Service Tribunal can be disregarded, as they have never, ever made a ruling in favour of a complainant.) In three years of naming MI5 as my oppressor "they" have never denied the charge. To me, their silence on this point indicates that my guess was accurate. I believe my persecutors stand identified. The question of why they should carry out this campaign is one I will try to answer in a future article.

2709

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1510. MI5-Persecution: Why would they be doing this to you, sir? (4892)

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-16 12:12:45 UTC
From: MI5-Victim@mi5.gov.uk
Message-ID: <m07111612124224@4ax.com>
Source record: 3849
Cross-posted to:
comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka

MI5 Persecution Update: Friday 15 May, 1998

The persecution has been quite severe for the last week. It appears that my enemies are reacting to the steady stream of faxes making their way over the Atlantic to the fax machines of Westminster politicians and the media. Here is whats happened in the last few days;

The week started off with an incident in the cafeteria at a local shopping centre where I habitually drink my morning coffee. My enemies have concentrated since winter 1995/96 on throwing a particularly horrible sexual slander against me. They "put people up" to repeat this slander against me, and this is what happened again here.

On Thursday morning (yesterday), instead of going to the usual cafeteria I went to a nearby convenience store for coffee. The same horrible sexual slander was shouted at me very loudly by a member of staff as I walked into the store. This was the first time I had ever bought morning coffee in that shop. The other staff obviously knew what was going on, one of them said, "they screwed up my life".

The fax gateway I use to send these faxes to the UK has been working hard these last few days to shut down my access by barring the accounts I use to send these faxes.

I have received an anonymous threat from fax number 0171-219-6101 (the machine gave its name as "ETRA-HoC") which said, "Stop sending to this fax no 0171-219-6101 or else" (the consequences of continued transmission were unspecified). I invited the sender to apologise for his threat, but received no response.

This all adds up to quite a severe reaction to my faxes of the last few weeks. I actually find this quite heartening since it shows that my faxes are finding the mark and there may yet be a breakthrough in my efforts to expose the Security Service conpiracy of abuse against me which has now been going on for eight years.

MI5 Persecution: "Why would they be doing this to you, sir?"

This article will concentrate on the difficult question of "Why". The question which forms the title of this piece was asked of me by the police officer I spoke to in Easter 1995, when I went to make my complaint.

There are really two sides to this question. Firstly, why should MI5 be harassing anybody in this fashion? Secondly, if they choose to behave in this way, why should they have selected me in particular, and not somebody

else? Alternatively, why did the persecution start, and why is it continuing?

I do not have definite answers to either side of this question, since my persecutors have usually kept themselves hidden and only acted through other parties. To know "why", one would have to know who the persecutors are, and something of their personalities, since their abuse is almost certainly symptomatic of a personality disorder of the abusers. Certain things however can be deduced about the abusers from the nature of their behaviour, and I will talk about this later in the article.

Why did it start?

It is clear that the persecution must have been initiated by someone who knew me personally, either at school, or at university, or socially, and knew that I was borderline mentally ill, since this is what makes me a target for the persecutors. Unfortunately, the originators have never been identified, and there are several possible candidates. Neither has the link from the originators of the persecution, to the persecutors themselves, ever been made clear. So who are the originators?

University Staff

The identity of the originators may lie in the timing of the persecution. It started in June 1990, while I was finishing a course at Imperial College in London, and a year after I graduated from Cambridge, where I received a degree in computer science. At Cambridge I had achieved some notoriety in the computer lab from various nefarious exploits. Roger Needham attacked me by saying that "there were great hopes for it, but it failed terribly". When I started at Imperial I found that my reputation had preceded me; Cambridge computer lab had spoken to I.C. lecturers about me. I.C. lecturer Frank McCabe summed up commenting about "setting up a straw man so you can tear him down". (Despite being "torn down" by the Cambridge computer labs lecturers, I still achieved a good first degree and a Masters degree at Imperial.)

Other students at university

So, the originators may have been university staff who knew me from my student days. But there are other possibilities. I had other enemies at university, including some fellow students. At my Cambridge college it was common knowledge that my mental health was dubious, and it was known that I talked to myself in my sleep - the floor and walls were quite permeable to noise, so other students heard. I was given the nickname "gibber" because of this habit. Sometime later, I managed to catch myself talking in my sleep when I woke up in the middle of the night.

Here is a quote from a participant in the internet newsgroup where I have been posting for the last three years;

>One thing which has been missing from this discussion is this simple
>prognosis: that maybe he is right and that, despite his admitted
>mental condition, there really is a campaign against him organised by

>now-influential ex-students of his university.

People I knew socially

I had yet other enemies in 1990 (I am a man of many enemies!). In January 1990 I broke up with some people I had been going out with socially. One of them, by the name of Andy Turner, wrote a letter to Alan Freeman, who at the time was a Radio 1 DJ. Freeman read part of the letter out on his Rock Show, about the "one who wore out his welcome with random precision", saying "thats a hell of a letter you wrote there Andy", and "with a schizophrenic youre never alone".

It is my belief that Andy Turner and his friends were trying to make trouble for me, and Turner wrote to Freeman with this in mind. Freeman may have discussed the letter with others, and things may have snowballed from there. This is, of course, pure supposition. The fact is that I do not know who the originators are, and can only guess.

Once it started, why is it continuing?

The answer to this question is obvious. It is unacceptable to the "powers that be" in the UK to have somebody running around who knows he has been targeted by the Security Service and media organizations, and who is in a position to embarrass British institutions. This has become particularly evident in the last week; as I send more faxes to UK politicians and media, so the pressure on me grows, and the volume of abuse increases.

Part of the reason the persecution continues is in the personalities of the abusers, and it is this subject to which I will turn to next, since the key to understanding the persecution lies in understanding those who carry it out, as much as we can.

The Security Service operatives, the persecutors, are they psychopaths?

Let us first examine the definition of the term "psychopath". DSM-IV defines "anti-social personality disorder" as a "pattern of disregard for and violation of the rights of others ... deceitfulness, irritability and aggressiveness ... consistent irresponsibility and lack of remorse". The Harvard Mental Health Letter of Sept 1995 describes these people as using "charm, manipulation, intimidation and violence to control others and satisfy their own needs. Lacking in conscience and in feelings for others, they cold-bloodedly take what they want and do as they please", having "no guilt or regret".

I must say, reading this description of the condition, that it fits the persecutors perfectly. The persecutors have never shown the slightest remorse or guilt. Even when I was severely ill, they continued to abuse me. They have repeatedly blamed their actions on me, which is another trait common amongst psychopaths. They have no respect for my legal or personal rights, and they use intimidation and verbal violence.

If the MI5 operatives are psychopaths then it would explain both why the persecution started, and the degree of verbal violence. Psychopaths by

definition damage other people; here, the MI5 operatives find an outlet for their personality disorder, through "cripple-kicking".

Xenophobia on the basis of mental illness, and race

My enemies have made clear many times that one of the reasons they are persecuting me is because of my admitted mental illness. However, it is my belief that they are also persecuting me because I am not of ethnic English origin, and the fact that there have been several incidents of an overtly racist nature reinforces this view.

In one case, two youths on a tube train in London made openly racist references to me as a "soft toy, not up to British Standards". Another person near my home made remarks about "Polish people". In yet another incident in Croydon, a youth made comments about "foreigners".

But the main thrust of their xenophobia is because of my mental illness. I should make clear that I do not look ill; if you met me, you would not know that I had the illness. I take a relatively low dose of medication, and feel quite well. But the persecutors have repeatedly harped on about my supposed serious mental illness; they have called me a "nutter", a "schizophrenic", etc. They have also persuaded other people to use these terms of abuse. They are able to get away with this because abusing the mentally ill is still something which is mostly acceptable in Britain; the media do it, "nutter" is not taboo in the way that "nigger" is.

Conclusion

There are several groups of people who might have wished to cause me trouble, and I still do not know who originated the persecution. Nor do I know how the originators came to be in contact with the (presumed) Security Service operatives who have been carrying out the campaign. To know conclusively why it started, we would have to know who started it, and this information is not available.

However, we can infer some things about the personalities of the persecutors from their methods, and from the degree of verbal violence they employ. It is clear that a main reason for the continuing harassment is the psychopathic disorder of the MI5 agents who carry it out. That they have never been "brought to book" for their misdeeds reinforces their belief that they do no wrong; and, unhappily, until they are brought to book, their persecution campaign looks set to continue.

4892

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1511. MI5-Persecution: .net Magazine Applauds my Website (7075)

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-16 12:39:39 UTC
From: MI5-Victim@mi5.gov.uk
Message-ID: <m07111612393670@4ax.com>
Source record: 3850
Cross-posted to:
comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka

MI5 Persecution: .net Magazine Applauds my Website

The March 1998 issue (number 42) of .net Magazine reviews the MI5
Persecution website describing it as an "excellent site". The webpages
describe in detail the nature of my persecution since 1990 by what are
believed to be elements of the UK security service.

(snip image)

You are encouraged to read the web pages which include

o a FAQ section outlining the nature of the persecutors, their methods
of harassment through the media, people at work and among the general public
o an evidence section, which carries audio and video clips of media and
workplace harassment, rated according to how directly I think they refer to me
o factual descriptions of the state security agencies involved
o scanned texts of the complaints I have made to media and state security agencies involved
o posts which have been made to netnews over the last three years on this topic

7075

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1512. MI5-Persecution: BBC Newscasters Spying on my Home (9258)

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-16 13:04:36 UTC
From: MI5-Victim@mi5.gov.uk
Message-ID: <m07111613043304@4ax.com>
Source record: 3751
Cross-posted to:
comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka

MI5 Persecution Update: Friday 13 November, 1998

If You Intend To Reply, Please Read This

If you have any questions or observations you would like to share with me, then you are very welcome to reply to my fax number 0171-681-1190. But please.... keep your response to one page if you can! I have had several people faxing my article back to me, including one MP faxing back twenty pages. I do not know if he had anything intelligent to say in his 20-page fax because I applied judicious use of the "Delete" key on my computer. Faxes over a page or two will be deleted without being read.

MI5 Resume Hostilities in Response to these Faxes

When I wrote last weeks "MI5 Persecution Update" I remarked how quiet my life had become. No longer! MI5 have restarted hostilities with a vengeance the past week, in response I believe to the faxes I have been sending to members of the House of Commons.

On Saturday 7 November I went to Clapham Picture House cinema to see the film "Antz" (a very enjoyable film). At the cinema, I was verbally assaulted by a group of teenagers with the words "still crazy", repeated about ten times. There was a film with that name showing at the cinema, but it was clear their abuse was directed at me. I do not look ill, so why would they pick on me? answer, the incident was set-up by the persecutors. One of the teenagers also said to another, "I don't know what we're laughing at".

The following day, Sunday 8/11/98, I was on my way to play squash when I was verbally assaulted by a youth who said "it was so funny", without the slightest trace of humour. What he meant by this phrase was that was funny, and they were trying to humiliate me. I have heard this phrase "it was so funny" used at me before many, many times over the last eight and half years.

Please Encourage Keith Hill MP to Help Me

I live in a bugged house, bugged both for audio and video. My movements are monitored by MI5. The Security Service have followed me to Canada, to Poland and the Continent, to the States. I cannot work anywhere, not in England, not in Canada, because MI5 will destroy whatever employment I am able to obtain. I have asked Keith Hill MP to help me, and he has refused.

The situation is intolerable. It is Mr Hills job to help me out of this mess. So, please, as I said in the last fax a week ago: Do not waste your

time returning multiple copies of my faxes to my fax mailbox, as some of you have done. Instead;

Please encourage Keith Hill M.P. to help me.

I am sorry to be using this device to encourage Mr Hill to help, but I think eight and half years are quite enough and it is time something was done to bring this matter to a close.

MI5 Persecution : BBC Newscasters Spying on my Home

This week's topic is the quite extraordinary claim that BBC newscasters such as Martyn Lewis and Michael Buerk have spied on my living room while they read the news. I currently have an advert running for the next six months in Private Eye's "Eye Say" column (at a cost of over ₰200) which says,"MI5 Persecution - BBC Newscasters Spying on my Home"; the story of my campaign in the Eye is on my Website at; http://www.pair.com/spook/evidence/plaint/priveye.htm

BBCs staff magazine Ariel also ran my advert "BBC Newsreaders Spying on my home" for one issue in the Personal category on 8/July/1997 before it was spotted and axed by editor Robin Reynolds; please see webpage; http://www.pair.com/spook/evidence/plaint/ariel.htm

Beginnings

The very first incident in the "MI5/BBC Persecution" occurred in June of 1990, when a newsreader reacted to what she saw in my living room at home as she read the news. My mother had brought an apple for me into the room, whereupon the newsreader smirked and giggled, apparently finding this funny. I couldn't believe what I was seeing. I carried on watching news and other television programmes to see if presenters would show signs of "interactive watching"; to my surprise, this happened again and again. Unfortunately, I did not have my wits sufficiently about me to videotape these programmes, and it is now almost impossible to obtain recordings dating back to 1990.

Most of the "TV watching" has occurred on the news, and most of it in summer 1990, although some as late as autumn 1993. My website has a few extracts of what might be politicians "getting at" me, in particular John Major and interviewer Dimbleby sharing a joke about the "Knutsford Guardian" which is almost certainly about me.

I sold my portable TV in autumn 1990 and stopped watching television regularly. I realise now that this may have been a mistake. What I should have done was to watch TV and listen to the radio, but tape-record everything and make a note of what each excerpt meant to me. I would then be in a much stronger position as regards to evidence that I am now. That is what I am trying to do now, but unsurprisingly the TV/radio presenters have stopped getting at me, now they know they are being recorded.

Examples of Media Harassment

Here are a few examples which I can still remember of media harassment;

In early 1992 I was watching the BBC news with Martyn Lewis on a small black-and-white portable television at my then home in Oxford. I threw a term of abuse at Lewis; he flinched, then gave a grin and made a comment from which I understood that he had been on my side, but might have changed his mind as a result of what Id just said to him.

Victor Lewis Smith in his TV (BBC2?) program at the end of 1993, had a taxi-driver saying, "theyre all out to get me", to which VLS replied, "but you're quite intelligent aren't you?" (what a nice chap VLS is, compliments no less!)

Paul Daniels the TV magician, sometime in 1990-92 (sorry I can't be more precise but it was so long ago), made a "crying face" and put his face in his hands, which was his way of expressing that I was frequently crying in 1990-92, and that he and other media people found my crying funny.

Kenny Everett (deceased) on some talk show, compared me to a "huge ape" who "scratches himself"; he made some other remarks about what the "ape" got up to which unfortunately I cant remember. (I remember that Everetts comments were quite sympathetic and human, but were obviously about me.)

Stephen Fry on another talkshow (Wogan I think) talking about "masturbatory fantasies", he then referred to me with the words "you prat"; I wonder if the studio audience knew what he was talking about and to whom his comments were directed?

Griff Rhys Jones on Clive James' TV show, made a "lunatic face" (wide fixed grin) to which I said to the TV that he had a "face like a horse's arse", to which Clive James said to GRJ "did you hear that?"

Crimestoppers summer 1990, remarks by a Midlands police officer on the programme, while Nick Ross was presenter (as far as I can remember). The officer talked about "in car entertainment". Nick Ross said to officer, "why don't you stop doing it?" to which he replied, "we can't while he's like this".

BBC2 Newsnight in autumn 1993 had a piece on football hooliganism. A black interviewee said apparently of the hooligans, but in fact of me; "they're just idiots, carry on with the surveillance".

There was an incident with Jonathan Ross which I remember clearly; he was on both BBC and ITV television at the same time, one (ITV I think) was recorded, the other channel was live. Ross has a speech impediment which causes him to pronounce his "r"s as "w". I sarcastically said something about "Mr Woss" to the recorded channel, then turned over to where he was live, and he repeated "Woss" with heavy emphasis and sarcasm.

On the radio, in spring 1994, Chris Tarrant made a sarcastic remark in his morning show, saying "he says were trying to kill him, we should be done for attempted manslaughter", to which another of the studio staff said, "oh no, dont say that". His comment was in reply to a comparison Id made the previous evening between my persecutors and the Polish secret police who murdered dissidents.

Martyn Lewis Denies & Lies, But Wont in Writing

In February 1997 I wrote to BBC Viewer & Listener Correspondence and asked them to investigate the claim that their newscasters had engaged in "interactive watching". They replied that they had asked Martyn Lewis and Michael Buerk whether they had engaged in such practices, and that they had both made verbal denials to VLC, but were refusing to put their denials in writing.

I can understand that they might think that if they were to make written denials to me, then many other people with my condition might write to them with similar questions. But Ive asked a couple of journalists if theyve been writing about me, theyve made written denials, Ive believed them, and I have not put their denials on my website because, since I believe their denials, it would not be relevant to publish them.

To me it looks as if Lewis and Buerk are happy to lie verbally but not in writing, because written falsehoods would place them unambiguously in the wrong, whereas they can try to talk their way out of verbal lies if they are ever caught, or perhaps even deny the verbal lies completely? If they lie without shame, then why would they have any shame about future lies about lying?

One of the strangest aspects of "TV watching" is that Buerk and Lewis have convinced themselves that their "interactive spying" is reasonable behaviour. Martyn Lewis thinks of himself as a "gentleman". He expressed in 1992 that he was "on my side". If this matter ever comes out into the open, I wonder what these newscasters will have to say for themselves, and what the British public will make of their behaviour?

Media Persecution Evidence on my Website

You may directly access the Evidence section on my website at URL;

The category currently contains four video segments, a number of audio files and three published articles. The first video of ITN's John Suchet is unfortunately a mistake - after looking at it again it is obviously not about me. The two Ken Clarke excerpts may or may not be about me; it is funny that he should keep on harping about "paranoia" and "madness", but I have given these ratings of only 30% certainty, as it is more likely that they are not about me in particular, and Clarke is simply displaying the normal prejudices against the mentally ill found in much of society.

The piece I find most interesting is the Dimbleby/John Major interview from April 1997. I have assigned this a 90% rating. Dimbleby starts by emphasising a report from the "Knutsford Guardian". Major recognizes what's going on and joins in with a falsely apologetic "heaven forfend". The emphasis is on the first syllable pronounced "nuts" in "Knutsford", which is repeated three times. Of course this is hardly anywhere near convincing evidence; the really clear items were all in 1990-92, and they are basically unobtainable now.

If you're reading the website, have a look at the two files from David Hepworth's programme on GLR radio. The first one from 21/Feb/1997 has him

talking about an "embarassment" of prizes and "absolute obscene", in reference I believe to the verbal sexual abuse that was being used against me at the time (and which unfortunately is still current). In the second file dated 9/May/1997 he again talks about "absolute embarrassment" of prizes, followed by laughter. To my mind he knows I am listening to his programme, and deliberately makes these remarks for my benefit, with very little attempt to disguise their purpose.

Bernard Levin - "Fanatic's Fare for the Common Man"

On 21 September 1991 this article by Bernard Levin appeared in The Times. It is reproduced in the Evidence section of the website, or may be accessed directly at URL;

To my mind, Levin's article described the situation at the time and in particular a recent meeting with a friend, during which I for the first time admitted to someone other than my GP that I had been subjected to a conspiracy of harassment over the previous year and a half.

Levin writes about a "madman running loose about London" who "bursts into tears, and swears it is all true. And it is." I am pleased to agree with his assertion that "it is all true" because the truth is what I presented to my friend in September 1991 and it is what is being presented to the readership of these articles now.

Conclusion

The harassment, in particular media persecution, was at its strongest in 1990-92. Today, I am recording everything I watch, read and listen, and the media have pretty much given up. It is now incidents "in public" which make up what there is of MI5s persecution. But much of the material from 1990-92 still exists in archives, although the organisations which have those archives generally wont make the material available to the public, for copyright and other reasons.

MI5 can no longer employ the media to persecute me, partly because journalists now know who is behind the persecution, and also because I would publish any instances. My mistake during 1990-92 was to not record instances as they happened; Ive learned from that mistake, and know better now.

9258

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1513. MI5-Persecution: How to Identify the Persecutors (11441)

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-16 13:27:35 UTC
From: MI5-Victim@mi5.gov.uk
Message-ID: <m07111613273204@4ax.com>
Source record: 3752
Cross-posted to:
comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka

MI5 Persecution Update: Friday 19 March, 1999

If You Intend To Reply, Please Read This

Please.... keep your response to one page if you can! I have had several people faxing my article back to me, including one MP faxing back twenty pages. Faxes over a page or two will be deleted without being read.

Theyve started again. Why? I have no idea.

Unhappily, the persecutors, whoever they might be, have started their activities again over the last two weeks. Usually they try to blame their activities on their victim, but this time they have stopped even pretending that the persecution is my fault. Their verbal abuse appears as gratuitous as it is vicious.

Last Sunday 14 March, I went for a meal in Londons Chinatown with some friends. As we were walking down Gerrard St, a man shouted loudly, twice, the obscenity which has been directed at me for some three years now. This followed previous incidents where the same words had been used. It is very upsetting to be verbally abused in this way and to know that the cowardly abusers are guaranteed to "get away with it" because if you report it then it will be assumed to be part of your illness.

Keith Hill MP (Labour - Streatham), my elected representative, as ever refuses to help.

MI5 Persecution : How to Identify the Persecutors

Usually delusional thinking does not allow the perpetrators to be identified, or the alleged persecution to be proved. My so-called "delusions" are different, because I have several times over a period of some nine years seen the same people, in widely varying places. Most importantly, their names have been recorded, on aircraft passenger lists and hospital register; and if only the police would do their job conscientiously then the persecutors could be identified and this unhappy story brought to a final conclusion.

BA93 Heathrow->Toronto, 10 June 1993

In 1993 I flew to Toronto for a holiday. On disembarking from the aircraft, a group of four men who travelled together looked in my direction, and one of them said, laughing, "If he tries to run away well find him".

I was absolutely stunned when I heard this. I wasnt surprised that they had followed me to Canada, but it shocked me that they had been on the same flight, and that one of them had foolishly given their group away. Unfortunately I was so stunned that I made no attempt to stop them as they got off the flight and proceeded into the terminal. I did not see these people again during my visit to Toronto. I do not know whether they followed me, or whether they were only part of a larger group, some of whom may have already been on the ground and awaiting my arrival.

Over the next few years I made a number of attempts, all unsuccessful, to obtain the passenger list for this flight. British Airways keeps passenger flight coupons for each flight; so if only the police would do the job that is being asked if them, then these four persecutors could be identified, and thus their employing organisation, which is very likely to be the Security Service, determined.

These four men were, apart from the joker who looked the odd man out in the pack, very serious individuals. They appeared to be in their forties or fifties, and my impression on seeing them was that they might have been former soldiers. Their campaign against me concentrates on how "funny" their abuse is; but in this they are plainly lying, because they realise how awful will be the damage to the establishment of which they form part, if the truth about the persecution ever sees the light of day.

The riddle of "Alan Holdsworth"

During Oct/Nov 1996 I saw a doctor several times about an infection, and on 2 Nov 1996 I went to Emergency at the Ottawa Civic Hospital and saw Dr Worthington, who was then Chief of Emergency Medicine. I had to wait several hours before being seen, and several people jumped ahead of me in the queue. One of these was a grey-haired man in his forties or fifties. This may have been one of the men on the BA flight in 1993; I cannot be sure. When Dr Worthington asked his name, he loudly said, "Tad", which is the common abbreviation of my name. Dr Worthington looked puzzled, glanced at the sheet in front of him, and said, "but your name is Alan Holdsworth isnt it?". (I am pretty sure his Christian name was Alan; I cannot be sure of the surname). The man looked put out, and said quietly, "yes".

Unfortunately, I did not follow up this incident immediately. Some time later, I wrote to Dr Worthington to ask the name of this patient, but he refused to give the name out.

I saw this person again two and a half years later, at Ottawa Airport, just as I was about to leave for England. In the warm weather, he was wearing a coat and woolly cap, and pacing up and down in a menacing and aggressive manner. Presumably he thought he was pretending to be a "nutter" and in this way was getting at me; my impression is that he doesnt need to pretend, Holdsworth or whatever his name is is clearly a psychopath and in a healthy society such a person would be locked up, instead of being paid public money to exercise his psychopathic instincts. But todays Britain, a country where the MI5 secret police are given free rein and nobody dares raise a voice in protest, is not a

healthy society.

"He doesnt know who we are"

For some reason, whenever I take a British Airways flight, I get hassled by the "persecutors who wont admit theyre MI5". Since this business started, I have travelled BA three times; once in June 1993 BA93 (see above), once to/from Europe during Dec 95/Jan 96, and once in June 1998 with my mother to visit her family. The last journey, I was abused by two "plants" who kept repeating, loudly, "paranoid" (I have this recorded on minidisc). Presumably British Airways gives MI5 the seating plans for their flights, which allows MI5 to position their agents of abuse three rows behind me, so I cant face them, and they are throwing abuse at the back of my head. I have travelled BA as infrequently as possible; to Canada, I usually travel Air Canada.

Anyway, lets return to the second of the three BA trips, and in particular to the flight on 2 January 1996 from Berlin Tegel, to Heathrow, and onwards to Montreal Mirabel. Id waited all night at Tegel for the flight, and was very tired on reaching Heathrow. On the plane to Montreal, two youths sat about three/four rows behind me and to the right, in the window seats. One of them, a rather fat "asshole" to use the Americanism (it fits), kept on going on about "this bloke", saying among many other things, "he doesnt know who we are".

Now that form of words is particularly interesting, because from May 1995, some 8 months previously, I had been vigorously denouncing the "MI5 Persecution" on Usenet. So if Id guessed wrong, then you might expect the harassers to crow about it; which they have not done. If I had guessed right, and the persecutors have been silent before and since this flight, then they could either admit they were MI5, which would be a very serious thing for them to own up to, or they could brazenly lie, in which case I would report their lie, and since many people must surely know who they are, they would lose all credibility. So they have remained silent; apart from this one phrase on the BA flight, where one of their agents said, "he doesnt know who we are". Note carefully that this phrase is NOT a denial, it only appears to be a denial; since it does not say that my guess was wrong; it only states the objective fact that I do not know the identity of the persecutors, without giving any information as to the validity of my guess. Which leads me to posit that my guess was correct.

11441

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1514. MI5-Persecution: Browse the Website (13624)

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-16 13:54:43 UTC
From: MI5-Victim@mi5.gov.uk
Message-ID: <m07111613544099@4ax.com>
Source record: 3753
Cross-posted to:
comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka

MI5 Persecution Update: Friday 25 March, 1999

If You Intend To Reply, Please Read This
Please.... keep your response to one page if you can!. Faxes over a page or two will be deleted without being read.

The Usual Words

The persecutors-who-wont-admit-theyre-MI5 have been active again this week. On Saturday 20/3/99 I visited Ravenscourt Park in west London, and was verbally assaulted with the usual words, "something wrong with him". This audio file is on the web at URL;

This afternoon (Friday 26/March) I was again verbally assaulted while travelling by bus. The same sexual obscenity was thrown at me, and the incident was recorded on my minidisc-walkman. Because of the deeply offensive nature of the slander, I will not be posting this on the website.

Keith Hill MP (Labour - Streatham), my elected representative, as ever refuses to help.

MI5 Persecution : Browse Website

The March 1998 issue (number 42) of .net Magazine reviews the website describing it as an "excellent site". Since August 11, 1996 over 50,000 people have browsed this website.

You are encouraged to read the web pages which include

a FAQ (frequently asked questions) section outlining the nature of the persecutors, their methods of harassment through the media, people at work and among the general public

an evidence section, which carries audio and video clips of media and workplace harassment, rated according to how directly I think they refer to me

objective descriptions of the state security agencies involved

scanned texts of the complaints I have made to media and state security agencies involved

posts which have been made to netnews over the last four years on this topic

This article outlines what is to be found on the webpages, which you are encouraged to browse for the complete story.

Frequently Asked Questions

Your excursion through the website starts with the "FAQ - Frequently Asked Questions" portion. MI5s campaign of harassment against me has been going on for almost 9 years, and its longevity and breadth is reflected in the FAQ. Many thousands of people in Britain and abroad, including some recipients of this fax, have known for many years of MI5s activities against me. The FAQ describes the mass "Omerta suppressing its publication"; we pretend Britain is part of the "Free World", yet the British Secret Police, which is what MI5 are, carry on for many years a campaign which politicians and the media know about, and rely on the silent complicity of so many thousands of people.

The FAQs introductory article names those who are "in the know"; media figures like Martyn Lewis, Michael Buerk, entertainment figures like Chris Tarrant, politicians and many in the general public, "all united in a conspiracy which breaks the laws which the UK does have regarding harassment, and all completely uncaring for any semblance of decency or elementary respect for individual rights.

Broadcast media play a key role in the harassment. The very first incident in June 1990 was when a television newsreader reacted to what she saw happen in my living room at home; such incidents of "interactive television" are still happening in 1999. The same goes for radio stations such as Capital FM. In spring 1994, Chris Tarrant on his Capital morning show made an aside to someone else in the studio, about a person he didn't identify. He said, "You know this bloke? He says we're trying to kill him. We should be done for attempted manslaughter". Tarrant and Capital have made strenuous efforts to avoid answering this charge.

Perhaps worst of all, MI5 have deliberately set-up many incidents in public places such as tube stations, shops, cinemas, where they have paid people to throw abuse at me. Since MI5 obtains funds to the tune of 160 million a year to fund its criminal activities, it has funds both to pay its operatives and to "buy" media figures and members of the public to take part in its campaign of persecution.

The Security Service are professional liars. They throw slanderous abuse, yet they refuse to admit out loud that they are doing so. When challenged about their activities through the Security Service Tribunal they lie and deny their activities. They induce other workers and managers at places of employment to take part in their campaign of abuse, presumably by buying them in the same way they buy media figures.

Complaints, and Press Coverage (BBC Lies, MI5 Lies)

As you might expect I have challenged both the Security Service, through the Security Service Tribunal, and offending broadcasters, to own up to what they have been doing. And as you might also expect, all of these people have lied through their teeth. Still worse, they have refused to commit unambiguous lies on paper; they have couched their lies in bureaucratic language, and allowed others to make false assurances and tell lies on their behalf. So when their lies are exposed, they will then tell further Clintonesque lies about how they werent really telling lies in the first place!

On 6/Feb/1997 the BBC told me they would "never engage in any form of surveillance activity such as you describe". The BBC told me Buerk and Lewis had refused to put their lies in writing, but had stated verbal falsehoods denying my accusations of "interactive watching" during news broadcasts. Clearly Buerk and Lewis fear being caught and exposed, so they hide behind their Viewer Correspondence department.

In March 1997 I issued a summons against the BBC to try to "smoke them out". This summons was struck out as "disclosing no reasonable cause of action", because I had acted as a Litigant-in-Person and most LiP summons are treated thus. My case was arguable in law, so the striking out was unjust.

In June 1997 the Security Service Tribunal wrote to me regarding the complaint I had brought against MI5 in February. They say, "The Security Service Tribunal have now investigated your complaint and have asked me to inform you that no determination in your favour has been made on your complaint." I think you can guess the contempt which I feel for the Security Service Tribunal, who have never made a determination against MI5, and act as merely a whitewashing body for the Security Service. Unsurprisingly in May 1997 the Interception of Communications Tribunal gave the same result.

The last few items of "Press Coverage" give details of mentions of the MI5 Persecution in various magazines and newspapers such as BBCs Ariel, the Observer and .net magazine.

Evidence

Some audio and video clips of evidence have been recorded. My weakness in this area is because most of the really unambiguous evidence would have been obtainable in 1990-92, but I wasnt taping anything at the time, and its very difficult to now obtain recordings from that period.

The audio clip "Life is so Hard" relates to harassment at my workplace in Canada. In the latter half of 1996, I was sitting near to co-worker Mark Lee, who kept coming out with words and phrases which showed MI5 were supplying him with data from my home life. For example, I would say something on the telephone at home, and the following day he would repeat verbatim what I had said. When Mark Lee saw I was recording what he was saying, he started to make his remarks more ambiguous, or make the obvious ones out of earshot of the recorder.

However, during the evening of 12 November 1996, at home in my apartment (flat to you UK-ers), I said "life is so hard, and then you die". A nihilistic, negative thing to say, but quite distinctive. The following day, 13 November, Mark said loudly, "life is so hard eh, and then you die" followed by loud laughter. I captured this on my tape-walkman and the computer-audio file is posted on the website.

There are a number of other audio files in the websites "Evidence" area demonstrating the abuse to which MI5 subject me to through their paid agents.

Also in this section is a very interesting article by journalist Bernard Levin, which followed a meeting I had with a friend in 1991, and to my mind describes in some details Levins "artists impression" of the meeting. He talks about a "madman" who "bursts into tears, and swears it is all true. And it is."

Internet Newsgroup (Usenet) archive

From May 1995 until the present day, this matter has been discussed exhaustively on internet newsgroups. The most interesting articles from the first two years of posts are documented here. This area is worth reading since most of the questions which the reader would ask, have been asked at some time or another by someone on usenet. Perhaps the very first article posted sums it all up so succinctly;

Date: Thu May 4 18:27:24 1995
Newsgroups: alt.conspiracy
Subject: BBC's Hidden Shame

Remember the two-way televisions in George Orwell's 1984? The ones which watched you back? Which you could never get rid of, only the sound could be turned down?
Well the country which brought Orwell into the world has made his nightmare follow into the world after him. Since 1990 the British have been waging war against one of their own citizens using surveillance to invade privacy and a campaign of abuse in the transmitted media in their efforts to humiliate their victim.
And the most remarkable thing about it is that what they do is not even illegal - the UK has no laws to protect the privacy of its citizens, nor does it proscribe harassment or abuse except in the case of racial abuse.
A lot of people in England know this to be going on, yet so far they have maintained perfect "omerta"; not a sound, not a squeak has escaped into the English press, and for all the covert harassment absolutely nothing has come out into the public domain.
Have the British gone mad? I think we should be told.

So how much deeper will the persecutors-who-wont-admit-theyre-MI5 sink in their campaign of lies and intimidation? Each time I thought they could sink no lower, they have managed to surprise me. You thought it could never happen here? When the MI5 British Secret Police make their smears against me, it is the corruption of the Establishment, which they are part of, that is demonstrated.

13624

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1515. MI5-Persecution: Comparing the MI5 Persecution with German Final Solution (15807)

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-16 14:21:43 UTC
From: MI5-Victim@mi5.gov.uk
Message-ID: <m07111614214026@4ax.com>
Source record: 3754
Cross-posted to:
comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka

MI5 Persecution Update: Friday 16 April, 1999

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Please.... keep your response to one page!. Faxes over a page or two will be deleted without being read.

BBC newscaster Nicholas Witchell cant stop himself laughing

During 1990-91 there were very many instances of "interactive television" where newscasters and other TV presenters saw on a screen before them what was happening in my home, and reacted, frequently by laughing at me. During this period I unfortunately did not record these programmes. For the last year or two, I have been recording everything I watch, and there has been a drastic decrease in such incidents.

However, on occasion, television presenters do still engage in "interactive watching" and react to what they see. This has been evident with Jon Snow of Channel Four News recently - a particularly interesting case, since it has been established that he cannot be corrupted by money (it is well-documented that MI5 offered him a tax-free salary and he turned them down). I wonder what device MI5 are using to encourage him to do the "interactive watching"?

On Saturday 10 April 1999 at 7pm, Nicholas Witchell on BBC2 News reacted when he saw that I was watching the programme, and I have his reactions stored safely on videotape. I have watched this tape several times and I am entirely confident that my evaluation of his reactions is correct. For several minutes his upper lip quivered in mirth as he attempted to keep a straight face. Then finally his self-control evaporated through the excuse of a weak joke and his face collapsed into a grin.

The strange thing is that I dont know why he was laughing at me, what I had done recently to "deserve" to be laughed at. The MI5 persecutors usually manage to invent some justification as to why people should laugh at and/or abuse me ("hes an X", "it was so funny" etc), so Mr Witchell could have been laughing for any number of reasons. Perhaps he found the views I have been expressing in these articles amusing? I suppose if youre paid enough money and ordered to laugh then even the most innocuous thing becomes funny.

Jon Snow of Channel Four News cant stop himself smirking, either.

On 12 February 1999 I was watching Channel Four News presented by Jon Snow. As usual, I was recording the programme, so that if anything out of

the ordinary happened, Id be able to go back and watch it again.

Now, Jon Snow, by his own claim, is uncorruptible. He says he turned down an offer of a substantial tax-free salary from MI5 - they wanted to make him their mouthpiece, and he told them where to get off.

So you will be most surprised to learn that Jon Snow "interactively watched" me that evening, and on many other evenings. Approximately fifteen minutes into the programme, he announced that the US President would be making a live appearance at about 7.30pm; I looked at the clock on the mantelpiece; and Snow saw me looking at the clock, and visibly tried to suppress a smirk.

Uncorruptible, are you, Mister Snow? If not money, then why are you watching me, Mister Snow? Are they forcing you to watch me? Cant you turn the monitor off, Mister Snow?

Keith Hill MP (Labour - Streatham), my elected representative, as ever refuses to help.

Comparing the MI5 Persecution with German "Final Solution"

It might seem offensive to compare the mass murder of millions of civilians in wartime with the peacetime persecution of merely one person. Yet the comparison has been coursing through my mind for several years now, because the brutality of German intent to "sub-humans" is very much comparable to the brutality of British intent to someone they vituperate and term "not up to British standards". The methods may differ, but the persecutors mindset is the same.

The Germans first targeted the mentally disabled, too

During WW2 millions of ethnic Russians, Poles, Jews, mentally ill, gypsies and other minorities were rounded up and murdered in purpose-built camps by the German regime, in the name of "racial superiority". Fifty years on, the British Secret Police, MI5, instituted a campaign of mass hysteria; but in their cowardice, limited their activities to one single victim.

It is instructive to note that the early German "cleansing" effort was directed primarily not at Jews, but at the mentally ill. The Nazis set up the T4 project in the thirties to "cleanse" away 70,000 mentally disabled people, including schizophrenics and epileptics. After WW2 the Jews with their media influence used the reaction from the holocaust to roll back anti-semitism in the Western countries; however, the mentally ill are today still a persecuted group in the modern Western world as they were under the Nazis (the current Jewish home secretary in the UK intends to bring in laws for incarceration without any criminal charge for some mentally ill people - he protects his own minority, but does nothing for the other minorities in todays society), and this continuing bias forms a central cause for the current acts of persecution in the UK.

Widespread knowledge of what is happening to the "un-British" minority

In both the German persecution of the thirties and early forties, and the current British persecution, many, many people are well aware of whats happening. There is widespread complicity through inaction of populace; and in a substantial proportion of the mainstread population, the persecution had/has widespread enthusiastic support; yet in both the German case in the 1940s and the British today, the existence of persecution is a mass secret which must be never admitted out loud. In the recent Lawrence case this "secret bigotry" has been termed "institutionalised racism", and that is a very good word for what the British are doing today The persecutory attitudes and omerta regarding them are so deeply ingrained in the national psyche that they define the national mood

During WW2 many Germans knew minorities were disappearing, and through inaction quietly condoned their government's mass murder of "un-German" minorities and inferior "foreigners"; and in the 1990s, similarly, many English people know what the MI5 British Secret Police have been doing, and not only condone it, but actively take part, because of xenophobia against the "un-British" unit minority that is the target of "British" actions. This attitude by the British persecutors has been made explicit through the words "he's not up to British standards"; the British seem to have found their very own "untermenschen" to victimise.

Why these obsessive "holy wars" happen

This type of aggression occurs when the majority is threatened or humiliated in some way, economically, militarily or culturally. In pre-WW2 Germany the threat was primarily economic and military, following Germany's humiliating defeat in the first world war and the reparations it was forced to pay. In modern Britain, one might guess that the majority English who are behind the persecution feel pressured by the swiftly diminishing status of Britain in the world, and the rapidly increasing coloured colonisation of their country, which in time will see the ethnic English a minority in their own land, and their more antisocial elements, unable to reply to the obvious threat, instead project their aggression onto another, weaker, unit minority

In both cases there is a whiff of "holy war" or irrational obsession with the persecution. Certainly the German behaviour fifty years ago bordered on the not-quite-sane, and the current British behaviour towards their chosen victim is strongly tinged with a leave-taking of reason. And the choices open to the victims are the same, since MI5 will never allow me to escape them, "if he tries to run away we'll find him", just like the commandant of Auschwitz telling the new arrivals, "the only escape is through the chimney".

The Victim Will Destroy Us if We Dont Destroy Him First

The persecutors propaganda is the same. Fifty years ago the Germans said, "if we don't do it to the Jews then the Jews will do it to us"; and MI5's propaganda in the early nineties concentrated on their victim as a "monster" aesome "untermenschen" minority.

"We are decent fellows" say the Brutal Persecutors

During the course of researching this article I read part of the very interesting book, "Hitler - A Study in Tyranny", by Alan Bullock. This volume contains a quote from Himmler on the "Final Solution";

"Most of you know what it means when a hundred corpses are lying side by side, or five hundred or one thousand. To have stuck it out, and at the same time .... to have remained decent fellows, that is what has made us hard. This is a page of glory in our history which has never been written and is never to be written."

In the MI5 persecution, too, there is a thread of deliberate brutality to the sick and vulnerable, while the persecutors maintain that "we are decent fellows". There is almost a conscious schizophrenia in the self-attitudes of the Security Service operatives and those in the public who they employ against me, which reflects the contradiction evident in the German attitude above. On the one hand, they stoop to the lowest and most base behaviour; yet at the same time, the MI5 operatives tell themselves that since they are civilised British people, then surely they must by definition be "decent fellows". Any indecency is made the fault of the victim; "hes making us persecute him, so we need feel no guilt".

Yet the conduct is atypical of the way these peoples see their normal modes of behaviour. Befslaughter was not typical of normal German behaviour up to that point. Similarly, the current MI5 abuse goes against the grain of British self-image as being "reserved" and "decent", since they are using terms of abuse which are common among blacks and other supposedly less-developed races, but not among the English.

Conclusion

The ultimate aim of both persecutions is the humiliation and physical extinction of the persecuted group. The Germans did this in a very direct way; the British Secret Police MI5 are acting indirectly and relying on self-extinction of their target, because in peacetime and in the current somewhat false climate of "political correctness" more direct methods are impossible. If MI5 undertook more direct action the mass "omerta" would be broken.

I have written this article with sincerity to show how a historically recent persecution in another country parallels what is being done in this country today. In both cases, the evil-doers are of their countries establishments, and rely on widespread tacit support to maintain the persecution and omerta around it. While the holocaust was undoubtedly the greater evil, it is important to be aware of the fact that had the Germans not been defeated fifty years ago, their plans would have gone through to total completion. In Britain today no force threatens the "permanent government" of which the Security Service forms a part; and it looks very unlikely that the wrongs perpetrated by the MI5 secret police will ever be revealed to public view, and the British secret state brought to justice for its evil actions.

15807

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1516. MI5-Persecution: MI5 Waste Taxpayer Millions on Pointless Hate-Campaign (17990)

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-16 14:50:42 UTC
From: MI5-Victim@mi5.gov.uk
Message-ID: <m07111614503906@4ax.com>
Source record: 3755
Cross-posted to:
comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka

MI5 Persecution Update: Friday 30 April, 1999

If You Intend To Reply, Please Read This
Please.... keep your response to one page!. Faxes over a page or two will be deleted without being read.

Somewhere between 0 and 100%

The last few days there have been no clear recordable instances of abuse. However, while travelling on the Underground, while walking around near my home and going to friends homes, I am constantly troubled by thoughts that those people over there might be about to get at me; that the couple sitting in the opposite seats laughing are in fact laughing at me; et cetera, et cetera.

A comment by a scientist to the BSE inquiry sticks in my mind. He described the possible scale of the epidemic as "between 0% and 100%". It might not be happening, it might not happen at all, to any discernable degree.... or it might be total. Without clear recording, which seems to have become impossible the last couple of weeks, there is no way of knowing whether the harassment really is continuing, whether we have entered a temporary hiatus, or whether perhaps it has perhaps stopped for now.

But for the time being I think there arent any reasons to dicontinue these faxes. I only re-started them six weeks ago in response to a resumption of MI5 harassment; and I think I will need to be more convinced of absence of persecution before I discontinue my complaints.

The Newscasters are still watching

In the last few weeks there have been at least a couple of fairly overt instances of "interactive watching" by newscasters. I reported this in a previous "MI5 Persecution Update".

These instances are really very rare compared to 1990-91, when there were many dozens of such occurrences. Undoubtedly the reduction is due to my practice of videotaping everything I see. Recently I had the opportunity of showing this years "happenings" (Jon Snow/Nicholas Witchell) to my psychiatrist, and he agreed that in both cases the newscasters were expressing merriment without visible cause, and that objectively it might be possible for my claims to be true - although of course other people reported similar thoughts to him, and this thinking is usually a symptom of illness.

Read About the MI5 Persecution on the World Wide Web

The March 1998 issue (number 42) of .net Magazine reviews the website describing it as an "excellent site". Since August 11, 1996 over 50,000 people have browsed this website.

You are encouraged to read the web pages which include

a FAQ (frequently asked questions) section outlining the nature of the persecutors, their methods of harassment through the media, people at work and among the general public

an evidence section, which carries audio and video clips of media and workplace harassment, rated according to how directly I think they refer to me

objective descriptions of the state security agencies involved

scanned texts of the complaints I have made to media and state security agencies involved

posts which have been made to netnews over the last four years on this topic

Keith Hill MP (Labour - Streatham), my elected representative, as ever refuses to help.

MI5 Waste Taxpayer Millions on Pointless Hate-Campaign

Recently I was talking to an independent observer about the nature and purpose of the perceived campaign of persecution against me. The person I spoke to, a highly intelligent man, said he was struck by the utter pointlessness of the perceived campaign against me. He also said that, if my theories were in fact true, many people would have to be involved, in the surveillance itself, and in the technical side of the delivery of information from my home to TV studios for example, if the "interactive watching" were happening as described. He voiced these thoughts without any prompting from me; but both I and other observers had arrived at pretty much the same conclusions, some years ago.

I saw a team of four men at Toronto Airport in 1993

To carry out the surveillance alone, full-time, would employ four or five men, or their equivalent in terms of man-hours. Each man would "work" an eight-hour shift, so you would need at least three men doing the surveillance, plus a connecting link / manager. An indicator that this estimate is correct arrived in 1993, when I was accosted by one of a group of four men at Toronto Airport; he said, laughing, "if he tries to run away well find him". Plainly these were the men who had been involved in the intrusive surveillance of me for the preceding three years.

On other occasions, I have seen the same man on two or three occasions. On one such occasion, at Ottawas Civic Hospital in November 1996; he gave his name to the doctor as "Alan Holdsworth" or some such; my hearing is not very good sometimes and I am not sure of the surname, although I am sure "Alan" was his first name. I saw exactly the same man again in Ottawa, at the airport, in July 1998. Obviously, other people must be "working" with

this person; he would not be the sole agent employed in this case.

Usenet readers views on the Cost to MI5 of Running the Campaign

Here's what a couple of other people on internet newsgroups / Usenet (uk.misc) had to say regarding the cost of running such an operation...

PO: >Have some sense, grow up and smell reality. What you are talking about
PO: >would take loads of planning, tens of thousands of pounds and lots of
PO: >people involved in the planning, execution and maintenance of it. You
PO: >must have a very high opinion of yourself to think you are worth it.

and......

PM: >But why? And why you? Do you realize how much it would cost to keep
PM: >one person under continuous surveillance for five years? Think about
PM: >all the man/hours. Say they _just_ allocated a two man team and a
PM: >supervisor. OK., Supervisor's salary, say, #30,000 a year. Two men,
PM: >#20,000 a year each. But they'd need to work in shifts -- so it would
PM: >be six men at #20,000 (which with on-costs would work out at more
like
PM: >#30,000 to the employer.)
PM: >
PM: >So, we're talking #30,000 x 6. #180,000. plus say, #40,000 for the
PM: >supervisor. #220,000. Then you've got the hardware involved. And
PM: >any transcription that needs doing. You don't think the 'Big Boss'
PM: >would listen to hours and hours of tapes, do you.
PM: >
PM: >So, all in all, you couldn't actually do the job for much less than
PM: >a quarter million a year. Over five years. What are you doing that makes
PM: >it worth the while of the state to spend over one and a quarter million
PM: >on you?

Those are pretty much the sort of calculations that went through my head once I stopped to consider what it must be costing them to run this operation. At the very least, a quarter million a year - and probably much more, given the intrusive and human-resource-intensive methods employed. Times nine years. Equals well over two million pounds - and probably much, much more.

Its wasteful for someone with my skills to be unemployed

The wastefulness of the MI5 campaign against me is not just that of futile expenditure on their side. It is also extremely wasteful for someone with my talents to be unemployed and on a disability pension. I am highly qualified in numerate disciplines, yet am unable to work, specifically because of the MI5 hate-campaign against me. It is a terrible waste of resources for a supposedly efficient economy like that of the UK to be squandering the talents of a skilled and capable worker.

I made every effort to remain in employment for as long as I could, but ultimately I was defeated by MI5s employment of massive resources specifically targeted on my workplaces with the sole aim of seeing me

evicted from those workplaces. You might expect this sort of behaviour from the Stasi or some other secret police force in a communist country where labour is cheap, and the governments aim on seeing its citizens confined; but for a supposedly free and efficient economy like Britains, the wastefulness resulting both directly and indirectly from the Security Services activities is simply criminal, and should never be allowed.

The international dimension means the costs are multiplied many times overoer had any sense, then they have surely taken leave of them over the last nine years.

Four years of persecution in Canada

The persecution re-started within less than five minutes of my arrival in Canada, as documented above, and in the "frequently asked questions" article on the website. The words, "if he tries to run away well find him" spoken by one of the harassers at Toronto Airport are now imprinted on my mind.

A year later I emigrated to Canada, intending to find a job and settle there, hoping that MI5s interest in me might dim with time. I did manage to find work there, but my hopes of avoiding Security Service interest were ground into dust. As detailed above, I saw the same man in November 1996 and July 1998, both times in Ottawa. Apart from these encounters, there were numerous incidents between 1994 and 1998 of harassment, of an identical nature and in most cases using identical words to what had occurred in the UK. It became quite clear to me that the permanent surveillance and harassment operation which MI5 had subjected me to in England was being continued.

For a team of four or five men to be employed overseas must cost a lot more than if they operate in their home country. And for MI5 to continue the operation for a period of over four years, continuously, must cost many hundreds of thousands of pounds. This confirms my belief that the state is funding the campaign against mehat the Security Service receives current annual funding of #160M. Divided by 1850 staff, works out at #86,000. But the unit annual cost of each "watcher" must be much higher than this, especially given the frequently mobile and overseas nature of their actions of the last few years. A very conservative figure might be a little over #100,000 pa for each of a team of five people, or half a million pounds per year. For nine years, so far. So the most conservative estimate of the surveillance element alone is perhaps four or five million pounds since 1990.

This guesstimate is of course theoretical - I am not privy to inside details of how MI5 split their funding. But to take some other examples, the cost of a US counter-surveillance specialist per day is USD 5,000. Even if the agents permanently assigned to me are not of this calibre - even if they employ specialists when difficult work planting bugs etc is encountered - their salary and support costs must still be very high. The individual agents are doing well for themselves as they are well-paid to exercise psychopathic instincts which in any sane society

would see them in prison; but the taxpayers who must fund this terribly wasteful exercise are being "done" out of hundreds of thousands of pounds each year.

It must be emphasised that the above estimates are highly conservative. Besides the surveillance operation, it must carry a high cost in man-hours to propagate covert slanders through the population; to setup and maintain the "interactive watching" links to TV and radio stations, which these organisations continue desparately to "lie and deny"; and to induce antipathy in co-workers which would not otherwise exist.

Why they are wasting Millions of Pounds on a "Nobody from South London"

As remarked in the prologue to this article, it is really most extraordinary that the Security Service spends a chunk of its budget, every year for nine years so far, on a meaningless campaign against a "nobody from South London". That they are spending such a large amount of money has been confirmed to me on several occasions, usually by oblique references to "its costing this country millions". The supposed "logic" behind the persecution is that MI5 wish to avoid their harassment of me, and the involvement of the UK media, to be made public; yet as the reader will appreciate that is a circular argument, "theyre doing it because they want to keep it secret and avoid humiliation for themselves and their country" begs the question, "why did they start doing it in the first place?", to which in truth I myself do not know the answer.

Plainly MI5 with its rich budget can afford half a million pounds a year to waste on a "nobody from South London". Some time ago I was talking to a British surveillance professional on Compuserve who told me "this work costs a lot of money and is usally because the person I am following has done something (usually criminal) to warrant all this money and time being spent." Yet in this particular case it is plainly not the "victims fault" that the harassment is taking place. The hate-campaign against me is completely the creation of the obsessive psychologies of the MI5 agents who have made themselves my persecutors; it is obviously a "personal" campaign for them, and for years they misuse taxpayer funding to feed their insane, unnatural and fixated fantasies.

17990

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1517. MI5-Persecution: Four Years of MI5 Persecution Posts on Internet Newsgroups (20173)

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-16 15:18:45 UTC
From: MI5-Victim@mi5.gov.uk
Message-ID: <m07111615184233@4ax.com>
Source record: 3756
Cross-posted to:
comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka

Four Years of "MI5 Persecution" Posts on Internet Newsgroups

For approximately the first three years of the MI5 persecution, from June 1990 until late 1992, I kept as quiet as possible, in the hope that by not reacting, MI5s interest in me would decrease and they would simply go away of their own accord. This is the sort of behaviour some people employ against bullies; if the bullies arent getting a reaction, then they might simply go away and victimize someone else.

Unfortunately, this tactic didnt work. The quieter I became, the more shrill and hysterical the noise from the Security Service operatives. For about two years I didnt watch TV news at all. Yet this only heightened their obsessed fixation; they continued to follow me wherever I went, they continued to induce harassment at work by managers and fellow workers, and they continued to encourage me to commit suicide. They seemed to regard my refusal to react as a crime which they would have to "put right" by ever more extreme forms of abuse.

Finally, in 1995, I changed tactics radically. Since late 1994 I had had accounts with internet providers in Ontario, Canada. I discovered the cornucopia of internet newsgroups, on every topic from consumer electronics, to politics and legal topics, and I discovered online services such as Compuserve and AOL. In May 1995, I made the first posting to the conspiracy newsgroup, on the subject of "BBCs Hidden Shame".

BBC's Hidden Shame

The internet newsgroup discussion, which has now reached its fourth anniversary, started with an article in alt.conspiracy, which I reproduce here.

Date: Thu May 4 18:27:24 1995
Newsgroups: alt.conspiracy
Subject: BBC's Hidden Shame

Remember the two-way televisions in George Orwell's 1984? The ones which watched you back? Which you could never get rid of, only the sound could be turned down?

Well the country which brought Orwell into the world has made his nightmare follow into the world after him. Since 1990 the British have been waging war against one of their own citizens using surveillance to invade privacy and a campaign of abuse in the transmitted media in their efforts to humiliate their "victim".

And the most remarkable thing about it is that what they do is not even illegal - the UK has no laws to protect the privacy of its citizens, nor does it proscribe harassment or abuse except in the case of racial abuse.

A lot of people in England know this to be going on, yet so far they have maintained perfect "omerta"; not a sound, not a squeak has escaped into the English press, and for all the covert harassment absolutely nothing has come out into the public domain.

Have the British gone mad? I think we should be told

At this point, I did not name MI5 as my persecutors. I was still unsure that they were the ones responsible for the "psychological terrorism". In followup posts however I did name them; and the persecutors have never denied the claim; so I think my guess is valid. (The Security Service Tribunal in 1997 have said "no determination in your favour was made", but it is a well established fact that MI5 lies routinely to the Tribunal which has never found in favour of a plaintiff, so no conclusions can be drawn from this.)

This first post was made to alt.conspiracy, but further posts were made to the UK-local newsgroups, in particular uk.misc but also uk.legal and uk.politics (which is now called uk.politics.misc). Some time ago I tried to take the battle to the Compuserve forums, UKPOLITICS (which is now called UKCURRENT - current affairs), but my articles were censored by the forum operators. Such censorship is impossible on the internet newsgroups.

Police Refuse to Act

I have complained several times to the Metropolitan Police, who have each time refused to help.

From: Green <Green@guidion.demon.co.uk>
Newsgroups: uk.misc,uk.politics,alt.politics.british,soc.culture.british
Subject: Re: MI5 Persecution: Why Aren't the British Police Doing Their Job?
Reply-To: Green@guidion.demon.co.uk
Date: Sun Apr 7 21:13:30 1996

In article <DpIE0r.736.0.bloor@torfree.net>
bu765@torfree.net "Mike Corley" writes:

>Last Easter (1995) I went into the local police station in London and spoke to
>an officer about the harassment against me. But I couldn't provide tangible
>evidence; what people said, in many cases years ago, is beyond proof, and
>without something to support my statements I cannot expect a police officer to
>take the complaint seriously.

This in itself dos not suggest that the police have it in for you. The old bill operates on extremely tight spending limits forced on them by that pillock Michael Howard, and without evidence, they often have higher priorities than chasing something that cannot go to court.

I doubt that the police are actually being leant on, but they probably realise that if they looked into this, they would be leant on hard. The met always stays away from anything that looks like it has Defence, Security or secret service interest already,

because they realise that they are below these government agencies in the general pecking order.

If I walked into my local nick and complained that MI5 were snooping on me, they would show me the door without even looking at my evidence, because that bored desk seargant with only five years to go before he retires doesn't want to start fucking about with somebody who has incurred the wrath of Stella Rimington. He would rather deal with the lost dogs and driving licence producers, eat his cheese and pickle sandwiches and piss off home at the end of his shift than have some high ranking spook having a go at his boss and getting him a bollocking.

In short, you have earned much sympathy but little surprise. Just remember that saying about the enemy of your enemies.

Most recently, I wrote in March 1999 to Charing Cross Police Station CID. They did not acknowledge or reply to my letter. When I phoned them up, the detective Id written to treated me to a sadly not unusual display of police bigotry, with an uneducated rant about "your paranoid rubbish".

It would be nice to think that such uneducated bigotry is something other than wholly typical of police behaviour, but unfortunately that is an illusion that is rapidly dispelled.

Uncorruptible Jon Snow of Channel Four News

From previous articles the reader will know what I think Jon Snow has recently been watching me while he reads Channel Four News in the evening. Recently I digitized a few moments of one such broadcast, where his face twists into a smile, without there being anything in the news broadcast to cause merriment. Here is a usenet post from some time ago on MI5s "bought and paid for" tools in the so-called "free" press.

Peter Harding (harding@ermine.ox.ac.uk) wrote:
: I was at speakers' corner on Sunday. There was one chap who was bellowing
: about something or other, I don't know what, but one thing he said to
: someone caught my ear:

: "BBC, MI5, same thing."

Can't disagree with that sentiment.

Wasn't it documented that MI5 sometimes "bought" journalists and broadcasters?
I remember reading a report by some jouralist who had been offered an extra
tax-free income by MI5 to become their covert mouthpiece, and had refused.
.....
> : >mouthpiece, and had refused.
> :
> : It was Jon Snow of Channel 4.
>
> Was it reported in any of the papers?

It has been reported several times. The most recent was in Private Eye, a few months back. As I recall they also wanted information from him; journalists would be a natural choice for members of the Security Service

and the Secret Intelligence Service for information sources.

> It might be interesting to see what he had to say regarding their
> attempt to recruit him.

He was most concerned that many others would have accepted such an offer. However, we can probably make an educated guess as to some of those who accepted: Nigel West (Rupert Allason, MP) and Chapman Pincher would come near to the top of the list.

--
\/ David Boothroyd. Socialist and election analyst. Omne ignotum pro magnifico.
British Elections and Politics at
http://www.qmw.ac.uk/~laws/election/home.html
I wish I was in North Dakota. Next General Election must be before 22nd May '97
The House of Commons now : C 324, Lab 272, L Dem 25, UU 9, PC 4, SDLP 4, SNP 4, UDUP 3, Ind 1, Ind UU 1, Spkrs 4. Government majority = 1. Telephone Tate 6125.

Corrupt Security Service agents steal millions from taxpayers

Money is of course a factor in the grand equation which is the MI5 persecution. It costs money for the Security Service to "buy" people in the media etc. But that is only a small part of their expenditure of taxpayers resources. Most of the expenditure is directly on the salaries if the agents involved; and in this post I put forward the theory that MI5 are trying to draw out their involvement for as long as possible, very cynically, to maximise their income and line their own pockets.

At each stage they have tried to pretend that I am something out of the ordinary. Either I was very stupid ("he's an idiot") or very clever ("he's like a genius"). Either I was a threat to Western civilization (Levin once referred to me as the next Hitler) or I was completely defenceless ("a soft toy").

Now, it should be obvious to any person with common-sense that I am not out of the ordinary in any way. I have an IQ which is average for the Web, I am racially white European, and there are plenty of other people with schizophrenia or epilepsy out there who haven't been targeted for MI5 attention, so why me?

I think the answer is that the MI5 agents who harass me have cynically exploited the situation by painting me as extraordinary in order to assure themselves of well-paid employment funded by the ordinary British taxpayer. To put it bluntly, they are stealing millions of pounds from the taxpayer to feed their own pockets.

This assertion is supported by the observation that it's the same agents who are doing the harassment. Six months ago in a local hospital I was harassed by someone whose face I had seen (he had stared straight at me aggressively, at the time I just thought it was some nutter but it turns out he was one of "them") aboard a KLM flight a couple of years ago. It's presumably been the same people most of the time. I've seen the way contractors act when they don't want their positions terminated. Would these agents really want to lose their well-paid employment harassing me? Presumably they are promising their bosses a "breakthrough" (ie my demise) real-soon-now and have been for the last seven years, while all the while these MI5 agents skim millions

off the taxpayer.

I wouldn't mind a job like that. Perhaps if I persecute myself a little bit, like standing in front of a mirror and shouting mindless obscenities, do you reckon I'd get a slice of the caky Service Tribunal. This year Nick Brooks, current Tribunal Secretary, confirmed to me that he could not think of a single case where the Tribunal had found in favour of a complainant. Here is my usenet post from two years ago.

Subject: MI5: "It wasn't us"
Newsgroups: uk.misc,uk.legal
Organization: Toronto Free-Net

"The Security Service Tribunal have now investigated your complaint and have asked me to inform you that no determination in your favour has been made on your complaint."

Signed ER Wilson, Tribunal Secretary

Well that's a relief then. All that spamming for nothing eh. Gaw blimey, if they say they're not doing it then it can't be them, can it?

In a recent letter to Mr Brooks I expressed the opinion that the Tribunal were unable to fulfil their responsibilities in the face of MI5 falsehoods. Nevertheless, I do intend to make another complaint to the Tribunal in the near future, despite the Tribunal appearing to be a toothless watchdog.

Discrimination against a Unit Minority

MI5 have been very clear in their instructions as to what I should do. They have openly shouted at me the word "suicide", and also from the other abuse it is clear that they want my existence terminated.

This point is covered in more detail in a previous article. The following post describes the xenophobic nature of MI5s campaign against me. They have refined their bigotry down to a unit minority, yet they make use of the discrimination against the mentally ill which is a feature of current British society.

Subject: Re: MI5 says "Kill Yourself"
Newsgroups: uk.misc,uk.legal,uk.politics.misc,uk.media
References: <zlsiida.4248.3258FE24@fs1.mcc.ac.uk>
<53eeev$cmg@axalotl.demon.co.uk>
Organization: Toronto Free-Net
Distribution:

iain@hotch.demon.co.uk (Iain L M Hotchkies) wrote:
>Indeed. If you've ever had a 'conversation' with someone suffering
>from florid schizophrenia, you'll know how difficult it can be to
>'argue' with them.

I don't have florid symptoms. But I'm in a difficult situation, because those people who don't know, aren't going to believe, and those who do, they just go

along with the crowd. It's never a good idea to go against the grain, and the grain here is defined by interests in the establishment and the media. Even people who could say out loud what was happening won't, because then there's a risk that they'll be seen as traitors and ostracised.

Usually this type of 'hidden abuse' is racial and targetted at a racial minority within a country. You keep the minorities out of the good jobs, but you don't admit discrimination exists. It happens everywhere, not just in Britain. The persecution that is going on now is in reality a refined form of racism. Instead of "nigger" it's "nutter", and abusing the mentally ill is still socially acceptable today. In 50 years it might not be, but today there isn't any social or legal sanction against it.

So really they've refined racial harassment down to a minority of one. The words may be different, but the methods are the same.

20173

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1518. MI5-Persecution: BBC Newscasters Lie & Deny Theyre Watching Me (22356)

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-16 15:48:20 UTC
From: MI5-Victim@mi5.gov.uk
Message-ID: <m07111615481701@4ax.com>
Source record: 3757
Cross-posted to:
comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka

MI5 Persecution: BBC Newscasters Lie & Deny They're Watching Me

Central to the persecution campaign waged against me for some nine years now by the Security Service is their use of the media, and in particular the broadcast media, to make clear to me that I am under surveillance and being watched within my own home, even by BBC newscasters while they read the news. This is really an act of arrogance; MI5 and their tools in the television and radio are so sure that they can never be caught, that they have many times made explicity clear on broadcast programmes that they are as capable of seeing me as I am of seeing the broadcast pictures. Even when they have known I am taping the programmes they still carry on this practice; for examples of TVand radio presenters caught "in action", see the Evidence area of my website.

If you wish to reply to this article......
then please include your name and fax number! I provide the means for recipients to send me their thoughts on the topics discussed, but ask that you provide me with your fax number or email address if you require a response. Also would you please send not more than one or two pages, if by fax. Thank-you!

It started with a Newscaster, and it continues with Newscasters today

The very first incident in the story started with a reaction by an ITN newscaster, Sue Carpenter, in June of 1990, almost nine years ago now. She reacted to what she saw in my living room at home as she read the news. My mother had brought an apple for me into the room, whereupon the newsreader smirked and giggled, apparently finding this funny. I couldn't believe what I was seeing. I carried on watching news and other television programmes to see if presenters would show signs of "interactive watching"; to my surprise, this happened again and again. Unfortunately, I did not have my wits sufficiently about me to videotape these programmes, and it is now almost impossible to obtain recordings dating back to 1990.

However, I have been busy recording everything Ive watched the last couple of years, and the taping has yielded some nuggets, which you will find if you point your Web browser at the "evidence" area of my website, whose URL address is given above. Strangely it is not particularly the BBC who are "after me" at the moment (with the exception of occasional fire from Nicholas Witchell), but that supposed paragon of virtue and decency Jon Snow of Channel Four TV News (he actually works for ITN), who once claimed hed turned down MI5s offer of a tax-free salary. I will cover Snows recent actions in a future article.

BBCs Hidden Shame

The first ever Usenet post (internet newsgroup article) on the subject of the MI5 bugging / BBC watching occurred, as stated in a previous article, in early May 1995. It is reproduced here;

Date: Thu May 4 18:27:24 1995
Newsgroups: alt.conspiracy
Subject: BBC's Hidden Shame

Remember the two-way televisions in George Orwell's 1984? The ones which watched you back? Which you could never get rid of, only the sound could be turned down?

Well the country which brought Orwell into the world has made his nightmare follow into the world after him. Since 1990 the British have been waging war against one of their own citizens using surveillance to invade privacy and a campaign of abuse in the transmitted media in their efforts to humiliate their "victim".

I suppose "BBCs Hidden Shame" is more of a wish than a fact. It may be hidden, but the BBC and other media and security organisations seem to have no shame whatever in their anti-social, not to say criminal, actions. Nor do the general public, who seem quite happy to parrot the vilest obscenities without much hesitation or apparently thought.

Martyn Lewis, Nicholas Witchell and the rest

Most of the harassment occurred in 1990-92, when I wasnt making any recordings, and the BBC wont release copies of current affairs programmes from that period.... so although I can remember there were many incidents in that time, even many specifics, I cant dig up the actual programmes to flesh out the bones.

This year, there has been at least one incident with Nicholas Witchell as newsreader, which I have successfully recorded and digitized, i.e. converted into a computer Quicktime movie file. This has not yet found its way onto my website (Im a busy man, dontcha know) but you can be sure I will let the readership of these articles know when that clip makes it onto the web. The Witchell clip was recorded on Saturday 10 April 1999 at 7pm, and shows Witchell trying to restrain his features from collapsing into a smirk. First his upper lip quivers for several minutes, then with the non-excuse of a non-joke his entire face twists into a grin. It looks as if he finds me so funny, that he allows himself to submerge any pretence at professionalism in a sea of MI5-inspired sarcasm and harassment.

The two BBC newscasters whose reactions to me I can remember most vividly over the years are Martyn Lewis and Nicholas Witchell. I can remember thinking years ago that Michael Buerk was also seeing me at home; and if the other two are watching then there would be no reason why he wouldnt be doing the same; but in all honesty I cannot remember a single clear instance of his reacting through facial or verbal expression to me.

I can remember several instances of Martyn Lewis reacting to what he saw of me, however. In early 1992 I was watching the BBC news with Lewis on a small black-and-white portable TV at my then home in Oxford. I threw a term of abuse at Lewis; he flinched, then gave a grin and made a comment from which I understood that he had been on my side, but might have changed his mind as a result of what Id just said to him.

And in spring 1991 I remember Martyn Lewis clearly reacting to what he saw of me at my then accommodation in Woking, Surrey, by continuing to stare at some fixed point near the camera after the news had finished - presumably this is where the monitor interactively showing pictures of my room was located.

Why would BBC and other Newscasters Watch and Harass Me, Watching Them?

This is a very difficult question, and I dont actually know the answer. It is a matter of record that the Secret Services are very much part of the Establishment. The recent exposure of the "MI6 Agent List" on the internet, and its coverage in the newspapers, reveals how much MI5 and MI6 are recruited from the ranks of the Establishment. Obviously the relationship is bi-directional; the Establishment influences MI5/MI6, but the secret services (well, perhaps not so secret now we know who works for MI6!!!) also influence the machinery of power and information dissemination i.e. media in this country. So they must have a lot of covert leverage with the BBC and ITN.

Some of this leverage is obviously through bribery. It is a matter of record that MI5 tried some years ago to "buy" Jon Snow of Channel Four TV. He turned them down - obviously they must have approached other media people as well, and from the lack of other reports of people turning them down, it may be presumed that some other journalists will have accepted the sugared carrots put before them. Ironically, Jon Snow has been taking part in the recent "watching" actions against me - but why he has allowed himself to be used by the secret services is something which I do not know.

Perhaps the Security Service uses blackmail to twist arms of journalists into co-operating with them? I have always thought there was something slightly odd about Martyn Lewiss demeanour. At the time of the Ron Davies "rough trade" scandal it was reported that MI5 had known all about Davies predilections and the sham of his pretence to be a happily married man. Perhaps MI5 have been able to dig something up from Martyn Lewiss private life to blackmail him into acting on their behalf? And if there wasnt anything before the "newscaster watching" started then there most certainly is something now.... once theyve started watching, the newscasters will surely wish their activities to remain covered-up, and co-operate with the security service.

"Newscaster Watching" Deliberately Constructed to Mimic Schizophrenia

Presumably this is the first case in history of television journalists actually taking part in acts of real-time, live spying and reacting against one of their viewers. What you have to understand, though, is that

I was quite mentally healthy in June 1990, certainly relative to November 1992, when after two and a half years of harassment I was finally admitted to hospital as an out-patient. MI5 decided from the outset that they would make me mad; they constructed the media harassment to resemble what would be reported by a person with mental illness; and then they carried on years of abuse to inflict on me the condition which they wished to use as an excuse to cover up their abuses.

I sold my portable TV in autumn 1990 and stopped watching television regularly. I realise now that this may have been a mistake. What I should have done was to watch TV and listen to the radio, but tape-record everything and make a note of what each excerpt meant to me. I would then be in a much stronger position as regards to evidence that I am now. That is what I am trying to do now, but unsurprisingly the TV/radio presenters have stopped getting at me, now they know they are being recorded.

When I started publicising my case on internet newsgroups in 1995, I was met with the disbelief one might expect to be accorded to a mentally ill person who talks about "newscaster watching" and media persecution. Some newsgroup participants thought I had started a "troll", an invention made to obtain a reaction; one bright spark even suggested a group of psychology students were behind the articles. But most people thought the articles were symptomatic of derangement - and that is exactly what MI5 want people to think. MI5 chose me as a target because I was mildly mentally ill at the outset in 1990, although I stress my illness then was very mild in comparison with November 1992, and because they knew that enough abuse would (a) make me much more seriously ill, and (b) once I was more ill, they would "get away" with a harassment deliberately constructed to look like the symptoms of paranoid schizophrenia.

Martyn Lewis Denies & Lies, But Wont in Writing

In February 1997 I wrote to BBC Viewer & Listener Correspondence and asked them to investigate the claim that their newscasters had engaged in "real-time spying" on me. They replied that they had asked Martyn Lewis and Michael Buerk whether they had engaged in such practices, and that they had both made verbal denials to VLC, but were refusing to put their denials in writing.

To me it looks as if Lewis and Buerk are happy to lie verbally but not in writing, because written falsehoods would place them unambiguously in the wrong, whereas they can try to talk their way out of verbal lies if they are ever caught, or perhaps even deny the verbal lies completely? If they lie without shame, then why would they have any shame about future lies about lying?

BBC-VLC also said that the BBC "would never engage in any form of surveillance activity" such as that described. Clearly Martyn Lewis and the rest have lied to their own organisations personnel about their criminal actions. So much for the "objective", "truthful" BBC, a nest of shabby liars.

Summons against the BBC, for Nuisance caused by Newscaster Spying

In March 1997 I issued a civil summons against the BBC, seeking injunction against further "newscaster spying", and token damages for what the BBC had done to me until that date. The purpose of the summons was to try to "smoke out" the BBC, since obviously I did not have good evidence which would be necessary for either a civil or criminal case to be made against them. My summons was worded as follows;

1. The plaintiff is and was at all material times residing at [home address]. At some time prior to or during June 1990, persons of unknown identity entered Plaintiff's premises and installed concealed television equipment in said premises.

2. A campaign of harassment was launched against the Plaintiff by the persons of unknown identity, which in part took the form of instigating harassment by BBC TV newscasters (including specifically Michael Buerk and Martyn Lewis) as they read news bulletins, by making direct and personal comments to Plaintiff.

3. The campaigns purpose was to subject Plaintiff to great mental stress and induce mental breakdown. As a result of it Plaintiff did indeed suffer from severe mental strain in 1990-97.

4. In order to avoid the mental strain being caused to him the Plaintiff has been compelled to stop watching BBC TV news. Defendant therefore committed the tort of private nuisance, since normal use of home was interfered with.

5. Plaintiff claims a permanent injunction prohibiting further nuisance, and damages for nuisance suffered limited to 5,000.

Naturally, my attempt to smoke-out the BBC and its lying newscasters failed. The BBCs litigation department sought to have my summons struck out; and they succeeded in doing so, on the grounds of my action "disclosing no reasonable cause of action". I was also prevented from issuing further civil claims against the BBC without leave of the Court. Apparently litigants-in-person frequently / usually have their claims struck out with this wording, regardless of the merit of their claims.

BBC Suppresses my Claims of "Watching by Newscasters"

BBCs staff magazine Ariel ran my advert "BBC Newsreaders Spying on my home" for one issue in the Personal category on 8/July/1997 before it was spotted and axed by editor Robin Reynolds; please see webpage; http://www.pair.com/spook/evidence/plaint/ariel.htm
Clearly the BBC will not allow claims of its wrongdoing to be made public in the media channels it controls.

On several occasions people said to my face that harassment from the TV was happening. On the first day I worked in Oxford, I spent the evening in the local pub the Rose and Crown with the company's technical director Ian, and Phil, another employee. Ian made a few references to me and said

to Phil, as if in an aside, "Is he the bloke who's been on TV?" to which Phil replied, "Yes, I think so".

The reader might think that mere "watching" by newscasters etc might be a relatively benign happening. But it is not; it is part of MI5s framework of harassment and lies. On many occasions the reactions of the BBCs newscasters to me has been in the nature of sarcasm, implicit contempt and abuse. This is visible in Witchells news programme mentioned above, where he engages in abuse by laughing at me during his newsreading. It was particularly visible in the early period of 1990-92, and as late as Autumn 1993, when during a Newsnight broadcast Jeremy Paxman interviewed a football person about soccer hooliganism, and the interviewee gave vent to an unsubtle rant about "theyre idiots, theyre just idiots, keep up the surveillance". Paxman started grinning, showing he understood and was taking part in the abuse being perpetrated on that programme.

Conclusion

The MI5 Persecution started with harassment by television newscasters, and today harassment by TV and radio presenters still forms a key part of MI5s activities against me. When this business started in June 1990 I was in relatively good health of mind. Years of persecution by the secret police and their mouthpieces in the state-run BBC and other media eroded my health until MI5 achieved their aim of seeing me rendered mentally ill in November 1992. The diagnosis which was forced on me unfortunately and ironically meant that my reports of the harassment are disregarded, because the mentally ill are second-class citizens in todays Britain.

Yet TV and radio harassment continues, albeit in a reduced form, despite my taping all the programmes I watch, resulting in my being able to obtain and demonstrate objectively on the website instances of media presenters attacking me. Unfortunately these recorded instances are quite tenuous; I might understand them, the presenters understand what it is theyre doing, but despite many thousands of people knowing the truth of the "newscaster watching", the omerta continues and they continue to refuse to admit the truth of the matter. It is a terrible indictment of British society that there is not even one decent person willing to speak out. I look forward to the day when the truth does finally emerge, and the mass corruption which has allowed the MI5 persecution to take place is finally purged and the Establishment criminals caught and appropriately punished.

22356

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Unlimited Access, Anonymous Accounts, Uncensored Broadband Access

1519. MI5-Persecution: Molestation during Travel (24539)

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-16 16:17:58 UTC
From: MI5-Victim@mi5.gov.uk
Message-ID: <m07111616175565@4ax.com>
Source record: 3758
Cross-posted to:
comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka

MI5 Persecution: Molestation during Travel

MI5s persecution of me varies in intensity. Since 1990 it has been steady for perhaps 80% of the time; there was a notable quiet period in 1993, and another quiet period in Jan-Feb 1995, as well as a hiatus in the first two months of 1999. It puzzles me that they cease and restart, seemingly without any logic or reason. But one aspect of MI5s activities against me which is relatively predictable is this weeks articles topic, which is Molestation during Travel. Almost every time I cross the Atlantic, go to the Continent or even try to enjoy a holiday in this country, you can bet that MI5 will be there doing their utmost to wreck it all.

This aspect of the harassment is particularly relevant as I will be travelling to Europe again in a months time, with naturally the Minidisc recorder in tow; so it will be interesting to see if I can record the abuse which will almost certainly take place, either on the Tube going to the airport, at the airport, on the flight, in the terminal building - MI5 have previously instituted instances of abuse at each of these locations, so well see how much taxpayers money they waste this time, and whether it will prove possible to capture their abuse on minidisc.

Read about the MI5 Persecution on the Web

June 1992 in Polands mountain resort of Zakopane

The persecution started in June 1990, and for the first two years I stayed in the UK apart from a couple of brief day trips to Calais. By the summer of 1992 Id had enough of being cooped up in England with abusive fellow employees egged on by an abusive secret police service, and decided to spend 10 days in southern Poland, on what was intended to be a holiday at the mountain resort town of Zakopane.

Unfortunately the psychopaths of the Security Service were not willing to allow me to enjoy a holiday in peace and quiet. The journey to Zakopane was by coach from the meeting point at Londons Victoria coach station (National Express) followed by ferry followed by another coach across Europe. As we left Victoria a youth and his girlfriend started a loud tirade of abuse directed at "this bloke", where the "bloke" was never named, but it was very clear that the "bloke" was myself. The youth said "they" had "found somebody from his school, and he was always really stressed at school, a real psycho". Again, the label "they" was not elaborated on, but it was clear that "they" = the persecutors from MI5. The boy also said, "he was in a bed and breakfast for only one night and they got him". By a not unexpected coincidence I had been in a B&B in

Oxford a week previously, which had been booked from work; other things lead me to the conclusion that the company's offices were bugged for most of the 2 1/2 years that I was there, so "they" would have known a room in the B&B had been booked. After a few minutes of this I went back to where they were sitting and asked where they were travelling. The boy named a village in France, and the girl's giggling suddenly ceased; presumably it permeated to her brain cell what the purpose of the boy's abuse was.

It is now very clear to me that MI5 were trying to have me incarcerated, assaulted or killed on this trip across Europe. The degree of verbal violence inescapably leads to this conclusion. When we arrived at our destination, it became clear that many people, both in our tour group and its guide, and among the ordinary residents of the town, knew there was a movement under way to "get" me. MI5 employed many people and significant resources for an action which they knew would only take a maximum of ten days. A commercial operation would never have felt able to waste such resources on such an unproductive and temporary action; only a state-sponsored, taxpayer-funded entity like the Security Service would be able to be so wasteful.

To give some examples of what happened in those ten days; I was walking in some woods outside the town, when a Polish woman, looking at me, said the English "shit" in a strongly Polish-accented voice. For the first three years 1990-92 MI5 had been trying to force this word on me. Another example; I was walking near my "hotel" when a mother said laughing to her child, "a wiesz ze to prawdziwy wariat" which means "you know hes a real madman". And the "TV reacting" happened there too; on Polish TV, a bemused looking journalist said to another, "to jest sprawa Anglikow", which means "its the concern of the English", in other words, none of our business, despite what the English are trying to force down our throats.

Just before we left for home, I went with some others from our group to a nearby bar. There a man shouted at me the same sexual obscenity which MI5 have constantly thrown at me these last three years. I think MI5 try to justify their various terms of abuse by repeating them at me until I say them, either while conscious or while talking in my sleep; and then they seize on my saying those words to "prove" that the obscenities are "my fault", et cetera. This rather stupid reasoning of theirs can actually be seen as indicative of the psychopathic condition attributed to them in a previous article; blaming the victim for the crime you inflict on him is how psychopaths think.

Nor did the persecutors let up during the return trip. Returning on the ferry over the channel, a rather insalubrious-looking guy talked to his mates about "and you know this bloke, hes really mad you know, hes really mad". On the National Express return coach to London, a group of five or six young people started shouting at me. I slumped in my seat and tried to avoid presenting a target, so they got ever more strident - "whats the matter with you, cant you hear us?" One of the other people who had been on the trip to Poland asked them why they were shouting at me, and they said, "hes been to Cambridge", to which the co-holidayer asked them, "have

you been to Cambridge?" presumably thinking they were aggrieved fellow students, but they answered "no". Even after I left the coach at Elephant and Castle abuse continued; in the tube station, two kids started throwing abuse at me; one of them said to the other, "and you know he works?" to which the other answered "yes".

Immediate Aftermath of November 1992

As you will know from previous articles, my manager at OCG - ARIS/Oxford, Mr Mitchell, induced a mental breakdown in me in the months leading up to Nov/92. The diagnosis was regarded by the persecutors as a victory for them, because few if any people give credence to allegations of harassment when they are made by somebody suffering from schizophrenia. There is also a bias against the mentally ill, an "institutionalised bigotry" in society comparable to the institutionalised racism against blacks.

However, MI5 did not let up on persecuting me following Nov/92. In December 1992 I flew by charter jet to Alicante in Spain for two weeks recuperation. MI5 planted one of their people on the flight, a youth who tried to start some noises that "hes a nutter". One of the other passengers replied, "oh hes a nutter is he? oh well!" and the youth shut up and said nothing for the rest of the flight. I think it would be fair to say that the youth on the flight was embarrassed by what he had been asked to do in making the flight "uncomfortable" for me; he sounded defensive rather than aggressive.

My first trip to Canada in June 1993

Ive already covered this in a previous article so Ill just give a brief summary here. On 10 June 1993 I flew British Airways from Heathrow to Torontos Pearson Airport. On de-planing from the aircraft, one of a group of four fellow passengers looked at me and said, laughing, "if he tries to run away well find him". It was quite obvious that these four men were the ones who had been harassing me since 1990.

I did nothing to apprehend them or bring this incident to the attention of the airport authorities, mostly because this was my very first visit to Canada, and the last thing I wanted was to get into a dispute before I had even finished disembarking. In retrospect, I can see this was a terrible mistake; I should have made every effort to detain and identify these people.

Subsequently I have made numerous attempts to obtain the names of these people from British Airways passenger lists, by talking to BA, through a lawyer in Ontario, through a solicitor in England, through the UK police, and also through private detectives in the UK. But all my efforts have come to nothing. BA have told me they keep passenger lists for a period of seven years, so they will still have the list for this 1993 flight. I did not see or hear anything during the rest of my visit to Ontario in 1993 which would have lead me to believe that I was being watched or followed.

Journey across Canada in summer 1994

As I think Ive already said in previous articles I emigrated to Canada in late May 1994. For six weeks between late May 1994 and early July 1994 I travelled across Canada from coast to coast, starting in Toronto, visiting various cities and ending up in British Columbia. I saw this both as something of a holiday, and the chance to get to know a little better my adopted country.

As you can guess, MI5 followed me everywhere I went during these six weeks. In Toronto, where I started this trip in late May, I was spoken about by one youth to another with the words "hes an idiot", to which the other replied, laughing sympathetically, "good luck to him".

A couple of days later I went to Montreal and stayed at the YMCA downtown. As you can guess (this is all so predictable, isnt it?) MI5 followed me there and bugged my room at the YMCA. Not only that, but they managed to set-up an instance of "newscaster reaction" from a local television station; while I was watching a Vermont TV news programme on the set in my room, the woman reporter said, "well theyre just tired and they want to go home", which sounds like a pretty unprofessional thing to say until you realise she was trying to say of me that I was the one that was supposed to be tired, and they (ie MI5) wanted me to go home to the UK.

On the bus journey across the North American continent, it was quite clear that MI5 were following me every step on the way. For the first part of the journey they actually put someone on the bus with me, a youth who said at me "that guys paranoid" and tried to incite other passengers to attack me. I stopped for a couple of days in Winnipeg in central Canada, and on leaving the town heard on the radio a female presenter ranting about "insanity! insanity!". It is very tiring travelling such a long distance by bus; I took the journey in two steps, each of about 36 hours; and it is especially tiring when you know MI5 are watching you and harassing you every step of the way.

When I finally got to Vancouver, MI5 instituted the usual harassment, in very short order. I was surprised how quickly they were able to induce hatred towards me in elements of the general populace; the Security Service must have employed a number of agents and serious resources in a very short period of time; and for no real gain, because I havent been back to BC for almost five years, so all their "work" appears to be for nothing. In downtown Vancouver a street person said in front of me, "theyre all talking about him". For a few days I was staying at Pauls Guest House (345 W.14th Ave); on the day I left, the owner Paul shouted at no-one in particular, "hes going to Victoria" - which was quite accurate, I was indeed going to the provincial capital Victoria on Vancouver Island. But I had not told anyone at the guest house where I was going; I had only mentioned to my parents back in England on the phone that I was going away from Vancouver for a few days. Which leads me to suppose that MI5s bugging of the phone in my parents house yielded the "intelligence" that I intended to visit Victoria, and they had passed the information on to Paul.

When I got to Victoria it was again obvious that the persecutors were "doing their stuff" there as well. On the street I was identified as being English, although I had not said anything so my accent hadnt given me away; and returning by ferry to the mainland, I was abused by a Canadian woman who said, "hes a nutter! you can run but you cant hide". During my years in Canada I have never heard the word "nutter" on any other occasion; I do not think it is part of Canadians vocabulary; so the Canadian woman on the ferry, who was obviously talking about me, must have been supplied with this word by the English persecutors. And once I got back to Vancouver, staying at the Austin Hotel on Granville St, I listened to a conversation in the apartment block directly opposite, and a man saying, "hes paranoid, so thats as bad as it can be, so why are they doing this to him?".

Holiday in the States, August 1995

By 1995 I was living in Canada, and in August I went down the eastern seaboard to Florida and as far as Key West by car. As you can guess (this is all so boring and predictable, isnt it?) MI5 followed me every step of the way. I can see in retrospect that this must have been quite easy for them as they had my car bugged, both on the inside to listen to anything that was said and what radio station I was listening to, as well as what must have been a tracker device installed to track it across long distances.

The first city I visited was Philadelphia. In the old Congress Hall where the first US Congress assembled, the woman guide started referring to my situation, saying that "all these people in Europe were watching it", and they were "a little paranoid" at this 18th-century experiment in democracy. Also I had recently written a newsgroup post where Id described a (female) poster as "wet-nosed" (implying "canine"), and a young girl in Philadelphia remarked, "so he thinks were dogs?" There were two or three more incidents during this holiday in the eastern States, including a radio station down near Miami, showing "they" had tracked me all the way there, and were bugging the inside of my car; but I didnt record the details and Ive forgotten some of it now. Also down in Miami Beach a French tourist in a lift expressed support for me with the words, "cest incroyable" ie. its incredible, meaning that MI5s well-known actions against me were beyond belief.

To go back a bit, in about May/June 1995 Id visited New York, again by car, and was insulted several times by people using the same words that had been used against me in England. In Central Park, and elderly Englishman (not a real gentleman - but then the Engish view of themselves as "gentlemen" etc is quite laughable) looked at me and said "idiot". And while I was eating in a streetside restaurant a New York youth started laughing and said something like, "I cant believe it, hes actually here" - I think that was because I had had an expressed wish to visit New York for some years before this, although after this visit I wont be going there again for a very long time.

Visit to Poland December 1995/January 1996

In December 1995 I flew (BA again, unfortunately - every time Ive flown BA one of these incidents has happened, presumably MI5 is happier setting up harassment on British-domiciled carrier) from Montreal to Berlin and travelled on to Poland to visit family. MI5 naturally harassed me in Poland during my brief stay. They followed me around and got Polish people to take part in the harassment. In one case two Polish youths talked in front of me saying in English (with marked Polish accents), "fucked up men, fuck you". There were also other incidents which I dont remember too clearly since it was some time ago.

The return flight connected through Heathrow, and in the transit lounge MI5 again set-up harassment against me. In Poland they were talking their abuse in English, and in London they set Polish people after me to speak in Polish; they heard me on the phone to my father, and said "a wiesz ze to Polski wariat", in an almost sympathetic, inclusive fashion (translation. "you know hes a Polish nutter"). Once on the flight to Montreal I was again set upon by two English youths, one of whom spoke and the other listened. The aggressive "fat bastard" youth said, "if he wants to be a wanker" (its my fault theyre harassing me, you see), self-justification that "hes a nutter" (so we have to keep on abusing him, because hes ill), as well as talking about the town in Poland where I had been staying. He also said, "he doesnt know who we are", but as already remarked in a previous article, that was at best a half-denial of my guess expressed in internet newsgroups that the people after me were MI5 - if anything its a half-confirmation rather than a half-denial.

These incidents are still going on. You can hear digitised audio files of abuse on a BA flight to Berlin in 1998 on the Web at address

On this flight they were again attacking my mental health; "paranoid, hes paranoid" and "nutter" are discernable. The last "during travel" contact was at Ottawa Airport on 21 July 1998, when "Alan Holdsworth" the psychopath MI5 agent, dressed as a vagrant, was pacing aggressively in the departure area. In three weeks I will again be travelling to Europe; we will see what fresh acts of molestation MI5 perpetrate during this trip.

24539

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1520. MI5-Persecution: MI5 are Afraid to Admit Theyre Behind the Persecution (26722)

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-16 16:49:50 UTC
From: MI5-Victim@mi5.gov.uk
Message-ID: <m07111616494780@4ax.com>
Source record: 3759
Cross-posted to:
comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka

MI5 are Afraid to Admit They're Behind the Persecution

MI5 have issued a formal denial of any involvement in my life to the Security Service Tribunal, as you might expect them to; but, more importantly, the persecutors have never denied that theyre from the Security Service, despite several years of accusations from my corner on usenet and in faxed articles. I am not surprised that the Security Service Tribunal found "no determination in your favour". I am however a little surprised that the persecutors have refused to confirm my identification of them; by doing so, they implicitly admit that my guess was right.

"No determination in your favour" says the Security Service Tribunal

In 1997, I made a complaint to the Security Service Tribunal, giving only the bare outlines of my case. I do not think it would have made very much difference if Id made a much more detailed complaint, since the Tribunal has no ability to perform investigatory functions. It can only ask MI5 if they have an interest in a subject, to which MI5 are of course free to be "economical with the truth". A couple of months after my complaint the Tribunal replied that;

The Security Service Tribunal have now investigated your complaint and have asked me to inform you that no determination in your favour has been made on your complaint.

Needless to say this reply didnt surprise me in the slightest. It is a well established fact that the secret service are a den of liars and the Tribunal a toothless watchdog, so to see them conforming to these stereotypes might be disappointing but unsurprising.

It is noteworthy that the Tribunal never gives the plaintiff information on whether the "no determination in your favour" is because MI5 claims to have no interest in him, or whether they claim their interest is "justified". In the 1997 report of the Security Service Commissioner he writes that "The ambiguity of the terms in which the notification of the Tribunals decision is expressed is intentional", since a less ambiguous answer would indicate to the plaintiff whether he were indeed under MI5 surveillance. But I note that the ambiguity also allows MI5 to get away with lying to the question of their interest in me; they can claim to the Tribunal that they have no interest, but at a future date, when it becomes clear that they did indeed place me under surveillance and harassment, they can claim their interest was "justified" - and the Tribunal will presumably not admit that in their previous reply MI5 claimed to have no

interest.

"He doesnt know who we are"

In early January 1996 I flew on a British Airways jet from London to Montreal; also present on the plane, about three or four rows behind me, were two young men, one of them fat and voluble, the other silent. It was quite clear that these two had been planted on the aircraft to "wind me up". The fat youth described the town in Poland where I had spent Christmas, and made some unpleasant personal slurs against me. Most interestingly, he said the words, "he doesnt know who we are".

Now I find this particular form of words very interesting, because while it is not a clear admission, it is only a half-hearted attempt at denial of my guess that "they" = "MI5". Had my guess been wrong, the fat youth would surely have said so more clearly. What he was trying to do was to half-deny something he knew to be true, and he was limited to making statements which he knew to be not false; so he made a lukewarm denial which on the face of it means nothing, but in fact acts as a confirmation of my guess of who "they" are.

On one of the other occasions when I saw the persecutors in person, on the BA flight to Toronto in June 1993, one of the group of four men said, "if he tries to run away well find him". But the other three stayed totally quiet and avoided eye contact. They did so to avoid being apprehended and identified - since if they were identified, their employers would have been revealed, and it would become known that it was the secret services who were behind the persecution.

Why are MI5 So Afraid to admit their involvement?

If you think about it, what has been going on in Britain for the last nine years is simply beyond belief. The British declare themselves to be "decent" by definition, so when they engage in indecent activities such as the persecution of a mentally ill person, their decency "because were British" is still in the forefront of their minds, and a process of mental doublethink kicks in, where their antisocial and indecent activities are blamed on the victim "because its his fault were persecuting him", and their self-regard and self-image of decency remains untarnished. As remarked in another article some time ago, this process is basically the same as a large number of Germans employed fifty years ago against Slavic "untermenschen" and the Jewish "threat" - the Germans declared, "Germans are known to be decent and the minorities are at fault for what we do to them" - so they were able to retain the view of themselves as being "decent".

Now suppose this entire episode had happened in some other country. The British have a poor view of the French, so lets say it had all happened in France. Suppose there was a Frenchman, of non-French extraction, who was targeted by the French internal security apparatus, for the dubious amusement of French television newscasters, and tortured for 9 years with various sexual and other verbal abuse and taunts of "suicide". Suppose

this all came out into the open. Naturally, the French authorities would try hard to place the blame on their victim - and in their own country, through the same state-controlled media which the authorities employ as instruments of torture, their view might prevail - but what on earth would people overseas make of their actions? Where would their "decency" be then?

This is why MI5 are so afraid to admit theyre behind the persecution. Because if they did admit responsibility, then they would be admitting that there was an action against me - and if the truth came out, then the walls would come tumbling down. And if the persecutors were to admit they were from MI5, then you can be sure I would report the fact; and the persecutors support would fall away, among the mass media as well as among the general public. When I started identifying MI5 as the persecutors in 1995 and 1996 there was a sharp reduction in media harassment, since people read my internet newsgroup posts and knew I was telling the truth. The persecutors cannot deny my claim that theyre MI5, because then I would report their denial and they would be seen as liars - but they cannot admit it either, as that would puncture their campaign against me. So they are forced to maintain a ridiculous silence on the issue of their identity, in the face of vociferous accusations on internet newsgroups and faxed articles.

Have MI5 lied to the Home Secretary?

In order for the Security Services to bug my home, they would either have needed a warrant from the Home Secretary, or they might have instituted the bugging without a warrant. Personally I think it is more likely that they didnt apply for a warrant - I cannot see any Home Secretary giving MI5 authority to bug a residence to allow television newscasters to satisfy their rather voyeuristic needs vis-a-vis one of their audience. But it is possible that the Security Service presented a warrant in some form before a home secretary at some point in the last nine years, for telephone tapping or surveillance of my residence, or interception of postal service.

So the possibility presents itself that a Home Secretary might have signed a warrant presented to him based on MI5 lies. Just as MI5 lie to the Security Service Tribunal, so they might have lied to a Home Secretray himself. MI5 and MI6 are naturally secretive services former home secretary Roy Jenkins said, they have a "secretive atmosphere ... secretive vis-a-vis the government as well as [enemies]". Jenkins also said he "did not form a very high regard for how they discharged their duties".

It was only a few years ago that MI5 was brought into any sot the extraordinary thing is that British media organisations like the state- and taxpayer-funded BBC take such an active part in the MI5-inspired campaign of harassment. We have after all heard of MI5 trying to bribe broadcast journalists; but surely there must be a substantial number who are not bought or blackmailed by the Security Services, and who take part in the "abuse by newscasters" of their own volition? The BBC is supposed

to be independent of the government of the day as well as the Establishment in general. While perhaps it is childish to think that the BBC is anything other than effectively state-controlled, the degree of collusion between the BBC and the British Secret Police MI5 is something you would not find in many countries. Individual tele-journalists in other countries would have enough self-esteem not to allow themselves to be controlled by their secret police - seemingly, BBC broadcasters like Martyn Lewis and Nicholas Witchell have such a low opinion of their employing organisation that they see no wrong in dragging the BBCs no-longer-good name through yet more mud, at the mere request (whether supported by financial or other inducements) of the British secret Police, MI5.

And when challenged, these broadcasters LIE about their involvement, with just as little shame as MI5 themselves. The BBCs Information dept have said that;

"I can assure you that the BBC would never engage in any form of surveillance activity such as you describe"

which is an out-and-out lie. Buerk and Lewis have themselves lied to their colleagues in the BBCs Information department over the "newscaster watching", but unsurprisingly they refuse to put these denials in writing. Doubtless if the "newscaster watching" ever comes to light, Buerk and Lewis will then continue to lie by lying about these denials. So much for the "impartial" BBC, a nest of liars bought and paid for by the Security Services!

It is obvious that the persecution is at the instigation of MI5 themselves - they have read my post, and only they have the surveillance technology and media/political access. Yet they have lied outright to the Security Service Tribunal. Similarly, BBC newscasters Michael Buerk and Martyn Lewis have lied to members of their own organisation. The continuing harassment indicates they are all petrified of this business coming out into the open. I will continue to do everything possible to ensure that their wrongdoing is exposed.

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1521. MI5-Persecution: No Justice for the Victims of MI5 (28905)

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-16 17:17:17 UTC
From: MI5-Victim@mi5.gov.uk
Message-ID: <m07111617171459@4ax.com>
Source record: 3760
Cross-posted to:
comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka

MI5 Persecution Update: Friday 11 June, 1999

Harassment in a pub in Clapham, Tuesday lunchtime

Once a month, or once every other month, I meet a Polish friends of mine who lives in Clapham North, and sometimes we go to a particular pub near where he lives. The last time was some two months ago; I did not have my minidisc-walkman with me, and consequently was seriously harassed by people MI5 had instructed to harass me, in the pub.

This Tuesday, 8 June 1999, we again went to the same pub for a pre-meal drink. This time I did have my minidisc-walkman with me. As you can guess, we were followed into the pub by a couple of young people (Im getting older and older - isnt it funny how the MI5 agents all look young these days?). They started talking about my situation, in particular some travel I had booked the previous day. Unfortunately, they were talking fairly quietly, and my minidisc didnt pick up their speech.

MI5s schizophrenic reasoning is that simultaneously I am very important and worthy of their acts of persecution, and I am also totally unimportant and their abuse of me "doesnt matter". Perhaps they should test their agents and managers for obsessive personalities or psychotic features in the same way as employees are drug-tested. MI5 might lose their "worst cases" employees if some psychological testing were applied to their recruitment procedure.

Toothless Watchdogs. What a Surprise.

Recently I have been engaging in communications with two watchdogs, the Security Service Tribunal which deals with complaints against the security service (and always clears MI5 of any wrongdoing), and the Data Protection Registrar, which is mandated to investigate misuse of personal data held on computer.

In a letter to Nick Brooks, Security Service Tribunal secretary, dated 20 April, I asked him if the Tribunal, as an allegedly independent body, had the means to investigate complaints against MI5 other than asking MI5 to themselves investigate complaints. To my disappointment, his reply two weeks later answered the question only indirectly, in the negative. Whatever the reader might think of the merits of the case I have been putting before you in faxed articles this last year and half, you will surely recognise that it is a significant anomaly for the Tribunal to have no independent means of investigating complaints, particularly given the view expressed even by previous home secretaries that the security

services are untrustworthy.

MI5 Persecution: No Justice for the Victims of MI5

In a previous article I detailed the similarities between the current MI5 Persecution in England, and other historical instances of similar persecution, notably that by the Nazi Germans in the thirties and forties. The Germans persecuted first the mentally ill, the epileptics and those suffering from schizophrenia, then moved on to racial groups; in todays Britain the persecution is again directed at those with mental illness, which the British in their cowardice find easier than taking on racial groups as the Germans did. But just as in Thirties Germany there was no recourse against a malign and omnipotent state, so the MI5 Secret Police in the modern British Fascist State allow no justice for their victims.

No Recourse Against the Security Services Illegal Harassment

It has become apparent to me over the last nine years just how loaded the dice are in todays Britain, a fundamentally fascist country which masquerades as a democracy. Britain is a democracy in name only; the Establishment, the defence and MI5 secret police are always there, regardless of which party has been voted into power most recently - and from "New Labours" conduct in office one finds it difficult to tell them apart from Old Tories, in their crackdowns on the sick and vulnerable in society.

In thirties Germany the victims of the Nazi regime had no legal recourse against their State oppressors; and in todays Fascist British state, the victims of the Establishment and its MI5 Secret Police similarly have no recourse against the illegal state-funded and organised oppression. There is supposed to be a mechanism for dealing with MI5 crimes, in the shape of the Security Service Tribunal and Commissioner; yet these have never found favour of a plaintiff. One might as well ask the Nazi SS to investigate crimes against epileptics or Jews as ask the Security Service Tribunal to investigate MI5 crimes against British citizens; it is quite obvious what the answer is going to be, regardless of what you say to them, and what evidence you provide. The Tribunal and Commissioner are a mere formality, a whitewashing body to give the Secret Services a veneer beneath which they hide their shabby criminality.

"Institutional Racism" and Bigotry in the Metropolitan Police

The recent inquiry into the racist murder of Stephen Lawrence found clear evidence of systematic and deliberate racism in the Metropolitan Police, which cannot have surprised anyone. Commissioner Sir Paul Condon accepted a somewhat lukewarm definition of institutional racism as being "unconscious". In truth, and this truth must surely be obvious to anyone who has any familiarity or encountered the great British police, the Met has not just "unconscious" racism, but very clearly "conscious" and deliberate racism, of the kind that would have done Thirties Germans proud. And it is a bastion of such open racism - when many other parts of

society are learning to live in a multicultural environment, the Met is still living in the past in its attitude to the minorities.

But in addition to the systematic racism confirmed by the Lawrence inquiry, there is also something much more relevant to this case, which is systematic police bigotry against the physically and mentally disabled, which I personally have experienced in my dealings with the police over the years. You cannot expect equal treatment if you are mentally disabled. I tried to make a complaint to the police in 1995 about the harassment I had been subjected to for several years. As soon as they found out I had mental illness, they refused to even talk to me. I tried again in March 1999; the police made various threats to me, while ranting about "your paranoid rubbish" in reference to the complaints expressed to them.

The police refusal to do the job they are employed and paid to do is extremely serious, particularly as this case is highly important, indeed key to the whole issue of British self-perception at the end of the 20th century and the beginning of the 21st century. Britain has lost much in the last fifty years - it has lost an empire, it has lost its self-respect and its identity as a people. If the MI5 persecution finally makes it into the light and the Security Services are seen for the rather cheap bullies their behaviour indicates, it will have a massive and harmful effect on British self-perception in the new century.

Security Service Tribunal - Blatant Whitewashing

A few weeks ago I spoke on the phone to Nick Brooks, the Secretary of the Security Service Tribunal, which is supposed to deal with cases of MI5 transgression. I asked him if the Tribunal had ever found in favour of a plaintiff and against the Security Service. He answered that as far as he knew, it had not.

I also asked Mr Brooks if the Tribunal had any means of investigating allegations of criminal activity by MI5, other than asking MI5 themselves if they had engaged in such activity. His rather circuitous written reply states that the 1989 Security Service Act provides that "it shall be the duty of every member of the Service to disclose or give to the Tribunal such documents or information as they may require for the purpose of enabling them to carry out their functions under this Act". Which is a very round-about way of saying - "No" - the Tribunal has no way of investigating MI5 crimes - None At All.

Setting up the S.S. Tribunal, and creating a Security Service Commissioner, was really an act of falsehood by the government. It is generally recognised that MI5 are out of reach of the normal criminal justice system - the police, as we have seen, have no intesot answer to the government; in a previous article I quoted Roy Jenkins speaking of "a secretive atmosphere.... secretive vis-a-vis the government as well as [enemies]", and a "lack of frankness" from MI5.

If the government wanted to, it could reform the secret services and ensure they acted in conformance with the laws which have been enacted for them in the last ten years. But apparently the present government does not see any need to ensure security service compliance with the law. As noted above, the regulatory machinery for MI5 is deliberately weak; the Tribunal has no independent means of investigation, and it is simply a waste of time complaining to the Tribunal or Commissioner.

Every so often, fresh revelations come to light of secret service transgressions. We have heard from Shayler that MI5 bugged Jack Straw and Peter Mandelson; we have heard from Peter Wright that MI5 plotted to see Wilson ejected from office; yet so closed is the system of government that the law is never enforced against MI5 when they "bug and burgle" everyone from politicians to ordinary citizens.

No Justice from the Legal System, either

Britain has a civil and criminal justice system which effectively limits many complaints from being heard. For a civil complaint to be brought before a court, you need a solicitor willing to act on your behalf. Supposedly it is possible to represent yourself as a Litigant-in-Pthe basis of being "frivolous and vexatious" or "disclosing no cause for action in law". This is exactly what happened to me in 1997 when I twice tried to take the BBC to court for spying on me in my living room at home; my case was twice struck out, and on the second occasion an order was made against me that I could not bring further civil litigation against the BBC without leave of the court.

As the reader can guess it is quite impossible for a person with schizophrenia, who complains about the secret services and media interfering in his life, to find a solicitor willing to represent him in legal action against the persecutors. I have quite a lot of evidence of the continuing persecution which I have posted on the website, even if the evidence is quite tentative and perhaps open to varying interpretations. But I have tried several firms of solicitors; some of them have acted unprofessionally and abused me; all of them have refused to represent me. My psychiatrist gave me the name of the firm of Bindman and Partners in central London, and I have approached them twice. On each occasion they refused to accept my instructions. Plainly the problem with Bindmans, which they have admitted, is their bigotry against mentally disabled people; yet this is not just something that is wrong with Bindmans, it is something that is wrong with the legal system as a whole, since the legal system necessitates finding a solicitor willing to represent you in order to bring a case to court, but it does not have a mechanism for providing a lawyer in the case where no solicitor is willing to take on your case. So the British legal system is such as to prevent cases such as mine from ever receiving an airing in a court.

So much for the civil courts. But the criminal justice system is no better. Two years ago the Protection from Harassment Act came into force. But again, while the Act is all very well on paper, in practice it is unenforceable in my case, since it would require Police action to see the law implemented, and if the police cannot even be trusted to conduct a

murder investigation competently (in the Lawrence case), then what chance is there of their investigating complaints against the Security Service? Of course, it would be possible for me to personally issue proceedings through a private prosecution either against MI5 themselves, or against one or more of their media tools; but here we see the same problems as with the civil courts, because first of all I would have to find a lawyer willing to act on my behalf. Litigants-in-person do exist in the criminal courts, but the Attorney General can bring such a prosecution to an end by taking it over and entering a plea of "nolle prossequi"; and I suspect that if I were to bring a private prosecution against either MI5 or one of their media tools, then this is exactly what would happen.

So much for British justice. But if anything the wrongs that have been perpetrated on me by the British justice system are quite mild to what others have suffered. Others have been wrongly convicted based on police evasions and lies, and spent many years in jail based on false charges. I should count myself lucky that despite the best efforts of the MI5 secret police, I have not acquired any criminal charges or convictions; which shows that for all their resources and influence, and the clear imperfections in the British legal system, there are still limits on how much subversion MI5 can achieve.

The latest in a long line of injustices

A comment I heard during the recent scandal of the police mishandling of the Lawrence murder investigation is that "its not as if the police themselves murdered him". This is not a particularly wise statement to make about the case, since it could be argued that the four alleged murderers were aided in their crime by the expectation that the police would deliberately botch the investigation - which of course is exactly what the police did.

But in my case, this would be a completely inaccurate thing to say - since the MI5 secret-police have expressly been trying to nine years now to see an end put to my life, either by having me incarcerated and my liberty ended, or by forcing self-termination on me. It is exactly as if the secret police "themselves murdered [me]", since that is what their aim is in their campaign against me.

The public has heard of instances of police mishandling of cases, of police manufacturing evidence, lying in court, extracting false confessions to clear up crimes, et cetera. Various instances of extra-legal activity by the secret services have also come to light in the last few years. The unhappy truth is that what MI5 have been doing to me for the last nine years is really nothing out of the ordinary for them. To me it seems unbelievable that this sort of systematic campaign of harassment, which thousands and thousands of people in this country and abroad are well aware of, could exist for such a long period of time with the media maintaining "omerta". But my case is not the first such instance of persecution by the "British secret police", and judging by the lack of any real controls on MI5, I very much doubt it will be the last.

28905

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1522. MI5-Persecution: MI5 Have Systematically Destroyed My Life (31088)

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-16 17:54:08 UTC
From: MI5-Victim@mi5.gov.uk
Message-ID: <m07111617540550@4ax.com>
Source record: 3761
Cross-posted to:
comp.sys.atari.8bit,de.sci.informatik.ki,fr.comp.sys.mac.materiel,microsoft.public.sqlserver,sfnet.keskustelu.politiikka

MI5 Have Systematically Destroyed My Life

This is getting depressing. From the feedback Ive received, the recipients of these faxes are tired of hearing my complaints, and in truth I am tired of sending them. The reason I havent yet ceased sending faxes is because I cannot think of any other effective means of replying to MI5s actions against me, and I feel I have to do something to try to defend myself. Three/four years ago I got the MI5 harassment out of my system by posting about it on Internet newsgroups, and for a few months this tactic was quite effective - I received (and indeed still do today) support from newsgroup regulars, and felt I could make my voice heard and break the MI5 monopoly on access to the British media. But that was years ago, and today nobody gives a tinkers cuss about my internet posts - so I have sought to escalate matters by communicating directly with the politicians who allegedly say how this country is supposed to be run.

Of course, its quite expensive to keep up a campaign of fax messages for many weeks. Each set of faxes takes approx 50 hours to send over the weekend, and costs perhaps 35. My phone bill for the last quarter was 350. These figures are naturally insignificant compared to what MI5 have been spending against me over a similar period. It also takes a lot of time and energy to create a new article every week, and try and find new and fresh aspects and viewpoints on MI5s persecution of me. I am beginning to run out of both new topics and energy to write these articles.

So I have a suggestion to put before the MI5 persecutors who have been wrecking my life since 1990. In a few days time I will be going on holiday to Poland and Germany, for a couple of weeks. Previously, almost every time I have travelled by plane, or gone anywhere on holiday, the MI5 "wreckers" have been most assiduous in destroying these trips. My suggestion is; if MI5 leave me alone on this next trip, I will cease transmitting these articles. If, however, there are any clear instances of harassment (and I am very capable of recognising MI5 harassment when I see it), then I will make public these instances and publish any recordings I may make of them, and, unwillingly and unhappily, continue the articles.

Read about the MI5 Persecution on the Web

Keith Hill MP (Labour - Streatham), my elected representative, as ever refuses to help.

MI5 Refuse to Allow me to have a Normal Life

Its kind of difficult to contemplate having a normal existence when you know your entire house is bugged from top to bottom, for audio and, very unpleasantly, video; when your employment is systematically destroyed, over and over again; when every time you leave the country your travel is disrupted by MI5 plants on the plane yelling abuse at you..... you get the idea. I would like to have some semblance of a normal life, like my Polish and English friends do. But MI5 have made this impossible, and they have leached massive resources from the taxpayer to institute a life not worthy of the name on me.

A few years ago MI5 were very open about their aims in persecuting me. They were shouting "suicide" at me, both in Canada where I lived at the time, and during my occasional visits to London. You cant get much clearer than that. There have been instances as recently as a few weeks ago of this intention being voiced by their side; on 15 April 1999, a woman at the next ticket counter at the Royal Festival Hall said;

"it would kill it, you know, it would just be overkill... they can't stop can they"

meaning that "they" were trying to "kill it" i.e. me and they "cant stop". The audio file is at;

I wonder why they "cant stop". Nobody (who doesnt know already) believes my claims - so what difference would it make, if they were to "stop" persecuting me? Perhaps what this persons remarks indicates, is the depth of the obsession MI5 have with this case. They have chosen at random a person from the general population, and done their worst to ruin my life. What is wrong with these people, that they persecute a national of the country whose citizens they are supposed to protect?

No Chance of a Harassment-Free Job

Since the harassment started in 1990 I have had three jobs, the first near Guildford, the second in Oxford, and the third overseas in Canada. All three jobs have been systematically destroyed by MI5. It is so ironic that MI5 employs a team of agents, each well compensated for their efforts, to persecute just one person paid a mere fraction of what they get for their "work". In fact, it is a joke that MI5 is allocated resources for this sort of effort. If this area of government were run along commercial lines then MI5 would be very rapidly closed down, they produce nothing of any value, instead spending their time obsessed with the bugging and surveillance of their former employees like Shayler, dangerous subversives like Straw and Mandelson, and "threats to national security" like yours truly.

Applying for my first post university job

When I was applying for my first post-university job in the closing months of 1990, I found at two or three job interviews that MI5 had got there ahead of me. Interviewers knew what words to repeat from what had been said at my home recently; MI5 had supplied them with words to hurt me, and the "British secret police" were trying to wreck my job search and discourage me from joining the world of work. This and the continuing

harassment in the media and by the public meant that the search for a job took very much longer than it would ordinarily be expected to take for a person with my qualifications.

With my first job near Guildford came the knowledge that MI5 were doing everything possible to make me lose the job. Despite their efforts I managed to stay in work for ten unhappy months, during which they made very clear to me that they were bugging my workplace, my accomodation in Woking, my car, my home..... and they also made clear that they had "got to" my employer in Guildford.

Employment with Oxford

I was able to find a new job, with Oxford Computer Training Services (now ARIS/Oxford), quite quickly. But it became very clear, very quickly, that MI5 were treating this job the same as the first; they tried to get the other employees and in particular the managers to attack me. It was plainly MI5s intention that I be sacked fro this job. But I was not sacked; instead, after almost a year of abuse from OCTS managers, I was forced to seek medical help, and had to take two months off for medical leave. OCTS MD Hugh Simpson-Wells was motivated in keeping me on by the fear that if he sacked me, then I would take him to court for the treatment OCTS managers had meted out to me during 1992.

Emigration to Canada

When I emigrated to Canada in 1994, I did think that perhaps MI5 would leave me alone, given that I had made the effort to leave the UK and try to find a new life overseas. I could not see any reason why they would continue to harass me over in Canada. But clearly the MI5 agents had their salaries to think about, since continue to harass me they most certainly did, at my home in Ottawa, and by getting fellow employees to speak against me, as had happened with previous jobs in the UK.

MI5 are denying me a future in work

Former Chief Constable of Devon and Cornwall John Alderson had this to say regarding MI5's activities;

"MI5 is not under the same restraints as the police. They infiltrate organisations, people's jobs and lives. They operate almost like a cancer."

Currently I am on disability, and I can see that MI5 are denying me a future in work. It would be an insult to logic for me to return to work and find a job, in the knowledge that an entire team of MI5 agents, paid in total many times what I would be earning, would have the objective of seeing me "done down" in the employment, and ejected from the place of work. This situation is completely wrong and nonsensical - I would very much like to have a job, but MI5 are preventing me from even thinking about returning to work. The culture of secrecy in MI5/MI6 means there is no objective oversight of their expenditure, when external oversight and greater transparency might lead to wasteful and illogical operations such

as that against me being shelved.

Watched and Harassed at my Home and Accommodation

As you will know if you have been reading these articles, MI5 have watched and harassed me at my home, and at every accommodation Ive had since 1990. Theyve also watched me at neighbours houses in London, and at short-term accommodation such as hotels and bed-and-breakfasts. They have used the "words" gained from these watching activities against me, by passing these words on to other people such as OCTS managers for them to make clear that I am being watched where I live.

Harassed at rented rooms in Oxford in 1992

This was at its worst in 1992 in Oxford, where during the week I lived at rented accommodation in Oxford, and at weekends returned to my parents home in London. I was being severely harassed by managers at my place of work, OCTS; and it was clear from the things they said that they were being supplied by MI5 with details of my home life, that they were being supplied with words to repeat at me.

In 1992 I moved house in Oxford many times, living at a total of five rented accommodations in ten months. In January I started off living in a rented room at Headington near the ring road / A40 intersection; then when it became clear that house was being bugged, moved to a rented room in Botley, some miles away. It was at the house in Botley that I had an "interactive watching" experience with Martyn Lewis while he was reading the news; I threw a term of abuse at him; he first flinched, then gave a gsult of what I had just said, he was no longer "on my side".

So I moved house again. This time to a place in Cowley, near the Rover car works, where I stayed for a few weeks. Because of continuing harassment at work, I soon moved from this accommodation, to yet another rented room on Iffley Road. By this time I was very ill and being abused continuously at work. Again, MI5 followed me to the rented room on Iffley Road, and created new instances of "newscaster watching". There was a television in the room which I watched, and as you can guess the newscasters got at me when I was watching the television. Also once I was assaulted, if thats the word for what happened, on leaving the house; a youth grabbed me by the coat lapels, roughed me up a bit with various terms of abuse. I did not report this assault to the police, because what was happening to me at work was very much worse, and nobody seemed to think that that was worthy of being reported to the police. Later that day at work, Alex G, a fellow employee, said "I heard he was assaulted".... I had not told anyone at work about the incident that morning..... so once again it was made very clear that MI5 were watching my rented accommodation and giving information about what was going on there to managers at work.

So I moved house yet again in late autumn 1992, this time to a rented room in a large house on Woodstock Road. I stayed there for several weeks as the situation at work deteriorated due to OCTS managers abuse, until I was forced to take sick leave from work for two months and attend hospital as

an outpatient; at which point I gave notice on the room, and returned to London.

MI5 continued to harass me after the diagnosis of serious illness was made. As reported previously, they harassed me on a flight to Spain in December 1992; and in 1993, when I returned to live and work in Oxford, they again bugged my rooms, as well as my workplace, although the intensity of the harassment was very much less than in 1992.

Watched, followed and harassed in Canada

It dismayed me to find that MI5 would not leave me alone after I had settled in Canada. In January 1995 I rented an apartment at the Bayshore complex in Ottawas west end. For some weeks there was no sign of the "buggers". But then it started all over again. They first bugged my car, which had a car alarm installed - the alarm went off two or three times in a single evening, and the following day gave a signal that the car had been broken into. Then they bugged my apartment, and in particular they installed bugs on the phone line in my apartment.

In September 1995 I moved to a new apartment in Ottawas Bytown Market area, the restaurant and entertainment heart of Canadas capital. This proved a serious mistake. In the west end I had been fairly distant from the centre of town where MI5 concentrated their efforts at turning people against me. In the Market area it was much easier for the persecutors to motivate people to harass me, and over the next couple of years there were frequent instances of harassment by the general public.

From 1995 I had some Polish friends in Ottawa, and as the reader can guess, MI5 have spent much effort trying to break up this friendship. They supplied various things about my home life to these friends, for example where I was living in the Market, directly over the road were the studios of a music radio station, which you had to "look up" to see; and MI5 told these friends that I was "looking up" to see the radio station; so the friends then replayed these words back to me, that I was "looking up". MI5 have also made various sexual slanders against me, and these friends also unwittingly replayed some of the words they had been imprinted with by the MI5 persecutors.

MI5 Will Never Allow Me to have a Normal Life

I have heard many excuses as to why MI5 continuously prevent me from having a normal life. We are told that MI5 are defending the country against a tere to zero.

When I have travelled abroad, they always put their people on the flights, on the journeys I undertake, to continue the harassment, so that I am put off further overseas travel, and chained to my home in London. Yet even this is illogical, because when I lived in Canada, they would still put people on flights back to the UK.... and what possible reason would they have for doing that? Perhaps the truest words to describe the MI5 persecution is that reason has nothing to do with their activities - sane people do not behave in the way the MI5 British Secret Police have been

doing.

Summer 1999 - more MI5 harassment?

In only a few days time I will be going to Europe again. This time I have deliberately chosen to travel by a non-UK airline; so we will see if they put their paid agents on this foreign carrier, we will see if they try to harass me on this non-British flight.

If they do harass me on this trip to Europe, or if they resume the harassment in London after I return home, then I will continue to report their activities in these faxes. As I said at the beginning of this article, I would very much like to not have to send these articles any more, but that is not my decision to make - it is entirely up to MI5 to cease their pointless persecution of me, once and for all.

31088

--
Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
------>>>>>>http://www.NewsDemon.com<<<<<<------
Unlimited Access, Anonymous Accounts, Uncensored Broadband Access

1523. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-17 19:44:58 UTC
From: rbernardo@value.net
Message-ID: <00ef330c-5dc8-4ec0-b7a9-64801854330e@b40g2000prf.googlegroups.com>
Source record: 3762
Cross-posted to: comp.sys.atari.8bit, comp.sys.atari.st

Thanks to Larry Anderson for following up on this...
the Computer HIstory Museum now has the video of the
event at their website, in addition to the same one being
at YouTube. The CHM website video is downloadable
and of higher quality than that of the one at YouTube.
Go to

http://www.computerhistory.org/events/index.php?id=1193702785

and click on Full Lecture

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
The Other Group of Amigoids
http://www.calweb.com/~rabel1/

1524. Re: Bit3 Column Card with Axlon Ramdisk

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-19 07:12:55 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <4768C477.9749C3FF@a8maestro.com>
Source record: 3763

While I can't help, I have a similar problem with the Bit 3. I have a 256K ram
card I can't use at the same time due to address overlapping. And I also have
no ram past 32K.

Rick D.
DO NOT REPLY TO a8maestro"a t"a8maestro.com.
Use rld2008" a t " a8maestro.com instead.

Jason Harmon wrote:

> I just received a Bit3 80 column card for my 800. It goes in the last RAM
> slot on the 800, and you need to put a 32K card (which I have) in the 2nd
> RAM slot to have a full 48K of RAM available. In this configuration, the 32
> K card effectively acts as the RAM for both the 2nd and 3rd slots.
>
> However, in my 800, I have a Magna 512K card (Axlon compatible) in the 2nd
> slot, meaning the 32K card would have to move to slot 1. Unfortunately, the
> 32K card can only act as the RAM for slots 2 and 3, while what I
> functionally need is a 32K card that acts as the RAM for 1 and 3.
>
> Does anyone know of a hack for an Axlon Rampower 32 card to allow it to work
> from Slot 1 so that it can coexist with a Bit3 80 column card in slot 3 and
> an Axlon 128 compatible card in slot 2?
>
> Right now I have to choose between the Bit3 and the Magna card and I'd like
> to be able to have them all work together.
>
> Thanks.
>
> Jason Harmon

1525. Re: Equivalent of "Retro Issue" but for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-19 07:15:32 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <4768C514.F07BC24B@a8maestro.com>
Source record: 3764

Hi,

I don't know where to find but some I remember..
A-one , Classic computers & Video Games, 2600 Connection. Some my be
paid sub.

Rick D.
DO NOT REPLY TO a8maestro"a t"a8maestro.com.
Use rld2008" a t " a8maestro.com instead.

T0M wrote:

> Hi and tnx for reading my message.
>
> Is there any ezines available to download for free, something like
> "Retro Issue" but only about Atari stuffs ?
>
> tnx in advance
>
> T0M
> --
> Sorry if I don't answer quickly but I can't be online each day

--
ï¿½ï¿½à¡±ï¿½

1526. Atari Users Groups in the World

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-19 07:21:19 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <4768C66F.5E9F9AE6@a8maestro.com>
Source record: 3765

Its that time again. I am wanting to know about any known active Atari
Users groups in the world.

Thanks,
DO NOT REPLY TO a8maestro"a t"a8maestro.com.
Use rld2008" a t " a8maestro.com instead.

1527. Re: Bit3 Column Card with Axlon Ramdisk

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-19 18:06:46 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <01daj.33663$Pv2.19287@newssvr23.news.prodigy.net>
Source record: 3766

I have no answer to the problem. But, what would
you do with a 512K card? Ramdisk?

1528. The DarkForce! BBS

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-19 22:29:32 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2007.12.19.22.29.32.236968@suddenlink.net>
Source record: 3767

Folks, we're down right now. Apparently, my UDS10 has died.

I'm saving up to get a new one - as soon as we're up and running
again I'll post messages all over.

Apologies for the down time, and thanks to everyone for being
patient.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

1529. Re: Atari Users Groups in the World

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-20 02:13:14 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.t3l24toegaat7c@mdc>
Source record: 3768

On Wed, 19 Dec 2007 01:21:19 -0600, Rick D <a8maestro@a8maestro.com> wrote:

> Its that time again. I am wanting to know about any known active Atari
> Users groups in the world.

Here's what I have for 8-bit Atari groups:

ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/
web site temporarily down, but club is active

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

1530. Re: Equivalent of "Retro Issue" but for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-20 02:43:04 UTC
From: "Russ Perry Jr." <russperryjr@sbcglobal.net>
Message-ID: <russperryjr-6E6867.20430419122007@news.rcn.com>
Source record: 3769

Rick D <a8maestro@a8maestro.com> wrote:
> I don't know where to find but some I remember..
> A-one , Classic computers & Video Games, 2600 Connection. Some my be
> paid sub.

I can speak for 2600 Connection -- it's not available online, outside
of some sample articles, but it's still available in paper form; new
issues even.

> T0M wrote:
> > Is there any ezines available to download for free, something like
> > "Retro Issue" but only about Atari stuffs ?

--
//*==++
|| Russ Perry Jr 2175 S Tonne Dr #114 Arlington Hts IL 60005 ||
|| 847-952-9729 russperryjr@sbcglobal.net VIDEOGAME COLLECTOR! ||
++==*//

1531. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-20 08:01:02 UTC
From: rbernardo@value.net
Message-ID: <fbdcbfba-0a60-4ac5-b05f-bc64f07069bb@b40g2000prf.googlegroups.com>
Source record: 3770

On Dec 15, 8:01 pm, "Michael Current" <mich...@mcurrent.name> wrote:

> And thanks for keeping us informed on this event, as well as the
> after-event media coverage.

You're welcome, Michael. I appreciate your response.

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
The Other Group of Amigoids
http://www.calweb.com/~rabel1/

1532. 25% OFF ATARI HOLIDAY SALES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-20 12:37:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0712200435260.13325-100000@onyx.spiritone.com>
Source record: 3771
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1533. Atari BBS NEWS!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-20 22:39:31 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0e222ef9@familynet-international.org>
Source record: 3772

FamilyNet International Newsgate

Some interesting BBS news... this is just to catch you up so that you can go into the BBS's without having to dig for this and can therefore just jump in....

1) Boot Factory - sysop Abdul
(Atari 8-bit BBS, emulation, ATASCII option)
Running well. Marius (of the fifth BBS to be mentioned here) mentioned thinking about selling his Atari equipment on the message base here. I really hope he didn't.

GAMES ON THE BOOT FACTORY
1. Blackjack
2. Rule Prometheus! (Kingdom)
3. Pro-Zee
4. Keno!
5. Life Expectancy
-. Coal Mines of Midlothian (Selectable from main menu ATASCII needed)

2) Inside The Atari 8 Bit - sysop Steve (Atari 8-bit BBS, Real equipment, ATASCII option) Up and going. Been a little activity on the first message base. The game menu does not seem to be active at this time. However this BBS is known for being possibly multi-channel, so you can have more than one user on at a time, and this is run on the real equipment. Good ANSI screens and menus too for the
non-Atari user getting on this one.

3) Mousenet BBS
(Atari 8-bit BBS, Real Equipment?, ATASCII option)
"11-04-07 BBS Crash"
"sh*t happens, the BBS was crashed the last days and killed all the Boardfiles and my Boot partition. The userist was not deleted. not I have installed an older Backup from 10-03-07 (only the Boardfiles on Partition 5)"
When I checked the message base was not letting me post. So if someone could please let the sysop know if you know him.

MOUSENET has ATASCII cartoons and ASCII picture galleries.

4) Darkforces BBS
(Atari ST BBS run on a Mega ST 2)
UDS-10 (Serial to Ethernel adaptor) is down. Will be back up when a replacement comes.

DARKFORCES, when it comes back up, is a great ST BBS that has a variety of message areas, and many online games. More on this soon.

5) Atari 8-bit Inside - Sysop Marius (Atari 8-bit BBS run on the real hardware)
See the first entry for the Boot Factory. Possibly down for good. :(

6) ST Guild BBS - Sysop Chuck B
(ST BBS run on... ???)
telnet://stguild-bbs.dydns.org/
On Thu, 25 Oct 2007 22:16:19 -0400, Chuck B wrote:
> I have had some problems with over the last few months. I and had to shut it
> down. But if you want I will put it back up right now!! I am going to see
> how things go for a month so give it a try.

Will have to see if he is willing to give this another go. Posted a
message on the Atari ST newsgroups to see what the plans are. Hopefully Chuck
will reply.

7) Closer To Home - Sysop Tom Hunt (Atari 8 bit BBS run under emulation,
ATASCII option)

This long time BBS has been basically up for forever. It has spells where
it is down while family uses the computer, so who knows on this one. There is
a discussion about Tom Hunt's work at http://www.atariage.com/forums/index.php?
showtopic=101584&pid=1310240&st=0&#entry1310240

8) The Grove BBS
(Atari ST BBS run under emulation.) Telnet://shadow.skeleton.org
(Type BBS and then nothing for the password)

Just got on this BBS the other day, looks really promising.

Here are the games...
1. Assassin
2. Galactic Empire 2.41
3. Final Frontier 1.53
4. Space Trader Elite
5. Mount NevereST Trivia
6. Cows 9.0
7. Super Star Trek
8. Death
9. Air Defence 3.8
10. Moria/ST
11. DDST (AD&D ST)
12. Pirate Adventure
13. Ghost Town Adventure
14. Blackjack
15. James Bond: World Domination
16. Trivial Pursuit

PLEASE if you know of any BBS's that are up that are not listed, please
let me know ASAP as we are adjusting the BBS list at telnet://rdfig.net (again
"X" at the main menu for internet options, then "A" for Atari, then select the
Atari BBS on the list. There are broken links, this will be all updated
completely soon).

Also don't forget the Atari IRC chat starting at 8 pm CST. (I'll be a late arrival, but plan to be there eventually.) (telnet://irc.atarichat.net port 800 will take you there, otherwise irc.newnet.net #atari)

Take care fellow Atari 8-bitters!

Doc Clu - beige 800 user!

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

1534. Indus GT synchromesh

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-21 04:35:10 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <2oHaj.6817$m6.3565@newsfe18.lga>
Source record: 3773

Indus GT Synchromesh is enabled for DOS XL and SpartaDOS X but I need
Indus.sys for Atari DOS 2.x and any DOS to enable the Synchromesh mode.
Anyone uploads it to me?

Thanks!
Jack

1535. Re: No traffic?

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-21 15:01:09 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0e224b13@familynet-international.org>
Source record: 3774

FamilyNet International Newsgate

Sorry to hear that.

But Atariage is a lot of fun, and most people I see I talk to on chats.

Doc Clu

> From: Ed Shepherd <dinosaur@corner.net>

> On Sep 23, 10:46 pm, "Greg Goodwin"
> <Greg.Goodwinp0.f2.n8...@fmlynet.org> wrote:
>> FamilyNet International Newsgate
>>
>> Are my eye deceiving me? Am I checkig into this newsgroup too often or
> am
>> I seeing no traffic here?
>>
>> DrC on a DC
>>
>> FamilyNet <> Internet Gated Mailhttp://www.familynet-international.org

> I used to be active here,but with the SPAM and Ben Smith (the less
> said,the better!)
> clogging up the pages,my frustration level was exceeded and I now view
> other venues.

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

1536. Guitar Hero on C=64

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-21 15:18:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0e224b56@familynet-international.org>
Source record: 3775

FamilyNet International Newsgate

Sweet!!

I was thinking the same thing. So has anyone tried to hack this? I've been thinking this would be great on the Jaguar. Of course you would need a different interface, or at least an adaptor to adapt Jaguar to 2600 ports.

And what would you use for the music? I think it would be great on the Atari 8-bit if maybe you could hack an AMS player or something to play along.

Remember the one that showed the notes as you played? What if you had something like that, only have the notes fall into place and you play as they hit the keyboard.

Actually maybe really learn an instrument. :D

Anyway, love Guitar Hero.

Doc Clu

> From: bill@newbreedsoftware.com (William Kendrick)

> When I first played Guitar Hero on the PlayStation 2, I noticed that
> the controls would more-or-less map to an Atari controller, and the
> tall-as-the-screen player/missile graphics on the Atari would be good for
> the notes coming at you.

> (Five colored buttons could be joystick up/down/left/right/fire, the fret
> switch could be one paddle, and the wah-wah bar or tilt could be the other.)

> Well, apparently a C=64 owner thought the same, and actually hacked together
> an interface, "PSX64" which does that (but better), and more (programmable!).
> And it should work with Atari 8-bit systems! :)

> http://freedomirc.net/~megaboz/shredz64/

> --
> -bill!
> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

1537. Guitar Hero on C=64

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-21 15:43:48 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0e224bc3@familynet-international.org>
Source record: 3776

FamilyNet International Newsgate

Sweet!!

I was thinking the same thing. So has anyone tried to hack this? I've been thinking this would be great on the Jaguar. Of course you would need a different interface, or at least an adaptor to adapt Jaguar to 2600 ports.

And what would you use for the music? I think it would be great on the Atari 8-bit if maybe you could hack an AMS player or something to play along.

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> --
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> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

1538. Guitar Hero on C=64

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-21 15:43:48 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0e224bc5@familynet-international.org>
Source record: 3777

FamilyNet International Newsgate

Sweet!!

I was thinking the same thing. So has anyone tried to hack this? I've been thinking this would be great on the Jaguar. Of course you would need a different interface, or at least an adaptor to adapt Jaguar to 2600 ports.

And what would you use for the music? I think it would be great on the Atari 8-bit if maybe you could hack an AMS player or something to play along.

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Doc Clu

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> Well, apparently a C=64 owner thought the same, and actually hacked together
> an interface, "PSX64" which does that (but better), and more (programmable!).
> And it should work with Atari 8-bit systems! :)

> http://freedomirc.net/~megaboz/shredz64/

> --
> -bill!
> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

1539. Guitar Hero on C=64

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-21 15:43:48 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0e224bc4@familynet-international.org>
Source record: 3778

FamilyNet International Newsgate

Sweet!!

I was thinking the same thing. So has anyone tried to hack this? I've been thinking this would be great on the Jaguar. Of course you would need a different interface, or at least an adaptor to adapt Jaguar to 2600 ports.

And what would you use for the music? I think it would be great on the Atari 8-bit if maybe you could hack an AMS player or something to play along.

Remember the one that showed the notes as you played? What if you had something like that, only have the notes fall into place and you play as they hit the keyboard.

Actually maybe really learn an instrument. :D

Anyway, love Guitar Hero.

Doc Clu

> From: bill@newbreedsoftware.com (William Kendrick)

> When I first played Guitar Hero on the PlayStation 2, I noticed that
> the controls would more-or-less map to an Atari controller, and the
> tall-as-the-screen player/missile graphics on the Atari would be good for
> the notes coming at you.

> (Five colored buttons could be joystick up/down/left/right/fire, the fret
> switch could be one paddle, and the wah-wah bar or tilt could be the other.)

> Well, apparently a C=64 owner thought the same, and actually hacked together
> an interface, "PSX64" which does that (but better), and more (programmable!).
> And it should work with Atari 8-bit systems! :)

> http://freedomirc.net/~megaboz/shredz64/

> --
> -bill!
> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

1540. Guitar Hero on C=64

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-21 15:47:56 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0e224c64@familynet-international.org>
Source record: 3779

FamilyNet International Newsgate

Sweet!!

I was thinking the same thing. So has anyone tried to hack this? I've been thinking this would be great on the Jaguar. Of course you would need a different interface, or at least an adaptor to adapt Jaguar to 2600 ports.

And what would you use for the music? I think it would be great on the Atari 8-bit if maybe you could hack an AMS player or something to play along.

Remember the one that showed the notes as you played? What if you had something like that, only have the notes fall into place and you play as they hit the keyboard.

Actually maybe really learn an instrument. :D

Anyway, love Guitar Hero.

Doc Clu

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> Well, apparently a C=64 owner thought the same, and actually hacked together
> an interface, "PSX64" which does that (but better), and more (programmable!).
> And it should work with Atari 8-bit systems! :)

> http://freedomirc.net/~megaboz/shredz64/

> --
> -bill!
> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

1541. Re: Atari Users Groups in the World

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-22 06:23:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <476cafaa5f2fc2@comcast.net>
Source record: 3780

I belong to two group. Once is in my area and that is IMAGE (Indiana-Michigan-Atari-Group-Exchange). I conduct the meetings at my house and I write most of the newsletter. There is about 7 people that come to the meetings and about 15-20 more that receive our newsletter either my email or regular mail. The other groups is SCAT which is in Chicago. Nice group of people that group.

>Its that time again. I am wanting to know about any known active Atari
>Users groups in the world.
>
>Thanks,
>DO NOT REPLY TO a8maestro"a t"a8maestro.com.
>Use rld2008" a t " a8maestro.com instead.
>
>
>
>

--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

1542. Free Sex

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-22 17:05:10 UTC
From: bwm6kxjq <personals28to15@gmail.com>
Message-ID: <3f5479cc-f5ad-4d0a-9c3b-0756e12e26af@w56g2000hsf.googlegroups.com>
Source record: 3781

This site rocks!Also check out Free Sex For Dummiesd at
http://www.freesexfordummies.com as another erotic and wild site worth
visiting!Peep out the tons of free video and entertainment.

1543. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-22 21:27:00 UTC
From: rbernardo@value.net
Message-ID: <a279d432-5690-46bf-b2af-3e1c93e96f4a@e25g2000prg.googlegroups.com>
Source record: 3782
Cross-posted to: comp.sys.atari.8bit, comp.sys.atari.st

The San Jose Mercury News newspaper has finally posted a report
of the event. Go to

http://blogs.mercurynews.com/aei/2007/12/a_few_words_with_jack_tramiel_and_the_commodore_64_gang.html

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
The Other Group of Amigoids
http://www.calweb.com/~rabel1/

1544. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-23 05:21:11 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1198387253@rtfm.mit.edu>
Source record: 3783
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from 1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

The Atari computer intellectual property rights are currently owned by Atari Interactive, which is managed by today's Atari, Inc. Both of these are divisions of Infogrames Entertainment.
http://www.atari.com/ http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups every 7 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

1545. Re: Atari Users Groups in the World

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-23 08:02:27 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0e2282a5@familynet-international.org>
Source record: 3784

FamilyNet International Newsgate

I'm a part of IMAGE. Love the internet newsletter!

Doc Clu

> From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>

>I belong to two group. Once is in my area and that is IMAGE (Indiana-Michigan-
> Atari-Group-Exchange). I conduct the meetings at my house and I write most of
>the newsletter. There is about 7 people that come to the meetings and about 15
>20 more that receive our newsletter either my email or regular mail. The other
> groups is SCAT which is in Chicago. Nice group of people that group.

>> Its that time again. I am wanting to know about any known active Atari
>> Users groups in the world.
>>
>> Thanks,
>> DO NOT REPLY TO a8maestro"a t"a8maestro.com.
>> Use rld2008" a t " a8maestro.com instead.
>>
>>
>>
>>

> --
> Edward S. Baiz Jr.
> (Gamer)

> Falcon 030 16meg of Ram

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

1546. Atari Telnet Gateway 2008 1st Quarter

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-23 08:02:27 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0e2282a6@familynet-international.org>
Source record: 3785

FamilyNet International Newsgate

[We are looking for current BBS's of other retro platforms aside from Atari. Please write the E-mail address at the bottom of this message!]

[[This announcement will be the last posting regarding the Atari Telnet BBS Gateway till at least March 2008, so please save this message. The Prison Board BBS is not here to Spam newsgroups, but inform of a FREE SERVICE of the Prison Board BBS to make access to the Atari BBS's and chats much much easier.]]

FANS OF BBS's and Atari chat rooms...

The ATARI GATEWAY has all known Atari BBS's, and a some unknown. To find out which is which, come check it out. :)

There are also links to the Atari IRC chat (which meets at 8 pm CST Thursday, and off and on throughout the week at random times.)

And there is a link to the telnet chat (Which meets at 10 am CST Sunday and 7 pm CST Tuesday, and it good as a message area after that)

All this updated TODAY! icon_mrgreen.gif Merry Christmas to all BBS & chat fans, and please come see what is new at the Atari Gateway...

telnet://rdfig.net

X at the main menu (after you get past all the intro screens) for "Internet" A for the Atari menu
Then select 1 though 11.

Important details and FAQ Answers
- I don't think Inside the Atari 8-bit second line is active, but left there since it is off and on.
- Dark Forces is not currenlty up, but will be VERY soon.
- Some of these BBS's like Boot Factory will output character in a strange order when you type. This is a strange echo effect over telnet that needs to be ironed out eventually. However, you can read fine, and if you just type away, the output will look normal on the other side. it is only messed up on your side of the screen.
- The Prison Board BBS that runs the Atari Gateway can run as low as 300 baud, however, it will take about 45 minutes to get past the intro screens. We are currently working on this.
- The Prison Board BBS has a dialup line in addition to telnet access at 972 329 0781
- The Prison Board BBS is considering adding Atari Newsgroups as well as making areas for other computer enthusiasts such as Commodore and others.

```
--------------------
+------------ |||
|Doctor Clu / | \
drclu A T swbell D O T net
```

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

1547. Re: Equivalent of "Retro Issue" but for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-23 21:36:00 UTC
From: T0M <viepriv&#65533;e@fra>
Message-ID: <l7olm3tmb2g1l5v69srp06uei302i2al63@4ax.com>
Source record: 3786

Thanks folks for infos :o)

Happy Holidays,

T0M

1548. Power supply no in FAQ

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-24 02:34:42 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <XVEbj.43648$Qf1.25609@newsfe07.phx>
Source record: 3787

```
DVE (part # C070099). Female Connector 7 pin din.
Pin 1 +5 v
Pin 4 +12v
Pin 5 -12v
Pin 6 +5v
Pin 3&7 Gnd
Pin 2 Nc
```

1549. Merry Christmas!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-24 13:59:12 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <f0a024c9-d7df-4b81-b711-eb89c3747d13@t1g2000pra.googlegroups.com>
Source record: 3788

```
It has been said many times before and it is still true, always true:
Christmas time is Atari time!

I want to wish all fellow Atarians a merry Christmas!

Anders Skelander, Sweden

*
^
^^^
^^^^^
^^^^^^^
^^^^^^^^^
^^^^^^^^^^
^^^^^^^^^^^^
```

1550. Re: Merry Christmas!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-24 18:34:56 UTC
From: Maraka77i@gmail.com
Message-ID: <a74242e7-ee0b-4807-9a1d-b79be03644da@x69g2000hsx.googlegroups.com>
Source record: 3789

```
On Dec 24, 3:59 pm, Anders Skelander <a...@hotmail.com> wrote:
> It has been said many times before and it is still true, always true:
> Christmas time is Atari time!
>
> I want to wish all fellow Atarians a merry Christmas!
>
> Anders Skelander, Sweden
>
> *
> ^
> ^^^
> ^^^^^
> ^^^^^^^
> ^^^^^^^^^
> ^^^^^^^^^^^
> ^^^^^^^^^^^^^

Yeah, Merry Xmas from Finland aswell :)
```

1551. Re: Merry Christmas!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-25 12:35:04 UTC
From: Andreas Mischka <newsbob1@web.de>
Message-ID: <fkqtdlkfn02$1@news.t-online.com>
Source record: 3790

```
Maraka77i@gmail.com schrieb:
> On Dec 24, 3:59 pm, Anders Skelander <a...@hotmail.com> wrote:
>> It has been said many times before and it is still true, always true:
>> Christmas time is Atari time!
>>
>> I want to wish all fellow Atarians a merry Christmas!
>>
>> Anders Skelander, Sweden
>>
>> *
>> ^
>> ^^^
>> ^^^^^
>> ^^^^^^^
>> ^^^^^^^^^
>> ^^^^^^^^^^^
>> ^^^^^^^^^^^^^
>
> Yeah, Merry Xmas from Finland aswell :)

Jep, and from Germany, too!
```

1552. Re: Merry Christmas!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-25 14:43:59 UTC
From: RED <redodd@REMOVEcomcast.net>
Message-ID: <q7mdnV0XjNmkiuzanZ2dnUVZ_t2inZ2d@comcast.com>
Source record: 3791

```
"Andreas Mischka" <newsbob1@web.de> wrote in message
news:fkqtdl$kfn$02$1@news.t-online.com...
> Maraka77i@gmail.com schrieb:
>> On Dec 24, 3:59 pm, Anders Skelander <a...@hotmail.com> wrote:
>>> It has been said many times before and it is still true, always true:
>>> Christmas time is Atari time!
>>>
>>> I want to wish all fellow Atarians a merry Christmas!
>>>
>>> Anders Skelander, Sweden
>>>
>>> *
>>> ^
>>> ^^^
>>> ^^^^^
>>> ^^^^^^^
>>> ^^^^^^^^^
>>> ^^^^^^^^^^^
>>> ^^^^^^^^^^^^^
>>
>> Yeah, Merry Xmas from Finland aswell :)
>
>
> Jep, and from Germany, too!

Yes, and from Fairfield, New Jersey also.
```

1553. Re: Merry Christmas!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-25 20:00:44 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2007.12.25.19.51.50.867855@suddenlink.net>
Source record: 3792

```
On Tue, 25 Dec 2007 09:43:59 -0500, RED wrote:

>
> "Andreas Mischka" <newsbob1@web.de> wrote in message
> news:fkqtdl$kfn$02$1@news.t-online.com...
>> Maraka77i@gmail.com schrieb:
>>> On Dec 24, 3:59 pm, Anders Skelander <a...@hotmail.com> wrote:
>>>> It has been said many times before and it is still true, always true:
>>>> Christmas time is Atari time!
>>>>
>>>> I want to wish all fellow Atarians a merry Christmas!
>>>>
>>>> Anders Skelander, Sweden
>>>>
>>>> *
>>>> ^
>>>> ^^^
>>>> ^^^^^
>>>> ^^^^^^^
>>>> ^^^^^^^^^
>>>> ^^^^^^^^^^^
>>>> ^^^^^^^^^^^^^
>>>
>>> Yeah, Merry Xmas from Finland aswell :)
>>
>>
>> Jep, and from Germany, too!
>
> Yes, and from Fairfield, New Jersey also.

and the beautiful hills of Appalachian Kentucky as well! :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org
```

1554. FA:Atari 800XL in box

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-27 05:00:46 UTC
From: atarionly <atarionly@adelphia.net>
Message-ID: <95e6b7a1-1dcb-489a-86a7-7857c2bd81f4@s12g2000prg.googlegroups.com>
Source record: 3793

I have posted a few atari 800xlk computers and few other goodies on
Ebay . you can check them out at:
http://search.ebay.com/_W0QQsassZatari_only

thanks,AO

1555. 25% OFF ATARI HOLIDAY SALES!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-27 08:39:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0712270036460.31525-100000@onyx.spiritone.com>
Source record: 3794
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ORDERS OVER $50 GETS 25% OFF ALL CLASSIC ATARI 8 BIT AND ATARI ST LINES!
ORDERS OVER $100 GETS A GIFT & STILL GETS 25% OFF USED & NEW HARDWARE,
GAMES/SOFTWARE, BOOKS & ACCESSORIES FOR THE CLASSIC ATARI 8 BIT & ATARI ST
COMPUTER LINES! Call anytime at (503)256-9974! GOT ATARI? GET FREE ATARI
CATALOGS AT http://BensCatalogs.Atari.org and/or E-Mail BenSells@Atari.org
Most items I have 1, 2 or too few of. Get them While they last! GOT ATARI!

25% OFF ATARI! 25% OFF ATARI! 25% OFF ATARI! 25% OFF ATARI! 25% OFF ATARI!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI HOLIDAY SALES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1556. atari 800 as portable freeware ?

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-29 05:10:29 UTC
From: proteanthread <rtdos@rtdos.com>
Message-ID: <4775cb0a$0$26056$88260bb3@free.teranews.com>
Source record: 3795

http://www.portablefreeware.com/forums/viewtopic.php?t=622&highlight=games

--
Posted via a free Usenet account from http://www.teranews.com

1557. emulator search engine

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-29 15:44:05 UTC
From: proteanthread <rtdos@rtdos.com>
Message-ID: <47765f89$0$26000$88260bb3@free.teranews.com>
Source record: 3796

http://rollyo.com/proteanthread/www.rtdos.com/

--
Posted via a free Usenet account from http://www.teranews.com

1558. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-30 05:21:40 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1198992083@rtfm.mit.edu>
Source record: 3797
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2007

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Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

The Atari computer intellectual property rights are currently owned by
Atari Interactive, which is managed by today's Atari, Inc. Both of these
are divisions of Infogrames Entertainment.
http://www.atari.com/ http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 7 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

1559. Re: atari 800 as portable freeware ?

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-30 20:28:23 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <5tqdaaF1bposiU1@mid.dfncis.de>
Source record: 3798

proteanthread wrote:
> http://www.portablefreeware.com/forums/viewtopic.php?t=622&highlight=games
>
I don't understand the point. Atari++ comes with its own Os, backwards
compatible, and sources available, of the Os, and the emulator. Of
course, programs jumping into fixed ROM addresses won't work.

So long,
Thomas

1560. Happy Holidays!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-30 21:57:21 UTC
From: Lokanetra <lokanetra+usenet@nospam.gmail.com>
Message-ID: <5vUdj.52347$vd4.41444@pd7urf1no>
Source record: 3799

"Anders Skelander" <ansk@hotmail.com> wrote in message
news:f0a024c9-d7df-4b81-b711-eb89c3747d13@t1g2000pra.googlegroups.com...
>
> It has been said many times before and it is still true, always true:
> Christmas time is Atari time!
>
> I want to wish all fellow Atarians a merry Christmas!
>
> Anders Skelander, Sweden
>
>
> *
> ^
> ^^^
> ^^^^^
> ^^^^^^^
> ^^^^^^^^^
> ^^^^^^^^^^^
> ^^^^^^^^^^^^^

Best of wishes from British Columbia, Canada!

1561. Re: Atari Users Groups in the World

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-31 07:24:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <47789bb04aa690@comcast.net>
Source record: 3893

Yes Doc, I love the email PDF news files also. Alot better than getting it through the regular mail. Still, we have some people who still would rather get our newsletter by regular mail.

>FamilyNet International Newsgate
>
>I'm a part of IMAGE. Love the internet newsletter!
>
>Doc Clu

--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

1562. Re: Happy Holidays!

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-31 07:27:14 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <47789bb04aa691@comcast.net>
Source record: 3894

Yes the same goes from me here in Indiana in the US. I know it is a little
late, but I have been alot of overtime. Take care all....

>
>"Anders Skelander" <ansk@hotmail.com> wrote in message
>news:f0a024c9-d7df-4b81-b711-eb89c3747d13@t1g2000pra.googlegroups.com...
>>
>> It has been said many times before and it is still true, always true:
>> Christmas time is Atari time!
>>
>> I want to wish all fellow Atarians a merry Christmas!
>>
>> Anders Skelander, Sweden
>>
>>
>> *
>> ^
>> ^^^
>> ^^^^^
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>> ^^^^^^^^^^^
>> ^^^^^^^^^^^^^
>
>
>Best of wishes from British Columbia, Canada!
>
>
>

--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

1563. M.I 5`P ersecution - Mol estation d uring Travel

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-31 08:23:55 UTC
From: memveifmv@bigfoot.com
Message-ID: <cx0711310823511229@4ax.com>
Source record: 3800
Cross-posted to: uk.environment.conservation,alt.bainaries.pictures.erotica.gymnast-girls,alt.fan.british-accent,comp.sys.atari.8bit,fr.comp.sys.mac.materiel

MI5. Persecution: Molestation during Travel

MI5s persecution of me varies in. intensity. Since 1990 it has been steady for perhaps 80% of the time; there was a notable quiet period in. 1993, and another quiet period in Jan-Feb 1995,. as well as a hiatus in the first two months of 1999. It puzzles me that they cease. and restart, seemingly without any logic or reason. But. one aspect of MI5s activities against me which. is relatively predictable is this weeks articles topic, which is Molestation during Travel. Almost every time I cross. the Atlantic, go to the. Continent or even try to enjoy a holiday in this country, you can bet that MI5 will be there doing their utmost to. wreck it all.

This aspect of the harassment is particularly relevant as. I will be travelling. to Europe again in a months time, with naturally the Minidisc recorder in tow; so it will be. interesting to see if I can record the abuse which will almost certainly take place, either on the. Tube going to the airport,. at the airport, on the flight, in the terminal building - MI5 have previously. instituted instances of abuse at each of these locations, so well see how much taxpayers money they. waste this time, and whether it will prove possible to capture their. abuse on minidisc.

Read about the MI5 Persecution on the. Web

June 1992. in Polands mountain resort of Zakopane

The persecution started in June 1990, and for the. first two years I stayed in the UK apart from a couple of brief day trips to Calais.. By the summer of 1992 Id had enough of being cooped up in England with abusive. fellow employees egged on. by an abusive secret police service, and decided to spend 10 days in southern Poland, on. what was intended to be a holiday at the mountain resort town. of Zakopane.

Unfortunately. the psychopaths of the Security Service were not willing to allow me to enjoy a holiday in peace and. quiet. The journey to Zakopane was by coach. from the meeting point at Londons Victoria coach station (National Express) followed by ferry followed. by another coach across Europe. As we left Victoria a youth. and his girlfriend started a loud tirade of abuse directed at "this. bloke", where the "bloke" was never named, but. it was very clear that the "bloke" was myself. The youth said "they" had "found somebody from. his school, and he was always really stressed at school, a real. psycho". Again, the label "they" was not elaborated on, but it was clear that "they" = the persecutors. from MI5. The boy also said, "he was in a bed and breakfast for. only one night and they got him". By. a not unexpected coincidence I had been in a B&B in

Oxford a week previously, which had been. booked from work; other things lead me to the conclusion that the company's. offices were bugged for most of the 2 1/2 years that I was there, so "they" would have. known a room in the B&B had been booked. After a few minutes of this I. went back to where they were sitting and asked where they were travelling. The boy. named a village in France, and the girl's giggling suddenly. ceased; presumably it permeated to her brain cell. what the purpose of the boy's abuse was.

It is now very clear to me that. MI5 were trying to have me incarcerated, assaulted or killed on this trip across. Europe. The degree of verbal violence inescapably leads to this conclusion.. When we arrived at our destination,. it became clear that many people, both in our tour group and its guide, and among the ordinary residents of the. town, knew there was a movement under way to "get" me. MI5 employed many people. and significant resources for an action which they knew would. only take a maximum of ten days. A commercial operation would never have felt able to. waste such resources on such an unproductive and temporary action; only. a state-sponsored, taxpayer-funded entity like the Security Service. would be able to be so. wasteful.

To give some examples of what happened in those ten days; I was. walking in some woods. outside the town, when a Polish woman, looking at me, said the English "shit" in a strongly Polish-accented voice. For the. first three years 1990-92 MI5 had been trying to force. this word on me. Another example; I was. walking near my "hotel" when a mother said laughing to her child, "a wiesz ze to prawdziwy wariat" which. means "you know hes a real madman". And the "TV reacting" happened there. too; on Polish TV, a bemused looking journalist said to another, "to jest sprawa Anglikow", which. means "its. the concern of the English", in other words, none of our business, despite what the English are trying to force. down our throats.

Just. before we left for home, I went with some others from our group to a nearby bar. There a man shouted at me. the same sexual obscenity which MI5 have constantly thrown at me these last three years. I. think MI5 try to justify their various terms. of abuse by repeating them at me until I say them, either while conscious or while talking in my sleep; and. then they seize on my saying those words to "prove". that the obscenities are "my fault", et cetera. This rather stupid reasoning of. theirs can actually be seen as indicative of the psychopathic condition. attributed to them in a previous article; blaming the victim for the crime you inflict on. him is how psychopaths. think.

Nor did the persecutors let. up during the return trip. Returning on the ferry over the channel, a rather insalubrious-looking guy talked to. his mates about "and you know this bloke,. hes really mad you know, hes really mad". On the National Express return coach to. London, a group of five or six young people started shouting at me. I slumped in my. seat and tried to avoid presenting a target, so they. got ever more strident - "whats the matter with you, cant you hear us?" One of the other people who. had been on the trip to Poland asked them why they were shouting at. me, and they said, "hes been to Cambridge", to which the co-holidayer. asked them, "have

you been to Cambridge?" presumably thinking. they were aggrieved fellow students, but they. answered "no". Even after I left the coach at Elephant and Castle abuse continued; in the tube station, two kids started. throwing abuse at me; one of them said. to the other, "and you know he works?" to which the. other answered "yes".

Immediate Aftermath of. November 1992

As you will know from previous articles, my. manager at OCG - ARIS/Oxford, Mr Mitchell, induced a. mental breakdown in me in the months leading up to Nov/92. The diagnosis was regarded by. the persecutors as a victory for them, because few if. any people give credence to allegations of harassment when they. are made by somebody suffering from schizophrenia. There is also a bias against the mentally. ill, an "institutionalised bigotry" in society comparable to the institutionalised racism against. blacks.

However, MI5. did not let up on persecuting me following Nov/92. In December 1992 I. flew by charter jet to Alicante in Spain for two weeks recuperation. MI5 planted one of their people on the. flight, a youth who tried to. start some noises that "hes a nutter". One of the other passengers replied, "oh hes a nutter is he? oh well!". and the youth shut up and. said nothing for the rest of the flight. I think it would be fair to say that the youth on the flight was embarrassed by what he. had been asked to do in making. the flight "uncomfortable" for me; he sounded defensive rather. than aggressive.

My. first trip to Canada in June 1993

Ive already covered this in a previous article so. Ill just give a brief summary here.. On 10 June 1993 I flew British Airways from Heathrow to Torontos Pearson Airport. On de-planing from the aircraft, one. of a group of four fellow passengers looked at me and. said, laughing, "if he tries to run away well find him".. It was quite obvious that these four men were the ones who had. been harassing me since 1990.

I did nothing to. apprehend them or bring this incident to the attention of the airport authorities, mostly because this was my. very first visit to Canada,. and the last thing I wanted was to get into a dispute before I had even finished disembarking. In retrospect, I can see this was a. terrible mistake; I should have made. every effort to detain and identify these people.

Subsequently I have made numerous attempts. to obtain the names of these people from British Airways passenger lists, by talking to BA, through. a lawyer in Ontario, through a. solicitor in England, through the UK police, and also through private detectives in the UK. But all my. efforts have come to nothing. BA have told me they keep passenger. lists for a period of seven years, so they will. still have the list for this 1993 flight. I did not see or hear anything during the rest of my visit to Ontario in. 1993 which would have lead me to. believe that I was being watched or followed.

Journey. across Canada in summer 1994

As I think Ive already said in. previous articles I emigrated to Canada in late May. 1994. For six weeks between late May 1994 and early July 1994 I travelled across Canada from coast. to coast, starting in Toronto, visiting various cities and ending up in British Columbia. I saw this both. as something of a. holiday, and the chance to get to know a little better my adopted. country.

As you can. guess, MI5 followed me everywhere I went during these six weeks. In Toronto, where I started this trip in. late May, I was spoken about by one youth to. another with the words "hes an idiot", to which the other replied, laughing sympathetically, "good luck to. him".

A couple of days later I went to Montreal. and stayed at the YMCA downtown. As you can guess (this is all. so predictable, isnt it?) MI5 followed me there and bugged my room at the YMCA. Not only that,. but they managed to set-up an instance of. "newscaster reaction" from a local television station; while I was. watching a Vermont TV news programme on the set in my room, the. woman reporter said, "well theyre just tired and they want to go home", which sounds like a. pretty unprofessional thing to say until you realise she was trying to say of me that I was. the one that was supposed to be tired, and they (ie MI5) wanted me to go. home to the UK.

On the bus journey across the North American. continent, it was quite clear that MI5 were following me every step on the. way. For the first part of the journey they actually put someone on the bus with me, a youth who. said at me "that guys paranoid" and tried to incite other passengers. to attack me. I. stopped for a couple of days in Winnipeg in central Canada, and on leaving the town. heard on the radio a female presenter ranting about "insanity! insanity!". It is very tiring. travelling such a long distance by bus; I took the journey in two steps, each of. about 36 hours; and it is especially tiring when you know MI5 are watching you and harassing. you every. step of the way.

When I finally. got to Vancouver, MI5 instituted the usual harassment, in very short order.. I was surprised how quickly they were able to induce hatred towards me in elements of the general. populace; the Security Service must have employed a. number of agents and serious resources in a very short period of time; and for no. real gain, because I havent been back to BC for almost five years, so all. their "work" appears to be for nothing.. In downtown Vancouver a street person said in front of me, "theyre all talking about. him". For a few days I was staying at Pauls Guest House (345 W.14th Ave); on the day. I left, the owner Paul shouted at no-one in particular, "hes. going to Victoria" - which was quite accurate, I was. indeed going to the provincial capital Victoria on Vancouver Island. But I had not told anyone at the guest house where I. was going; I had only mentioned to my parents back in. England on the phone that I was going away from Vancouver. for a few days. Which leads me to suppose that MI5s bugging of the. phone in my parents house yielded the "intelligence". that I intended to visit Victoria, and they had passed the information on. to Paul.

When I got to Victoria it was. again obvious that the persecutors were "doing their stuff" there as. well. On the street I was identified as being English, although I had not said anything so my. accent hadnt given me away; and returning by ferry. to the mainland, I was abused by a Canadian woman who said,. "hes a nutter! you can run but you cant hide". During my years in Canada I. have never heard the word "nutter" on any other occasion;. I do not think it is part of Canadians vocabulary; so the Canadian woman. on the ferry, who was obviously talking about me, must have been supplied with this word by the English persecutors. And once. I got back to Vancouver, staying at the Austin Hotel on Granville St, I. listened to a conversation in. the apartment block directly opposite, and a man saying, "hes paranoid, so thats as bad as it can. be, so why are they doing this. to him?".

Holiday in the States,. August 1995

By 1995 I was living in Canada, and in August I. went down the eastern seaboard to Florida and as far as Key West by car. As. you can guess (this is all so boring and predictable,. isnt it?) MI5 followed me every step of the way.. I can see in retrospect that this must have been quite easy for them as they had my car bugged,. both on the inside to listen to anything that was said and what radio station I was listening to, as. well as what must have. been a tracker device installed to track it across long distances.

The first city I. visited was Philadelphia. In the old Congress Hall where the first US Congress assembled,. the woman guide started referring to my situation, saying that "all these people in Europe were watching it",. and they were "a little paranoid" at this 18th-century experiment. in democracy. Also I had recently written a newsgroup. post where Id described a (female) poster. as "wet-nosed" (implying "canine"), and a young girl in Philadelphia remarked, "so. he thinks were dogs?" There were two or three more. incidents during this holiday in the eastern States, including a radio station down near Miami, showing "they" had tracked me all the. way there, and were bugging the inside of my car; but I didnt record. the details. and Ive forgotten some of it now. Also down in Miami Beach a French tourist in a lift expressed support. for me with the words, "cest incroyable" ie. its incredible, meaning that MI5s well-known. actions against. me were beyond belief.

To go back a. bit, in about May/June 1995 Id visited New York, again by car, and was insulted several times by people using the same. words that had been used against. me in England. In Central Park, and elderly Englishman. (not a real gentleman - but then the Engish view of themselves as "gentlemen" etc is quite laughable) looked at me and. said "idiot". And while I was. eating in a streetside restaurant a New York youth started laughing and said something. like, "I cant believe it, hes actually here" - I think that was because I. had had an expressed wish to visit New York for some years. before this, although after this visit I wont be going there again for a very. long time.

Visit to Poland December. 1995/January 1996

In. December 1995 I flew (BA again, unfortunately - every time Ive flown BA one. of these incidents has happened, presumably MI5 is happier setting up harassment on British-domiciled carrier) from Montreal to. Berlin and travelled on to Poland to visit. family. MI5 naturally harassed me in Poland during my brief stay. They followed me around. and got Polish people to take part in the harassment.. In one case two Polish youths talked in front of me saying in English. (with marked Polish accents), "fucked up men, fuck you". There. were also other incidents which I dont remember too clearly since it was some. time ago.

The return flight connected through Heathrow, and in. the transit lounge MI5 again set-up harassment against. me. In Poland they were talking their abuse in English, and. in London they set Polish people after me to speak in Polish; they heard me on. the phone to my father, and said "a wiesz ze to Polski wariat", in an almost. sympathetic, inclusive fashion (translation.. "you know hes a Polish nutter"). Once on the flight to Montreal I was again set upon by two English youths, one of whom spoke. and the other listened. The. aggressive "fat bastard" youth said, "if he wants to be a wanker" (its my fault theyre harassing me, you. see), self-justification that "hes. a nutter" (so we have to keep on abusing him, because hes ill), as well as. talking about the town in Poland where I had been staying. He also said, "he doesnt know. who we are", but as already remarked in a previous article, that was at best. a half-denial of my guess expressed in internet. newsgroups that the people after me were MI5 - if anything its a half-confirmation rather than. a half-denial.

These incidents are still going on. You can hear. digitised audio files of abuse on a BA flight to Berlin in. 1998 on the Web at address

On. this flight they were again attacking my mental health; "paranoid, hes paranoid". and "nutter" are discernable. The last "during travel" contact was at Ottawa Airport on. 21 July 1998, when "Alan Holdsworth" the psychopath MI5 agent, dressed. as a vagrant, was pacing aggressively in the departure area. In three weeks I will. again be travelling to Europe; we will see what. fresh acts of molestation MI5 perpetrate during this trip.

386

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Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
------->>>>>>http://www.NewsDem

1564. M-I,5.Persecution ` MI 5 ar e Af raid to Ad mit They re Beh ind t he Persecution

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-31 08:44:53 UTC
From: ifmvf@gmail.com
Message-ID: <oh0711310844504485@4ax.com>
Source record: 3851
Cross-posted to: uk.environment.conservation,alt.bainaries.pictures.erotica.gymnast-girls,alt.fan.british-accent,comp.sys.atari.8bit,fr.comp.sys.mac.materiel

MI5 are Afraid to Admit They're. Behind the Persecution

MI5 have issued a formal denial of. any involvement in my life to the Security Service Tribunal, as you might expect them to; but,. more importantly, the persecutors have. never denied that theyre from the Security Service, despite several years of accusations from my corner. on usenet and in. faxed articles. I am not surprised that the Security Service Tribunal found "no determination. in your favour". I am however a little surprised that. the persecutors have refused to confirm my identification of them; by doing so, they. implicitly admit that my guess was right.

"No determination in your favour" says the Security Service. Tribunal

In 1997, I made a complaint to the. Security Service Tribunal, giving only the bare outlines of my case. I do. not think it would have made very much difference if Id made a much. more detailed complaint, since the Tribunal has no ability. to perform investigatory functions. It can only ask MI5 if they have an interest in a subject, to which MI5 are of course free. to be "economical. with the truth". A couple of months after my complaint the Tribunal replied. that;

The Security Service. Tribunal have now investigated your complaint and have asked me to inform. you that no determination in your favour has been made. on your complaint.

Needless. to say this reply didnt surprise me in the slightest. It is a well. established fact that the secret service are a den of liars and the Tribunal a toothless watchdog, so to see them conforming to. these stereotypes might be. disappointing but unsurprising.

It is. noteworthy that the Tribunal never gives the plaintiff information on whether the "no determination in your. favour" is because MI5 claims to have no. interest in him, or whether they claim their interest is "justified". In the 1997 report of the. Security Service Commissioner he writes that. "The ambiguity of the terms in which the notification of the Tribunals decision is expressed is intentional", since a. less ambiguous answer would indicate to the. plaintiff whether he were indeed under MI5 surveillance.. But I note that the ambiguity also allows MI5 to get away with lying to the question of their interest in me; they can. claim to the Tribunal that they have no interest, but at a future date, when it. becomes clear that they did. indeed place me under surveillance and harassment, they can claim their interest was "justified" - and. the Tribunal will presumably not admit that in their. previous reply MI5 claimed to have no

interest.

"He doesnt. know who we are"

In early January 1996 I flew on. a British Airways jet from London to Montreal; also present on the. plane, about three or four rows behind me, were two young men, one of them fat and voluble, the other silent. It. was quite clear that these two had been planted on the aircraft. to "wind me up". The fat youth described the town in Poland where I had. spent Christmas, and made some unpleasant personal slurs against. me. Most interestingly, he said the words, "he doesnt know. who we are".

Now. I find this particular form of words very interesting, because while it is not a. clear admission, it is only a half-hearted attempt at denial of. my guess that "they" = "MI5". Had my guess been wrong, the fat youth would surely have said so more clearly. What he was trying to do was. to half-deny something he. knew to be true, and he was limited to making statements which. he knew to be not false; so he made a lukewarm denial which on the face of it means nothing, but in fact. acts as a confirmation of my guess of who "they". are.

On one of the other occasions when I saw. the persecutors in person, on the BA flight to Toronto in June 1993,. one of the group of four men said, "if he. tries to run away well find him". But the other three stayed totally quiet and avoided eye contact. They did so to avoid. being apprehended and identified - since if they were identified,. their employers would have been revealed, and it. would become known that it was the secret services who. were behind the persecution.

Why are. MI5 So Afraid to admit their involvement?

If you think about it,. what has been going on in Britain for the last nine years is. simply beyond belief. The British declare themselves to be "decent". by definition, so when they engage in indecent activities such as the persecution of a mentally ill person, their. decency "because were British" is still in. the forefront of their minds, and a process of mental doublethink kicks in, where their antisocial and. indecent activities are blamed on the. victim "because its his fault were persecuting him", and their self-regard. and self-image of decency remains untarnished. As remarked. in another article some time ago, this process is basically the same as a large number of Germans employed. fifty years ago against Slavic "untermenschen" and the Jewish "threat" -. the Germans declared, "Germans are known to be decent and the minorities are at fault for what. we do to them". - so they were able to retain the view of themselves as being "decent".

Now suppose this entire episode had. happened in some other country. The British. have a poor view of the French, so lets say it had all happened in France. Suppose there was a Frenchman, of non-French. extraction, who was targeted by the French internal security apparatus, for. the dubious amusement of French television. newscasters, and tortured for 9 years with various sexual and other verbal. abuse and taunts of "suicide". Suppose

this all came out into. the open. Naturally, the French authorities would try hard to. place the blame on their victim - and in their own country, through the same state-controlled media. which the authorities employ as instruments of torture, their view might prevail - but. what on earth would people overseas make of. their actions? Where would their "decency" be then?

This is why MI5 are so afraid to admit. theyre behind the persecution. Because if they did admit. responsibility, then they would be admitting that there was an. action against me - and if the truth came out, then the walls would come tumbling. down. And if the persecutors were to admit they were from MI5, then you can. be sure I would report the fact; and the persecutors. support would fall away, among the mass media as well as among the general. public. When I started identifying MI5 as the persecutors in 1995 and 1996 there was a sharp reduction. in media harassment, since people read my internet newsgroup posts. and knew I was telling the truth. The persecutors cannot deny my claim. that theyre MI5, because. then I would report their denial and they would be seen as liars - but they cannot admit. it either, as that would puncture their campaign against me. So they are forced to maintain a ridiculous silence. on the issue of their identity, in the face. of vociferous accusations on internet newsgroups and faxed. articles.

Have MI5 lied to. the Home Secretary?

In order for the Security Services to bug my home, they. would either have needed a warrant from the Home Secretary, or. they might have instituted the. bugging without a warrant. Personally I think it is more likely that they didnt apply. for a warrant - I cannot see any Home Secretary giving MI5 authority to bug a residence to. allow television newscasters to satisfy their rather voyeuristic. needs vis-a-vis one of their audience. But it is possible that the Security Service presented. a warrant in some form before a home secretary at some point in the. last nine years, for. telephone tapping or surveillance of my residence, or interception of postal. service.

So the possibility presents itself. that a Home Secretary might have signed a warrant presented to him based. on MI5 lies. Just as MI5 lie to the Security Service Tribunal, so they might have lied to a. Home Secretray himself. MI5 and MI6 are naturally secretive services. former home secretary. Roy Jenkins said, they have a "secretive atmosphere ... secretive vis-a-vis the government as well as [enemies]".. Jenkins also said he "did not form a very high regard for how. they discharged their. duties".

It. was only a few years ago that MI5 was brought into any sot the extraordinary. thing is that British media organisations like the state- and taxpayer-funded BBC. take such an active part in the MI5-inspired campaign of harassment. We have after all heard of MI5 trying to. bribe broadcast journalists; but surely there must be a substantial. number who are not bought or blackmailed by the Security Services, and. who take part in the "abuse by newscasters" of their. own volition? The BBC is supposed

to be independent of. the government of the day as well as the Establishment in general. While perhaps it is childish to think that. the BBC is. anything other than effectively state-controlled, the degree of collusion between the BBC and the British. Secret Police MI5 is something you would not find in many countries. Individual. tele-journalists in other countries. would have enough self-esteem not to allow themselves to be controlled by their secret. police - seemingly, BBC broadcasters like Martyn Lewis and Nicholas Witchell have such a low opinion. of their employing organisation that they see no wrong in dragging the. BBCs no-longer-good name through yet more. mud, at the mere request (whether supported by financial or. other inducements) of the British secret Police, MI5.

And when challenged, these broadcasters LIE about their involvement,. with just as little shame as MI5 themselves. The. BBCs Information dept have said. that;

"I can assure you that the BBC would never. engage in any form of surveillance activity such as. you describe"

which is an out-and-out lie. Buerk and Lewis. have themselves lied to their colleagues in the BBCs Information. department over the "newscaster watching", but unsurprisingly they refuse to put these denials. in writing.. Doubtless if the "newscaster watching" ever comes to light, Buerk and Lewis will then continue to lie by. lying about these denials. So much for the "impartial" BBC, a nest of liars bought and paid for. by the Security. Services!

It is obvious. that the persecution is at the instigation of MI5 themselves - they have read my post, and only. they have the surveillance technology and media/political access. Yet they have lied. outright to the Security Service Tribunal. Similarly, BBC newscasters Michael. Buerk and Martyn Lewis have lied to members of their. own organisation. The continuing harassment indicates they are all petrified of this. business coming out into the open. I will. continue to do everything possible to ensure that their wrongdoing. is exposed.

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1565. M`I 5`Persecuti on . No Ju stice for the Victims of MI5

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-31 09:04:03 UTC
From: iveme@hotmail.com
Message-ID: <bq0711310904000554@4ax.com>
Source record: 3852
Cross-posted to: uk.environment.conservation,alt.bainaries.pictures.erotica.gymnast-girls,alt.fan.british-accent,comp.sys.atari.8bit,fr.comp.sys.mac.materiel

MI5. Persecution Update: Friday 11 June, 1999

Harassment in a pub in Clapham,. Tuesday lunchtime

Once. a month, or once every other month, I meet a Polish friends of mine who lives in Clapham North, and sometimes. we go to a particular pub near where he lives. The last time was some two months ago; I did not. have my minidisc-walkman with me, and consequently was. seriously harassed by people MI5 had instructed. to harass me, in the pub.

This Tuesday, 8 June 1999, we again went to the same pub. for a pre-meal drink.. This time I did have my minidisc-walkman with me. As you can guess, we were followed into the pub by a couple of young. people (Im getting older and older - isnt it funny how the MI5 agents. all look young these days?). They started talking about my. situation, in particular some travel I had booked the previous. day. Unfortunately, they were talking fairly quietly, and my minidisc didnt pick. up their speech.

MI5s schizophrenic reasoning is that simultaneously I. am very important and worthy of their acts of persecution, and I am also totally. unimportant and their abuse of me "doesnt matter". Perhaps. they should test their agents and managers for obsessive. personalities or psychotic features in the same way as employees are drug-tested. MI5. might lose their "worst cases" employees if some. psychological testing were applied to their recruitment. procedure.

Toothless Watchdogs.. What a Surprise.

Recently I have been engaging. in communications with two watchdogs, the Security Service. Tribunal which deals with complaints against the security service (and always clears MI5 of. any wrongdoing), and the Data Protection Registrar, which is mandated to investigate misuse of personal data. held on. computer.

In a letter to Nick Brooks, Security. Service Tribunal secretary, dated 20 April, I asked him if. the Tribunal, as an allegedly independent body, had the means to investigate complaints. against MI5 other than asking MI5 to themselves investigate complaints.. To my disappointment, his reply two weeks later answered the. question only indirectly, in the negative. Whatever. the reader might think of the merits of the case I have been putting. before you in faxed articles this last year and half, you will surely recognise. that it is a significant anomaly for the Tribunal to have no independent means of investigating complaints, particularly. given the view expressed. even by previous home secretaries that the security

services are. untrustworthy.

MI5 Persecution: No. Justice for the Victims of MI5

In a previous article I detailed. the similarities between the current MI5 Persecution. in England, and other historical instances of similar persecution, notably that by. the Nazi Germans in the thirties and forties. The Germans persecuted first the mentally ill, the. epileptics and those suffering from schizophrenia, then moved on to. racial groups; in todays Britain the persecution is. again directed at those with mental illness, which the British in. their cowardice find easier than taking on racial groups as the Germans did. But. just as in Thirties Germany there was no recourse against. a malign and omnipotent state, so the MI5 Secret Police in the modern British Fascist State allow no. justice for their victims.

No Recourse Against the Security Services. Illegal Harassment

It has become. apparent to me over the last nine years just how loaded the dice are. in todays Britain, a fundamentally fascist country which masquerades as a democracy. Britain is a. democracy in name only; the Establishment, the. defence and MI5 secret police are always there, regardless of which party has been voted into power most recently. - and from "New Labours" conduct. in office one finds it difficult to tell them apart from Old Tories, in their crackdowns on the. sick and vulnerable in society.

In thirties Germany the victims of. the Nazi regime had no legal recourse against their State oppressors; and in todays. Fascist British state, the victims of the Establishment and its MI5 Secret Police similarly have. no recourse against the illegal state-funded. and organised oppression. There is supposed to be. a mechanism for dealing with MI5 crimes, in the shape of the Security Service. Tribunal and Commissioner; yet these have never found favour of a plaintiff. One might. as well ask the Nazi SS to investigate crimes against epileptics or Jews as ask the Security Service. Tribunal to investigate MI5. crimes against British citizens; it is quite obvious what the answer is going to be, regardless of what you say to them,. and what evidence you provide. The Tribunal and. Commissioner are a mere formality, a whitewashing. body to give the Secret Services a veneer beneath which they hide. their shabby criminality.

"Institutional. Racism" and Bigotry in the Metropolitan Police

The recent inquiry into the racist murder. of Stephen Lawrence found clear evidence of. systematic and deliberate racism in the Metropolitan Police, which cannot have surprised. anyone. Commissioner Sir Paul Condon accepted a somewhat lukewarm definition of institutional racism. as being "unconscious". In truth, and this truth. must surely be obvious to anyone who has any familiarity or encountered the great British. police, the Met has not. just "unconscious" racism, but very clearly "conscious" and deliberate. racism, of the kind that would have done Thirties Germans proud. And it is a bastion of such open racism - when many other. parts of

society. are learning to live in a multicultural environment, the Met is still living in the past in. its attitude to the minorities.

But in addition to the. systematic racism confirmed by the Lawrence inquiry, there is also something much more relevant. to this case, which is systematic police bigotry against the. physically and mentally disabled, which I personally have experienced in my dealings with the. police over the years. You cannot expect equal treatment. if you are mentally disabled. I tried. to make a complaint to the police in 1995 about the harassment I had been subjected to for several years.. As soon as they found out I had mental illness,. they refused to even talk to me. I tried again in March. 1999; the police made various threats to me, while ranting about "your paranoid rubbish" in reference to the. complaints expressed to them.

The. police refusal to do the job they are employed and paid to do is extremely serious, particularly as this case is highly. important, indeed key to the whole issue of British self-perception at the end of the. 20th century and the beginning of the 21st century. Britain has lost much. in the last fifty years - it has. lost an empire, it has lost its self-respect and its identity as a people. If the MI5 persecution finally makes it. into the light and. the Security Services are seen for the rather cheap bullies their behaviour indicates, it will have. a massive and harmful effect on British. self-perception in the new century.

Security Service. Tribunal - Blatant Whitewashing

A. few weeks ago I spoke on the phone to Nick Brooks, the Secretary of the Security Service Tribunal, which is supposed to deal with. cases of MI5 transgression. I asked him if the. Tribunal had ever found in favour of a plaintiff and against the Security Service. He answered that as. far as he knew, it. had not.

I also asked Mr. Brooks if the Tribunal had any means of investigating allegations of criminal. activity by MI5, other than asking MI5 themselves if they had engaged in such activity. His rather circuitous written. reply states that the 1989 Security Service Act. provides that "it shall be the duty of every member of. the Service to disclose or give to the Tribunal such documents. or information as they may require for the purpose of enabling them to carry out their. functions under this Act". Which is a very round-about way of saying -. "No" - the Tribunal has no way of investigating MI5 crimes -. None At All.

Setting up the S.S. Tribunal, and creating. a Security Service Commissioner, was really an act of falsehood by the government. It. is generally recognised that MI5 are out of reach. of the normal criminal justice system - the police, as we have. seen, have no intesot answer to the government; in a previous article I quoted Roy. Jenkins speaking of "a secretive atmosphere..... secretive vis-a-vis the government as well as [enemies]", and. a "lack of frankness" from MI5.

If the government wanted to, it could reform the secret services. and ensure. they acted in conformance with the laws which have been enacted for them in. the last ten years. But apparently the present government does not see any need to ensure security service compliance with the law.. As noted above, the regulatory machinery. for MI5 is deliberately weak; the Tribunal has no independent means of. investigation, and it is simply a waste of time complaining to the Tribunal or. Commissioner.

Every so often,. fresh revelations come to light of secret service transgressions. We have heard from Shayler that MI5 bugged Jack. Straw and Peter Mandelson; we have heard. from Peter Wright that MI5 plotted to see Wilson ejected. from office; yet so closed is the system of government that the law is never enforced against MI5. when they "bug and burgle" everyone from politicians to ordinary. citizens.

No. Justice from the Legal System, either

Britain has a civil and criminal justice system which effectively. limits many complaints from being heard. For a. civil complaint to be brought before a. court, you need a solicitor willing to act on your behalf. Supposedly it is possible to represent. yourself as a Litigant-in-Pthe basis of being "frivolous and. vexatious" or "disclosing no cause for action in law". This is exactly what happened. to me in 1997 when I twice tried. to take the BBC to court for spying on me in my living room at home; my case. was twice struck out, and on the second occasion an order was. made against me that I could not bring further civil litigation against the BBC without. leave of the court.

As the reader can. guess it is quite impossible for a person with schizophrenia, who complains about the. secret services and media interfering in his life, to find. a solicitor willing to represent him in legal action against the persecutors. I have quite a lot of. evidence of the continuing persecution which I have posted on. the website, even if the evidence. is quite tentative and perhaps open to varying interpretations. But. I have tried several firms of solicitors; some of them have acted unprofessionally and abused me; all of. them have refused to represent me. My psychiatrist gave me the name. of the firm of Bindman and. Partners in central London, and I have approached them twice. On each occasion they refused to accept my instructions. Plainly the problem. with Bindmans, which they have. admitted, is their bigotry against mentally disabled people; yet this is not just something that. is wrong with Bindmans, it is something that is wrong with the legal system as a. whole, since the legal. system necessitates finding a solicitor willing to represent. you in order to bring a case to court, but it does not have a mechanism for providing a. lawyer in the case where no solicitor is willing to take on your case.. So the British legal system is such as to prevent cases. such as mine from ever receiving an airing in a court.

So much for the civil courts. But the criminal justice system. is no better. Two years ago. the Protection from Harassment Act came into force. But again, while the Act is. all very well on paper, in practice it is unenforceable in my case, since it would require Police. action to see the law implemented, and if. the police cannot even be trusted to conduct a

murder investigation competently (in the Lawrence. case), then what chance is there of their investigating. complaints against the Security Service? Of. course, it would be possible for me to personally issue proceedings through a. private prosecution either against MI5 themselves, or against. one or more of their media tools; but here we see the same problems as with the civil courts,. because first of all I would have to find a lawyer willing to act on my behalf. Litigants-in-person. do exist in the criminal courts, but the Attorney General can bring such a. prosecution to an end by taking it over and entering a. plea of "nolle prossequi"; and I suspect that if I were to bring. a private prosecution against either MI5 or one of their media tools, then this is exactly. what would happen.

So much for British justice. But if. anything the wrongs that have been perpetrated on me by the British justice system. are quite mild to what others have suffered. Others have been wrongly. convicted based on police evasions and lies, and. spent many years in jail based on false charges. I should count myself lucky that despite the best efforts of the. MI5 secret police, I have not. acquired any criminal charges or convictions; which shows. that for all their resources and influence, and the clear imperfections in the British legal system, there are still. limits on how much subversion MI5. can achieve.

The latest in a. long line of injustices

A comment I heard during. the recent scandal of the police mishandling of the Lawrence murder investigation is that "its. not as if the police themselves murdered him".. This is not a particularly wise statement to make about the case, since it could be. argued that the four alleged murderers. were aided in their crime by the expectation that the police would deliberately botch the investigation - which of. course is exactly what. the police did.

But in my case, this would be a. completely inaccurate thing to say - since the MI5 secret-police have expressly. been trying to nine years now to see an end. put to my life, either by having me incarcerated and my liberty ended, or by forcing self-termination on me. It is exactly as. if the secret police "themselves murdered [me]", since that. is what their aim is in. their campaign against me.

The public has heard of instances of police mishandling of cases,. of police manufacturing evidence, lying in court, extracting. false confessions to clear up crimes, et cetera. Various instances. of extra-legal activity by the secret services have also come. to light in the last few. years. The unhappy truth is that what MI5 have been doing to me for. the last nine years is really nothing out of the ordinary for them. To me it seems unbelievable that this sort of systematic campaign. of harassment, which thousands and thousands of people. in this country and abroad are. well aware of, could exist for such a long period of time with the media maintaining "omerta". But my case is not the first. such instance of persecution by the "British secret police", and judging by the lack. of any real controls on MI5, I very much doubt it will be. the last.

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1566. M-I 5.Perse cution - MI5 Hav e System atically Dest royed My Li fe

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-31 09:26:38 UTC
From: vmeieief@yahoo.com
Message-ID: <kd0711310926356409@4ax.com>
Source record: 3853
Cross-posted to: uk.environment.conservation,alt.bainaries.pictures.erotica.gymnast-girls,alt.fan.british-accent,comp.sys.atari.8bit,fr.comp.sys.mac.materiel

MI5 Have Systematically. Destroyed My Life

This is getting depressing. From the feedback Ive received, the. recipients of these faxes are tired of hearing. my complaints, and in truth I am tired of sending them. The reason. I havent yet ceased sending faxes is because I cannot. think of any other effective means of replying to MI5s actions against me, and I feel I have to do. something to try to defend myself. Three/four years ago I got the MI5 harassment out of my system. by posting about it on Internet newsgroups, and for a few. months this tactic was quite effective - I received (and indeed still do today). support from newsgroup regulars, and felt. I could make my voice heard and break the MI5 monopoly. on access to the British media. But that was years ago, and today nobody gives a tinkers cuss about. my internet posts - so I have sought to escalate matters by communicating directly with the. politicians who allegedly say how. this country is supposed to be run.

Of course, its quite expensive. to keep up a campaign of fax messages for many weeks. Each set of faxes takes approx 50 hours to. send over the weekend, and costs perhaps 35. My phone bill for the last. quarter was 350. These. figures are naturally insignificant compared to what MI5 have been spending against me over a similar period. It also takes a lot. of time and energy to. create a new article every week, and try and find new and fresh aspects and viewpoints on MI5s. persecution of me. I am beginning to run out of. both new topics and energy to write these articles.

So I have a suggestion. to put before the MI5 persecutors who have been wrecking my life since. 1990. In a few days time I will be going on holiday to Poland and Germany, for. a couple of weeks. Previously, almost every time I have travelled. by plane, or gone anywhere on holiday, the MI5 "wreckers" have been. most assiduous in destroying these trips. My suggestion is; if MI5. leave me alone on this next trip, I will cease transmitting. these articles. If, however, there are any clear instances of harassment (and I am very capable of recognising MI5 harassment when I. see it), then I will make public these instances and. publish any recordings I may make of them, and, unwillingly and unhappily,. continue the articles.

Read about the MI5 Persecution on. the Web

Keith Hill MP (Labour - Streatham), my elected. representative, as ever refuses. to help.

MI5 Refuse to Allow me. to have a Normal Life

Its kind of difficult to contemplate having a normal existence. when you know your entire house is bugged from top to bottom,. for audio and, very unpleasantly, video; when. your employment is systematically destroyed, over and over again; when every time you leave. the country your travel is disrupted by MI5 plants on. the plane yelling abuse at you..... you get the idea. I would like to have some semblance. of a normal life, like my Polish and English friends do. But MI5 have made this. impossible, and they have leached massive resources from the taxpayer to institute. a life not worthy of the name. on me.

A few years ago MI5 were very open. about their aims in persecuting me. They were shouting "suicide" at me, both in Canada. where I lived at the time, and during my occasional visits to London. You. cant get much clearer than that. There have been instances as recently as a. few weeks ago of this intention being voiced. by their side; on 15 April 1999, a woman at the next ticket counter at. the Royal Festival Hall said;

"it would kill it, you know, it would just be overkill.... they can't stop can. they"

meaning that "they" were trying to "kill it". i.e. me and they "cant stop". The audio file is. at;

I wonder why they "cant stop". Nobody (who. doesnt know already) believes my claims - so what difference would. it make, if they were to "stop" persecuting me? Perhaps. what this persons remarks indicates, is the depth of. the obsession MI5 have with this case. They have chosen at random a person from the general population,. and done their worst to ruin my life. What is wrong with these people, that they persecute a. national of the country whose citizens they are supposed to. protect?

No Chance of a Harassment-Free. Job

Since the. harassment started in 1990 I have had three jobs, the first near Guildford,. the second in Oxford, and the third overseas in Canada. All three jobs have been systematically destroyed by MI5. It is so ironic. that MI5 employs a team of. agents, each well compensated for their efforts, to persecute just one person paid a mere fraction of what. they get for their "work". In fact, it is a joke that MI5 is allocated resources for. this sort of effort. If this area of government were run along commercial. lines then MI5 would be very. rapidly closed down, they produce nothing of any value, instead spending their time obsessed with the. bugging and surveillance of their. former employees like Shayler, dangerous subversives like Straw. and Mandelson, and "threats to national security" like yours truly.

Applying for my. first post university job

When I. was applying for my first post-university job in the closing months of 1990, I found at two or three job interviews that. MI5 had got there ahead of me. Interviewers knew what words to repeat from what had. been said. at my home recently; MI5 had supplied them with words to hurt me, and the "British secret police". were trying to wreck my job search and discourage me from joining the world of work.. This and the continuing

harassment in the media and by the public meant that the search for a. job took very much longer than it would ordinarily be. expected to take for a person with my. qualifications.

With my first job near Guildford came. the knowledge that MI5 were doing everything possible to make me lose the job.. Despite their efforts I managed. to stay in work for ten unhappy months, during which they made very clear to me that they. were bugging my workplace, my accomodation in Woking,. my car, my home..... and they also made clear that they had "got to" my employer in. Guildford.

Employment. with Oxford

I was able to find a new job, with Oxford Computer. Training Services (now ARIS/Oxford), quite quickly. But it. became very clear, very quickly, that MI5 were treating this job the. same as the first; they tried to get the other. employees and in particular the managers to attack me. It was plainly MI5s intention that I be sacked. fro this job. But I was not sacked; instead, after. almost a year of abuse from OCTS managers, I was forced to seek medical. help, and had to take two months off for medical leave.. OCTS MD Hugh Simpson-Wells was motivated in keeping me on by the fear that if he. sacked me, then I would take him to court for the treatment OCTS managers had meted. out to me during 1992.

Emigration to. Canada

When I emigrated to. Canada in 1994, I did think that perhaps MI5 would leave me alone, given that I had made the effort to leave. the UK and try to find a new life. overseas. I could not see any reason why they would continue to harass me over in Canada. But clearly the MI5. agents had their salaries to think. about, since continue to harass me they most certainly did, at my home in Ottawa,. and by getting fellow employees to speak against. me, as had happened with previous jobs in the UK.

MI5 are. denying me a future in work

Former Chief Constable of Devon. and Cornwall John Alderson had this to say regarding MI5's. activities;

"MI5 is not under. the same restraints as the police. They infiltrate organisations, people's jobs and lives. They. operate almost like a cancer."

Currently I am on disability,. and I can see that MI5 are denying me a future in work. It would be an insult to logic for me to return to. work and find a. job, in the knowledge that an entire team of MI5 agents, paid in. total many times what I would be earning, would have the objective of seeing. me "done down" in the employment, and ejected from the place of work. This situation is completely. wrong and nonsensical - I would very much like to have. a job, but MI5 are preventing me from even thinking about returning to work. The culture of secrecy. in MI5/MI6 means there is no objective oversight of their. expenditure, when external oversight and greater transparency might lead. to wasteful and illogical operations such

as. that against me being shelved.

Watched. and Harassed at my Home and Accommodation

As you will know if you have been reading. these articles, MI5 have watched and harassed me at my home, and at every accommodation. Ive had since 1990. Theyve also watched me. at neighbours houses in London, and at short-term accommodation such as. hotels and bed-and-breakfasts. They have used the "words". gained from these watching activities against me, by passing these. words on to other people such as OCTS managers for them to make clear that I am being. watched where I live.

Harassed. at rented rooms in Oxford in 1992

This was at its worst in 1992 in Oxford, where during the week I. lived at rented accommodation in Oxford, and at weekends returned. to my parents home in London. I was being severely harassed by managers at my. place of work, OCTS; and it was clear. from the things they said that they were being supplied by MI5. with details of my home life, that they were being supplied with words to repeat at. me.

In 1992 I moved house. in Oxford many times, living at a total of five rented accommodations in ten. months. In January I started off living in a rented room at Headington near the ring road /. A40 intersection; then when it became clear that house was being bugged, moved to a rented. room in Botley, some miles away. It was at the house in Botley. that I had an "interactive watching". experience with Martyn Lewis while he was reading the news; I threw a term of abuse at. him; he first flinched, then gave a gsult of what I had just said, he was no longer. "on my side".

So I moved house. again. This time to a place in Cowley, near the Rover car works, where I stayed for a few weeks.. Because of continuing harassment at work, I soon moved from this accommodation, to yet. another rented room on Iffley Road. By this time I was. very ill and being abused continuously at work. Again, MI5. followed me to the rented room on Iffley Road, and created new instances of "newscaster watching".. There was a television in the room which I watched, and as you can. guess the newscasters got at me when I. was watching the television. Also once I was assaulted, if thats the word for. what happened, on leaving the house; a youth grabbed me by the coat. lapels, roughed me up a bit with various terms of abuse. I did not report this assault to. the police, because what was happening to me at work was very much worse, and nobody seemed. to think that that was worthy of being reported to the police. Later that day at work,. Alex G, a fellow employee, said "I heard he was assaulted".... I. had not told anyone at work about the incident that morning..... so once again. it was made very clear that MI5 were watching my rented. accommodation and giving information about what was going on there. to managers at work.

So I moved house yet again in late autumn 1992, this time to a. rented room in a large. house on Woodstock Road. I stayed there for several weeks as the situation. at work deteriorated due to OCTS managers abuse, until I was forced to take sick. leave from work for two months and attend hospital as

an outpatient; at which point I gave notice on. the room, and returned to London.

MI5 continued to harass me. after the diagnosis of serious illness was made. As reported previously, they harassed me on a flight. to Spain in December 1992; and in 1993, when. I returned to live and work in Oxford, they again bugged my rooms, as well. as my workplace, although the intensity of the. harassment was very much less than in 1992.

Watched, followed. and harassed in Canada

It dismayed me. to find that MI5 would not leave me alone after I had settled in Canada. In. January 1995 I rented an apartment at the Bayshore complex in Ottawas west end. For some weeks. there was no sign of the "buggers". But then it started all over again. They first. bugged my car, which had a car alarm installed. - the alarm went off two or three times in a. single evening, and the following day gave a signal that the car had been broken into.. Then they bugged my apartment, and in particular they installed bugs on the phone line. in my apartment.

In September 1995 I moved to a new apartment in Ottawas. Bytown Market area, the restaurant and entertainment heart of Canadas capital.. This proved a serious mistake.. In the west end I had been fairly distant from the centre of town. where MI5 concentrated their efforts at turning people against me. In the Market area it was much easier for the. persecutors to motivate people to harass me, and over the. next couple of years there were frequent instances. of harassment by the general public.

From 1995 I. had some Polish friends in Ottawa, and as the reader can guess, MI5 have spent much effort trying to break up this. friendship. They supplied various things about my home life. to these friends, for example where I was living in. the Market, directly over the road were the studios of a music. radio station, which you had to "look up" to see; and MI5 told these friends that I was. "looking up" to see the radio station; so the friends then replayed these words back to me, that I was. "looking up". MI5 have also made various. sexual slanders against me, and these friends also unwittingly replayed some of the words they had been imprinted. with by the MI5. persecutors.

MI5. Will Never Allow Me to have a Normal Life

I have heard many excuses as to why MI5. continuously prevent me from having a normal life. We are told that MI5 are. defending the country against a tere. to zero.

When I have travelled abroad, they always put their people on the. flights, on the journeys I undertake, to. continue the harassment, so that I am put off further. overseas travel, and chained to my home in London. Yet even this is illogical,. because when I lived in Canada, they would still put people on flights back to the UK.... and what possible reason would. they have for doing that? Perhaps the truest words. to describe the MI5 persecution is that reason has nothing to do with their. activities - sane people do not behave in the way the MI5 British Secret Police. have been

doing.

Summer 1999 - more MI5. harassment?

In only a few days. time I will be going to Europe again. This time I have deliberately chosen to. travel by a non-UK airline; so we will see if they put. their paid agents on this foreign carrier, we will see if they try to harass. me on this non-British flight.

If they do harass me. on this trip to Europe, or if they resume the harassment in London after I return home, then I will. continue to report their activities in these faxes. As I said at the beginning. of this article, I would very much like to not have. to send these articles any more, but that is not my decision to make - it is entirely. up to MI5 to cease. their pointless persecution of me, once and for all.

5372

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Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
------->>>>>>http://www.NewsDem

1567. M`I,5-Persec ution . Harassme nt th rough th e Radi o

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-31 09:50:15 UTC
From: ememfe@lycos.com
Message-ID: <kv0711310950118219@4ax.com>
Source record: 3854
Cross-posted to: uk.environment.conservation,alt.bainaries.pictures.erotica.gymnast-girls,alt.fan.british-accent,comp.sys.atari.8bit,fr.comp.sys.mac.materiel

MI5 Persecution Update: Friday 9 July,. 1999

Harassment. in Poland, July 1999

And still it continues..... in my last fax I said that provided MI5 made no attempts at harassment during my two-week holiday this summer, or. after I returned to England,. then I would discontinue these faxes. Unfortunately MI5. have continued to harass me, both during the holiday and after my return to London. I really dont want to continue these articles,. since they take up so much time and effort,. not to mention expense; but the Security Service wont even let me have a holiday in peace and. quiet, so I have to make further efforts to bring their activities. out into the open.

In early July I visited my aunt and her family in Poland.. On Saturday 3 July 1999, I went to a family. barbecue at an allotment outside the city. One of my aunts family. has previously shown himself to be in the "enemy" camp, by saying the Polish equivalent of "something. wrong with him", and various other unprovoked insults. It is disappointing that. one of my family could forsake. the usual ties of blood and take part in the actions against me, but thats the way it is. This guy turned. up at the barbecue, and started. making insults against me. In particular, he started to say something about the. video camera which I had brought along on the trip, and the relevance of the video-camera to my. fight against the persecution. It seemed pretty obvious to me that my enemies had told. him to turn up to this occasion, and most likely. schooled him in precisely what words to say;. since hes an unintelligent person and would not be able to think for himself what insults. to make against me.

Harassment in London, week ending Friday 9 July. 1999

Got. back to London Wednesay afternoon. Two incidents on the Underground returning from the airport. Unfortunately I. wasnt recording because I wasnt expecting trouble, so these slipped through the. net. One of these was verbal sexual abuse, of the type Ive. heard many, many times before these last three-and-a-half. years.

Yesterday, Thursday. 8/July/1999, I switched on Heart FM which had never "got at" me. before.... and the presenter started making jokes about "mad, crazy" etc. Again, wasnt recording this because Id never had any. trouble from this radio station and wasnt. expecting any.

Also yesterday, on a bus (155?) from Balham. to Clapham, a couple of girls started harassing me with taunts. of "crazy". By now I was expecting trouble and recorded. an audio file of this instance of abuse, at web URL;

The. cynical reader might think my demeanour or behaviour had given rise to the taunts of "crazy". recorded above. But I assure you my behaviour on the bus would not have made anyone think I was ill; and the taunts. the previous day were the same sexual words as previously; so I'm quite. sure that. these incidents are either deliberately staged, or indicative of an overall high. level of awareness among the London public, particularly in the. part of London where I live.

Keith Hill MP (Labour - Streatham), my elected representative, as. ever refuses. to help.

MI5. Persecution: Harassment through the Radio

One of the aspects of the MI5. persecution has been harassment through the broadcast and print media; and. one of the aspects of harassment through the broadcast media is being "got at" by radio. presenters. This being "got at" from the radio takes. various forms, the most obvious form being through overt or hidden words and insults. But there. are other, subtler forms. In Canada a couple of years ago, I used to listen. to the local radio stations. every morning driving to work, and listened to the music only, switching. between radio station presets rapidly as soon as a presenters voice came on, so that I would not. be subjected to any verbal harassment by the D.J.s. But they. found a way around this; they kept on playing the same song, every bl**dy morning at the. same time, which had the words "all coming back. to me"; the perceptive reader will remember that the words "coming back" have special meaning. (see the Private Eye cover. at web URL; for the
hidden. meaning).

And thats not the only time theyve allowed the. songs themselves to be used as abuse against me; many years ago Radio-1 in the UK did exactly. the same, and the DJ even made it explicitly clear by saying, "dont. you sometimes. feel as if the songs were made just for you".

"We. should be done for attempted manslaughter" says Chris Tarrant

Capital Radio DJs have been. "in on it" from the start. One of the first things I heard in the summer of 1990 was. from a Capital DJ who said, "If he listens to Capital then he can't be. all bad" (supportive, you see. We're not bastards).. Much of what came over the radio in 1990 is now so far away. the precise details have been obliterated by time. No diary was kept of the. details, and although archives if they exist may give pointers,. the ambiguity of what broadcasters said would leave that open to re-interpretation.

In spring 1994, Chris Tarrant on his Capital morning. show made an aside to someone else in the studio, about a person he didn't identify.. He said, "You know this bloke? He says we're trying to kill him. We should be. done for. attempted manslaughter".

That mirrored something I had said a day or two before. What. Tarrant said was understood by the staff member in the studio he was. saying it to; they said, "Oh no, don't say that" to. Tarrant. If any archives exist of the morning show (probably unlikely). then it could be found there; what he

said was so out of context that he would be very hard put. to find an explanation. A couple of days later, someone. at the site where I was working repeated the remark although in a different way; they. said there had. been people in a computer room when automatic fire extinguishers went off and those people were "thinking of suing for attempted. manslaughter".

Pirate Radio "gets. at" me

In another incident in 1990/91, Id been listening to. a pirate radio station in South London for half an hour, when there was. an audible phone call in the background, then total. silence for a few moments, followed by shrieks of laughter. "So what are. we supposed to say now? Deadly torture? Hes going to. talk to us now, isnt he?" which meant that they could hear what I would say in my room. Note the word "deadly". - they give away their. purpose.

It constantly surprised me that MI5 are so easily able to. subvert broadcasters, and, in this case of the pirate. station, to do so, so quickly. I think the answer to this question is that they. must have very wide contacts in the broadcast media;. presumably some or in fact many of those contacts are. literally "bought". In the same way as they tried to buy Jon Snow of Channel Four news, they must have bought many. broadcasters and use them both. directly to make insults against me, and promulgate their points of. view; but also, they must use these "bought" broadcasters to influence other television and radio presenters, who might not even. be aware that it was on MI5s behalf that they. were being influenced to "get at". me.

BBC-Radio-1 D.J.s celebrate my job termination. in November 1991

This is another one from the "early. years". At the beginning of November 1991 my employment in. Woking, Surrey was terminated. Chris Tarrant of Capital-FM had already made nasty remarks about. both my work for the company, and the managers of the company themselves. - "so theyre not really a serious. company, well theyd have to be to employ you wouldnt they".

So when I was terminated, as you can. expect, BBC Radio 1 D.J.s celebrated. On the Saturday afternoon (either. 9/Nov/1991 or 16/Nov/1991 - I cannot remember. precisely) I briefly listened to Radio-1 and heard the disc jockeys loudly. proclaiming "youre useless, you should be sacked". On the same day, I went down to. the Kwik-Fit in Tooting to get my cars tyres replaced, and in the office ran into a couple of their staff, one. of them with an Australian accent, who said "what do you think about it then?. Its getting killed on. the radio."

Plainly, if a random car-repair shop in Tooting. knew about the persecution, then many. thousands of other people across the capital and all over the country must have known. And the phrase. "getting killed" shows very clear awareness of what the MI5. Persecutors intentions towards me were in 1991, and. judging by the continuing harassment, still remain. today.

Recent Feedback. from Virgin-Radio

As readers will know,. from mid-March 1999 for some four months, every weekend, I have bombarded Westminster MPs. with faxes about the terrible, all-encompassing MI5 Persecution. (Jesting aside,. it really is terrible and all-encompassing, in the UK anyway.) In June 1999, after. I'd been at it. some three months, I started getting "covert" feedback from Virgin Radio.

The first feedback I got was from Danny Baker, on Sunday 13th. June. That weekend. I was sending an article which contained biting criticism of the police inaction in this case. Danny Baker on his Virgin. radio show started an angry rant that "he knows it's rubbish", ie. he was rubbishing. what I'd said in that weekend's. faxed article. Unfortunately I wasn't recording this. programme.

The next possible Virgin-Radio feedback was a week later on. 19th June 1999. This is contained in the audio file. above, in which Johnny Boy on his "Wheels of. Steel" programme says;

"and if you would like. to put a triple play together, ahhh.... because quite frankly Hipster. and me are running out of ideas...."

He goes on to counter Hipster's "how dare you" with. a protestation that he is "only. joking". You can listen to this incident on my website at URL;

What I reckon is that my article faxed to MPs that. weekend was forwarded by one. of the recipients to Virgin Radio. My article had included the words;

"I am beginning to run out of both new topics and. energy to write these articles."

So. what I reckon is that Johnny Boy read the article.... and rephrased the above line "run out of ... new. topics" to "running out of ideas". I recognise that this is a pretty tenuous inference to make.... but. do listen to the audio file,. from the "ahhh...." pause in JB's speech you can guess he is about to say something "risky" and at. someone's expense. Anyway, I listen to the Wheels. of Steel regularly and will continue to do so, recording it as I always do. - so any future funny remarks will get immortalised on my website! (There was. a previous incident from August 1998. which is preserved at web URL;

but I am sufficiently uncertain about it that I have not. included it in this. article.)

First Ever Radio Reference - Alan Freeman. of BBC-Radio-1

The first time I was ever referred to on. the radio was sometime in May or June of 1990, by Alan Freeman of BBC-Radio-1. Note. that this isnt an "interactive listening" episode, its different, this. was Freeman reading out a. letter from one of my "real life" enemies.

Id acrimoniously broken up with some former. friends in January of 1990, and I think. they were still trying to cause me trouble in June of that

year. Freeman. on his rock show read out a letter from an "Andrew Turner"; one of my acquaintances from January 1990 had. been called Andy Turner, so I think its the same guy. Freeman quoted Turner as. saying various things about me, in particular Freeman said "thats. a hell of a letter you wrote there Andy", "with a schizophrenic you're never. alone", and something. about the "one who wore out his welcome with random precision" (from the words. of the Pink Floyd song).

When I was looking for. primary causes of the MI5 persecution, this letter which Freeman. had read out on his programme struck me as being potentially one of the sources of the persecution. I. know Turner and various others in that group were very bitter at what they saw. as their failure and my undeserved success, and they. were quite determined to upset the applecart. Of course several other primary causes are possible;. I do not know why MI5 chose. me as opposed to someone else, and MI5 are hardly likely to. tell me.

"Absolute Obscene" David Hepworth of. GLR

This one Ive assigned a 100% rating on the. website. There are actually two separate incidents, which are. linked through the D.J.s choice of words. The first incident can be heard in computer audio at web. URL;

On 21/Feb/1997, I was listening to BBC GLR, by stealth.. Back in 1990 I used to have. Capital blaring out of the speakers all over the garden ("if he listens to Capital then he can't. be all bad", thanks ever so much). But now I listen on my walkman on headphones with the volume turned. right down. It could not possibly be. overheard by any listening device, no matter how sensitive, because sound does. not carry from the phones.

Yet somehow they. are still able to tell which station I am listening to on the walkman. And last night, I bravely tuned. to GLR 94.9FM at around 8.45pm. Everything went well for the first half hour. or so. Around 9.10pm, Hepworth said the following after the song "Come. Around" by the Muttonbirds.

"coming up after this,. we got the rock-and-roll A-level, we have, I assume, Brian do we have an embarrassment of prizes in. there, we do, don't we, absolute obscene amounts of prizes, there will no doubt be. a riot at the back door, and that's, er, A-level coming up after. this"

The key phrases. in what he said are, "EMBARRASSMENT of prizes", and what he himself emphasized verbally, "ABSOLUTE OBSCENE. amount of prizes". It is my belief (based on content and. tone of voice) that when he spoke these phrases he knew I was listening, and that the phrases refer. directly to my situation. The "EMBARRASSMENT". is the embarrassment he and other media people would feel at. having their wrongdoing exposed; the "ABSOLUTE OBSCENE". (which he verbally emphasized) described the disgusting sexual abuse which. the harassers have been throwing at me.

There was a second incident, on 9/May/1997, which may be found on the. web (with computer audio) at. URL;

This incident. again contains the words "absolute embarrassment of prizes", with the same emphasis as the first. instance, and laughter following the phrase. So theyre aware of the complaint I made on Usenet. after the first incident; and they are. so arrogant that they do exactly the same again. They are so arrogant, they know they are. being recorded and that what they say will be. published on the web, but they dont care. What corrupt media, and what a corrupt country. to have such corruption in its media.

7034

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1568. M,I.5 Persecution Three Ye ars of M I5 Persecutio n F axes

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-31 10:16:17 UTC
From: imvif@bigfoot.com
Message-ID: <mt0711311016146821@4ax.com>
Source record: 3855
Cross-posted to: uk.environment.conservation,alt.bainaries.pictures.erotica.gymnast-girls,alt.fan.british-accent,comp.sys.atari.8bit,fr.comp.sys.mac.materiel

Three Years of "MI5. Persecution" Faxes

Ten Thousand Faxes, and Still. No Breakthrough

In the last three years I. have sent at least 5,301 faxes directly from my computer, and 4,478 faxes through Demons extremely useful TPC.INT. service, to politicians and the media, in the subject. of the "MI5 Persecution". This has obviously cost me quite. a lot of money, not to mention. time and effort. The aim of all this communication has been to try to put discussion. of the "MI5 persecution" into the public arena; unfortunately, this aim has not. been achieved, yet.

This fax will be. my last transmission for the time being, since the summer recess is almost upon us. Depending on what the persecutors do between. now and the autumn, I may or may not resume. faxing later this year. In the article dated 18/6/99 I said Id. stop the articles if MI5 left me alone; but they seem to have no fear of these articles,. since they kept pursuing me in Poland and after. my return to the UK. Again, if they leave me alone this summer then. I wont have to resume the articles in the autumn; but I think its fairly obvious that MI5 have nothing better. to do with their time than to go after me, and. its almost pointless to make this offer when I know. they wont cease harassing me.

TPC.INT 1996,. 1997, 1998.....

Three years ago I was living in. Canada, and the only economic way of sending faxes to. the UK was through the international email-to-fax gateway TPC.INT. This highly useful and totally. free service converts emails (which may have Postscript-formatted attachments). into faxes which it delivers to. any number within the UK. Using the telephone book, I constructed a computer database of. M.P.s fax numbers, and used this database to deliver copies of the "FAQ. - frequently asked questions" article which Id written some time. earlier.

This service is still operational, but given that I have. resided in London for the last year, I do not need to use Demons service when. I can send articles directly from my own computer using its fax/modem,. which is what I have been doing since. 1998. However, instead of just sending the FAQ article, Ive been composing articles on various aspects. of MI5s treatment of. me. Since their activities have been going on for nine years now, and there have been various. aspects to their actions; they have harassed me at work, at home, through the media, etc; I have so far. not run out of things to say, particularly since their harassment of me is still. ongoing, and I have been able to record the actual words used by their. paid agents on my

minidisc-walkman.. Since mid-March 1999 I have been sending these articles pretty much. every weekend.

Anyway, as mentioned above, I intend this to be the final. transmission before the summer recess, and it would. be nice not to have to continue these articles in the autumn. But thats something that depends. on them, not me, and their attitude is. unfortunately clear.

Why am I sending these. articles?

Because I want the harassment to stop. The cynical reader might. think from these articles that I "thrive on adversity" and. would be lost without the harassment. to complain about; but that is not the case. In a perfect world I would like to return to work, in a job unsullied by. MI5s attempts to ruin it; I would. like to live in a house which wasnt bugged, with my words being repeated at me wherever I go; I would like a normal life. I. do not particularly thrive on adversity; I am beaten. down by adversity; the purpose of these faxes is to try to. bring the whole matter out into the public arena, where the rights and wrongs. would be visible to all, and once that were to. happen, the adversity might cease. I have had something approaching a normal life a couple of times. in the last nine years, but always, in the end, MI5 turn up and ruin it. I just want. these people out of my life, permanently, and the only way of doing that is to. kick this business into the public. arena, and shame MI5 so that they are incapable of. doing me further damage.

Having. said that, unfortunately it seems fairly obvious by now that these faxed articles are. not going to achieve that aim. Some of the recipients know what I am. saying is true; but they choose to stay quiet - wisely, because if they were to. admit the truth of these articles, then they would bring the wrath of MI5 down on their heads. Presumably. most recipients do not know these articles are true; their reaction to me is the same. as my reaction to the. other apparently deluded people who have sent me email after reading my webpage to tell me it happened to them too;. the reaction being, "leave me alone, I dont want to. know". Its sad that many M.P.s have given me this. reaction, because my case genuinely is different; I genuinely am telling the. truth, and the harassment genuinely is happening to me, and some recipients of this fax know. this to be true.

"Write to. your own M.P."

My local M.P. is Mr Keith Hill, Labour-Streatham. He refuses to. have anything to do with me. He. refuses to represent me, he refuses to talk to me, he has told me. not to communicate with him. He has done absolutely nothing to help me, and he has told me he will do. absolutely nothing to help. me.

Other M.P.s, recipients. of these faxes, have for quite some time been telling me, "write to your own M.P.". On 23 March 1998,. Paul Burstow M.P. wrote to me; "Whilst I. take the issues that you raise seriously, there is a strict Parliamentary convention that. one Member of Parliament does not take up anothers casework. Can I suggest that you write. to your

own. M.P. at the House of Commons?" Hopefully the above paragraph will make clear that I have written to my own M.P.. and he has proved unhelpful.

Other M.P.s have. told me the same thing. On 21 May 1998, John McFall M.P. told me, "... there is a parliamentary convention that M.P.s do. not take up cases of people not in their constituency..... therefore can I suggest that you write to your local M.P. who will be better able. to assist you." And on 8 June. 1998, Michael Foster M.P. wrote to me that "M.P.s are inundated with unsolicited faxes .... M.P.s. have a considerable amount of constituent work to deal with,. thus other M.P.s constituents cease to be of concern in. so far as they should have a voice and representation".

Simon Hughes M.P. wrote to. me on 5 November 1998, "There is a strict parliamentary convention which states. that I am not able to represent individuals who are not constituents of mine. My advice. is that you find out. who your own Member of Parliament is rather than circulating your story to all. M.P.s.". To my suggestion that Keith Hill M.P. was doing nothing to. help me, George Foulkes M.P. sent the following faxed response; "If Keith Hill your. own M.P. cannot help no-one else in the House of Commons can.". But it is clearly not a case of "cannot" help, but "will not" help. I have detailed in letters to Mr Hill specific ways. in which. he could help me, first of all by finding a lawyer to represent me. It is Mr Hills job as a Member of. Parliament to represent his constituents; if he chooses not to do so, then it reflects badly. on him.

Kate Hoey Sympathises, but says,. "Write to your own M.P."

Here is part of a letter Ms Hoey sent to me on 15 June. 1999.

I appreciate that you have concerns about. the persecution and harassment that you feel you. are experiencing but I note that your MP is in fact Keith Hill. There is a very strict Parliamentary. code which means that M.P.s can only take action on matters that. relate to their own constituents. I am. aware that you are not happy with the fact that you do not feel Mr Hill will assist you but I am afraid that I. cannot take any action on your. behalf.

Ms Hoey. plainly belongs in the camp of people who do not know about the reality of the "MI5 Persecution". She doubts its existence;. "the harassment you feel you are experiencing".. She urges me to see Mr Hills assistance, as have other M.P.s. detailed above.

Really, the fact that I am unable to obtain assistance from any. other M.P., if my own. alleged "representative" Mr Hill chooses not to represent me, is a very basic weakness. in the Parliamentary system. Beinggmainly events at my. former employers in Oxford during 1992, when I was harassed constantly by manager Steve Mitchell for most of 1992, and was forced. to begin attending hospital as an outpatient as a result. This harassment. was obviously of Mitchells own volition, since. I observed him harass similarly another new worker two years later; but. it was also at MI5s instigation, since they kept providing him with words from my home life which. he then

proceeded to abuse me with. Yet this is not the. only employment that MI5 have destroyed;. the MI5 persecution has lasted from the end of my student days until the present time, during. which I have had three jobs, all of which have been in various ways destroyed by. MI5s deliberate actions.

In March 1999 I decided to try to force the issue. once and for all. Ever weekend for the last four months, apart from two weeks when I was. on holiday, I have sent original articles by fax directly from my. computer to Westminster politicians. Here is a summary of the. articles of the last four. months;

How to. Identify the Persecutors

Their use of Schizophrenia to. discredit my claims
Comparing the MI5. Persecution with German "Final Solution"
MI5. are Plainly Trying to Kill Me
MI5 Waste Taxpayer Millions on Pointless. Hate-Campaign
Four Years of "MI5 Persecution" Posts on. Internet Newsgroups
MI5 Agents are Clinical. Psychopaths
BBC. Newscasters Lior the Victims of MI5
MI5. Have Systematically Destroyed My Life
Harassment through the. Radio

To my deep worry these fourteen faxed articles. have still not achieved the objective. of kicking the matter out into the public arena and forcing an admission either from the persecutors, or. from those "in the know", which includes. some M.P.s.

I dont really know what. else to do to try to bring the "MI5 persecution" out. into the open. I would have expected that these weekly faxed articles. would have had some effect, but the only result has been M.P.s telling me to contact my own. representative Mr Hill who refuses to talk to me. I. understand the convention that M.P.s deal with their own constituents and not those of other M.P.s, but there seems to be a. gap in the process. since it allows your own M.P. to refuse to deal with you, and then you are totally denied any representation. at all.

Conclusion

The only conclusion I. can inform the readership of these articles of, is that there is no conclusion to this matter, yet!. Three years of intermittent articles, and four months of. faxes every weekend, have been absorbed by some of. the most powerful people in the country, to no effect.

Whether these articles continue in the Autumn is entirely up. to the "opposition". I offered them a cessation of complaints if they would. leave me alone on holiday in June/July, and they went right. ahead and harassed me anyway, on holiday and after I returned to London. If. MI5 cease their activities now, then I wont have to continue these faxes. in the autumn; but I suspect they wont cease, which means. youre in for more articles later this year. "There will. be no conclusion."

8696

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1569. M.I,5.Persecution - M I5 Wan t Me to Send Y ou these Faxe s

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-31 10:55:09 UTC
From: mimimiviv@gmail.com
Message-ID: <fs0711311055056582@4ax.com>
Source record: 3856
Cross-posted to: uk.environment.conservation,alt.bainaries.pictures.erotica.gymnast-girls,alt.fan.british-accent,comp.sys.atari.8bit,fr.comp.sys.mac.materiel

MI5 Want Me to Send. You these Faxes

MI5 seem to Want. to Spin this Business out for as Long as Possible

The MI5. persecution has now been going on, starting from June 1990, for well over nine years. If I knew how to. put an end to it then I would do so. Of course MI5 have indicated. how they wish to finish the matter, by finishing me. off; they indicated this very clearly years ago when they were shouting. "suicide" at me.

But a deeper. truth is that the MI5 agents carrying out the persecution rely on it for their income and their. livelihood. They have absolutely no interest in anything other than spinning out. the whole business, because that is how they will maximise. their earnings from their employer for the "work" they do. against me.

A vital part of the fantasy structure MI5 have created about me is that. I am somehow a worthwhile target. If you bother to read these faxes,. if you browse my. website, or perhaps read my posts on the uk.misc newsgroup, you will have by now twigged that I am a totally insignificant. person who in a proper dictatorship like East Germany would. not merit five minutes of Stasi time. But Britain is improper in the methods. of its corruption, and the Security Service seeks to present me as being. a an evil fascist, an evil communist, an evil something-else, and even. a "national institution".

It occurs to me that to some extent I am. playing into their hands, into their scheme of things, by writing these articles and. sending these faxes. By. doing these things, I elevate my profile, and fuel MI5s paranoid obsession with me. But to stop sending faxes would. be to give up the only hope I have of seeing their campaign "outed" and justice done.. Certainly there is no point going to the police again; and as. remarked in a previous article, the. Security Service Tribunal routinely whitewashes every complaint that is. placed before it.

So although MI5 seems. to want me to continue sending these faxes, doing this is the only real. chance of getting this business out into the open. And so Ill continue trying to kick down. their house of cards. At least my. situation is less serious than that of some other victims of the secret services; unlike Shayler I am not broke and exiled; unlike Fayed. I have not lost a son to the posited activities of the secret services.. All I have. lost is some of my health, some of my life, and some of my possible career.

MI5s Abuse of me is without Cause. or Reason

It constantly puzzles me that MI5. refuse to leave me alone, wherever I go and whatever I do, or rather, whatever I dont do, since Im not. a very socially or otherwise active person. When I am in England,. they chase me all over the place, and once. theyve found me, they pay people to shout rude words at me. When I. am in Europe, they again chase me all over the place,. and as usual pay people to shout obscenities at me. When I am in Canada or visiting the States,. they faithfully chase me all over the place, and when they find me, pay. people to shout obscenities at me.

It is. hard to avoid the conclusion that these MI5 operatives who chase me are total lunatics.. You will remember from a previous articles the assessment "MI5 Agents are Clinical Psychopaths". They have. tried to blame me for what. they do and what they say; yet their lies have been wafer-thin, and are clearly seen to be oiled. by the money which they acquire. from the Government, and ultimately from the taxpayer.

They have tried various lies to put the blame on me; "we have to abuse. him because hes a nutter", as if there werent many tens of. thousands of other people with schizophrenia in the United Kingdom. Their choice of. abuse words is telling; subconsciously perhaps they realise. that it is they who are the "nutters", and they try. to project their own illness onto their target.

MI5. Operatives have Nothing Else to Do With Their Time

Ive seen the same "Alan Holdsworth" person three or four times over. a period of several. years. I saw him at the Civic Hospital in Ottawa in the Emergency Ward,. where he falsely declared his name to be "Tad"; at Ottawa airport in summer 1998; and. on board another flight in 1995.

So what we see from the above paragraph is, the same people. are delegated to watch me for many years. Without me, they. wouldnt have a job. They literally have nothing else to do. with their time, except indulge their voyeurism against me. With this observation, we come to the core. of MI5s campaign against me; these people are. not fit for any job other than the exercise of voyeurism against me,. and if sanity were to land on MI5 then they would. be out of a job. If sanity were truly to land then these people and their employers. would be prosecuted for offences under the Protection from Harassment legislation, which they are. clearly breaking.

It is one of the. ironies of their campaign that MI5 have been trying to make me an object of ridicule. for completely trivial things I have done, while MI5 themselves have simply not mentioned how ridiculous. is their own behaviour and that of. broadcast media journalists, in spying on me while they read the news for example. If. the whole truth of this business is ever exposed, and despite all my. efforts it still seems there is a block on its exposure in Britain, then the rights and wrongs will be. clear to all, and no amount of MI5 lies will be able to change. that. MI5 presumably do realise just how damaging such a. revelation would be both to themselves, and to broadcast media such as the BBC and. ITN, because there has. not been even the slightest chink in the armour, despite four and a half years. of my complaints on internet newsgroups and by fax to politicians and. the media.

MI5s Final Kick. in the Teeth to the British State

For someone like myself born in the late sixties it seems. peculiar to think that. Great Britain once used to have a say in the destiny of foreign peoples in far-off. sections of the globe. Modern Britons tacitly accept the lowering of their country to. a third-rate power reliant on the United States for what little. say it has in the world. A third-rate power, now "reverse-colonised" by third world peoples it once ruled and riven. with internal problems so severe the government. hardly dares acknowledge them.

To this third-rate power the MI5 secret police are delivering the. final kick in the teeth through a campaign. of persecution which is guaranteed to hold the state up to ridicule throughout the. world when it is finally exposed. As a "thought experiment". suppose the French or the Spanish security service had done to one of their own. born citizens what MI5 has done in this country. Suppose say the Spanish had planted. hidden cameras in his home, for the perverted. pleasure of their state television newscasters, just as hidden cameras have been placed in. my home for the perverted pleasure of Martyn Lewis, Nicholas. Witchell et al. Suppose the Spanish service had. for nine years been trying to force suicide on their target; at times, so. blatantly that they shouted the word "suicide".

Now. suppose they were caught.

Of course,. as long as MI5 arent caught, theyre laughing. The psychopathic security service agents gets their. kicks from shouting abuse at me; the newscasters,. Lewis, Witchell etc get their jollies, "it was so funny", we were watching this bloke and. he couldnt do anything about it.

But once theyre caught, the sky falls in. Of course,. the "patriotic" MI5-funded media. in Britain will try to put the best spin on the MI5/media activities; it. was the targets fault, of course. But most of the world bears no allegiance to Britain. If this. business is ever exposed then a weakened Britain will become the laughing-stock of the. world. And I promise you, the security services persecution of. me will be exposed. MI5 has delivered a final kick in the teeth. to the British state, and I will do everything I can to ensure the world hears about what. they have done.

Metropolitan Police Refuse to Investigate the MI5. persecution

I have on. a couple of occasions tried to motivate the police to investigate MI5s actions against me. On each occasion. they have refused to do so. In 1995 I went to my. local police station and spoke to an officer there; he refused to accept my complaint, and seemed interested only. in seeing me leave. the station as quickly as possible.

Earlier this year I. had some communications with Det.Sgt.Richards of Charing Cross police. Again I asked him to deal. with MI5s actions against me. Unfortunately DS Richards conformed to the negative. stereotype of the bigoted, ignorant "copper"; he said, "I have read your various bits. on the internet. I'm afraid there is no substance or. credence to it. It's an absolute load. of rubbish. I don't investigate rubbish. I can't be more blunt or to the. point than that."

You have to wonder at the state of law enforcement. in Britain. If the victim of a murder is black, as happened in the Lawrence. case, the police deliberately botch the investigation.. If the victim of a crime is mentally ill, and the perpetrators. are the secret services, as in my case, then the police refuse to even begin to investigate. the crimes committed. Politically. Britain is a third-rate country, but from the point of view of. obtaining justice, Britain ranks down there with third-world countries. You almost feel that MI5. and their media buddies would not even have any shame if their activities against me were exposed; after. all, why should they? they have. the money, they have the control, OK so perhaps theyve broken a few dozen laws, but doesnt the fact that. the police are too corrupt. to investigate these crimes, doesnt that prove that in fact no crimes. have been committed?

I should say again what I have said. earlier in this article. My losses over the last nine years have not been as great as those of. other victims of British. Secret Police malefaction. Fayed lost his son to their murderous activities; in. my occasional communications with former MI5/MI6 employees I have been informed. that a "permanent solution" is not uncommon for. opponents of the British secret police. I have lost health and financially,. but am obviously well enough to keep fighting my case. Others have lost much more than I. If. the joke which is British "law enforcement" refuses. to enforce laws against the security services then that is something that is recognised in other countries and. Britains stock correspondingly falls. Not that it has. very far to fall; the days when England had any. say in the world are long gone.

MI5 Want These Faxes. to Continue

Before the holiday, I said that if MI5s harassment of me stopped, then. I would cease my complaints. They have. known very well that if they continued to harass me then I would. resume the fax campaign in the autumn. Yet they have not stopped persecuting me. Recently a. woman outside my domicile screamed her head. off with abuse in the direction of my window; and on Saturday 2 October, when I was shopping. at a nearby supermarket, a man shouted. the particularly vile sexual swear word which I have heard many times before. over the last few years.

MI5s attitude. shows complete arrogance. Yet it also shows that they want the faxes to continue and deliberately try to provoke me. into sending further faxes. The reasons for this are given in the first. paragraphs of this article; the MI5. operatives who persecute me have nothing else to do with. their time; to make their campaign, against an apparently unreacting target, have some value, they have to force me. to react in some way against their actions; and by reacting in this way,. by bringing their campaign. to the attention of British politicians, I play into their hands, by. giving their campaign the attention and importance which they feel it deserves.

In the short term, by sending. these faxes, perhaps I am doing something they want me to. do, but in the longer term it is undoubtedly more in my interest than. theirs for their activities to be exposed. If their operatives. truly do wish to see these faxes continued then they are

committing a serious mistake, because it significantly increases. the risk if M.P.s (some of whom already know about MI5s activities against. me) are advised of my side. of the story.

I will continue to monitor and record. the secret services activities against me over the. next few weeks. If they diminish and cease, as I hope they will, then I may be able. to call a halt to these faxes; but that it something which is entirely up to them; recently. their continued harassment makes clear that they do wish the faxes to continue, and in. all sincerity I do think they will continue their. activities and make it impossible for me. to cease these faxes. It may trouble you to receive these articles, but it troubles me much more to be. on the receiving end of a. national persecution campaign; and while Britain does not have free speech provisions as. does Canada in the Charter of Rights and Freedoms, and the US in the first amendment to the constitution, in practice I. do not think anyone is going to try to have me. locked up for speaking the truth. I. still cherish the hope that the veracity I express will be shown for what it. is, and that the truth will prevail and make me free.

Removing the Mask. of Anonymity from the MI5 Operatives

Undoubtedly one factor encouraging the MI5 agents actions against me. has been the. fact that they can shelter behind a mask of anonymity while they carry out their. abuse. This is both a sign of their realisation that their actions are criminal; for crimes are harder to pin down and. make a coherent complaint about when their. perpetrators are unknown; and it is a sign of their cowardice, since they lack the. backbone to say things to my face themselves; instead they almost always rely on third. parties to carry out the. actual acts of abuse.

On a few occasions I have seen the perpetrators, but on. each occasion they have managed to preserve their anonymity. They travelled on. the same British Airways flight as me in 1994; but BA have ever. since refused to give up the passenger list for the flight, and. the police and lawyers have proved useless in obtaining their identities from the. list. Also one of them followed me into A&E. department of Ottawas Civic Hospital a couple of years ago, and. gave his name as (if I heard correctly) "Alan Holdsworth"; but the doctor refused to give out his identity when. I later tried to speak to. him.

If only we knew the identities of the individual. operatives, then it would be possible to find out the identity of their. employing organisation. But I think we know the latter already,. since I have been accusing them on internet newsgroups for four and a half years now, and they have. never denied my guess. Indeed, when I was travelling in. January 1996 back to Ottawa, two youths on the (British Airways again,. unfortunately) flight made a lot. of noise at me, one of them saying to the other that I "didnt know who we are". That is a wafer-thin. denial; I had been saying for a year that they. were MI5, so a stronger denial would be necessary if my guess were. truly mistaken. I think the lukewarm denial was worse than no denial at all, since it confirmed my guess that the employing. agency was indeed. MI5.

Conclusion

It. has been suggested to me that by sending these faxes I could be making trouble for myself; but I dont think so. My psychiatrist. knows what I am doing; indeed I have given him a couple of these articles for him. to cast an eye. over.

I dont want to have to send faxes for the. next year, or the year after that. But that. is entirely up to MI5. If they continue to persecute me then I am. forced into defending myself. The ball is in their court, and it is entirely up to them what they do. If as I suspect it is. their intention that. these faxes continue, if that is what they insist will happen then so be. it.

10358

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Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
------->>>>>>http://www.NewsDem

1570. M'I.5'Pe rsecution , MI5 Insist tha t these F axes mu st Con tinue

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-31 11:42:21 UTC
From: ivivfe@hotmail.com
Message-ID: <bq0711311142179334@4ax.com>
Source record: 3857
Cross-posted to: uk.environment.conservation,alt.bainaries.pictures.erotica.gymnast-girls,alt.fan.british-accent,comp.sys.atari.8bit,fr.comp.sys.mac.materiel

MI5 Persecution Update: Friday. 31 March, 2000

22,544 Faxes Delivered. in Three Years, and Still No Breakthrough

In the last three years I. have sent at least 22,544 faxes to recipients in the UK, of which at least 13,974. have gone to Westminster. Last weekend alone I sent 832 completed faxes to. politicians, the media and various others, on the subject of MI5s mistreatment of me. these last ten years.

I believe some of the recipients know of MI5s actions against me in. the last decade; yet they maintain strict "omerta" in. fear of the security services persecution. actions being made public.

MI5. Insist that these Faxes must Continue

Between September. 1999 and mid-January 2000, the persecutors, whoever they might be, mostly left me alone. I counted only three incidents. in almost five months - which is a lower rate than. at any time since June 1990, when this. business started.

By leaving me alone for several months,. the "oppressors" were making an implicit assurance that they would continue to leave. me alone in the future. On 11 January. I posted to an internet newsgroup accepting what I saw as. their assurance of no further harassment, stating that I would cease sending these faxes. - which is the only thing I do in my defence - if they continued to leave me alone. And for two weeks I. did indeed refrain from distributing these. articles.

But MI5 acted in bad faith.. From the last week of January until the beginning of March, they resumed. their hate campaign against me with a vengeance. They even put people in my road three times in. February, one instance of which I recorded. They. resumed their normal behaviour of bugging. my phone and house, listening to where I would go, and then placing people in that location to "aggravate. and annoy" me.

What MI5 did. in February is plainly a contravention of the Protection from Harassment Act 1997, since it has caused me "alarm and distress". as specified in the Act. But it is a waste of time going to. the police with a complaint, since the police. have done, and will do, absolutely nothing. I complained to the. Metropolitan Police in 1995, and they refused to take my complaint. When. I complained again in 1999, the detective sergeant laughed at my complaint, with the. words, "It's an absolute load of rubbish. I don't investigate rubbish. I can't be more blunt or to. the point than that." It. is useful to remember that the Met also treated Stephen Lawrences parents with similar discourtesy; police prejudices are. similar

in my case, so I can take some comfort from that case and. hope that one day I. will get a fair hearing.

MI5 acted in bad faith, but they also acted with arrogance.. They do not care if I send 800 faxes. every weekend, since they know I cannot prove my claims,. and the recent Shayler case shows how weak external oversight is of the. secret services. But they acted with more than arrogance - the MI5 agents actually. want my faxes to continue, they insist that these faxes continue, since. my communications give them an excuse to continue their activities, and continue in the paid employ of the. secret service. Despite their use of diverse proxies over the last ten years, it is the same. MI5 officers behind the campaign all. the time - I have seen one of them on three occasions in Canada. over a period of years, and it is a safe belief that that same person continues to be. paid for his "work" in harassing me in London now. The average cost. of an MI5 employee is some 75,000 per annum, so one may infer that their officers are. amply compensated; their insistence that "hostilities" are maintained is understandable when. placed in. this light.

12020

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Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
------->>>>>>http://www.NewsDem

1571. M I-5 Persecutio n 22,54 4 + 83 7 = 23,38 1

Newsgroup: comp.sys.atari.8bit
Date: 2007-12-31 12:05:56 UTC
From: fifieive@yahoo.com
Message-ID: <vm0711311205539310@4ax.com>
Source record: 3858
Cross-posted to: uk.environment.conservation,alt.bainaries.pictures.erotica.gymnast-girls,alt.fan.british-accent,comp.sys.atari.8bit,fr.comp.sys.mac.materiel

MI5 Persecution Update: Friday 7 April,. 2000

22,544 + 837. = 23,381

Last weekend I delivered another 837 faxes to. politicians and the media on the subject of the security service conspiracy which has. destroyed my life. This brings the total in the last three years. to at least 23,381. These totals do not include partially. delivered faxes.

Some. of the recipients of these faxes must know that what I say is true; and I hope to. motivate those people to acknowledge the reality of the harassment which has followed. me for ten years. It takes much time to transmit these articles, but as OCG MD. Simpson-Wells said to me in 1992, you have to be a good communicator if. you are to succeeed.

Harassment in February. 2000

Following a quiet period of almost. five months, the persecution resumed with a vengeance in late January/February 2000. At this. time I was at home in Clapham, London and was a. relatively easy target for the persecutors. They have my house bugged, for audio and. I believe video in some rooms as well; so they. can find out easily where I will be going on a particular day, and. place people in that location to mouth words of abuse at me. (I know the last sentence sounds. like classic paranoia, but it happens. to be true, and some of the people reading this know it to be true.)

On Friday. 11 February 2000 I went shopping in Croydon, to buy a watch at H. Samuels jewellers. in the Whitgift Centre. While I was there two youths came into the shop, one of them quietly uttered an obscenity at. me, and they immediately walked out. They showed no. interest in the shop.

That Sunday I met with a friend in Clapham,. who started needling me about "do you. know anything about the CIA and FBI?". Rather unsubtle, and worrying considering Ive known this guy for 20. years. From the words and demeanour of this "friend" and others in February, I. saw that the persecutors have again been trying to. separate from me what remains of my social. life.

Incidents in. my Road in February

MI5 very rarely place people in my home road to harass me, but. such was their persecutory fervour in. February that they did so on three separate occasions. On the. first such occasion, I was met my two youths who, grinning, said a deeply. offensive sexual obscenity at me - at which I

coughed at them, so they called me a "wanker".. This incident is safely recorded on minidisc-walkman, but because of. the offensive nature of their abuse the recording will. not be made public.

Another incident very early in the morning of. Sunday 20/Feb/2000 occurred outside my home, following an evening in Croydon with. some schoolfriends. Again there were two youths - for some reason. the persecutors always travel in twos or threes, very rarely is there. just one of them - perhaps they need a group to bolster. their courage, perhaps just one of them wouldnt have the guts to. say something unpleasant. One of the youths said quietly, and bitterly, "shitty,. very shitty".

Anyway, in March there were. no further incidents near my house in in my road, and. our neighbours are very well disposed towards us, so let us hope that. the current quiet continues.

13682

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Posted via NewsDemon.com - Premium Uncensored Newsgroup Service
------->>>>>>http://www.NewsDem

1572. FREE atari 2600 games for pickup locally in Queens, NY area

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-01 00:09:07 UTC
From: Willy Wankalot <willywankalot@earthlink.net>
Message-ID: <13nj15bpmmkjmc4@corp.supernews.com>
Source record: 3859

I have following list of Atari games for pickup locally in Queens, NY area.
Please take em off my hands.

carts only.

email chipwits_at_earthlink.net with subject ATARI GAMES

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*Atari
Joust
Maze Craze
RealSports Volleyball
Circus Atari
Combat
Boxing
Air-Sea Battle
SwordQuest FireWorld
Yars' Revenge
Crystal Castles
Super Breakout
RealSports Football
Warlords
Vanguard
Phoenix
Demons To Diamonds (2)
E.T The Extra-Terrestrial
Human Cannonball
Battlezone
Ms. Pac-Man
Kangaroo
RealSports Soccer
Berzerk
RealSports Baseball
Stargate

*Coleco
Carnival
Venture

*Froggo Games
Sea Hunt

*Vidtec
Word Zapper
Space Jockey (2)

*US Games
Squeeze Box
Towering Inferno

*Data Age
Encounter at L-5
Bugs w/ Instructions
AirLock

*CBS Video Games/CBS Electronics
Gorf
Solar Fox
Blue Print

*Apollo
Racquetball
Space Cavern
Infiltrate

*20th Century Fox
Fantastic Voyager
Porky's w/ Instructions

*Myth Icon
Star Fox

*Mattel
Frogs and Flies
Dark Cavern (2)
Air Raiders
AstroBlast
Armor Ambush
Space Attack (2)
Lock N Chase
Super Challenge Baseball
Super Challenge Football

*Activision
Grand Prix
Chopper Command
River Raid
Decathlon
Sky Jinks (2)
Skiing
Freeway w/ Instructions
Stampede
Barnstorming
Grand Prix

*Imagic
Demon Attack
Atlantis
Star Voyager
Cosmic Ark

*Parker Brothers
Reactor

*Spectravision
Planet Patrol

1573. Cyber Crime Evolution

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-01 05:39:54 UTC
From: Ann.Anderson.group.com@gmail.com
Message-ID: <704d897f-7226-49cd-b6a5-fee966971dda@e10g2000prf.googlegroups.com>
Source record: 3860

Chances are high that you have received a phish in your e-mail within the few months or even last week. By the time this book is published and into your hands, the operations that involve phishing scams will have accelerated due to aggressive malware propagation (trojans, viruses), automated botnets, and the overall infrastructure that has been established by these cyber-scammers.

So let's step back for a moment. Our world has changed significantly since I was a kid. Just 10 years ago, the sophistication of hackers and the tools available to them were somewhat limited from both the national and international security perspective.Yes, there was cyber-crime, no denying that, but not at the audacious level we are experiencing today. Breaking into computer systems was motivated by the need for exploration, information, and education.That was the world of the late-night, for-fun hackers, which are now but a memory (who would have thought we would be nostalgic for them one day!).

The hackers of the past are likely now working as information security professionals, attempting to close the very same Pandora's box they contributed to opening not too long ago.The knowledge contributed by hackers today, also known as security researchers, are molded by ethics and discipline; they are reticent to release their findings, not because of "controversial" activity but because of the responsibilities required to protect this double-edged sword. People hackers and researchers call script kiddies are the principal breed of criminals on the Internet today.They are usually young and not terribly creative or skilled at hacking, but they have three attributes that make them extremely dangerous: time, persistence, and proof-of-concept code written by the creative and skilled security researcher. These "kids" can and will scan the entire Internet, breaking into computers (also known as owning a system) and using your personal machines inappropriately and arbitrarily for their own purposes.

Ten years ago, most hackers were not looking at breaking into Windows desktops (since most of them ran on a 14.4kbps modem); they were usually targeting Windows NT and various flavors of UNIX systems.Typically targeting corporate and government computers, libraries, and universities, most cyber acts were usually performed with benign intentions and curiosity as the primary motives.

With the recent proliferation of broadband, the targets have shifted to literally anything and everything that is vulnerable. According to the Internet Storm Center (http://isc.sans.org), the average time for a default unpatched Windows box to survive uncompromised on the

Internet is 20 minutes. But why break into my Windows computer if I have nothing valuable on there? The intentions behind of most "break-ins" today are utilitarian in nature, ranging from something as dense as using your machine for hard drive space and bandwidth to store and trade music files (MP3s) to supporting spammers' and phishers' activities (most of these compromises are in the form of automated malware).

--- Thank You ---

http://www.fx-vista.com

1574. M,I-5 Perse cution t he BB C, telev ision and r adio

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-01 08:25:50 UTC
From: fefie@gmail.com
Message-ID: <ts0800010825506146@4ax.com>
Source record: 3861
Cross-posted to: comp.sys.apple2.programmer,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

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I made a number of. efforts to find the bugs, without success; last year we employed professional counter-surveillance people to scan. for bugs (see later) again without result. In autumn 1990 I disposed. of my TV and watched virtually no television for the next three years. But harassment. from TV stations. has gone on for over six years and continues to this day. This is something that. many people obviously know is happening; yet the TV staff have the morality. of paedophiles, that because they're getting away with it they feel. no wrong.

Other people who. were involved in the abuse in 1990 were DJs on BBC radio stations, notably disc jockeys from Radio 1 and other. stations (see the following section). Again, since they don't have sense. in the first place they can't be expect to have the moral sense not. to be part of criminal harassment.

363

1575. M'I-5'Persecuti on , buggi ng an d counter-surveillanc e

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-01 08:53:03 UTC
From: veife@gmail.com
Message-ID: <zu0800010853033988@4ax.com>
Source record: 3862
Cross-posted to: comp.sys.apple2.programmer,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

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-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
-= MI5: bugging. and counter-surveillance -=
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PO: >Did you ever look for the bugs in your house ? If not,. why not ? I mean if
PO: >I thought that was happening to me, I'd search the. place from top to bottom,
PO: >I mean I live there I would know if anything was out of. place. If I was
PO: >really suspicious, I would. call in one of those bug detection teams which
PO: >have those machines that pick. up the transmitted radio waves. This
PO: >reminds me of BUGS, that new programme on BBC1. on

That's exactly what we did.. We went to a competent, professional detective agency in London,. paid them over 400 quid to debug our house. They used scanner devices which go to over 1 GHz and would pick up. any nearby transmitter in that range, they also checked the phones and. found nothing... but if the tap was at the exchange, then they. wouldn't find anything, would. they?

CS: >Doesn't this suggest to you that there are, in fact, no bugs. to be found?

You can assume that they've done this sort of thing to other people in. more "serious" cases, where. they would know the targets would suspect the presence of electronic. surveillance. So they will have developed techniques and devices which are not readily detectable either. by visual inspection or by electronic. means. What those techniques might be, I couldn't guess.

In this case, the existence of bugging devices. was clear from the beginning, and they "rubbed it in". with what was said by the boy on the coach. It. was almost as if they wanted counter-surveillance people to be called in,. who they knew would fail to detect the bugging devices, causing loss of credibility to the other things I would. have to say relating to the harassment.

I did all the things someone in my situation would do. to try to find the bugs. In addition to calling in. professional help using electronic counter-surveillance, I. made a close visual inspection of electrical equipment, plus any. points where audio or video surveillance devices might have. been concealed. Of course, I found nothing. Normal surveillance "mini-cameras" are. quite noticeable and require visible supporting circuitry. It. seems to me the best place to put a small video surveillance device would be additional to a piece of. electronic equipment such as a TV or video. It would be necessary to physically break in. to a property to fit such. a device.

2793

1576. M I.5 Pe rsecution Capi tal R adio - Ch ris Tarrant

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-01 09:19:35 UTC
From: fifiv@gmail.com
Message-ID: <jy0800010919348788@4ax.com>
Source record: 3863
Cross-posted to: comp.sys.apple2.programmer,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

-=-=-=

1577. M`I'5.Persecuti on ` cost of the oper ation

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-01 09:45:32 UTC
From: fiemiev@gmail.com
Message-ID: <ab0800010945328437@4ax.com>
Source record: 3864
Cross-posted to: comp.sys.apple2.programmer,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

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-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
-=. MI5: cost of the operation -=
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
```

Here's what a couple of other people on Usenet (uk.misc) had to. say
regarding the cost of running such. an operation...

PO: >Have. some sense, grow up and smell reality. What you are talking about
PO: >would take loads of planning, tens of. thousands of pounds and lots of
PO: >people involved in the planning,. execution and maintenance of it. You
PO: >must have a very high opinion. of yourself to think you are worth it.

PM: >But why? And. why you? Do you realize how much it would cost to keep
PM:. >one person under continuous surveillance for five years? Think about
PM: >all the man/hours. Say they _just_ allocated a two man. team and a
PM:. >supervisor. OK., Supervisor's salary, say, #30,000 a year. Two men,
PM: >#20,000 a year each. But they'd need to work in. shifts -- so it would
PM: >be six men at #20,000 (which with on-costs. would work out at more like
PM: >#30,000 to the employer.).
PM:. >
PM: >So, we're talking #30,000 x 6. #180,000. plus say, #40,000. for the
PM: >supervisor. #220,000. Then you've got the hardware involved.. And
PM: >any transcription that needs doing. You. don't think the 'Big Boss'
PM: >would listen to hours. and hours of tapes, do you.
PM:. >
PM:. >So, all in all, you couldn't actually do the job for much less than
PM: >a quarter million a year. Over five. years. What are you doing that makes
PM: >it worth the while of the state to spend over one and a quarter. million
PM: >on. you?

Those are pretty. much the sort of calculations that went through my head
once I stopped to consider what it must be. costing them to run this
operation. The partial answer is, there have been periods. when the
intensity has been greater, and times. when little has happened. In fact,
for much of 1993 and. the first half of 1994, very little happened. Although
I don't think that was for reasons of. money - if they can tap into the
taxpayer they're not. going to be short of resources, are they?

The more complete answer is in. the enormity of what they're doing. Relative
to the cost. to British pride of seeing their country humiliated for the
persecution of their. own citizens, isn't is worth the cost of four or five
people to try to bring things to a close in the manner they would. wish? To
the government a million or two. is quite honestly nothing - if they can
convince themselves of the necessity of what. they're doing, resources will
not be the limiting. factor.

7653

1578. M-I 5.Pe rsecution - ho w an d w hy di d it start?

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-01 10:15:09 UTC
From: ivivmvei@gmail.com
Message-ID: <bg0800011015082716@4ax.com>
Source record: 3865
Cross-posted to: comp.sys.apple2.programmer,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
-= how and why did it start?. -=
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

The harassment didn't start. by itself, so someone must have been there at the outset to give it a firm push and set. the "animals" after me. It looks as if I was set up in June 1990, and the timing. indicates someone from university. was responsible.

>One thing which. has been missing from this discussion is this simple
>prognosis: that maybe he is right and that, despite. his admitted
>mental condition,. there really is a campaign against him organised by
>now-influential ex-students of. his university.

In May or June 1990,. Alan Freeman on Radio 1 read out a letter from someone who. had known me for a few years, who wrote of the one who "wore out his welcome with random precision" (from the Pink Floyd song).. Freeman went on to say to the writer. "that's a hell of a letter you wrote there". The indication is strongly that people I had parted. from soon before nursed a grudge against me and were trying to cause trouble. for me.

The suggestion is that Freeman might have shown the letter. to other people, and things could. have snowballed from there. Right from the start the real source (security services presumed). didn't announce themselves as the origin, but let the "talkers", the radio DJs, believe. that they were the originators. Think about it; if you. announce, "we're MI5 and we have a campaign. against this bloke" then people might not go along with it; but if you say, "everyone else. is getting at this bloke because he 'deserves' it" then people will join in with. fewer qualms.

>Why would. "they" wish to assassinate your character?

It's the classic case of hitting a. cripple to prove you're stronger. Why would the security services expend hundreds of thousands of pounds. and more than six years of manpower to try. to kill a British citizen? Because they are motivated by people who knew me at. university and feel personal animosity; because they knew me to be emotionally weak,. and it is in the nature of bullies to prey on. those known to be weak; and because they can rely. on the complicity of the establishment, which the security services manipulate and derive funding from. This is England's. biggest humiliation today, and the British security. services are intent on preventing their humiliation becoming reality by. continuing their campaign of attempted murder to suppress the truth from. becoming public.

10083

1579. M-I 5`Persecu tion - how and w hy did it st art?

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-01 10:43:22 UTC
From: mvifvie@gmail.com
Message-ID: <gv0800011043227217@4ax.com>
Source record: 3866
Cross-posted to: comp.sys.apple2.programmer,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
-= how and why did. it start? -=
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

The harassment didn't start by itself, so someone must have been there. at the outset to give it a firm push and set the "animals". after me. It looks as if I was set up in June. 1990, and the timing indicates someone from university. was responsible.

>One thing which has been missing from this discussion. is this simple
>prognosis: that maybe he is. right and that, despite his admitted
>mental condition, there really is a campaign against. him organised by
>now-influential ex-students of. his university.

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The suggestion is that Freeman might have shown the letter. to other people, and things could have snowballed from there.. Right from the start the real source (security services presumed). didn't announce themselves as the origin, but let the "talkers", the radio DJs, believe. that they were the originators. Think about it; if you. announce, "we're MI5 and we have a campaign against this bloke" then people might not go along. with it; but if you say, "everyone else is getting at this. bloke because he 'deserves' it" then people will join in. with fewer qualms.

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363

1580. M`I,5.Persecu tion . who kno ws abou t i t?

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-01 11:42:10 UTC
From: efivifme@gmail.com
Message-ID: <pa0800011142092368@4ax.com>
Source record: 3867
Cross-posted to: comp.sys.apple2.programmer,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

-=-=-=-=-=-=-=-=-=-=-=-
-= who knows about. it? =-
-=-=-=-=-=-=-=-=-=-=-=-

Many people know,. both in the establishment and media, and among the general public. Despite an absence of its target from the UK for. more than two. years, the echoes of paranoia can still be heard loud and clear from across the water. When it started in 1990, the only people who knew. were those in BBC television who were. spying on my home, and a few radio broadcasters. There were a few cases of. public harassment, but very little compared to the situation that developed a couple of. years later.

The list today includes BBC TV staff (newsreaders such. as Martyn Lewis, Michael Buerk, Nicholas Witchell),. people from radio stations such as Chris Tarrant of Capital and Radio 1 DJs, people. in the print media, but also many people in the. general public. All united in a conspiracy which breaks the laws. which the UK does have regarding harassment, and all completely uncaring for any semblance of decency or. elementary respect for individual. rights.

The British police (obviously) do know the nature of. the harassment and in all probability the identity. of those behind it. Some time ago I made a complaint. to my local police station in London, without positive result. The UK police are. failing in their duty to see the law enforced in not checking. the abuse.

2793

1581. M.I'5`Persecutio n . B ernard L evin expres ses hi s view s

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-01 12:13:25 UTC
From: vfvmfvf@gmail.com
Message-ID: <ov0800011213248251@4ax.com>
Source record: 3868
Cross-posted to: comp.sys.apple2.programmer,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

The article of which part is reproduced below was penned by. Bernard Levin
for the Features section of the Times on 21 September 1991. To my mind,. it
described the situation at the. time and in particular a recent meeting with
a friend, during which I for the first time admitted. to someone other than
my GP that I had been subjected. to a conspiracy of harassment over the
previous year and a. half.

>There. is a madman running loose about London, called David Campbell; I have
>no reason to believe that he. is violent, but he should certainly be
>approached with caution.. You may know him by the curious glitter in his
>eyes. and a persistent trembling of his hands; if that does not suffice, you
>will. find him attempting to thrust no fewer than 48 books into your arms,
>all hardbacks,. with a promise that, if you should return to the same
>meeting-place next year,. he will heave another 80 at you.
>
>If, by now, the police have arrived and are keeping. a close watch on him,
>you may feel. sufficiently emboldened to examine the books. The jackets are
>a model of uncluttered typography, elegantly and simply laid out; there. is
>an unobtrusive colophon of a rising sun, probably not picked at. random.
>Gaining confidence - the lunatic is smiling by now, and the policemen,. who
>know about such things, have significantly removed their helmets. - you
>could do worse than. take the jacket off the first book in the pile. The
>only word possible to describe the binding. is sumptuous; real cloth in a
>glorious shade of. dark green, with the title and author in black and gold
>on. the spine.
>
>Look at it more closely; your eyes do not deceive you -. it truly does have
>real top-bands and. tail-bands, in yellow, and, for good measure, a silk
>marker ribbon in a lighter green.. The paper is cream-wove and acid-free,
>and the book is sewn,. not glued.
>
>Throughout the encounter, I should have. mentioned, our loony has been
>chattering away, although. what he is trying to say is almost impossible to
>understand; after a time, however, he becomes sufficiently coherent to. make
>clear that he. is trying to sell the books to you. Well, now, such quality
>in bookmaking. today can only be for collectors' limited editions at a
>fearsome price. - #30, #40, #50?
>
>No, no, he says, the glitter more powerful than ever and the trembling. of
>his hands rapidly spreading throughout his entire body; no,. no - the books
>are priced. variously at #7, #8 or #9, with the top price #12.
>
>At this, the policemen understandably put their. helmets back on; one of

>them draws. his truncheon and the other can be heard summoning
>reinforcements on his. walkie-talkie. The madman bursts into tears, and
>swears it. is all true.
>
>And. it is.
>
>David. Campbell has acquired the entire rights to the whole of the
>Everyman's Library, which died a lingering. and shameful death a decade or
>so ago, and he proposes to start it all over. again - 48 volumes this
>September and 80. more next year, in editions I have described, at the
>prices specified. He. proposes to launch his amazing venture simultaneously
>in Britain and the United States, with the massive firepower of. Random
>Century at his back in this. country, and the dashing cavalry of Knopf
>across the water,. and no one who loves literature and courage will forbear
>to. cheer.

At the time this article was written I had believed for. some time that columnists in the Times and other journalists had been. making references to my situation. Nothing unusual about this you may think,. plenty of people have the same sort of ideas and obviously. the papers aren't writing about them, so why should. my beliefs not be as false as those of others?

What makes this article so extraordinary is that. three or four days immediately preceding its publication, I had a. meeting with a friend, during the course of which we discussed the media. persecution, and in particular that by Times. columnists. It seemed to me, reading the article by Levin. in Saturday's paper, that he was describing in some detail his "artist's impression" of that meeting. Most. telling are the final sentences, when he writes, "The madman bursts into tears, and swears it. is all true. And it is." Although I did not "burst. into tears" (he seems to be using a bit of poetic licence. and exaggerating) I did try hard to convince my friend that it was all true; and I am. able to concur with Mr Levin, because, of course, it. is.

At the beginning of the piece Levin. reveals a fear of being attacked by the "irrational" subject of his story, saying. "I have no reason to believe that he is. violent, but he should certainly be approached with caution". This goes back to the. xenophobic propaganda of "defence" against a "threat" which was seen at the very beginning of the harassment. The. impression of a "madman running loose" who needs to be. controlled through an agency which assigns to itself the mantle of the "police" is also one which. had been expressed. elsewhere.

In the final paragraph. of this extract, his reference to Everyman's Library as having "died a lingering and shameful death a decade or so ago". shows clearly what sort. of conclusion they wish to their campaign. They want a permanent solution, and as. they are prevented from achieving that solution directly, they waste significant. resources on methods which have been repeatedly shown. to be ineffective for such a purpose.

5223

1582. M I-5 Per secution ' Berna rd L evin exp resses hi s views

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-01 12:57:02 UTC
From: mfmimv@gmail.com
Message-ID: <hw0800011257016954@4ax.com>
Source record: 3869
Cross-posted to: comp.sys.apple2.programmer,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

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my GP that I had been subjected to a conspiracy of. harassment over the
previous year and. a half.

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>no reason to believe that he is violent, but. he should certainly be
>approached with caution. You may know. him by the curious glitter in his
>eyes and a persistent trembling of his hands; if. that does not suffice, you
>will find him attempting to thrust no fewer. than 48 books into your arms,
>all. hardbacks, with a promise that, if you should return to the same
>meeting-place next year, he will heave another. 80 at you.
>
>If, by now, the police have arrived and are keeping a close watch. on him,
>you may. feel sufficiently emboldened to examine the books. The jackets are
>a model of uncluttered typography, elegantly and simply laid out;. there is
>an unobtrusive colophon of a rising sun, probably. not picked at random.
>Gaining confidence -. the lunatic is smiling by now, and the policemen, who
>know about such things, have significantly removed their helmets -. you
>could do worse than take the jacket off the first book. in the pile. The
>only word. possible to describe the binding is sumptuous; real cloth in a
>glorious shade of dark green, with the title and author in. black and gold
>on the. spine.
>
>Look. at it more closely; your eyes do not deceive you - it truly does have
>real top-bands and tail-bands, in yellow,. and, for good measure, a silk
>marker ribbon in a. lighter green. The paper is cream-wove and acid-free,
>and the book is sewn, not. glued.
>
>Throughout the encounter, I should have mentioned,. our loony has been
>chattering away, although what he is. trying to say is almost impossible to
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>fearsome price - #30, #40,. #50?
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>are. priced variously at #7, #8 or #9, with the top price #12.
>
>At. this, the policemen understandably put their helmets back on; one of

>them draws his. truncheon and the other can be heard summoning
>reinforcements on his walkie-talkie. The madman. bursts into tears, and
>swears. it is all true.
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>David Campbell has acquired the entire rights. to the whole of the
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>so ago, and he proposes to start it all over again. - 48 volumes this
>September and. 80 more next year, in editions I have described, at the
>prices specified. He proposes to launch. his amazing venture simultaneously
>in Britain and the United. States, with the massive firepower of Random
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1583. M.I 5-Persec ution . wh y w on't th e B ritish poli ce do th eir jo b an d put a s top to it?

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-01 13:31:58 UTC
From: vivmfv@gmail.com
Message-ID: <zi0800011331575940@4ax.com>
Source record: 3870
Cross-posted to: comp.sys.apple2.programmer,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

-=-=-=

1584. M-I,5-Persecu tion - w hy w on't th e Briti sh po lice do thei r j ob an d p ut a s top to it?

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-01 13:42:47 UTC
From: vefev@gmail.com
Message-ID: <sv0800011342467803@4ax.com>
Source record: 3871
Cross-posted to: comp.sys.apple2.programmer,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

-=-=-=

1585. M,I.5,Perse cution w hy won't t he Br itish p olice do thei r job and put a stop to i t?

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-01 14:09:28 UTC
From: fmvmi@gmail.com
Message-ID: <vc0800011409274170@4ax.com>
Source record: 3872
Cross-posted to: comp.sys.apple2.programmer,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

-=-=-=

1586. M.I 5`Persec ution - abuse in set -up situations and in publ ic

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-01 14:37:43 UTC
From: mivmemime@gmail.com
Message-ID: <nc0800011437422796@4ax.com>
Source record: 3873
Cross-posted to: comp.sys.apple2.programmer,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

-=-=-=

line. Two men and their girlfriends recognised me; the women sprang to. my defence, saying "He looks perfectly. normal, he doesn't look ill". Their boyfriends of. course knew better, and followed the party line; one of them made reference to an "operation", apparently to work at the tube. station but implicitly to a visit that I had. made to hospital a couple of weeks previously.

In August 1990 going home. from college, soon after getting on a tube train at Gloucester. Road I was followed by a group of four youths, who started a chant of abuse. That they were targeting. me was confirmed by other people in the. carriage, one of whom asked the other "who are they going on at, is it. the bloke who just got on?" to which the second replied "yes, I think so". I was tempted to reply, but as in every. other instance the abusers are enabled in their. cowardice by physically outnumbering the abused; any confrontation. would result in my being beaten up, followed by a complaint to the police that "he attacked us", and of. course he's ill, so he must have been imagining that we. were getting at him. Shitty, aren't they?

But the shittiness of the four. youths on the tube train is as nothing compared to the episode on the National Express. coach to Dover in the summer of 1992. While going on holiday to the Continent I was. verbally set upon by a couple. travelling sitting a few rows behind. The boy did the talking, his female companion. contributing only a continuous empty giggling noise. He spoke loudly to ensure other people. on the coach heard, always about "they" and "this bloke". but never naming either the abusers or the person he. was talking about. He said "they" had "found somebody from his school, and he was always really stressed. at school". They must have dug deep to. find enemies there; perhaps someone who dropped out of school, someone who didn't do too well later, who was jealous and keen to. get their own back? The boy also said "he was. in a bed and breakfast for only one night. and they got him". By a not unexpected coincidence I had been in a B&B in Oxford a week previously, which had been booked from work;. other things. lead me to the conclusion that the company's offices were bugged for most of the 2 1/2 years that I was there,. so "they" would have known a room in the B&B had been booked. (But. I'll bet "they" didn't tell the company's managers their. offices were bugged, did they?).

After a few minutes of this I went back. to where they were sitting and asked where they were travelling. The boy named a village. in France, and the girl's giggling. suddenly ceased; presumably it permeated to her brain cell what the purpose. of the boy's abuse was.

This and other set-up situations. are obviously calculated to provoke a direct confrontation which would bring in. the police, with the abusers claiming that they were the ones attacked. Again in 1992,. outside the house where I was living in Oxford I was. physically attacked by someone - not punched, just grabbed by the coat, with some verbals. thrown in for good measure. That was something the people at work shouldn't have. known about... but soon after. a couple of people were talking right in front of me about, "I heard he was attacked". The UK police have a. responsibility for preventing assault occurring, but. they do not seem to take any interest

in meeting that responsibility. I suppose. their attitude is that harassment does not come within their remit unless it involves physical assault,. and they will only become involved once that happens. That is of course. quite the wrong attitude for them to take, but as. I now understand, the police investigate only the crime they wish to investigate; if they. do not take your complaints seriously then there is nothing. you can do to make them take. action.

2793

1587. M'I`5 Persecuti on ' purpos e in publiciz ing it ; ce nsorship in u k.* ne wsgroups

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-01 15:10:12 UTC
From: veifmev@gmail.com
Message-ID: <vy0800011510111718@4ax.com>
Source record: 3874
Cross-posted to: comp.sys.apple2.programmer,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

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5223

1588. M'I-5 P ersecution ' my res ponse to t he h arassment

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-01 15:38:01 UTC
From: vfime@gmail.com
Message-ID: <vi0800011538000356@4ax.com>
Source record: 3875
Cross-posted to: comp.sys.apple2.programmer,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

-=-
-= my. response to the harassment -=
-=-

My first reaction in. 1990/91 was to assume that if I broke contact then they would not be able to follow and would lose interest. So. I did the things that have. been suggested by other people; I sold my television, stopped listening to the radio and tried to withdraw away. from the sources of abuse as much as possible. I reasoned that. they must have more important things to deal with and that normal people. would simply leave me alone if it were made difficult for them. to continue their harassment.

I reckoned. without the sheer vindictiveness of the abusers. They did not let up but. instead "got to" people around me, mainly people at work, to do their dirty work for them. I went to. see my GP, who refused to believe what he was. being told, and refused to direct me on to anyone who could be of practical assistance. It was not until. three years had passed that the GP admitted the matter. was outside his competence and suggested going to the police.

In the summer of 1994 we called in counter-surveillance experts. from a private detective agency to sweep. our house and telephone for bugging devices. They conducted a thorough. search and found nothing; but as noted above, since the existence of surveillance was being forced in my. face by the harassers, you would expect them to have taken the possibility of. a counter-surveillance sweep into account when planning. the type of devices to be. employed.

In Easter 1995 I made a complaint to my local Police. station in London, but the police have not expressed any intention to. do anything about the continuing. harassment ("we're not saying it's happening and we're not saying it. isn't happening" were the words used). I think the officer I spoke to at Easter wasn't aware of. it happening, although other members of the police force obviously. do know.

From April 1995 until the present. time the matter has been discussed in a lot of detail on the Usenet. (Internet) "uk.misc" newsgroup. That discussion has given birth. to the article which you are now reading. My hopes in posting to Usenet were that wider. publicizing would discourage the security services from continuing their harassment,. and "draw people out" into concurring with the truth of what was being said. Neither. of those have followed, but the discussion has served a purpose in. allowing this structured report to be. created.

7653

1589. M I.5,Persecutio n thei r met hods a nd tacti cs

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-01 16:05:40 UTC
From: emvivieiv@gmail.com
Message-ID: <mr0800011605393265@4ax.com>
Source record: 3876
Cross-posted to: comp.sys.apple2.programmer,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

-=-=-=

1590. RANA 1000 Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-02 03:35:40 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <gEDej.19802$m6.8349@newsfe18.lga>
Source record: 3877

http://cgi.ebay.com/Rana-1000-for-Atari-Home-Computer_W0QQitemZ300186295042QQihZ020QQcategoryZ82631QQssPageNameZWDVWQQrdZ1QQcmdZViewItem

1591. Vintage Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-02 03:39:07 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <vHDej.19803$m6.6974@newsfe18.lga>
Source record: 3878

http://cgi.ebay.com/Vintage-Indus-GT-for-Atari_W0QQitemZ300186306136QQihZ020QQcategoryZ82631QQssPageNameZWDVWQQrdZ1QQcmdZViewItem

1592. Atari 1050 sale!!!

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-02 03:42:03 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <fKDej.19804$m6.6536@newsfe18.lga>
Source record: 3879

http://cgi.ebay.com/Atari-1050_W0QQitemZ300186324645QQihZ020QQcategoryZ82631QQssPageNameZWDVWQQrdZ1QQcmdZViewItem

1593. Atari 1050 working condition!

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-02 03:42:44 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <UKDej.19805$m6.673@newsfe18.lga>
Source record: 3880

http://cgi.ebay.com/Atari-1050_W0QQitemZ300186327168QQihZ020QQcategoryZ82631QQssPageNameZWDVWQQrdZ1QQcmdZViewItem

1594. Atari 800XL sale

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-02 03:47:14 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <6PDej.19806$m6.14078@newsfe18.lga>
Source record: 3881

http://cgi.ebay.com/Atari-800XL_W0QQitemZ300186322734QQihZ020QQcategoryZ82631QQssPageNameZWDVWQQrdZ1QQcmdZViewItem

1595. M'I-5,Persecuti on t heir methods a nd tactics

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-02 08:09:32 UTC
From: ivefmv@yahoo.com
Message-ID: <cn0800020809305863@4ax.com>
Source record: 3882
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.arm,comp.sys.atari.8bit

-=-=-=

1596. M,I-5'Persecutio n ' w hy th e secur ity services?

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-02 08:39:34 UTC
From: vmvif@gmail.com
Message-ID: <vo0800020839327758@4ax.com>
Source record: 3883
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.arm,comp.sys.atari.8bit

-=-=-=

MI5; they traditionally "protect" the British state from politicians. of the wrong hue by character assassination, and in this. case are using their tried and tested. methods to murder with words an enemy they have invented for. themselves.

And. there are precedents. Diana and Hewitt were alleged to have been filmed "at it" by an Army intelligence team which had operated in. Northern Ireland,. these allegations were made by someone called Jones who had been on the team. His statements. were denied by the defence establishment who tried to character-assassinate by. describing him as the "Jones twins". Funny how. if you tell the truth, then you must be ill, isn't it? Thought only communists behaved. like that?

Hewitt. later said that he'd been spoken to by someone in the army who revealed. the existence of videotapes of him and Diana, and that the tapes would be. published if any attempt was made by them to resume their association.

2783

1597. M,I`5 Pe rsecution , wh y t he securit y s ervices?

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-02 09:27:50 UTC
From: eifmivm@yahoo.com
Message-ID: <gf0800020927474897@4ax.com>
Source record: 3884
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.arm,comp.sys.atari.8bit

-=-=-=

MI5; they traditionally "protect" the. British state from politicians of the wrong hue by character assassination, and in this case. are using their tried and tested methods to murder with words an. enemy they have invented for. themselves.

And there are. precedents. Diana and Hewitt were alleged to have been filmed "at it". by an Army intelligence team which had operated in Northern Ireland, these allegations were made by someone called Jones. who had been on the team. His statements were denied by. the defence establishment who tried to character-assassinate by. describing him as the "Jones twins". Funny how if you. tell the truth, then you must be ill, isn't it? Thought only. communists behaved like that?

Hewitt later said. that he'd been spoken to by someone in the army who revealed the existence of videotapes of him. and Diana, and that the tapes would be published if any attempt was made. by them to resume their association.

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1598. M I`5'Persec ution , w hy t he secur ity servic es?

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-02 10:00:14 UTC
From: imfmefvim@yahoo.com
Message-ID: <eb08000210001160l7@4ax.com>
Source record: 3885
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.arm,comp.sys.atari.8bit

-=-=-=

MI5; they traditionally. "protect" the British state from politicians of the wrong hue by character assassination, and in this case are. using their tried and tested methods to murder with. words an enemy they have invented for. themselves.

And there are precedents. Diana. and Hewitt were alleged to have been filmed "at it" by an Army intelligence team which had. operated in Northern Ireland, these allegations were made by someone called Jones who had. been on the team.. His statements were denied by the defence establishment who tried to character-assassinate by describing him as the "Jones. twins". Funny how if you tell the truth, then. you must be ill, isn't it? Thought only communists behaved. like that?

Hewitt later said that he'd been spoken to by someone. in the army who revealed the existence of videotapes. of him and Diana, and that the tapes would be. published if any attempt was made by them to resume their association.

362

1599. M`I'5-Perse cution ` ha rassment at wor k

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-02 10:40:27 UTC
From: fimefifv@gmail.com
Message-ID: <at0800021040242655@4ax.com>
Source record: 3886
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.arm,comp.sys.atari.8bit

-=-=-=-=-=-=-=-=-=-=-=-=
-= harassment at work. -=
-=-=-=-=-=-=-=-=-=-=-=-=

Once I stopped watching. television and listening to the radio at the end of 1990, "they". had to find other ways of committing abuses. So they took what must be for them a tried and tested route; they get. at you by subversion of those around you. Since they wouldn't be able to do that with my family. or friends,. that meant getting at people in the workplace to be their mouthpieces and do. their dirty work for them.

They supplied my employers in Oxford. with details from what was going on in my private life, and what I. and other people had said at my home and accommodation in Oxford. So people. at work repeated verbatim words which had been said. in my home, and repeated what I'd been doing recently. Often the most trivial things, the ones from. your domestic life, are the ones which hurt most. One manager in particular at. Oxford continuously abused me for ten months with. verbal sexual abuse, swearing, and threats to terminate my employment.. After ten months I was forced to seek psychiatric help and start taking medication, and was away from. work for two months. I spoke later with a solicitor about what had happened. at that company; he advised it was only possible to take. action if you had left the company as a result of harassment, and such an action. would have to be started very soon after leaving.

Over a year later the same manager picked on. another new worker, with even more serious results; that employee tried to commit. suicide with an overdose. as a result of the ill-treatment, and was forced to leave his job. But he. didn't take action against the company, either. Abuse at work is comparable to that. elsewhere in that tangible evidence is difficult to produce, and the abusers will always have their denials ready. when challenged. And even if a court accepts what you. say happened, it still remains to prove that abuse causes. the type of breakdown I had at the end of. 1992. In a recent case before a British court, a former member of the Army brought a case against others who had. maltreated him ten years previously. Although the court. accepted that abuse had occurred, it did not agree that depressive. illness necessarily followed, and denied justice to the. plaintiff.

2783

1600. M`I,5`Per secution - B BC h2g 2 on line

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-02 11:45:43 UTC
From: femvmfvfm@yahoo.com
Message-ID: <qj0800021145412097@4ax.com>
Source record: 3887
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.arm,comp.sys.atari.8bit

BBC. h2g2 16/Sept/1999

The BBC's h2g2 website is billed as "Earth Edition of. The Hitchhiker's Guide to the Galaxy!". Naturally, one of its pages
is about me, me,. me. It starts off with the lines;

Every now and then something comes. along which makes you
think "Ah! That's what the Internet is for!" Mike. Corley
is one. such case.

The page itself can be found at. http://www.bbc.co.uk/dna/h2g2/alabaster/A164404

The user comments linked from h2g2 are less than respectful, but given. the point of view my website promulgates that is
understandable. It's true that without the communications. ability afforded by the internet, which came along at just the
right time, my complaints would be getting nowhere. But that's. a two edged sword also; miniature cameras only appeared
around 1990, so the advantage of technology is. up to the adopter. Secret service intrigues, and on the other side of the
coin human paranoia, have both been going on for centuries; what changes now is an increased. technologisation of both sides.

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1601. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-03 13:39:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0801030537100.25814-100000@onyx.spiritone.com>
Source record: 3888
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my
Atari Books, 20% off. E-Mail Atari@aracnet.com or call Ben@(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
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http://www.aracnet.com/~atari/stbooks.htm 20% OFF ALL ATARI ST BOOKS!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1602. FS: 20% OFF ALL ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-03 13:46:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0801030539260.25814-100000@onyx.spiritone.com>
Source record: 3889
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ALL GAMES 20% OFF! ALL GAMES 20% OFF!ALL GAMES 20% OFF! ALL GAMES 20% OFF!

ORDERS OVER $50 GETS 20% OFF ALL GAMES FOR CLASSIC ATARI 8 BIT & ST GAMES!
ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF ALL ATARI
GAMES!Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask
for Atari catalogs. Cut-&-Paste your order and E-Mail your list with your
Shipping Address so I can expedite your order or call 24/7 @(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ALL ATARI 8 BIT GAMES!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ALL ATARI ST GAMES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1603. Re: Bit3 Column Card with Axlon Ramdisk

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-04 05:49:05 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <477DC8D1.A0E555FD@a8maestro.com>
Source record: 3890

Russg wrote:

> I have no answer to the problem. But, what would
> you do with a 512K card? Ramdisk?

Yes.
--

1604. Re: Atari Users Groups in the World

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-04 05:51:01 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <477DC945.FAFD1006@a8maestro.com>
Source record: 3891

> Thanks all.

>
> DO NOT REPLY TO a8maestro"a t"a8maestro.com.
> Use rld2008" a t " a8maestro.com instead.

1605. Re: Power supply no in FAQ

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-04 06:07:24 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <477DCD1C.2AE425D8@a8maestro.com>
Source record: 3892

Hi, Thats because the one you list is for an Atari ST computer,
probably the 1040.

Rick D.
DO NOT REPLY TO a8maestro"a t"a8maestro.com.
Use rld2008" a t " a8maestro.com instead.

RoyE wrote:

> DVE (part # C070099). Female Connector 7 pin din.
> Pin 1 +5 v
> Pin 4 +12v
> Pin 5 -12v
> Pin 6 +5v
> Pin 3&7 Gnd
> Pin 2 Nc

1606. Re: Power supply no in FAQ

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-07 20:35:56 UTC
From: Ensor <none@localhost>
Message-ID: <K7KdnctcNoq3EB_anZ2dnUVZ8sSrnZ2d@brightview.com>
Source record: 3895

Hi,

> Hi, Thats because the one you list is for an Atari ST computer,
>probably the 1040.

Or the 520, just as long as they're the non-"F" models....the STF/STFM and
later had internal PSUs.

TTFN - Pete.

1607. FS: Huge Atari 8bit Collection (on eBay)

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-08 01:34:47 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <flujvn$n5a$1@news.xmission.com>
Source record: 3896

In case anyone's interested, I'm listed a ton of my surplus accessories and Atari 8bit related components on eBay. The auction can be viewed at:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=180204502691&ssPageName=STRK:MESE:IT&ih=008

The collection includes:

1x XEP80 w/Power Supply (with original packaging)
1x Atari 130xe w/576k, US+ OS Rom/MUX OS Rom, SuperVideo & SuperAudio upgrades (not functional, possibly bad solder joint(s))
1x Atari 800 Cover (reads Atari 800 Home Computer)
1x Atari 800 Cover (no text)
4 x Atari 2600 Game system cover (no text)
2 x Atari to PC Compatible power supply adapter cable
1 x PBI Tester (CA026033-001)
1 x Mosaic 32k RAM for Atari 400/800
4 x Adaptec 4000A Adapters
3 x Adaptec 4070 Adapters
1 x Atari 130xe PBI Interface extender/adapter (ICD)
1 x Voicemaster Speech and Music Processor (uses joystick port)
1 x Model A U-Print Parallel printer interface
1 x Graphix AT by Xetec parallel interface
4 x New rolls of 1020 Printer paper
1 x MicroPrint Parallel interface by Supra
1 x New package of Atari 1020 printer/plotter black replacement pens (BX4206) never opened
2 x New Atari CX89 Color Monitor Cable - never opened
2 x Atari 800xl keyboards
1 x New XETouch for 65XE, 130xe, XEGS Keyboard Internal contacts (62 count) Only fits Sugiyama made keyboards
2 x Atari Trak-Ball
1 x Pair of Wireless GameMate Joysticks (with base and 2 x joysticks)
1 x Mindscape PowerPlayer joystick
1 x Video touchpad (with Star Raiders template)
1 x Slik Stik joystick
1 x 2way joystick splitter cable
3 x Atari CX85 keypads (with templates)
1 x Atari SX212 Modem
1 x Atari XM301 Modem
2 x PR:C Connection
1 x Atari Kids Controller
1 x KoalaPad
xQty SIO Cables (~15)
1 x APE Pro! cable

1 x APE SIO2PC Universal Cable
1 x Express! Cart
1 x RTime8 Cart (new battery)

And no, I'm not leaving the 8bit Community, as I still have my trusty 256mb upgraded 800xl actively connected and using it as a Telnet/SSH front-end to my website (I monitor the access_log using the 8bit) via my Lantronix MSS10.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

1608. Re: FS: Huge Atari 8bit Collection (on eBay)

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-08 03:44:17 UTC
From: "micrologix1500@yahoo.com" <micrologix1500@yahoo.com>
Message-ID: <aae164c5-8e26-44cf-9148-a080ab215aee@k39g2000hsf.googlegroups.com>
Source record: 3897

Only 1 week into 2008 and someone already got the deal of the year!

1609. Re: FS: Huge Atari 8bit Collection (on eBay)

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-08 05:16:38 UTC
From: heuser.marcus@freenet.de
Message-ID: <359cfd53-a946-49c0-a7a9-bdaae8e21207@1g2000hsl.googlegroups.com>
Source record: 3898

On Jan 8, 4:44 am, "micrologix1...@yahoo.com"
<micrologix1...@yahoo.com> wrote:
>
> Only 1 week into 2008 and someone already got the deal
> of the year!

I agree - he could've made a triple of that and it wouldn't even
be exaggerated.

bye
Marcus

1610. Re: Power supply no in FAQ

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-08 05:36:56 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <47830BF8.CF089850@a8maestro.com>
Source record: 3899

Ensor wrote:

> Hi,
>
> > Hi, Thats because the one you list is for an Atari ST computer,
> >probably the 1040.
>
> Or the 520, just as long as they're the non-"F" models....the STF/STFM and
> later had internal PSUs.
>
> TTFN - Pete.

I was just letting the original author know the power supply wouldn't be on
the 8 bit faq.

Rick D.

1611. Re: FS: Huge Atari 8bit Collection (on eBay)

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-08 13:27:44 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <flvtogibd1@news.xmission.com>
Source record: 3900

Yeah, but I desperately needed to make room and most of that equipment was redundant. I have multiple SDX, RTime8, APE Cables, and I use a MUX instead of the PR:C, and I use a Lantronix MSS-10 instead of a modem.

Hate to part with any of my 8bit stuff, but after having it sit for 10+ years, it finally had to go.

heuser.marcus@freenet.de spit out...:
> On Jan 8, 4:44 am, "micrologix1...@yahoo.com"
> <micrologix1...@yahoo.com> wrote:
> >
> > Only 1 week into 2008 and someone already got the deal
> > of the year!

> I agree - he could've made a triple of that and it wouldn't even
> be exaggerated.

> bye
> Marcus

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

1612. Atari emulator

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-08 22:46:17 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <S2Tgj.7425$OC1.6581@newsfe20.lga>
Source record: 3651

I m looking for Atari Emulator (PC) that hook up to the real Atari 1050
drive via SIO2PC cable. Anyone get idea for me?

Thanks!
Jack

1613. file copier

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-08 22:51:18 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <z7Tgj.7426$OC1.3578@newsfe20.lga>
Source record: 3652

I am looking for the best file copier that support the extend memory, more than the standard 64K. Anyone get idea for me?

Thanks!
Jack

1614. Re: Atari emulator

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-09 03:22:33 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <Z5Xgj.86912$YL5.31495@newssvr29.news.prodigy.net>
Source record: 3653

"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:S2Tgj.7425$OC1.6581@newsfe20.lga...
>I m looking for Atari Emulator (PC)
'emulator' usually a software

that hook up to the real Atari 1050
> drive via SIO2PC cable.
you already have a PC serial <-> Atari SIO cable (hardware).

Anyone get idea for me?
>
> Thanks!
> Jack

I would surmise you want an interface to connect a 1050
SIO port directly to a PC serial port. Such a device is called
10502PC interface.
A 10502PC interface/cable is sort of unusual because most
people have an Atari computer to help out in the copying process.
I guess a 10502PC cable is usually used to copy copy protected
floppy disks to a PC, however, I believe a APE PRO cable
and software will do the job.
Maybe if you describe what you want to do, eg. copy commercial
Atari floppy to PC .atr or .pro file, it would be helpful to answer you.

1615. Re: Atari emulator

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-09 08:29:00 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <fm20r7$579$1@infosun2.rus.uni-stuttgart.de>
Source record: 3654

Jack Tseng schrieb:
> I m looking for Atari Emulator (PC) that hook up to the real Atari 1050
> drive via SIO2PC cable. Anyone get idea for me?

Atari++ should then do for you, though I never actually tested this
since I lack the cable.

So long,
Thomas

1616. Re: Atari emulator

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-09 09:19:50 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <13o94e3kkdo88a0@corp.supernews.com>
Source record: 3655

Jack Tseng wrote:
> I m looking for Atari Emulator (PC) that hook up to the real Atari 1050
> drive via SIO2PC cable. Anyone get idea for me?
>
> Thanks!
> Jack

If I have this right, no such animal.

The only emulator that used a real 1050 was Xformer and that didn't use any flavor of serial communication. Used bit banging on an ST or PC printer port to drive the 1050.

Both Steve Tucker and Nick Kennedy have serial interfaces to drive a 1050, but they only do so to make disk images on the PC. I recall a few people working with emulators asked for an explaination of the formats but it wasn't to hook up a real drive to the emulator, it was to use the disk images with the copy protection information rather then run a real drive.

Rick

1617. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-10 14:12:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0801100610180.27366-100000@onyx.spiritone.com>
Source record: 3656
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my
Atari Books, 20% off. E-Mail Atari@aracnet.com or call Ben@(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ALL ATARI 8BIT BOOKS!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ALL ATARI ST BOOKS!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1618. FS: 20% OFF ALL ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-10 14:14:20 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0801100612370.27366-100000@onyx.spiritone.com>
Source record: 3657
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ALL GAMES 20% OFF! ALL GAMES 20% OFF!ALL GAMES 20% OFF! ALL GAMES 20% OFF!

ORDERS OVER $50 GETS 20% OFF ALL GAMES FOR CLASSIC ATARI 8 BIT & ST GAMES!
ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF ALL ATARI
GAMES!Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask
for Atari catalogs. Cut-&-Paste your order and E-Mail your list with your
Shipping Address so I can expedite your order or call 24/7 @(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ALL ATARI 8 BIT GAMES!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ALL ATARI ST GAMES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1619. Re: Atari Users Groups in the World

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-10 20:10:18 UTC
From: Steve Taylor <staylo030@gmail.no.spam.com>
Message-ID: <47867bd0$0$41707$39cecf19@news.twtelecom.net>
Source record: 3658

That is amazing that IMAGE still has meetings. Are any of the original guys coming to the current meetings? I was active in the club from the time it first started. They let me be an "officer" in the club back in the day, even though I was just a kid then. I wrote game reviews for the newsletters, did demos at the meetings, etc. I have many fond memories of that group.

Steve Taylor

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message news:476cafaa5f2fc2@comcast.net...
>I belong to two group. Once is in my area and that is IMAGE
>(Indiana-Michigan-
> Atari-Group-Exchange). I conduct the meetings at my house and I write most
> of
> the newsletter. There is about 7 people that come to the meetings and
> about 15-
> 20 more that receive our newsletter either my email or regular mail. The
> other
> groups is SCAT which is in Chicago. Nice group of people that group.
>
>
>
>>Its that time again. I am wanting to know about any known active Atari
>>Users groups in the world.
>>
>>Thanks,
>>DO NOT REPLY TO a8maestro"a t"a8maestro.com.
>>Use rld2008" a t " a8maestro.com instead.
>>
>>
>>
>>
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> Falcon 030 16meg of Ram

1620. Atari 800/XL/XE Peripheral Simulator

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-12 01:44:43 UTC
From: Rajni <krishnasoft@gmail.com>
Message-ID: <2ec836b0-4fe1-4e87-9d83-c794df3b2e16@e25g2000prg.googlegroups.com>
Source record: 3659

In case you missed it, the last time I posted a few years ago. Here's
another promo ending soon:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=320203880135

Thanks.

1621. Re: Atari emulator

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-12 12:47:24 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4788b9726b5e10@comcast.net>
Source record: 3660

>I m looking for Atari Emulator (PC) that hook up to the real Atari 1050
>drive via SIO2PC cable. Anyone get idea for me?
>
>Thanks!
>Jack
>

Not sure about the PC, but I do have one like that for the Atari ST and Atari Falcon machines.

--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

1622. Re: Atari Users Groups in the World

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-12 12:51:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4788b9726b5e11@comcast.net>
Source record: 3661

>That is amazing that IMAGE still has meetings. Are any of the original guys
>coming to the current meetings? I was active in the club from the time it
>first started. They let me be an "officer" in the club back in the day, even
>though I was just a kid then. I wrote game reviews for the newsletters, did
>demos at the meetings, etc. I have many fond memories of that group.
>
>Steve Taylor

Yes IMAGE still meets at my house. Infact, there is one this Monday the 14th.
Steve Elek is the club President. Paul Hochstetler is the Treasurer. I do the
meetings and write most of the newsletter. Some of the original guys come
around from time to time. I have been a member from about 1987.
--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

1623. Stargate on Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-13 16:00:20 UTC
From: Willy Wankalot <willywankalot@earthlink.net>
Message-ID: <13okdcpmgv9dp2e@corp.supernews.com>
Source record: 3662

I tried Stargate on Atari 800 a while back and all I got was a black screen.
I did a CRC32 check on the game to verify it transferred correctly from pc
to Atari using sio2pc and it looked good. Does anyone know of any
compatability problems with this game? TIA

1624. Re: Stargate on Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-13 16:16:36 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <MPqij.7320$lo5.5941@newssvr19.news.prodigy.net>
Source record: 3663

"Willy Wankalot" <> wrote in message news:
>I tried Stargate on Atari 800 a while back and all I got was a black
>screen. I did a CRC32 check on the game to verify it transferred correctly
>from pc to Atari using sio2pc and it looked good. Does anyone know of any
>compatability problems with this game? TIA
>
The usual stuff. Is BASIC off? Does it require
a boot loader/menu disk? What are you doing to
load it? I presume we're talking Atari 800 plus emulator.

1625. Where were they made?

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-13 18:19:41 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.t4vrvki2gaat7c@mdc>
Source record: 3664

Look on the bottom of your machines, what do you see?

Here's what I have, can you add or correct?

Atari computers were made in....

400 - Hong Kong
800 - USA
1200XL - USA and Taiwan
600XL - Hong Kong
800XL - Hong Kong, Taiwan
65XE - Taiwan, China
130XE - Taiwan, China
800XE - China
XEGS - ?????

Thanks,

-Michael
--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

1626. Re: Stargate on Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-14 00:45:07 UTC
From: Willy Wankalot <willywankalot@earthlink.net>
Message-ID: <13olc6v58csqh6c@corp.supernews.com>
Source record: 3665

I will try it again. Its been a while. LOL. But it was original Atari 800
... with indus drive and loading with DOS XL. Will try again and post my
results soon.

"Russg" <russgilb@MUNGEsbcyahoo.net> wrote in message
news:MPqij.7320$lo5.5941@newssvr19.news.prodigy.net...
>
> "Willy Wankalot" <> wrote in message news:
>>I tried Stargate on Atari 800 a while back and all I got was a black
>>screen. I did a CRC32 check on the game to verify it transferred correctly
>>from pc to Atari using sio2pc and it looked good. Does anyone know of any
>>compatability problems with this game? TIA
>>
> The usual stuff. Is BASIC off? Does it require
> a boot loader/menu disk? What are you doing to
> load it? I presume we're talking Atari 800 plus emulator.
>

1627. Re: Stargate on Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-14 01:08:21 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <9Cyij.35855$JD.1266@newssvr21.news.prodigy.net>
Source record: 3666

"Willy Wankalot" <willywankalot@earthlink.net> wrote in message
news:13olc6v58csqh6c@corp.supernews.com...
>I will try it again. Its been a while. LOL. But it was original Atari
>800 ... with indus drive and loading with DOS XL. Will try again and post
>my results soon.
>
>
Probably need to put Stargate on a menu/boot
loader disk.

1628. Re: Stargate on Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-14 03:34:02 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <SKAij.6598$pr6.1054@nlpi070.nbdc.sbc.com>
Source record: 3667

I checked a 16k stargate.xex and it didn't
require a menu disk.
The crc32 I tried on the file was
890AEF37 hex . It was a stargate.xex from
Holmes archive. There is also a stargate courier,
but that is different.
You sure your 800 has 48K? It loads all the
way to $BFFF.

1629. Re: Power supply no in FAQ

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-14 03:41:41 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.t4whvrs0gaat7c@mdc>
Source record: 3668

On Mon, 07 Jan 2008 23:36:56 -0600, Rick D <a8maestro@a8maestro.com> wrote:

> I was just letting the original author know the power supply wouldn't be
> on
> the 8 bit faq.

Which I appreciated also, since I had no clue what to make of it. :)

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

1630. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-14 05:23:23 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1200288177@rtfm.mit.edu>
Source record: 3669
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

The Atari computer intellectual property rights are currently owned by
Atari Interactive, which is managed by today's Atari, Inc. Both of these
are divisions of Infogrames Entertainment.
http://www.atari.com/ http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 7 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

1631. Re: Atari Users Groups in the World

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-14 08:30:51 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0e259ed4@familynet-international.org>
Source record: 3670

FamilyNet International Newsgate

> From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>

>> That is amazing that IMAGE still has meetings. Are any of the original guys
>> coming to the current meetings? I was active in the club from the time it
>> first started. They let me be an "officer" in the club back in the day, even
>> though I was just a kid then. I wrote game reviews for the newsletters, did
>> demos at the meetings, etc. I have many fond memories of that group.
>>
>> Steve Taylor

> Yes IMAGE still meets at my house. Infact, there is one this Monday the 14th.
> Steve Elek is the club President. Paul Hochstetler is the Treasurer. I do the
> meetings and write most of the newsletter. Some of the original guys come
> around from time to time. I have been a member from about 1987.
> --
> Edward S. Baiz Jr.
> (Gamer)

> Falcon 030 16meg of Ram

IMAGE is kinda my stateside Atari user I try to stay a part of. Love the
E-mail publication. :D

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

1632. Where were they made?

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-14 08:30:52 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0e259ed5@familynet-international.org>
Source record: 3671

FamilyNet International Newsgate

> From: "Michael Current" <michael@mcurrent.name>

> Look on the bottom of your machines, what do you see?

> Here's what I have, can you add or correct?

> Atari computers were made in....

> 400 - Hong Kong
> 800 - USA
> 1200XL - USA and Taiwan
> 600XL - Hong Kong
> 800XL - Hong Kong, Taiwan
> 65XE - Taiwan, China
> 130XE - Taiwan, China
> 800XE - China
> XEGS - ?????

> Thanks,

> -Michael
> --
> Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
> 8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
> St. Paul Atari Computer Enthusiasts: http://space.atari.org/

Both of my 800's say Sunnydale, CA (USA) 5200- Straight up "USA"
800XL - Taiwan
XEGS- Taiwan

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

1633. Re: FS: Huge Atari 8bit Collection (on eBay)

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-15 05:36:21 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9A2662D7D9ABemuslor@216.196.97.136>
Source record: 3672

Despite all prevention efforts, jamesk@ATxmissionDOT.com (James King)
wrote in news:flvtogibd1@news.xmission.com:

>
> Yeah, but I desperately needed to make room and most of that equipment
> was redundant. I have multiple SDX, RTime8, APE Cables, and I use a
> MUX instead of the PR:C, and I use a Lantronix MSS-10 instead of a
> modem.
>
> Hate to part with any of my 8bit stuff, but after having it sit for
> 10+ years, it finally had to go.
>

Besides, who would begrudge Slor a good deal once in a while... :)

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

1634. Re: Where were they made?

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-15 05:40:57 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9A266F5225B7emuslor@216.196.97.136>
Source record: 3673

Despite all prevention efforts, "Michael Current"
<michael@mcurrent.name> wrote in news:op.t4vrvki2gaat7c@mdc:

> Look on the bottom of your machines, what do you see?
>
> Here's what I have, can you add or correct?
>
> Atari computers were made in....
>
> 400 - Hong Kong
> 800 - USA
> 1200XL - USA and Taiwan
> 600XL - Hong Kong
> 800XL - Hong Kong, Taiwan
> 65XE - Taiwan, China
> 130XE - Taiwan, China
> 800XE - China
> XEGS - ?????
>

My 130XE was made in Mexico. Curious about that, I asked the seller at
the time about it, and here's the answer I got back (just in case anyone
is curious or bored enough to read it):

When Atari closed we bought thousands of computers from them. Most do
not have manuals or power packs. Those were added after they new where
they were going to be shipped. That particular computer was assembled in
Mexico City and would have been shipped to Cental or South America. When
Atari closed there plant in Mexico everything was shipped back to
California. We also have computers from plants in Canada, Ireland and
many Asian countries. We have very few English 130XE manuals left and
will run out long before we run out of computers. We have a bunch in
Spanish. Because we have had trouble with customers in the past we open
each computer and initial the keyboard and mother board with date
sold/tested. Most Atari 8-bit computers and games had no warranty tag on
them. In fact most of the brand new 130 XE Computers we have do not have
any label at all on the bottom. The bottom label would change with the
destination country.

--
James
http://www.e-host-direct.com
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1635. Latest Vintage Technology magazine issue (online & print) out now

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-16 01:21:16 UTC
From: vintagetechnology@yahoo.co.uk
Message-ID: <4945f65e-8a60-4641-8a4d-22601a50f367@s19g2000prg.googlegroups.com>
Source record: 3674

Go to www.vintagetechnology.co.uk to download latest issue (February '08). Only £0.79p / $1.60 for a 40+ page magazine devoted to the collection, preservation and history of all aspects of digital and electronics technology, including computers, arcade games, calculators, led watches, mobile phones, appliances, gadgets, robots, radio, audio and tv.

This issue features:

The first LCD watches and their evolution
Early computing predictions - how many came true?
The first walkmans
Personal robots of the 1980s
Magnavox Odyssey - first home video game
Early pocket TVs
Review of the best modern TV retro-games consoles
The first computer viruses
Doom and the birth of LAN games
Epson HX-20
Interview with Tilly Blythe - curator of Computing at the Science Museum
Computer time sharing memories
What type of collector are you?
Cleaning old electrical equipment
Commodore calculators

Plus sections on museums & collections, latest events & news and book review.

You can also get the printed version for £1.99

VTM aims to explore the legacy of recent past technology, explore new 'electronica' which could become or already is collectible, be an enjoyable resource for collectors & historians and celebrate the history and personalities surrounding this subject.

1636. Re: Where were they made?

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-16 23:24:19 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.t41pzaiigaat7c@mdc>
Source record: 3675

On Mon, 14 Jan 2008 23:40:57 -0600, Slor <semaj@rols.ten> wrote:

> My 130XE was made in Mexico. Curious about that, I asked the seller at
> the time about it, and here's the answer I got back (just in case anyone
> is curious or bored enough to read it):

Cool info, thanks!

If you feel like it, would you be able to post a pic of the bottom of the
XE with "Made in Mexico"? Google can't find any such thing so far.

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

1637. Re: Where were they made?

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-17 05:00:48 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9A2823B4897emuslor@216.196.97.136>
Source record: 3676

Despite all prevention efforts, "Michael Current"
<michael@mcurrent.name> wrote in news:op.t41pzaiigaat7c@mdc:

> On Mon, 14 Jan 2008 23:40:57 -0600, Slor <semaj@rols.ten> wrote:
>
>> My 130XE was made in Mexico. Curious about that, I asked the seller
>> at the time about it, and here's the answer I got back (just in case
>> anyone is curious or bored enough to read it):
>
> Cool info, thanks!
>
> If you feel like it, would you be able to post a pic of the bottom of
> the XE with "Made in Mexico"? Google can't find any such thing so
> far.
>

Sure - I'll take one and point you to it soon.

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

1638. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-17 10:40:16 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0801170234590.32022-100000@onyx.spiritone.com>
Source record: 3677
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my
Atari Books, 20% off. E-Mail Atari@aracnet.com or call Ben@(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ALL ATARI 8BIT BOOKS!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ALL ATARI ST BOOKS!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1639. FS: 20% OFF ALL ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-17 10:42:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0801170240250.32022-100000@onyx.spiritone.com>
Source record: 3678
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ALL GAMES 20% OFF! ALL GAMES 20% OFF!ALL GAMES 20% OFF! ALL GAMES 20% OFF!

ORDERS OVER $50 GETS 20% OFF ALL GAMES FOR CLASSIC ATARI 8 BIT & ST GAMES!
ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF ALL ATARI
GAMES!Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask
for Atari catalogs. Cut-&-Paste your order and E-Mail your list with your
Shipping Address so I can expedite your order or call 24/7 @(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ALL ATARI 8 BIT GAMES!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ALL ATARI ST GAMES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1640. Re: Atari Users Groups in the World

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-17 21:11:43 UTC
From: Steve Taylor <staylo030@gmail.no.spam.com>
Message-ID: <478fc469$0$8210$39cecf19@news.twtelecom.net>
Source record: 3679

Edward, I am sorry I do not remember you, although I might recognize you if I saw you. I graduated high school in 1987, and I was doing less with the group by then. I do remember Mr. Elek. He was president when I was with the group. That is great that he is still active with it and is club president.

Don Turnock, Bruce A., Keith - those are the guys I remember. Mr. Elek would most likely remember them. We started out in the Atari computer store in downtown South Bend, then moved around as we grew in size. The 8-bit days were the best times in the club for me, but I did continue with it after I got my ST. I would definitely attend current meetings if I still lived in the area, but I am in Colorado.

Greg mentioned that there is a newsletter available through email. Since you are writing it, could I get a copy?

Steve

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:4788b9726b5e11@comcast.net...
> >That is amazing that IMAGE still has meetings. Are any of the original
> >guys
>>coming to the current meetings? I was active in the club from the time it
>>first started. They let me be an "officer" in the club back in the day,
>>even
>>though I was just a kid then. I wrote game reviews for the newsletters,
>>did
>>demos at the meetings, etc. I have many fond memories of that group.
>>
>>Steve Taylor
>
> Yes IMAGE still meets at my house. Infact, there is one this Monday the
> 14th.
> Steve Elek is the club President. Paul Hochstetler is the Treasurer. I do
> the
> meetings and write most of the newsletter. Some of the original guys come
> around from time to time. I have been a member from about 1987.
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> Falcon 030 16meg of Ram

1641. Re: FS: Huge Atari 8bit Collection (on eBay)

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-18 04:43:38 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <9uqdnbxyO5qjsw3anZ2dnUVZ_gGdnZ2d@comcast.com>
Source record: 3680

"Slor" <semaj@rols.ten> wrote in message
news:Xns9A2662D7D9ABemuslor@216.196.97.136...
> Despite all prevention efforts, jamesk@ATxmissionDOT.com (James King)
> wrote in news:flvtogibd1@news.xmission.com:
>
>>
>> Yeah, but I desperately needed to make room and most of that equipment
>> was redundant. I have multiple SDX, RTime8, APE Cables, and I use a
>> MUX instead of the PR:C, and I use a Lantronix MSS-10 instead of a
>> modem.
>>
>> Hate to part with any of my 8bit stuff, but after having it sit for
>> 10+ years, it finally had to go.
>>
>
> Besides, who would begrudge Slor a good deal once in a while... :)

So were you the winner of this? If so, would you be interested in selling the Mosaic 32K RAM card? I'm trying to see if a Mosaic 32K card will work alongside a Magna 512K ramdisk and a Bit-3 80 column card to allow my 800 48K of "normal" RAM and access to the capabilities of those two boards.

-Jason

1642. Re: FS: Huge Atari 8bit Collection (on eBay)

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-18 18:33:09 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9A2989DEBF280emuslor@216.196.97.136>
Source record: 3681

Despite all prevention efforts, "Jason Harmon" <jharmon@us.net> wrote in
news:9uqdnbxyO5qjsw3anZ2dnUVZ_gGdnZ2d@comcast.com:

>>
>> Besides, who would begrudge Slor a good deal once in a while... :)
>
> So were you the winner of this? If so, would you be interested in
> selling the Mosaic 32K RAM card? I'm trying to see if a Mosaic 32K
> card will work alongside a Magna 512K ramdisk and a Bit-3 80 column
> card to allow my 800 48K of "normal" RAM and access to the
> capabilities of those two boards.
>

Quite possibly. I was planning to put it in my 800, but then I realized
you can't take the 800 past 48K without adding some back switching logic.
Then I was planning to put it in my 400, but then I found out the keyboard
on my 400 doesn't work. So, the Mosaic card has thus far brought me
nothing but pain. :)

Anyway, I'll drop you an email directly to discuss.

--
James
http://www.e-host-direct.com
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1643. Re: FS: Huge Atari 8bit Collection (on eBay)

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-18 20:47:13 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <icWdnVdSkfiljQzanZ2dnUVZ_q2hnZ2d@comcast.com>
Source record: 3682

I have an Axlon 32K card, however the problem is it will only work properly in RAM slot 2, which is the one my 512K Magna card wants to reside in.

What I really need to find out is if the Mosaic 32K card will work from RAM slot 1, with a normal 16K card in slot 2, to provide the full 48K of normal memory. I have the Bit-3 card in slot 3, so slot 1 is the only possible location that would allow my 48K, the Ramdisk, and the Bit-3 card simultaniously. If you have time and could test it from this location it would let me know whether this might work for me. If it does, I would happily send you the Axlon 32K card in addition to cost.

Thanks.

Jason Harmon

"Slor" <semaj@rols.ten> wrote in message
news:Xns9A2989DEBF280emuslor@216.196.97.136...
> Despite all prevention efforts, "Jason Harmon" <jharmon@us.net> wrote in
> news:9uqdnbxyO5qjsw3anZ2dnUVZ_gGdnZ2d@comcast.com:
>
>>>
>>> Besides, who would begrudge Slor a good deal once in a while... :)
>>
>> So were you the winner of this? If so, would you be interested in
>> selling the Mosaic 32K RAM card? I'm trying to see if a Mosaic 32K
>> card will work alongside a Magna 512K ramdisk and a Bit-3 80 column
>> card to allow my 800 48K of "normal" RAM and access to the
>> capabilities of those two boards.
>>
>
> Quite possibly. I was planning to put it in my 800, but then I realized
> you can't take the 800 past 48K without adding some back switching logic.
> Then I was planning to put it in my 400, but then I found out the keyboard
> on my 400 doesn't work. So, the Mosaic card has thus far brought me
> nothing but pain. :)
>
> Anyway, I'll drop you an email directly to discuss.
>
> --
> James
> http://www.e-host-direct.com
> Reliable web hosting from $12/year.

1644. How To Load Your Atari ROM Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-19 04:14:07 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.t45sqab0gaat7c@mdc>
Source record: 3683

Can anyone identify what program(s) this little piece of paper would have
come with? It measures 5.5" by 5.5"

http://mcurrent.name/ataritemp/HowToLoadYourAtariROM.jpg

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

1645. Re: Where were they made?

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-19 05:42:11 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9A2A728E7DA8emuslor@216.196.97.136>
Source record: 3684

Despite all prevention efforts, "Michael Current"
<michael@mcurrent.name> wrote in news:op.t41pzaiigaat7c@mdc:

> On Mon, 14 Jan 2008 23:40:57 -0600, Slor <semaj@rols.ten> wrote:
>
>> My 130XE was made in Mexico. Curious about that, I asked the seller
>> at the time about it, and here's the answer I got back (just in case
>> anyone is curious or bored enough to read it):
>
> Cool info, thanks!
>
> If you feel like it, would you be able to post a pic of the bottom of
> the XE with "Made in Mexico"? Google can't find any such thing so
> far.
>

Here you go: http://www.slor.net/a8/XEMex.jpg

--
James
http://www.e-host-direct.com
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1646. Re: Where were they made?

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-19 16:23:31 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.t46qhymigaat7c@mdc>
Source record: 3685

On Fri, 18 Jan 2008 23:42:11 -0600, Slor <semaj@rols.ten> wrote:

> Here you go: http://www.slor.net/a8/XEMex.jpg

Most interesting, thanks.

I'm thinking someone should create a web gallery of pics of the bottoms of
all the 8-bit Atari computers, demonstrating where all they were made.
Has this been done already?

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

1647. Re: Where were they made?

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-19 17:33:24 UTC
From: heuser.marcus@freenet.de
Message-ID: <8986ee46-bd8e-49b1-a792-dffcd6eacb94@s8g2000prg.googlegroups.com>
Source record: 3686

On Jan 19, 5:23 pm, "Michael Current" <mich...@mcurrent.name> wrote:
>
> I'm thinking someone should create a web gallery of pics of the bottoms of
> all the 8-bit Atari computers, demonstrating where all they were made.

Why would anyone need this information?
Do the models differ when produced in different countries?

bye
Marcus

1648. Re: Where were they made?

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-19 18:24:30 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <Bfrkj.1262$EZ3.3@nlpi070.nbdc.sbc.com>
Source record: 3687

<heuser.marcus> wrote in message news:

> On Jan 19, 5:23 pm, "Michael Current" <mich...@mcurrent.name> wrote:
>>
>> I'm thinking someone should create a web gallery of pics of the bottoms
>> of
>> all the 8-bit Atari computers, demonstrating where all they were made.
>
> Why would anyone need this information?
> Do the models differ when produced in different countries?
>
> bye
> Marcus

It is of interest, since they were produced in
many countries. There is some difference I've
heard of that the Chinese built ones had
some problems. I don't remember which
model had problems or what the problems were.
But I would steer clear of mainland Chinese
built ones if I could tell that.

1649. Help me locate xdir!!!

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-20 02:36:33 UTC
From: Willy Wankalot <willywankalot@earthlink.net>
Message-ID: <13p5ctm6mmg33a@corp.supernews.com>
Source record: 3688

:-(

I need a copy of XDIR ... or at least I think I do.

I need to copy files from my windows xp into an ATR disk image. Formatted to ss/sd which contains the apx20173 disk menu.

I've tried googling but every link I find is outdated. Umich doesn't have this file either.

TIA

1650. Re: Help me locate xdir!!!

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-20 03:47:46 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <Fvzkj.901$so6.229@newssvr19.news.prodigy.net>
Source record: 3689

http://www.langesite.com/Atari/Holmes/Holmes%202/PC%20Atari%20Programming%20Utils/

That may not wrap well. Uhm...
www.langesite.com/Atari/Holmes

Then pick Holmes 2. Then PC Atari Programming Utils.

This is for imageman.exe, which will work with
a DOS 2.5/MyDOS single density .ATR.
To put a PC saved Atari file on a DOS 2.5
style single density ATR.

You don't want xdir, I don't think it has been
fixed, because xdir won't work on XP.
But, you can find xdir at the langesite.com/Atari/Holmes anyway.

I believe there is another utility, that I don't
remember the name of, that will write PC files
to ATR images, maybe someone will remind.

I still use imageman.exe.

1651. Re: Help me locate xdir!!!

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-20 04:18:44 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <IYzkj.908$so6.860@newssvr19.news.prodigy.net>
Source record: 3690

"Russg" <et> wrote in message news:>
http://www.langesite.com/Atari/Holmes/Holmes%202/PC%20Atari%20Programming%20Utils/
>
Oh, I think the other utility is Ken Siders
atrutil.exe, found in the same location as
imageman. Get atrutil.zip, it works in XP,
I checked. And it works with DOS 2.5
and FTeDOS (SpartaDOS). I think
single density.
Luck

1652. Atari 1010 differences

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-20 12:51:48 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <995267e7-0a08-4806-99e1-f93ea52e4729@l1g2000hsa.googlegroups.com>
Source record: 3691

I was looking at this picture of 2 different 1010 recorders, and was wondering why/when did Atari change the location of the stop/eject & pause buttons. Did they outsource the mechs or was there another reason for the change?

http://www.classiccmp.org/dunfield/atarixl/h/tapedriv.jpg

Bill H

1653. Real random numbers in Basic

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-20 17:32:55 UTC
From: Helge <helgesjoestroem@ki.tng.de>
Message-ID: <fn00ivpfm1@ulric.tng.de>
Source record: 3692

Hello,

has anybody an idea to realize real random numbers in Basic on an Atari
8bit Emulator ?

In my opinion, the RND command don`t create real random numbers...

Helge

1654. Re: Real random numbers in Basic

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-20 18:33:24 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <UtMkj.4299$jJ5.1024@newssvr11.news.prodigy.net>
Source record: 3693

```
"Helge" <> wrote in message news:
> Hello,
>
> has anybody an idea to realize real random numbers in Basic on an Atari
> 8bit Emulator ?
>
> In my opinion, the RND command don`t create real random numbers...
>
> Helge
Taking numbers from the jiffy clock should
be pretty random. That may be how the
RND functions, however.
```

1655. Re: Real random numbers in Basic

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-20 18:45:21 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <5FMkj.4303$jJ5.736@newssvr11.news.prodigy.net>
Source record: 3694

```
There's a RANDOM at 53770.
It takes a number from a poly counter.
In BASIC you could get a random number
between 0 and 9 with:
10 X=PEEK(53770)
20 Y=INT(X/25.5)

For instance. PEEK(53770) returns a random
number between 0 and 255.
```

1656. Re: Real random numbers in Basic

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-20 18:49:46 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <hJMkj.764$uE.725@newssvr22.news.prodigy.net>
Source record: 3695

```
Except when 53770 returns 255, then you'd
get a 10 from X=INT(Y/25.5).
```

1657. Re: Real random numbers in Basic

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-20 19:19:08 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <M8Nkj.8355$pA7.4553@newssvr25.news.prodigy.net>
Source record: 3696

```
And 0 to 25 would return 0.
1 more than the other numbers.
Maybe add 1 to PEEK(53770) and then
divide by 26. Y=INT(X/26).
```

1658. Re: Real random numbers in Basic

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-20 19:40:23 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <HsNkj.8358$pA7.2297@newssvr25.news.prodigy.net>
Source record: 3697

```
That doesn't work either (add 1, /26).
I've tried, somebody else.
```

1659. Re: How To Load Your Atari ROM Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-20 21:18:55 UTC
From: bill@newbreedsoftware.com
Message-ID: <4793babf$0$36356$742ec2ed@news.sonic.net>
Source record: 3698

Michael Current <michael@mcurrent.name> wrote:
> Can anyone identify what program(s) this little piece of paper would have
> come with? It measures 5.5" by 5.5"

> http://mcurrent.name/ataritemp/HowToLoadYourAtariROM.jpg

The requested URL /ataritemp/howtoloadyouratarirom.jpg was not found on this server.
:)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

1660. Re: Real random numbers in Basic

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-20 22:59:11 UTC
From: "Ronald A. Laski, Jr." <rlaski@joink.com>
Message-ID: <fn0jnv01lfv@enews5.newsguy.com>
Source record: 3700

```
On Sun, 20 Jan 2008 19:19:08 +0000, Russg wrote:

> And 0 to 25 would return 0.
> 1 more than the other numbers.
> Maybe add 1 to PEEK(53770) and then
> divide by 26. Y=INT(X/26).

how about:
10 if peek(53770)>10 then goto 10

:)

Ron
```

1661. Re: Help me locate xdir!!!

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-20 22:59:20 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.t483hng0gaat7c@mdc>
Source record: 3699

On Sat, 19 Jan 2008 20:36:33 -0600, Willy Wankalot
<willywankalot@earthlink.net> wrote:

> I need a copy of XDIR ... or at least I think I do.
>
> I need to copy files from my windows xp into an ATR disk image.
> Formatted
> to ss/sd which contains the apx20173 disk menu.

Have you found/tried makeATR? I think it does what you want.

http://makeatr.atari8.info/

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

1662. Re: Atari 1010 differences

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-20 23:02:39 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.t483mpeqgaat7c@mdc>
Source record: 3701

On Sun, 20 Jan 2008 06:51:48 -0600, Bill H <bill@ts1000.us> wrote:

> I was looking at this picture of 2 different 1010 recorders, and was
> wondering why/when did Atari change the location of the stop/eject &
> pause buttons. Did they outsource the mechs or was there another
> reason for the change?
>
> http://www.classiccmp.org/dunfield/atarixl/h/tapedriv.jpg

I have this in the FAQ:

- Chelco version has Stop/Eject, then Pause buttons
- Sanyo version has Pause, then Stop/Eject buttons

but I don't know the Why or When.

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

1663. Re: Real random numbers in Basic

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-20 23:09:47 UTC
From: "Ronald A. Laski, Jr." <rlaski@joink.com>
Message-ID: <fn0kbr01lfr@enews5.newsguy.com>
Source record: 3702

On Sun, 20 Jan 2008 22:59:11 +0000, Ronald A. Laski, Jr. wrote:

> On Sun, 20 Jan 2008 19:19:08 +0000, Russg wrote:
>
>> And 0 to 25 would return 0.
>> 1 more than the other numbers.
>> Maybe add 1 to PEEK(53770) and then
>> divide by 26. Y=INT(X/26).
>
> how about:
> 10 if peek(53770)>10 then goto 10
>
> :)
>
> Ron

er... that should be either >= or simply >9

the idea is that eventually the location will return a good number w/
equal probability distribution, and if the program isn't time
constrained, then the wait shouldn't be all that long. btw, IMHO I think
that the Atari random number generator is the best for a personal pc
there is - all of the other ones i believe are math formula generated and
therefore, predictable.

Ron

1664. Re: How To Load Your Atari ROM Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-20 23:10:35 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.t483zxuogaat7c@mdc>
Source record: 3703

On Sun, 20 Jan 2008 15:18:55 -0600, William Kendrick
<bill@newbreedsoftware.com> wrote:

> Michael Current <michael@mcurrent.name> wrote:
>> Can anyone identify what program(s) this little piece of paper would
>> have
>> come with? It measures 5.5" by 5.5"
>
>> http://mcurrent.name/ataritemp/HowToLoadYourAtariROM.jpg
>
> The requested URL /ataritemp/howtoloadyouratarirom.jpg was not found on
> this server.
> :)

Seems to be case sensitive.

Hmm, I wonder if I have the ability to make it not case sensitive....

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

1665. Re: How To Load Your Atari ROM Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-20 23:31:03 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.t484x1rcgaat7c@mdc>
Source record: 3704

On Sun, 20 Jan 2008 17:10:35 -0600, Michael Current
<michael@mcurrent.name> wrote:

> On Sun, 20 Jan 2008 15:18:55 -0600, William Kendrick
> <bill@newbreedsoftware.com> wrote:
>
>> Michael Current <michael@mcurrent.name> wrote:
>>> Can anyone identify what program(s) this little piece of paper would
>>> have
>>> come with? It measures 5.5" by 5.5"
>>
>>> http://mcurrent.name/ataritemp/HowToLoadYourAtariROM.jpg
>>
>> The requested URL /ataritemp/howtoloadyouratarirom.jpg was not found on
>> this server.
>> :)
>
> Seems to be case sensitive.
>
> Hmm, I wonder if I have the ability to make it not case sensitive....

Well, that looks to be complicated.

But here's a second copy, at a shorter, all lower-case URL:

http://mcurrent.name/ataritemp/how.jpg

Thanks.

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

1666. Re: Real random numbers in Basic

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-21 00:20:25 UTC
From: Willy Wankalot <willywankalot@earthlink.net>
Message-ID: <13p7pafpcr2hi13@corp.supernews.com>
Source record: 3705

LOL. I have always thought the same. I got started programming on an Atari and saw how "truly" random the number at 53770 was. Then I went to other systems and saw they were based on math formulas that would need to be seeded first and then would only continue changing after the random function was called. So giving it a seed of, lets say, 10, then you already knew what the next number would be. Of course, they expected you to seed using something like the current time clock so it would be more "random".

The Atari random numbers start at system startup. And doesn't wait for you to ask for a number before creating another one. I'm surprised this wasn't more common in future computers ... but then again, pc's (the serious ones) weren't designed for games ... they were designed for business where randomness was the last thing you wanted in a pc.

IMHO

"Ronald A. Laski, Jr." <rlaski@joink.com> wrote in message news:fn0kbr01lfr@enews5.newsguy.com...
> On Sun, 20 Jan 2008 22:59:11 +0000, Ronald A. Laski, Jr. wrote:
>
>> On Sun, 20 Jan 2008 19:19:08 +0000, Russg wrote:
>>
>>> And 0 to 25 would return 0.
>>> 1 more than the other numbers.
>>> Maybe add 1 to PEEK(53770) and then
>>> divide by 26. Y=INT(X/26).
>>
>> how about:
>> 10 if peek(53770)>10 then goto 10
>>
>> :)
>>
>> Ron
>
> er... that should be either >= or simply >9
>
> the idea is that eventually the location will return a good number w/
> equal probability distribution, and if the program isn't time
> constrained, then the wait shouldn't be all that long. btw, IMHO I think
> that the Atari random number generator is the best for a personal pc
> there is - all of the other ones i believe are math formula generated and
> therefore, predictable.
>
> Ron

1667. Re: Help me locate xdir!!!

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-21 00:41:17 UTC
From: Willy Wankalot <willywankalot@earthlink.net>
Message-ID: <13p7qhk31qjiuf5@corp.supernews.com>
Source record: 3706

Thanks. Got it and it did what I wanted.

"Russg" <russgilb@MUNGEsbcyahoo.net> wrote in message
news:IYzkj.908$so6.860@newssvr19.news.prodigy.net...
>
> "Russg" <et> wrote in message news:>
> http://www.langesite.com/Atari/Holmes/Holmes%202/PC%20Atari%20Programming%20Utils/
>>
> Oh, I think the other utility is Ken Siders
> atrutil.exe, found in the same location as
> imageman. Get atrutil.zip, it works in XP,
> I checked. And it works with DOS 2.5
> and FTeDOS (SpartaDOS). I think
> single density.
> Luck
>

1668. Re: Help me locate xdir!!!

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-21 00:43:59 UTC
From: Willy Wankalot <willywankalot@earthlink.net>
Message-ID: <13p7qmmsh4ps976@corp.supernews.com>
Source record: 3707

Yap I just looked at it ... looks good altho a copy of ATRUtil? I see where
it does more tho ... its more recent (2004 versus 1998 of atrutil).

I will look at it more.

"Michael Current" <michael@mcurrent.name> wrote in message
news:op.t483hng0gaat7c@mdc...
> On Sat, 19 Jan 2008 20:36:33 -0600, Willy Wankalot
> <willywankalot@earthlink.net> wrote:
>
>> I need a copy of XDIR ... or at least I think I do.
>>
>> I need to copy files from my windows xp into an ATR disk image.
>> Formatted
>> to ss/sd which contains the apx20173 disk menu.
>
> Have you found/tried makeATR? I think it does what you want.
>
> http://makeatr.atari8.info/
>
> --
> Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
> 8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
> St. Paul Atari Computer Enthusiasts: http://space.atari.org/

1669. Re: Stargate on Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-21 00:46:20 UTC
From: Willy Wankalot <willywankalot@earthlink.net>
Message-ID: <13p7qr2qnjps1e3@corp.supernews.com>
Source record: 3708

Thanks... I got it working. Turns out it doesn't work under spartados I
tried ... but it worked fine with smartdos. This game is impressive wow ...
too bad it was never offered for sale ...

"Russg" <russgilb@MUNGEsbcyahoo.net> wrote in message
news:SKAij.6598$pr6.1054@nlpi070.nbdc.sbc.com...
>I checked a 16k stargate.xex and it didn't
> require a menu disk.
> The crc32 I tried on the file was
> 890AEF37 hex . It was a stargate.xex from
> Holmes archive. There is also a stargate courier,
> but that is different.
> You sure your 800 has 48K? It loads all the
> way to $BFFF.
>

1670. Re: How To Load Your Atari ROM Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-21 01:18:27 UTC
From: Ensor <none@localhost>
Message-ID: <W_CdnUgUKPUPaw7anZ2dnUVZ8vqdnZ2d@brightview.com>
Source record: 3709

Hi,

>>> http://mcurrent.name/ataritemp/HowToLoadYourAtariROM.jpg
>>
>> The requested URL /ataritemp/howtoloadyouratarirom.jpg was
>>not found on this server.
>
> Seems to be case sensitive.

Odd, worked perfectly when I clicked on it....

Sadly, although I recognise the piece of paper, I can't for the life of me
recall which company included it with their cartridges.

TTFN - Pete.

1671. Re: Real random numbers in Basic

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-21 01:34:11 UTC
From: Ensor <none@localhost>
Message-ID: <W_CdnUsUKPUPaw7anZ2dnUVZ8vqdnZ2d@brightview.com>
Source record: 3710

Hi,

> The Atari random numbers start at system startup. And doesn't
>wait for you to ask for a number before creating another one....

IIRC the random numbers are generated by POKEY, by way of hardware (random noise from what is effectively a reverse biased diode).

As you say, why more machines haven't used such a technique is mystifying.

TTFN - Pete.

1672. Re: How To Load Your Atari ROM Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-21 01:35:49 UTC
From: Ensor <none@localhost>
Message-ID: <eridna3aR-Fpaw7anZ2dnUVZ8vOdnZ2d@brightview.com>
Source record: 3711

> Odd, worked perfectly when I clicked on it....

And still works BTW....

TTFN - Pete.

1673. Re: Real random numbers in Basic

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-21 03:50:29 UTC
From: "Ronald A. Laski, Jr." <rlaski@joink.com>
Message-ID: <fn14q50uv0@enews2.newsguy.com>
Source record: 3712

On Mon, 21 Jan 2008 01:34:11 +0000, Ensor wrote:
Yea, I believe that not only does the POKEY generate the random numbers,
but the circuit is used internally(?) by the chip to generate white noise
and distortion in the sound.

Ron

> Hi,
>
> > The Atari random numbers start at system startup. And doesn't
> >wait for you to ask for a number before creating another one....
>
> IIRC the random numbers are generated by POKEY, by way of hardware
> (random noise from what is effectively a reverse biased diode).
>
> As you say, why more machines haven't used such a technique is
> mystifying.
>
>
> TTFN - Pete.

1674. Re: Real random numbers in Basic

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-21 03:55:42 UTC
From: Jeff Potter <jpotter@cfl.rr.com>
Message-ID: <479417bc$0$18463$4c368faf@roadrunner.com>
Source record: 3713

Ensor wrote:
> Hi,
>
> > The Atari random numbers start at system startup. And doesn't
> >wait for you to ask for a number before creating another one....
>
> IIRC the random numbers are generated by POKEY, by way of hardware (random
> noise from what is effectively a reverse biased diode).
>
> As you say, why more machines haven't used such a technique is mystifying.
>
>
> TTFN - Pete.
>
>

I'm pretty sure it wasn't a reverse biased diode, but a good ol' LFSR (linear feedback shift register). See De Re Atari, IIRC, for the diagrams showing this. These create long strings of pseudo-random numbers, but indeed do repeat after a known time. IIRC, POKEY keeps creating numbers in this fashion at its clock speed (1.79 MHz?), and your program gets the "current" one at the time. So "most" programs will never notice any repeating sequences, as the majority of the LFSR output is being ignored.

Your 8-bit friend,

Jeff Potter

1675. Re: How To Load Your Atari ROM Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-21 04:35:01 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <51dc6b0c-1b5e-404d-94ff-d5ce02b9cda3@i12g2000prf.googlegroups.com>
Source record: 3714

On Jan 18, 11:14 pm, "Michael Current" <mich...@mcurrent.name> wrote:
> Can anyone identify what program(s) this little piece of paper would have
> come with? It measures 5.5" by 5.5"
>
> http://mcurrent.name/ataritemp/HowToLoadYourAtariROM.jpg
>
> --
> Michael Current ~ mich...@mcurrent.name ~ http://mcurrent.name/
> 8-bit Atari FAQ/Vendor Lists:http://faqs.cs.uu.nl/na-dir/atari-8-bit/
> St. Paul Atari Computer Enthusiasts:http://space.atari.org/

Doesn't look immediately familiar to me. I'll ask around. Have you
tried over at Atarimania?

1676. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-21 05:25:40 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1200893125@rtfm.mit.edu>
Source record: 3715
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

The Atari computer intellectual property rights are currently owned by
Atari Interactive, which is managed by today's Atari, Inc. Both of these
are divisions of Infogrames Entertainment.
http://www.atari.com/ http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 7 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

1677. looking for 130xe manual

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-21 06:14:45 UTC
From: kaos116 <kaos116@comcast.net>
Message-ID: <XbOdnXWT6qvIpQnanZ2dnUVZ_sGvnZ2d@comcast.com>
Source record: 3716

I am looking for a 130xe manual. Any links to a PDF version? Do you have an extra hard copy laying around? Let me know.

Thanks,

Todd

1678. Re: Real random numbers in Basic

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-21 11:30:09 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <fn1vvs$q77$1@infosun2.rus.uni-stuttgart.de>
Source record: 3717

Helge schrieb:
> Hello,
>
> has anybody an idea to realize real random numbers in Basic on an Atari
> 8bit Emulator ?
>
> In my opinion, the RND command don`t create real random numbers...

The RND command in Atari Basic is based on the Pokey poly counter
register, which is really fairly random. An emulator has to emulate this
of course, properly. Depends on the emulator how well this works, but
for atari++, it uses the rnd() c standard library, but seeds it with
user input and the emulator timing, i.e. you do not get the same
sequence of random numbers over and over again.

So long,
Thomas

1679. Re: Atari 1010 differences

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-21 13:25:00 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <717ea690-a3e8-4700-bdff-3467ccdf5d88@v46g2000hsv.googlegroups.com>
Source record: 3718
Body handling: HTML body converted to readable text

On Jan 20, 6:02 pm, "Michael Current" wrote:
> On Sun, 20 Jan 2008 06:51:48 -0600, Bill H wrote:
> > I was looking at this picture of 2 different 1010 recorders, and was
> > wondering why/when did Atari change the location of the stop/eject &
> > pause buttons. Did they outsource the mechs or was there another
> > reason for the change?
>
> >http://www.classiccmp.org/dunfield/atarixl/h/tapedriv.jpg
>
> I have this in the FAQ:
>
> - Chelco version has Stop/Eject, then Pause buttons
> - Sanyo version has Pause, then Stop/Eject buttons
>
> but I don't know the Why or When.
>
> --
> Michael Current ~ mich...@mcurrent.name ~ http://mcurrent.name/
> 8-bit Atari FAQ/Vendor Lists:http://faqs.cs.uu.nl/na-dir/atari-8-bit/
> St. Paul Atari Computer Enthusiasts:http://space.atari.org/

Wonder, did Atari do this with any other periphials (change the mechs,
or internal parts) and still keep the same number on the box (ie the
1010)?

Bill H

1680. Re: How To Load Your Atari ROM Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-21 14:06:00 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <e9102051-9d59-4189-890f-896d192a3fca@k39g2000hsf.googlegroups.com>
Source record: 3719

On Jan 20, 11:35 pm, "super_sto...@yahoo.com" <super_sto...@yahoo.com>
wrote:
> On Jan 18, 11:14 pm, "Michael Current" <mich...@mcurrent.name> wrote:
>
> > Can anyone identify what program(s) this little piece of paper would have
> > come with? It measures 5.5" by 5.5"
>
> >http://mcurrent.name/ataritemp/HowToLoadYourAtariROM.jpg
>
> > --
> > Michael Current ~ mich...@mcurrent.name ~ http://mcurrent.name/
> > 8-bit Atari FAQ/Vendor Lists:http://faqs.cs.uu.nl/na-dir/atari-8-bit/
> > St. Paul Atari Computer Enthusiasts:http://space.atari.org/
>
> Doesn't look immediately familiar to me. I'll ask around. Have you
> tried over at Atarimania?

It would almost appear to be something that would have come with the
computer itself. If it was with a cartridge, I would think they would
mention the cart name in the text.

Bill H

1681. Re: looking for 130xe manual

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-21 16:05:52 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <Ap3lj.8402$pA7.8014@newssvr25.news.prodigy.net>
Source record: 3720

"kaos116" <kaos116@comcast.net> wrote in message
news:XbOdnXWT6qvIpQnanZ2dnUVZ_sGvnZ2d@comcast.com...
>I am looking for a 130xe manual. Any links to a PDF version? Do you have an
>extra hard copy laying around? Let me know.
>
> Thanks,
>
> Todd

You might want to try the Bill Kendrick new person faq.
I don't believe much of a manual came with
the 130XE.
http://www.sonic.net:80/~nbs/new_and_emu.html

1682. Re: Atari 1010 differences

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-21 19:38:16 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.t5aouj2cgaat7c@mdc>
Source record: 3721

On Mon, 21 Jan 2008 07:25:00 -0600, Bill H <bill@ts1000.us> wrote:

> Wonder, did Atari do this with any other periphials (change the mechs,
> or internal parts) and still keep the same number on the box (ie the
> 1010)?

The 810 drives with MPI vs. Tandon mechanisms springs to mind..

There's also the early 850 Interface that's in a radically different
looking case, but the internals are the same.

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

1683. Re: looking for 130xe manual

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-21 22:41:05 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9A2CB3E9A5A6Cemuslor@216.196.97.136>
Source record: 3722

Despite all prevention efforts, "Russg" <russgilb@MUNGEsbcyahoo.net>
wrote in news:Ap3lj.8402$pA7.8014@newssvr25.news.prodigy.net:

>
> "kaos116" <kaos116@comcast.net> wrote in message
> news:XbOdnXWT6qvIpQnanZ2dnUVZ_sGvnZ2d@comcast.com...
>>I am looking for a 130xe manual. Any links to a PDF version? Do you
>>have an extra hard copy laying around? Let me know.
>>
>> Thanks,
>>
>> Todd
>
> You might want to try the Bill Kendrick new person faq.
> I don't believe much of a manual came with
> the 130XE.
> http://www.sonic.net:80/~nbs/new_and_emu.html
>

They actually did - I have a 132-page spiral bound owner's manual (newer
ones came with the typical paperback binding) here. If I had a better
scanner, I would scan it for you...

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

1684. Re: looking for 130xe manual

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-22 04:14:28 UTC
From: kaos116 <kaos116@comcast.net>
Message-ID: <FNSdnSkrMI0s8AjanZ2dnUVZ_hmtnZ2d@comcast.com>
Source record: 3723

The link was helpful. I no nothing about the Atari line. I just picked up my first 130xe. There is enough information on the web to do BASIC programming. Doing simple things like bringing up the internal system check or disabling basic or what is the pot for on the bottom side for? I figure all that would be in the manual. I am sure that I will win an auction sooner or later that will have a user manual in it.

"Slor" <semaj@rols.ten> wrote in message
news:Xns9A2CB3E9A5A6Cemuslor@216.196.97.136...
> Despite all prevention efforts, "Russg" <russgilb@MUNGEsbcyahoo.net>
> wrote in news:Ap3lj.8402$pA7.8014@newssvr25.news.prodigy.net:
>
>>
>> "kaos116" <kaos116@comcast.net> wrote in message
>> news:XbOdnXWT6qvIpQnanZ2dnUVZ_sGvnZ2d@comcast.com...
>>>I am looking for a 130xe manual. Any links to a PDF version? Do you
>>>have an extra hard copy laying around? Let me know.
>>>
>>> Thanks,
>>>
>>> Todd
>>
>> You might want to try the Bill Kendrick new person faq.
>> I don't believe much of a manual came with
>> the 130XE.
>> http://www.sonic.net:80/~nbs/new_and_emu.html
>>
>
> They actually did - I have a 132-page spiral bound owner's manual (newer
> ones came with the typical paperback binding) here. If I had a better
> scanner, I would scan it for you...
>
> --
> James
> http://www.e-host-direct.com
> Reliable web hosting from $12/year.

1685. Re: How To Load Your Atari ROM Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-22 07:24:52 UTC
From: Ensor <none@localhost>
Message-ID: <a-udnSX41_NIBwjanZ2dnUVZ8hydnZ2d@brightview.com>
Source record: 3724

Hi,

>....If it was with a cartridge, I would think they would
>mention the cart name in the text.

Not necessarily....but you've got me thinking that perhaps that little sheet
came with Atari cartridges?

Unfortunately I can't get at any of my cartridges at the moment to check,
they're all boxed up and inaccessable. :-(

TTFN - Pete.

1686. Re: Atari 1010 differences

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-22 07:27:08 UTC
From: Ensor <none@localhost>
Message-ID: <a-udnST41_NLBwjanZ2dnUVZ8hwAAAAA@brightview.com>
Source record: 3725

Hi,

> The 810 drives with MPI vs. Tandon mechanisms springs to mind..

Apple][style "flap" vs full width door?

> There's also the early 850 Interface that's in a radically
>different looking case, but the internals are the same.

Got a link to pictures, I've only every seen one type (presumably the later style)?

TTFN - Pete.

1687. Re: How To Load Your Atari ROM Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-22 09:03:48 UTC
From: bill@newbreedsoftware.com
Message-ID: <4795b174$0$36365$742ec2ed@news.sonic.net>
Source record: 3726

Michael Current <michael@mcurrent.name> wrote:
> On Sun, 20 Jan 2008 15:18:55 -0600, William Kendrick
> <bill@newbreedsoftware.com> wrote:

> > Michael Current <michael@mcurrent.name> wrote:
> >> Can anyone identify what program(s) this little piece of paper would
> >> have
> >> come with? It measures 5.5" by 5.5"
> >
> >> http://mcurrent.name/ataritemp/HowToLoadYourAtariROM.jpg
> >
> > The requested URL /ataritemp/howtoloadyouratarirom.jpg was not found on
> > this server.
> > :)

> Seems to be case sensitive.

> Hmm, I wonder if I have the ability to make it not case sensitive....

Works for me now. (I had just cut-n-pasted the link, I didn't type it :)
I also just cut-n-pasted the error, which had the lowercase. *shrug!*)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

1688. Re: Atari 1010 differences

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-23 01:50:21 UTC
From: "micrologix1500@yahoo.com" <micrologix1500@yahoo.com>
Message-ID: <14af8a13-d998-47ac-ac70-4a34736c981e@i7g2000prf.googlegroups.com>
Source record: 3727

On Jan 22, 2:27 am, "Ensor" <none@localhost> wrote:
> Hi,
>
> > The 810 drives with MPI vs. Tandon mechanisms springs to mind..
>
> Apple][style "flap" vs full width door?
>
> > There's also the early 850 Interface that's in a radically
> >different looking case, but the internals are the same.
>
> Got a link to pictures, I've only every seen one type (presumably the later
> style)?
>
> TTFN - Pete.

I think I have a pic of the early "black box" style somewhere. I'll
look for it.

And as long as we're on the topic, didn't the 410 undergo a radical
transformation early on?

1689. Re: Atari 1010 differences

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-23 03:10:14 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.t5c4fte8gaat7c@mdc>
Source record: 3728

Both 410 versions and both 850 versions, along with the common 810 version:
http://www.backntime.net/Atari%20Computers/8bit/400_800/Frame800devices.html

Nice pic of the black beauty 850:
http://oldcomputers.net/pics/atari850-metal-big.jpg

and a pic of the uncommon (at least I never see them in person) Tandon 810:
http://vintage-comp.jugem.jp/?image=37

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

1690. Re: Atari 1010 differences

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-23 03:33:58 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <FdWdnaLk-rX7KAvanZ2dnUVZ_oytnZ2d@comcast.com>
Source record: 3729

> and a pic of the uncommon (at least I never see them in person) Tandon
> 810:
> http://vintage-comp.jugem.jp/?image=37

I have a working Tandon 810... were they that uncommon?

-Jason

1691. DOS Extend 256K

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-23 04:30:50 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <Spzlj.25653$3b7.10563@newsfe23.lga>
Source record: 3730

I am looking for DOS supports more than 256K. One pass dup disk and file.
Any Help for me?

Thanks!
Jack

1692. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-23 05:28:59 UTC
From: rbernardo@value.net
Message-ID: <1e913270-2f42-4fc2-8662-f2e88ca27c23@u10g2000prn.googlegroups.com>
Source record: 3731
Cross-posted to: comp.sys.atari.8bit, comp.sys.atari.st

From: Ian Matthews
Date: Tue Jan 22, 2008 1:43 pm
Subject: MANY New Commodore Related Video Interviews

Thanks to Robert Bernardo's video work and 1.5 solid days
of editing and converting by www.commodore.ca, we now
have a substantial amount of video content posted from the
Computer History Museum's: Impact of the Commodore 64.

Note that many of these files are large and we only have a
limited amount of bandwidth. As such I recommend that
you RIGHT CLICK ON THE APPROPRIATE LINK AND
SELECT "SAVE TARGET AS" to download the files to
your computer rather than having them run through your
browser

http://www.commodore.ca/gallery/video/video.htm

Bil Herd - Commodore C128, Plus/4, Early Days
Bil Herd - Everyone Worked for Jack Tramiel
Bill Lowe - Father of the IBM PC
Jack Tramiel - Atari Deal, Amiga Chips, Irving Gould
Jack Tramiel - MOS Technology was Critical
Jack Tramiel - Commodore History His Own Words
Jack Tramiel - Commodore History - Interview
Steve Wozniak - Tries to Sell Apple to Commodore

NOTE: In a few weeks/months I will re-sort these
videos into the appropriate sections of our video page.

1693. Re: Atari 1010 differences

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-23 20:56:20 UTC
From: Andreas Koch <andiko.nospam@web.de>
Message-ID: <fn89h6$p0a$01$1@news.t-online.com>
Source record: 3732

Well,
I also do not know why or when. But looking at my two 1010 recorders,
they are as different as you mention it...
- the one with Stop/Ej. and Pause buttons has a black label and is made
in Hong Kong
- the one with Pause and Stop/Ej.buttons has a white label and is made
in Japan
Alas, none of the two recoders has a year printed on it...

Hmm, I remember that Atari also used different mechs in XF551 drives,
the older models had Mitsumi drives (which also came with various
pcb`s), these drives only checked the index hole when formatting, so you
could read and write to the backside of a formatted disk without
problems. When you threw in the disk, nothing happened and when you
opened the drive knob the disk did NOT flop out... so the Mitsumi drive
was not really a floppy drive...

The later XF551 models (maybe only in Europe, I really don`t know) had
Chinon drives. Afaik, Chinon drives were also used for the Amiga
computers at some time, maybe they were cheaper than the Mitsumi
drives... Anyway, the Chinon drive always checks the index hole, thus if
you throw in the backside of a disk, it will not stop spinning, meaning
one cannot read, nor write nor format *the backside* of a disk on such
drives unless the disk has two index hole or some selfmade upgrade (in
german: Indexlochumgehung, maybe index hole redirection is the correct
english word for this)... But therefore, when you throw in a disk
(front/upperside) into the Chinon drive, the drive starts spinning for a
short moment, guess this could have been used for density detection, but
alas the XF OS does not support it. Next, when you open the knob of the
Chinon drive, the disk flops out, just as it should - it is a floppy
drive...

Enough said, but mystery still unsolved. I guess, they chose another
firm for the 1010 recorders after a while, simply because it was cheaper
than the one before... -Andreas Koch.

Michael Current schrieb:
> On Sun, 20 Jan 2008 06:51:48 -0600, Bill H <bill@ts1000.us> wrote:
>
>> I was looking at this picture of 2 different 1010 recorders, and was
>> wondering why/when did Atari change the location of the stop/eject &
>> pause buttons. Did they outsource the mechs or was there another

>> reason for the change?
>>
>> http://www.classiccmp.org/dunfield/atarixl/h/tapedriv.jpg
>
> I have this in the FAQ:
>
> - Chelco version has Stop/Eject, then Pause buttons
> - Sanyo version has Pause, then Stop/Eject buttons
>
> but I don't know the Why or When.
>
>

1694. Re: Real random numbers in Basic

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-23 21:15:12 UTC
From: Bill Glaholt <toothy@glaholt600.coldwinterknights.net>
Message-ID: <slrnfpfbig.dsh.toothy@glaholt600.coldwinterknights.net>
Source record: 3733

There are some methods you can use to generate a very random number. It would require some programming from some documentation, but it's relatively trivial -- I implemented a formula in COBOL, for example. Google search on some academic white papers (I used a 1995 master's research project from the University of Southern Florida back in 1996) on random number generation. You're bound to find one you can use.. Now, granted - they are all based on seed as well, but they're very strong, mathematically speaking.

1695. Re: How To Load Your Atari ROM Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-24 00:35:33 UTC
From: Willy Wankalot <willywankalot@earthlink.net>
Message-ID: <13pfnb59bbd1hf7@corp.supernews.com>
Source record: 3734

I have definitely seen that paper before. I'm thinking it came with the
original 800 basic cart that was included with the 800.

"Michael Current" <michael@mcurrent.name> wrote in message
news:op.t45sqab0gaat7c@mdc...
> Can anyone identify what program(s) this little piece of paper would have
> come with? It measures 5.5" by 5.5"
>
> http://mcurrent.name/ataritemp/HowToLoadYourAtariROM.jpg
>
> --
> Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
> 8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
> St. Paul Atari Computer Enthusiasts: http://space.atari.org/

1696. Re: Stargate on Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-24 02:35:46 UTC
From: Scotty <sirscottyREMOVETHIS@hotmail.com>
Message-ID: <6QSlj.940$0w.733@newssvr27.news.prodigy.net>
Source record: 3735

OMG.....

What a thread.... I am showing my age here.... But I remember calling
boards (BBS's) in the 80s, all over the country looking for that
game.... All I could find Stargate Courier. When I finally **DID**
find Stargate, I was in HEAVEN!! Still play it once in a while. Glad
you got it working.

Willy Wankalot wrote:
> Thanks... I got it working. Turns out it doesn't work under spartados I
> tried ... but it worked fine with smartdos. This game is impressive wow ...
> too bad it was never offered for sale ...
>
>
> "Russg" <russgilb@MUNGEsbcyahoo.net> wrote in message
> news:SKAij.6598$pr6.1054@nlpi070.nbdc.sbc.com...
>> I checked a 16k stargate.xex and it didn't
>> require a menu disk.
>> The crc32 I tried on the file was
>> 890AEF37 hex . It was a stargate.xex from
>> Holmes archive. There is also a stargate courier,
>> but that is different.
>> You sure your 800 has 48K? It loads all the
>> way to $BFFF.
>>
>
>

1697. Re: ATARI is GAY

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-24 13:49:33 UTC
From: Willy Wankalot <willywankalot@earthlink.net>
Message-ID: <13ph5ru6vrg4e09@corp.supernews.com>
Source record: 3736
Cross-posted to: comp.sys.atari.8bit,alt.sex.gay,alt.sex.homosexual

You are mistaken. You must be thinking of the Commodore-64 and Amiga.
Those were gay. Come on ... what kind of name is Commodore? Plus we know
about the fruitcakes that developed for Amiga.

"Blue Oyster" <BlueOyster@ATARI.gay> wrote in message
news:fna43uevr1@aioe.org...
> X-No-Archive: yes
>
> I'm gay and an ATARI-user.Most of my past boyfriends
> were ATARI-users, too.
>
> Let's face it, ATARI is gay. ATARI made the gay lifestyle
> popular with all its gay games and gay game characters.
>
> Take a look at "Star Raiders" for example. Big flying testicles
> everywhere. Same for "Asteroids". Many shoot-em-up games
> are pretty gay, because you're controlling phallic objects and
> "shooting" things.
>
> So, come out of the closet if you're still in there.
>
> If you're using an ATARI, you must be gay!
>
>

1698. Re: ATARI is GAY

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-24 16:42:47 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <d_ydnXmMct-bXQXaRVnzvQA@telenor.com>
Source record: 3737
Cross-posted to: comp.sys.atari.8bit,alt.sex.gay,alt.sex.homosexual

Sure, I think my son agrees

"Blue Oyster" <BlueOyster@ATARI.gay> skrev i melding
news:fna43uevr1@aioe.org...
> X-No-Archive: yes
>
> I'm gay and an ATARI-user.Most of my past boyfriends
> were ATARI-users, too.
>
> Let's face it, ATARI is gay. ATARI made the gay lifestyle
> popular with all its gay games and gay game characters.
>
> Take a look at "Star Raiders" for example. Big flying testicles
> everywhere. Same for "Asteroids". Many shoot-em-up games
> are pretty gay, because you're controlling phallic objects and
> "shooting" things.
>
> So, come out of the closet if you're still in there.
>
> If you're using an ATARI, you must be gay!
>
>

1699. Re: ATARI is GAY

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-24 20:31:04 UTC
From: Mirko Sobe <atarixle@hotmail.com>
Message-ID: <fnasi8dqc1@online.de>
Source record: 3738

```
> I'm gay [...]

I agree: you're GAY
```

1700. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-24 21:05:03 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0801241303220.16865-100000@onyx.spiritone.com>
Source record: 3739
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1701. FS: 20% OFF ALL ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-24 21:06:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0801241305140.16865-100000@onyx.spiritone.com>
Source record: 3740
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1702. Re: ATARI is GAY

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-25 01:40:18 UTC
From: TJ <TJ@invalid.invalid>
Message-ID: <47993300$0$26109$88260bb3@free.teranews.com>
Source record: 3741

Blue Oyster wrote:

>
> If you're using an ATARI, you must be gay!
>
>

It's really sad that things have gone the way they have. I can remember a time, back before everybody became so "enlightened," when if you said you were "gay" it merely meant that you were happy. No sexual connotations involved.

In that context, the above-quoted statement is indeed true.

TJ

--
Posted via a free Usenet account from http://www.teranews.com

1703. Re: ATARI is GAY

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-25 03:12:30 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <juWdnfJs2afAzgTanZ2dnUVZ_rignZ2d@comcast.com>
Source record: 3742

I have a number of gay friends, and ALL of them have computers. I guess
this must mean that people who have computers are gay.

1704. Re: Atari 1010 differences

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-25 03:48:12 UTC
From: Ensor <none@localhost>
Message-ID: <M-CdnahGI8Lw-ATanZ2dnUVZ8hydnZ2d@brightview.com>
Source record: 3744

Hi,

> I think I have a pic of the early "black box" style somewhere....

Thanks, I had one of the "tan" coloured ones - I didn't even know that black ones existed....

> And as long as we're on the topic, didn't the 410 undergo a
>radical transformation early on?

They certainly did. The original version was wider and "boxier" AFAIR.

TTFN - Pete.

1705. Re: Atari 1010 differences

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-25 04:28:39 UTC
From: Ensor <none@localhost>
Message-ID: <M-CdnatGI8Lw-ATanZ2dnUVZ8hwAAAAA@brightview.com>
Source record: 3743

Hi,

> Both 410 versions and both 850 versions, along with the common
>810 version....

Thanks for that, I've never seen even a picture of the black 850 before!

Neither, for that matter, had I even come across the 835 direct connect
modem before either.

> and a pic of the uncommon (at least I never see them in person)
>Tandon 810...

Mmmm, I've only ever seen pictures of these. I wonder if any ever made it
across here to the UK?

TTFN - Pete.

1706. Re: Real random numbers in Basic

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-25 04:32:44 UTC
From: Ensor <none@localhost>
Message-ID: <N4ydnRPbPsP_-wTanZ2dnUVZ8uednZ2d@brightview.com>
Source record: 3745

Hi,

> I'm pretty sure it wasn't a reverse biased diode, but a good
>ol' LFSR (linear feedback shift register). See De Re Atari, IIRC,
>for the diagrams showing this....

You're right about what De Re Atari says.

Was it CBM's SID then that used a reversed biased diode to generate noise/random numbers? I'm sure one of them did (though I was certain it was POKEY)....

TTFN - Pete.

1707. Re: ATARI is GAY

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-26 06:18:36 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <479add6213be680@comcast.net>
Source record: 3747
Cross-posted to: comp.sys.atari.8bit,alt.sex.gay,alt.sex.homosexual

No, I do not think so......

>X-No-Archive: yes
>
>I'm gay and an ATARI-user.Most of my past boyfriends
>were ATARI-users, too.
>
>Let's face it, ATARI is gay. ATARI made the gay lifestyle
>popular with all its gay games and gay game characters.
>
>Take a look at "Star Raiders" for example. Big flying testicles
>everywhere. Same for "Asteroids". Many shoot-em-up games
>are pretty gay, because you're controlling phallic objects and
>"shooting" things.
>
>So, come out of the closet if you're still in there.
>
>If you're using an ATARI, you must be gay!
>
>

--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

1708. Re: Atari Users Groups in the World

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-26 06:21:28 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <479add6213be681@comcast.net>
Source record: 3746

Thanks for the comment Dr. I try and do my best with the newsletter. It will start to get interesting when I start putting my Falcon motherboard into my old Hades tower.

>> Yes IMAGE still meets at my house. Infact, there is one this Monday the
>>14th.
>> Steve Elek is the club President. Paul Hochstetler is the Treasurer. I do the
>> meetings and write most of the newsletter. Some of the original guys come
>> around from time to time. I have been a member from about 1987.
>> --
>> Edward S. Baiz Jr.
>> (Gamer)
>
>> Falcon 030 16meg of Ram
>
>IMAGE is kinda my stateside Atari user I try to stay a part of. Love the
>E-mail publication. :D
>
>Doc Clu
>
>FamilyNet <> Internet Gated Mail
>http://www.familynet-international.org
>

--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

1709. Re: Atari Users Groups in the World

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-26 06:29:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <479add6213be682@comcast.net>
Source record: 3748

That is ok Steve. In 1987 I was not doing too much with the club and did not come to ever meeting. I was more involved with my own Atari stuff. I saw Don Turnock about 2 years ago He is into PC's now and even put together my wife's setup. I have alot of the club's old 8-bit stuff, so I enjoy myself there. I will see what Steve has to say about getting you a copy of the newsletter. I do not care myself, but Steve would want you to become a member first. Dues are $10 a year which is reasonable. I did forward you last email to me to Steve, so he knows. I will see what he has to say at the next meeting in February. Take care..

>Edward, I am sorry I do not remember you, although I might recognize you if
>I saw you. I graduated high school in 1987, and I was doing less with the
>group by then. I do remember Mr. Elek. He was president when I was with the
>group. That is great that he is still active with it and is club president.
>
>Don Turnock, Bruce A., Keith - those are the guys I remember. Mr. Elek would
>most likely remember them. We started out in the Atari computer store in
>downtown South Bend, then moved around as we grew in size. The 8-bit days
>were the best times in the club for me, but I did continue with it after I
>got my ST. I would definitely attend current meetings if I still lived in
>the area, but I am in Colorado.
>
>Greg mentioned that there is a newsletter available through email. Since you
>are writing it, could I get a copy?
>
>Steve

--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

1710. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-26 19:27:40 UTC
From: rbernardo@value.net
Message-ID: <44f9d7ea-8936-43cb-abd4-df9ac8c775ec@e25g2000prg.googlegroups.com>
Source record: 3749
Cross-posted to: comp.sys.atari.8bit, comp.sys.atari.st

On Sat, January 26, 2008 10:56 am, Raymond Day wrote:

> I was looking around and found this:
>
> http://www.cnettv.com/9742-1_53-31867.html

It's an edited video put out by Geek Entertainment
TV and Blip.tv. The full Jack Tramiel video interview
is at http://blip.tv/file/564449 , and the full Leonard
Tramiel interview is at http://blip.tv/file/564483 .
I can't find the full Steve Wozniak and Bill Lowe
interviews at Blip.tv, and so if you find them, let
us know. At least the edited video gives us part of
their interviews.

Thanks for the info,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
The Other Group of Amigoids

1711. Re: FS: Huge Atari 8bit Collection (on eBay)

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-26 21:16:41 UTC
From: de served <deserved@cogeco.ca>
Message-ID: <deserved-110256.16164126012008@news.cogeco.ca>
Source record: 3750

In article <flujvn$n5a$1@news.xmission.com>,
jamesk@ATxmissionDOT.com (James King) wrote:

>
> And no, I'm not leaving the 8bit Community, as I still have my trusty 256mb
> upgraded 800xl actively connected and using it as a Telnet/SSH front-end to
> my
> website (I monitor the access_log using the 8bit) via my Lantronix MSS10.

how do you do ssh on the 8-bit? i didn't think the 8-bit would be fast
enough to do ssh encryption.

1712. Re: FS: Huge Atari 8bit Collection (on eBay)

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-27 01:56:15 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9A31D4FE1EA1emuslor@216.196.97.136>
Source record: 3601

Despite all prevention efforts, de served <deserved@cogeco.ca> wrote in
news:deserved-110256.161641260120008@news.cogeco.ca:

> In article <flujvn$n5a$1@news.xmission.com>,
> jamesk@ATxmissionDOT.com (James King) wrote:
>
>
>>
>> And no, I'm not leaving the 8bit Community, as I still have my trusty
>> 256mb upgraded 800xl actively connected and using it as a Telnet/SSH
>> front-end to my
>> website (I monitor the access_log using the 8bit) via my Lantronix
>> MSS10.
>
>
> how do you do ssh on the 8-bit? i didn't think the 8-bit would be
> fast enough to do ssh encryption.
>

The SSH would be handled via whatever device server is doing the serial
to ethernet translation. In this case, James mentions he uses a MSS10,
which I assume was supposed to be MSS100, and it handles accepting
serial connections and then telneting out via ethernet. Some device
servers support SSH as well as telnet, but I don't believe the MSS100 is
one of them (otherwise, mine is really due for a firmware upgrade :)),
so perhaps James will jump and clear that one up for us.

You can look at lantronix.com for info on their serial device servers.
Other viable options include the PortMaster line built by
Livingston/Lucent for use as ISP dial-up servers. And there are
others...

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

1713. Re: looking for 130xe manual

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-28 12:28:06 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <NRjnj.20745$ov5.15825@newsfe15.phx>
Source record: 3602

Here is various online manuals. You might find some help.

http://www.atariarchives.org/

roye

1714. Re: Real random numbers in Basic

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-28 14:07:27 UTC
From: Sc0rpi0 <sc0rpi0@free.polbox.pl>
Message-ID: <fnkn2n$k5k$1@srv.cyf-kr.edu.pl>
Source record: 3603

Helge:

> has anybody an idea to realize real random numbers in Basic on an Atari
> 8bit Emulator ?
>
> In my opinion, the RND command don`t create real random numbers...

Random enough for most cases. Poly counters random generator would
create something like that too. If you need more randomness then
just use RND or POKEY directly as a seed for one of whole bunch
random generators you can find (use Google Luke :P). This is of course
about real machine - I dont know how it's emulated and you did not
say which emulator you're talking about ;). Anyway - best way to
avoid problems is to use any software driven random generator and
not to worry about RND, POKEY etc. You can even put generator code
(it will not be big) in RND$ and do USR(ADR(RND$),SEED) first time
and then subsequent USR(ADR(RND$)) will produce numbers. Of course
to use this in BASIC you still have to write 6502 code for RND$:)
or you can do generator in basic too (GOSUB called), but it will
be sooooooo slooooooow that it makes no sense in my opinion.

--
Sc0rpi0 - [...] jakiďż˝ dziwak rzucaďż˝ im pociďż˝te kawaďż˝ki drutu. Powiedziaďż˝em,
ďż˝e [...] nie jadajďż˝ tego. -Nie zaleďż˝y mi na tym, by go jadďż˝y - odparďż˝, [...]
-Ale mogďż˝ siďż˝ udďż˝awiďż˝, [...] -Nie udďż˝awiďż˝ siďż˝, bo drut tonie. [...]
-Wiďż˝c po co pan rzuca ? Bo lubiďż˝ karmiďż˝ ďż˝abďż˝dzie.

1715. SIO Protocol, OS Listing, 850 Bootup

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-28 16:53:51 UTC
From: tomcee <tomcees_pc@yahoo.com>
Message-ID: <cb758953-10d5-4163-896e-3a8da26e300b@z17g2000hsg.googlegroups.com>
Source record: 3604

Hello:

Could/would someone please direct me to the latest available
information on the SIO protocol, frame and device assignments?
I've scanned the web and only found a lot of broken links!

Has anyone ever documented the 'boot up' sequence that the 8bits used
for downloading drivers on bootup (as in the 850 interface)

Is the OS Listing and Manual available on the web somehwere?
(I have an old hard copy somewhere - not accessible right now!)

Thanks,
TomCee

1716. Raster Blaster

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-28 20:44:34 UTC
From: Dane Stegman <cf943@bfn.org>
Message-ID: <Pine.GSO.3.96.1080128154156.20554A-100000@bfn.org>
Source record: 3605

Hi! I just got this game called: Raster Blaster for the Atari 400/800/XL
etc. from someone on Ebay. It is the first computer pinball game where you
use both joysticks for the flippers. It was made by Bill Budge software
and released in: 1982. Has anyone heard of this game before?

Dane

1717. Re: Raster Blaster

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-28 21:50:46 UTC
From: heuser.marcus@freenet.de
Message-ID: <314bc7f3-5ef6-4b2d-8ed6-61987695d24d@m34g2000hsb.googlegroups.com>
Source record: 3606

On Jan 28, 9:44 pm, Dane Stegman <cf...@bfn.org> wrote:
>
> Hi! I just got this game called: Raster Blaster for the Atari 400/800/XL
> etc. from someone on Ebay. It is the first computer pinball game where you
> use both joysticks for the flippers. It was made by Bill Budge software
> and released in: 1982. Has anyone heard of this game before?

AFAIK it was developed for the Apple II and is pretty much
the first realistic computer pinball game.
I don't know the Atari conversion but it should be close.

Bill Budge later wrote Pinball Construction Set which was
IIRC one of the first games with an editor available.

bye
Marcus

1718. not much activity in here

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-29 00:29:31 UTC
From: you@cogeco.ca
Message-ID: <1ibfxzk.abnca4y1cs1sN%you@cogeco.ca>
Source record: 3607

there's not much happening in here since i've been following it the past couple weeks. could it be that the atari 8-bit has finally truly died? there hasn't really been much of interest on ebay in the last little while either.

1719. Re: not much activity in here

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-29 02:30:57 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <Hdwnj.20763$ov5.1590@newsfe15.phx>
Source record: 3608

Forums and Telenet:BBS -Chat nites

www.atariage.com

www.atarimax.com

Google atari forums for more.

1720. Re: not much activity in here

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-29 13:46:22 UTC
From: tomcee <tomcees_pc@yahoo.com>
Message-ID: <13fe27d0-95a8-4114-a9e0-cf9295611030@y5g2000hsf.googlegroups.com>
Source record: 3609

On Jan 28, 7:29 pm, y...@cogeco.ca (you don't say) wrote:
> there's not much happening in here since i've been following it the past
> couple weeks. could it be that the atari 8-bit has finally truly died?
> there hasn't really been much of interest on ebay in the last little
> while either.

I don't believe the 8bit Atari has died. Given it's age, I'm certain that 'interest' - as guaged by activity in this (and other) forum(s), and ebay will goes through peaks and valleys. Perhaps we're in a valley right now! I am an original owner, and my interest peaks and wanes over the years/decades!

Given the Atari 8bit's place in history, I'm sure it will always have a dedicated following.

A most interesting fact about these systems is that Atari actually published the source code of the Operating System ROMS and Disk Operating System.This was THE commented source code by the authors of the OS - not some disassembled and reconstructed code. This may be overlooked, but this is/was a most powerful tool for developers and interested users. I'm not sure who may still hold the rights to this code and if it could be posted on the web. They had also published the Hardware Manuals - fully documenting the Hardware with descriptions and full schematics.

Atari was way ahead of its time; being 'Open Source' - perhaps before the term (as we now know it) existed!

TomCee

1721. Re: not much activity in here

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-29 14:47:29 UTC
From: you don't say <you@cogeco.ca>
Message-ID: <290120080947297588%you@cogeco.ca>
Source record: 3610

In article
<13fe27d0-95a8-4114-a9e0-cf9295611030@y5g2000hsf.googlegroups.com>,
tomcee <tomcees_pc@yahoo.com> wrote:

>
>A most interesting fact about these systems is that Atari actually
>published the source code of the Operating System ROMS and Disk
>Operating System.This was THE commented source code by the authors of
>the OS - not some disassembled and reconstructed code. This may be
>overlooked, but this is/was a most powerful tool for developers and
>interested users. I'm not sure who may still hold the rights to this
>code and if it could be posted on the web. They had also published
>the Hardware Manuals - fully documenting the Hardware with
>descriptions and full schematics.
>
>Atari was way ahead of its time; being 'Open Source' - perhaps before
>the term (as we now know it) existed!
>

I think Apple may have been a bit ahead of Atari in this respect.
Apple actually published source code in their user manuals -- not for
the Macintosh, but for the old Apple II machines. Apple did
everything in their power to ensure that Apple users knew everything
they possibly could about the machines they had purchased. The Atari
8-bit machines that I had owned and continued to own, by contrast,
shipped with very little by way of technical information. ie. source
code for the ROMs and operating system.

Still, I found the old Atari 8-bit machines to be the most pleasureable
to use. Much more fun than the Commodore 64 for the simple fact that
they actually used a Disk Operating System that was booted from a
floppy disk. This made the Atari much more interesting in my view.
The old Apple machines I found to be really simplistic. As such they
were not much fun to use at all.

I will probably have at least one old Atari 8-bit computer for as long
as I live.

1722. Re: not much activity in here

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-30 00:14:15 UTC
From: Ensor <none@localhost>
Message-ID: <IcudncvNLM3MXALaRVnyiwA@brightview.com>
Source record: 3611

Hi,

>....The Atari 8-bit machines that I had owned and continued to
>own, by contrast, shipped with very little by way of technical
>information. ie. source code for the ROMs and operating system.

That's because, unlike Apple, Atari published the information seperately.

There were three hefty manuals: the hardware reference guide, OS reference guide and the OS listing. All available as a pack from your friendly Atari dealer. :-)

TTFN - Pete.

1723. Re: not much activity in here

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-30 02:53:44 UTC
From: "micrologix1500@yahoo.com" <micrologix1500@yahoo.com>
Message-ID: <fdeaff72-2fa9-4eb9-abc7-2134564552c5@l32g2000hse.googlegroups.com>
Source record: 3613

On Jan 29, 9:47 am, you don't say <y...@cogeco.ca> wrote:
> In article
> <13fe27d0-95a8-4114-a9e0-cf9295611...@y5g2000hsf.googlegroups.com>,
>
> tomcee <tomcees...@yahoo.com> wrote:
>
> >A most interesting fact about these systems is that Atari actually
> >published the source code of the Operating System ROMS and Disk
> >Operating System.This was THE commented source code by the authors of
> >the OS - not some disassembled and reconstructed code. This may be
> >overlooked, but this is/was a most powerful tool for developers and
> >interested users. I'm not sure who may still hold the rights to this
> >code and if it could be posted on the web. They had also published
> >the Hardware Manuals - fully documenting the Hardware with
> >descriptions and full schematics.
>
> >Atari was way ahead of its time; being 'Open Source' - perhaps before
> >the term (as we now know it) existed!
>
> I think Apple may have been a bit ahead of Atari in this respect.
> Apple actually published source code in their user manuals -- not for
> the Macintosh, but for the old Apple II machines. Apple did
> everything in their power to ensure that Apple users knew everything
> they possibly could about the machines they had purchased. The Atari
> 8-bit machines that I had owned and continued to own, by contrast,
> shipped with very little by way of technical information. ie. source
> code for the ROMs and operating system.
>
> Still, I found the old Atari 8-bit machines to be the most pleasureable
> to use. Much more fun than the Commodore 64 for the simple fact that
> they actually used a Disk Operating System that was booted from a
> floppy disk. This made the Atari much more interesting in my view.
> The old Apple machines I found to be really simplistic. As such they
> were not much fun to use at all.
>
> I will probably have at least one old Atari 8-bit computer for as long
> as I live.

I've got an Apple II owner's manual, not because I've ever owned an
Apple II, but because it is really cool how much technical info they
put in there. It was truely geared toward the hacker, where it is
evident that the Atari owner's manual was for the average consumer.

1724. Re: SIO Protocol, OS Listing, 850 Bootup

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-30 04:39:35 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <13pvorp8tol9ma5@corp.supernews.com>
Source record: 3612

Not sure about 2.5, MyDos, etc; but DOS 2.0 came with
an AUTORUN.SYS which loaded the serial port driver
from the 850 and puts the R: device in the handler table
at boot time. The P: printer code was already in the OS
ROM along with E: S: K: and C:. Handlers can be added
or changed at any time up to the size limits of HATABS;
drivers are normally added at boot only because they
usually affect LOMEM.
hth, Jess

"tomcee" <tomcees_pc@yahoo.com> wrote in message
news:cb758953-10d5-4163-896e-3a8da26e300b@z17g2000hsg.googlegroups.com...
> Hello:
>
> Could/would someone please direct me to the latest available
> information on the SIO protocol, frame and device assignments?
> I've scanned the web and only found a lot of broken links!
>
> Has anyone ever documented the 'boot up' sequence that the 8bits used
> for downloading drivers on bootup (as in the 850 interface)
>
> Is the OS Listing and Manual available on the web somehwere?
> (I have an old hard copy somewhere - not accessible right now!)
>
> Thanks,
> TomCee
>

1725. Re: SIO Protocol, OS Listing, 850 Bootup

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-30 06:46:56 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <13q07b831clcgce@corp.supernews.com>
Source record: 3614

tomcee wrote:
> Hello:
>
> Could/would someone please direct me to the latest available
> information on the SIO protocol, frame and device assignments?
> I've scanned the web and only found a lot of broken links!

This link still looks good.
http://www.atariarchives.org/cfn/05/07/0001.php

Didn't check much beyond the table of contents but SIO protocol is listed.

Rick

1726. Re: not much activity in here

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-30 14:14:40 UTC
From: de served <deserved@cogeco.ca>
Message-ID: <deserved-7457DE.09144030012008@news.cogeco.ca>
Source record: 3615

In article <IcudncvNLM3MXALaRVnyiwA@brightview.com>,
"Ensor" <none@localhost> wrote:

> Hi,
>

> That's because, unlike Apple, Atari published the information seperately.
>
> There were three hefty manuals: the hardware reference guide, OS reference
> guide and the OS listing. All available as a pack from your friendly Atari
> dealer. :-)
>
>
> TTFN - Pete.
>
>

Apple also published volumes of technical information separately from
the computers that they shipped.

1727. Re: SIO Protocol, OS Listing, 850 Bootup

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-30 17:25:46 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <uq2oj.1010$Ch6.330@newssvr11.news.prodigy.net>
Source record: 3617

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:13q07b831clcgce@corp.supernews.com...
> tomcee wrote:
>> Hello:
>>
>> Could/would someone please direct me to the latest available
>> information on the SIO protocol, frame and device assignments?
>> I've scanned the web and only found a lot of broken links!
>
> This link still looks good.
> http://www.atariarchives.org/cfn/05/07/0001.php
>
> Didn't check much beyond the table of contents but SIO protocol is listed.
>
> Rick

http://www.atariarchives.org/cfn/05/07/0014.php

http://www.atariarchives.org/mapping/memorymap.php

Mapping: see $300 DDVIC

1728. Re: SIO Protocol, OS Listing, 850 Bootup

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-30 17:27:54 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <fnqc7lteu1@infosun2.rus.uni-stuttgart.de>
Source record: 3616

```
tomcee schrieb:
> Hello:
>
> Could/would someone please direct me to the latest available
> information on the SIO protocol, frame and device assignments?
> I've scanned the web and only found a lot of broken links!
>
> Has anyone ever documented the 'boot up' sequence that the 8bits used
> for downloading drivers on bootup (as in the 850 interface)

I don't think it has been "documented", but it's easy enough.

First step is to read the boostrap parameters, that's command
'?' = $3f for device $50, 12 bytes. The 12 bytes are copied into
the SIO vector directly ($300 to $30c) and SIO is then called
again. This is supposed to provide bootstrap code at $500, which
is then launched like a "disk base" boot file at $506, which does
all the rest. A very minimal 850 bootstrap code looks like this
(taken from the atari++ built-in operating system):

;;; *** Boot850
;;; *** Boot the external 850 interface
;;; *** returns with carry set on error, other
;;; *** wise with carry clear.
.global Boot850
.proc Boot850
ldx #12-1
lp:
lda Init850Boot,x
sta SIODeviceId,x
dex
bpl lp
jsr SIOVector
bmi fail
ldx #12-1
lp2:
lda BootSpace,x
sta SIODeviceId,x
dex
bpl lp2
jsr SIOVector ; boot the handler
bmi fail
jmp BootSpace+6 ; run the boot code
Init850Boot:
.byte $50,$01 ; RS232-handler, unit 1
```

```
.byte '?',$40 ; get boot parameter, read
.word BootSpace
.byte $06,$00 ; timeout
.word 12,0 ; size, aux1,2
fail: ; runs into the following
sec
rts
```

The 850 did also listen to the Os bootstrap from disk, then providing the very same data at the bootstrap area at $500 so you could initialize the 850 even without an autorun.sys file. (At least my 850XL does that, probably the original doesn't, I don't know.)

Greetings,
Thomas

1729. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-31 11:14:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0801310312200.15786-100000@onyx.spiritone.com>
Source record: 3618
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my
Atari Books, 20% off. E-Mail Atari@aracnet.com or call Ben@(503)256-9974!

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http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
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http://www.aracnet.com/~atari/stbooks.htm 20% OFF ALL ATARI ST BOOKS!

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order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1730. FS: 20% OFF ALL ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-31 11:16:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0801310314180.15786-100000@onyx.spiritone.com>
Source record: 3619
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ALL GAMES 20% OFF! ALL GAMES 20% OFF!ALL GAMES 20% OFF! ALL GAMES 20% OFF!

ORDERS OVER $50 GETS 20% OFF ALL GAMES FOR CLASSIC ATARI 8 BIT & ST GAMES!
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for Atari catalogs. Cut-&-Paste your order and E-Mail your list with your
Shipping Address so I can expedite your order or call 24/7 @(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ALL ATARI 8 BIT GAMES!
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I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
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Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1731. Re: SIO Protocol, OS Listing, 850 Bootup

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-31 11:40:07 UTC
From: Matthias Reichl <usenet-200801@hias.horus.com>
Message-ID: <slrnfq3csn.sgr.usenet-200801@camel.hias.horus.com>
Source record: 3620

On Mon, 28 Jan 2008 08:53:51 -0800 (PST), tomcee wrote:
> Could/would someone please direct me to the latest available
> information on the SIO protocol, frame and device assignments?
> I've scanned the web and only found a lot of broken links!

OK, this one is rather old but it contains all of the information
you need to understand the SIO protocol:

http://ftp.pigwa.net/stuff/collections/nir_dary_cds/Tech%2520Info/SIOSPECS.PDF

HTH,

Hias

1732. Re: SIO Protocol, OS Listing, 850 Bootup

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-31 12:58:36 UTC
From: tomcee <tomcees_pc@yahoo.com>
Message-ID: <62d958d2-420b-4e0f-a911-7c86519241e0@p69g2000hsa.googlegroups.com>
Source record: 3621

On Jan 31, 6:40 am, Matthias Reichl <usenet-200...@hias.horus.com>
wrote:
> On Mon, 28 Jan 2008 08:53:51 -0800 (PST), tomcee wrote:
> > Could/would someone please direct me to the latest available
> > information on the SIO protocol, frame and device assignments?
> > I've scanned the web and only found a lot of broken links!
>
> OK, this one is rather old but it contains all of the information
> you need to understand the SIO protocol:
>
> http://ftp.pigwa.net/stuff/collections/nir_dary_cds/Tech%2520Info/SIO...
>
> HTH,
>
> Hias

Thank you all! That is most helpful information.

I've been working through the OS listings and Hardware manual to
better understand the boot process; a most tedious process.

I am looking for details on the specifics of the boot process, in
particular the bootup process when both a 850 and a disk drive are
present.

A few questions:
1. Is the disk drive booted first, after which the RS232 driver is
loaded from the 850?
2. Can the 850 driver be loaded without the presence of a disk drive?
3. Does anyone have a assembly or hex listing of the 850 ROM?
4. Any other links to original Atari Hardware and Software Documents
is most appreciated.

Thank you again and Regards,
TomCee

1733. Re: SIO Protocol, OS Listing, 850 Bootup

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-31 13:50:41 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <fnsjnm$4fk$1@infosun2.rus.uni-stuttgart.de>
Source record: 3622

tomcee schrieb:

> I've been working through the OS listings and Hardware manual to
> better understand the boot process; a most tedious process.

"Use the source, Luke!" The boot process is actually not so complicated.

> I am looking for details on the specifics of the boot process, in
> particular the bootup process when both a 850 and a disk drive are
> present.
>
> A few questions:
> 1. Is the disk drive booted first, after which the RS232 driver is
> loaded from the 850?

If a disk is present, then the Os first loads the boot sector from disk, which again contains information on how many sectors from the disk are to be read to which address. Then the boot process continues at the init vector of the bootstrap code (load address + 6). This is usually the FMS bootstrap code, which will load "DOS.SYS" into the main memory. "DOS.SYS" then again loads "AUTORUN.SYS", which - could be - again load the 850 (serial interface) driver. The init process then returns with the carry bit clear if everything went fine. If the carry is set, the Os prints "BOOT ERROR" and tries again. Then, depending on the system configuration, several things can happen: If a cartridge is present, it is started thru its run vector at 0xBFFA. If no cart is present, the dup vector at $0a is called, which will call back into the FMS and boots or runs the DUP.SYS from disk (or from memory, depending on the DOS).

The 850 code has a nice "gotcha" in the sense that it is relocatable. It first loads its own init code, and this init code then bootstraps the main part of the driver to LOMEM. Then, additional data containing the relocation offsets are loaded, again from the 850 ROM. It is a table containing offsets, low and hi-bytes, that have to be adjusted to the target position of driver.

> 2. Can the 850 driver be loaded without the presence of a disk drive?

Yes, due to a special logic in the 850 interface. The interface box *also* replies to the "load first sector from disk" request, i.e. acts as a disk drive if no other disk is available on the SIO chain. See my reply above.

> 3. Does anyone have a assembly or hex listing of the 850 ROM?

Yes. I might have the binary somewhere. The ROM is for one degree the "operating system" of the 850, and to another degree the R: driver that

gets loaded into the main memory of the system. For the latter part, I have a complete rewrite (part of Atari++) which has a couple of bugs of the original code fixed (< 8 bit communication, handling of parity, etc).

So long,
Thomas

1734. Re: SIO Protocol, OS Listing, 850 Bootup

Newsgroup: comp.sys.atari.8bit
Date: 2008-01-31 20:14:33 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <13q4b1ulneha8a5@corp.supernews.com>
Source record: 3623

tomcee wrote:
> On Jan 31, 6:40 am, Matthias Reichl <usenet-200...@hias.horus.com>
> wrote:
>
>>On Mon, 28 Jan 2008 08:53:51 -0800 (PST), tomcee wrote:
>>
>>>Could/would someone please direct me to the latest available
>>>information on the SIO protocol, frame and device assignments?
>>>I've scanned the web and only found a lot of broken links!
>>
>>OK, this one is rather old but it contains all of the information
>>you need to understand the SIO protocol:
>>
>>http://ftp.pigwa.net/stuff/collections/nir_dary_cds/Tech%2520Info/SIO...
>>
>>HTH,
>>
>>Hias
>
>
> Thank you all! That is most helpful information.
>
> I've been working through the OS listings and Hardware manual to
> better understand the boot process; a most tedious process.
>
> I am looking for details on the specifics of the boot process, in
> particular the bootup process when both a 850 and a disk drive are
> present.
>
> A few questions:
> 1. Is the disk drive booted first, after which the RS232 driver is
> loaded from the 850?
> 2. Can the 850 driver be loaded without the presence of a disk drive?
> 3. Does anyone have a assembly or hex listing of the 850 ROM?
> 4. Any other links to original Atari Hardware and Software Documents
> is most appreciated.
>
> Thank you again and Regards,
> TomCee

In addition to what Thomas said.

If both the 850 and disk drive are present only the DOS loads. Typically
an autorun program on the disk will need to run to initialize the 850
IF you want to use RS232.

The SIO was really designed to be flexible to handle both smart and dumb hardware on the chain. For instance, the printer handler is in the computer OS so it doesn't have to load from the 850, the 850 just has to understand SIO info sent to printer is meant for it and route it. ~Same for the cassette handler being in the OS but cassettes are even dumber since they only has to record and playback.

By having things set up this way it allowed you to use other hardware like the MPP modem which hung off a joystick rather then get forced into using devices on the SIO chain.

Some SIO devices, like the 1030 modem, needed nothing else. You could just have the computer and 1030 plugged in and it would automatically load everything including a terminal program with dialer. Most people would just boot a disk drive and load a handler with more capabilities like file transfers rather then the program in the 1030 boot.

FWIW: I've heard the guy who did the Atari SIO is one of the guys on the USB patent.

Rick

1735. Re: not much activity in here

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-01 05:59:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <47a2beb091ee00@comcast.net>
Source record: 3624

>there's not much happening in here since i've been following it the past
>couple weeks. could it be that the atari 8-bit has finally truly died?
>there hasn't really been much of interest on ebay in the last little
>while either.

True it has slowed down, but I do not think the Atari 8-bit has truly died. I know of a number of people who have Atari 8-bit owners that have never come on here to chat.
--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

1736. Re: Raster Blaster

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-01 06:00:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <47a2beb091ee01@comcast.net>
Source record: 3625

>
>Hi! I just got this game called: Raster Blaster for the Atari 400/800/XL
>etc. from someone on Ebay. It is the first computer pinball game where you
>use both joysticks for the flippers. It was made by Bill Budge software
>and released in: 1982. Has anyone heard of this game before?
>
>Dane

Yes, I have heard of it and have a copy. Nice game and really shows off what
the 8-bit can do.

--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

1737. Atari CD/ Disk Magazines and Newsletters

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-02 01:39:20 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <47a3c9b2$0$4077$bbae4d71@news.suddenlink.net>
Source record: 3626
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Greetings,

I am looking for information on any current ongoing Atari 8-Bit/ST-Falcon,
CD/Disk based, Magazines and Newsletters.
Printed Magazines and Newsletters.

If anyone knows of any sources in North America or Overseas,
I would like info on how to subscribe, and contact info on the publisher(s).

Also would like to know about how many subscribers/active members if
possible.

Although the Internet is a great tool for information, I still enjoy a good
disk
and paper mag/newsletter. phantomm@suddenlink.net

.

1738. Re: not much activity in here

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-02 06:44:15 UTC
From: kaos116 <kaos116@comcast.net>
Message-ID: <qr2dncu5nMrNjDnanZ2dnUVZ_ramnZ2d@comcast.com>
Source record: 3627

The Atari is new to some. I am an Apple][guy from the 80's. I picked up my first Atari, a 130xe, a couple weeks ago and I am in love. It's 1983 all over again.

1739. ABBUC Hardware Contest 2008

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-02 09:56:42 UTC
From: Andreas Mischka <newsbob1@web.de>
Message-ID: <fo1eoc$bq4$01$1@news.t-online.com>
Source record: 3628

Hello Atarians!

The annual ABBUC Contest "Hardware 2008" is
currently running. Atari Users throughout the
world are invited to join with their developments
around the 8-Bit Ataris.

You can win Money, respect and appreciation!

The Atari-Community needs !you!

http://www.abbuc.de/files/hardware/contest2008/HWrulesenglish08_190108.rtf
http://www.abbuc.de/index.php?op=ad_click&bid=65

i´m looking forward to hearing from you!

Best regards,

Andreas

--
ABBUC e.V. - www.abbuc.de
the world´s biggest 8-bit Atari Club

1740. Re: Atari CD/ Disk Magazines and Newsletters

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-02 10:07:49 UTC
From: "J. F. Lemaire" <jflemaire@skynet.be>
Message-ID: <47a440f9$0$2988$ba620e4c@news.skynet.be>
Source record: 3629
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Saturday 2 February 2008 02:39, phantomm_1 wrote:

> I am looking for information on any current ongoing Atari
> 8-Bit/ST-Falcon, CD/Disk based, Magazines and Newsletters.
> Printed Magazines and Newsletters.
>
> If anyone knows of any sources in North America or Overseas,
> I would like info on how to subscribe, and contact info on the
> publisher(s).

[...]

ST Magazine, the French publication, has an English version:
http://stmagazine.org/parution/home.htm

Cheers,
JFL
--
Jean-Franï¿œois Lemaire

1741. FA: (UK) Complete Page 6 PD Library of 600+ Disks!

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-02 11:41:05 UTC
From: pjr <pjr@notarealaddress.com>
Message-ID: <13q8lmf3cgr4b1d@corp.supernews.com>
Source record: 3630

If anyone needs a lot of disks!
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&rd=1&item=120216736755

Sorry UK only.
p

1742. Re: not much activity in here

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-02 18:14:02 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <ol2pj.54045$Pv2.52551@newssvr23.news.prodigy.net>
Source record: 3631

"kaos116" <> wrote in message news:
> The Atari is new to some. I am an Apple][guy from the 80's. I picked up
my
> first Atari, a 130xe, a couple weeks ago and I am in love. It's 1983 all
> over again.
>
Congratulations! You can have years of fun.
Probably want a APE/PRO interface to save on
disk drives.

1743. Re: not much activity in here

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-02 21:01:35 UTC
From: DanSolo <daniel.otoole@ucd.ie>
Message-ID: <3db8b87c-5a0d-4529-8787-ce60359038bb@s19g2000prg.googlegroups.com>
Source record: 3632

On Jan 29, 12:29 am, y...@cogeco.ca (you don't say) wrote:
> there's not much happening in here since i've been following it the past
> couple weeks. could it be that the atari 8-bit has finally truly died?
> there hasn't really been much of interest on ebay in the last little
> while either.

I hope not. I've two 800XLs, a 65XE and a XEGS (all hen's teeth in
these parts) that I've barely turned on and I was hoping someone would
show me the ropes. Would it be rude to ask where the Atari 8 Bit
people hang out if not here?

1744. Re: not much activity in here

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-02 22:07:04 UTC
From: Golan Klinger <no@sp.am>
Message-ID: <slrnfq9qc8.b4.no@trout.local>
Source record: 3633

DanSolo wrote:

> Would it be rude to ask where the Atari 8 Bit people hang out if not
> here?

Greetings, DanSolofish. Funny meeting you here. I too have been dipping my feet in the Atari pool lately and I must say, the water is fine. There is a bit of a learning curve as the Atari 8 bit machines are so different from what we're use to. Anyway, I would start with Atarimania which is the Atari equivalent of Lemon. I would also check out Atari.org and Atariage. I have yet to find any forums that are as active as L64 though. :(

http://www.atarimania.com/start.php

http://www.atari.org/

http://www.atariage.com/

If anyone knows of any other good resources, please post them. There are alawys new people looking to gain a foothold.

--
Golan Klinger
Dark is the suede that mows like a harvest.

1745. Re: not much activity in here

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-02 23:10:47 UTC
From: DanSolo <daniel.otoole@ucd.ie>
Message-ID: <74924c59-e96a-4d7f-9364-3224183b279c@e23g2000prf.googlegroups.com>
Source record: 3634

On Feb 2, 10:07 pm, Golan Klinger <n...@sp.am> wrote:
> DanSolo wrote:
> > Would it be rude to ask where the Atari 8 Bit people hang out if not
> > here?
>
> Greetings, DanSolofish. Funny meeting you here. I too have been dipping my
> feet in the Atari pool lately and I must say, the water is fine. There is a
> bit of a learning curve as the Atari 8 bit machines are so different from
> what we're use to. Anyway, I would start with Atarimania which is the Atari
> equivalent of Lemon. I would also check out Atari.org and Atariage. I have
> yet to find any forums that are as active as L64 though. :(

The internet's a small place, eh Golan? Let's get onto Kim about
setting up LemonAtari. We're all 6502 brothers here right?

1746. WTB: Atari 8-Bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-03 01:59:50 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <47a52018$0$4054$bbae4d71@news.suddenlink.net>
Source record: 3635

```
Looking for the following Atari 8bit items..

ICD Multi I/O working or not working.
XF551 disk drives
XF551 upgraded with 3 1/2 drive mech.
Black Box hard disk system
Spartra Dox X cartridge

Contact me at phantomm@suddenlink for more info.
.
```

1747. Re: not much activity in here

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-03 06:54:00 UTC
From: kaos116 <kaos116@comcast.net>
Message-ID: <xMidnXXPXoCK-DjanZ2dnUVZ_hKdnZ2d@comcast.com>
Source record: 3636

All ready have the SIO2PC up and running. The Internal IDE is in the mail. I also picked up a lot of three 130xe off of ebay. What a deal that ended being. 2 had the RAMROD mod and the other had a 320k already done. None of the mods were mentioned in the auction!!!

"Russg" <russgilb@MUNGEsbcglobal.net> wrote in message news:ol2pj.54045$Pv2.52551@newssvr23.news.prodigy.net...
>
> "kaos116" <> wrote in message news:
>> The Atari is new to some. I am an Apple][guy from the 80's. I picked up
> my
>> first Atari, a 130xe, a couple weeks ago and I am in love. It's 1983 all
>> over again.
>>
> Congratulations! You can have years of fun.
> Probably want a APE/PRO interface to save on
> disk drives.
>
>

1748. Re: DOS Extend 256K

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-03 16:55:41 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <47A5F20D.E2ABA6B7@a8maestro.com>
Source record: 3637

Hello,

MyDOS 4.5.1m supports at least up to 1 meg. I expect Sparta has a version
that will too.

Rick D.
DO NOT REPLY TO a8maestro"a t"a8maestro.com.
Use rld2008" a t " a8maestro.com instead.

Jack Tseng wrote:

> I am looking for DOS supports more than 256K. One pass dup disk and file.
> Any Help for me?
>
> Thanks!
> Jack

1749. Re: file copier

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-03 16:57:54 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <47A5F292.564C9BA6@a8maestro.com>
Source record: 3638

Hello,

Well, for file copiers, having extra ram only helps in a 1 drive system. In
that case, copy the files to a ramdisk, then to the dest. disk, as many times
as needed. Very fast since the source is done once.

There are disk copiers that support extra ram though. SCXM is the 1 I use
most.

Rick D.
DO NOT REPLY TO a8maestro"a t"a8maestro.com.
Use rld2008" a t " a8maestro.com instead.

Jack Tseng wrote:

> I am looking for the best file copier that support the extend memory, more
> than the standard 64K. Anyone get idea for me?
>
> Thanks!
> Jack

--
ï¿½ï¿½à¡±ï¿½

1750. 400/800 rev A os

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-03 20:55:45 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <80179cb0-c842-448c-b605-8f22a3e51436@e10g2000prf.googlegroups.com>
Source record: 3639

I was reading www.atarimagazine.com one of the old computes and it
gives the following information for being able to determine what
version of the OS you have. Why does Rev A on the 400/800 return 3
possible values? was there 3 different version of version A?

Operating System PEEK(65527)
400/800 Revision A 221, 87, or 243
400/800 Revision B 230
1200XL Revision A 10
1200XL Revision B 11
600XL 1
800XL 2

Bill H

1751. Applying old graphic routines to new languages

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-03 21:21:11 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <3766edfc-5c19-4b5f-a269-707a768859c2@l1g2000hsa.googlegroups.com>
Source record: 3640

It's been about 20 years or so since I stopped doing any graphical design using the Atari computers. I had moved on to the PC's and different types of programming. Now I use Flash to do different graphical interfaces for websites and realize that, using Actionscript in Flash I can again do graphical design like I did on the Atari using program commands (like using the plot, drawto etc). One thing I would like to be able to do, which I used to know how to do on the Atari is create a 3D wireframe globe that can be rotated in 3 dimensions. I recall how to do a 2d version of it using sin, cos, pi etc. But a 3d version is somethign I just cant seem to remember.

I would liek to be able to give the program an x,y position (like a lattitude and longitude) , a close or near flag, and a direction of rotation and have the wireframe rotate that position so it is in the center of the wireframe. I know the basic wireframe could be drawrn with a "simple" formula and stepped throu to make the movement, but other than making the basic circle, I cant remember the formuleas. I hope I am explaining this correctly

Bill H

1752. Re: 400/800 rev A os

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-04 22:30:39 UTC
From: danacolbert@yahoo.com
Message-ID: <5eed056f-e423-41e6-8213-d1be6b6a7a87@h11g2000prf.googlegroups.com>
Source record: 3641
Body handling: HTML body converted to readable text

Bill,

The info for each different revision resides in TWO memory locations:
65527 *and* 65528.

Mapping The Atari - Revised Edition - By Ian Chadwick
http://www.atariarchives.org/mapping/appendix12.php
65527 and 65528 should read 221 ($DD) and 87 ($57) for the
400/800 revision A ROMS; 243 ($F3) and 230 ($E6) for the B
ROMS. PAL versions read 214/87 ($D6/$57) and 34/88 ($22/$58),
respectively. The 1200XL should read 10 at 65527 for revision A
and 11 for revision B. The 600XL should read 1 at 65527, and the
800XL, 2. For the 1200XL, 64728 ($FCD8) should not read 162
($A2).

d.

<>< <>< <><

On Feb 3, 3:55 pm, Bill H wrote:
> I was readingwww.atarimagazine.comone of the old computes and it
> gives the following information for being able to determine what
> version of the OS you have. Why does Rev A on the 400/800 return 3
> possible values? was there 3 different version of version A?
>
> Operating System PEEK(65527)
> 400/800 Revision A 221, 87, or 243
> 400/800 Revision B 230
> 1200XL Revision A 10
> 1200XL Revision B 11
> 600XL 1
> 800XL 2
>
> Bill H

1753. Re: ATARI is GAY

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-04 23:08:42 UTC
From: killer.local@cogeco.ca
Message-ID: <1ibssb0.1t96an21jlupo8N%killer.local@cogeco.ca>
Source record: 3642
Cross-posted to: comp.sys.atari.8bit,alt.sex.gay,alt.sex.homosexual

Blue Oyster <BlueOyster@ATARI.gay> wrote:

> X-No-Archive: yes
>
> I'm gay and an ATARI-user.Most of my past boyfriends
> were ATARI-users, too.
>
> Let's face it, ATARI is gay. ATARI made the gay lifestyle
> popular with all its gay games and gay game characters.
>
> Take a look at "Star Raiders" for example. Big flying testicles
> everywhere. Same for "Asteroids". Many shoot-em-up games
> are pretty gay, because you're controlling phallic objects and
> "shooting" things.
>
> So, come out of the closet if you're still in there.
>
> If you're using an ATARI, you must be gay!

I thought I was the only one that watched old Police Academy movies.
Bravo! You'll make a fine patrolman one day.

--
Posted from killer.local.lan | killer.local@cogeco.ca

1754. Re: WTB: Atari 8-Bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-04 23:08:42 UTC
From: killer.local@cogeco.ca
Message-ID: <1ibsstt.1is40fybrhmdcN%killer.local@cogeco.ca>
Source record: 3643

phantomm_1 <phantomm@suddenlink.net> wrote:

> Looking for the following Atari 8bit items..
>
> ICD Multi I/O working or not working.
> XF551 disk drives
> XF551 upgraded with 3 1/2 drive mech.
> Black Box hard disk system
> Spartra Dox X cartridge
>
>
> Contact me at phantomm@suddenlink for more info.
> .

I too am looking for some of the above items. I am looking to acquire
a CSS Black Box board *OR* an ICD Multi Input/Output. My preference
being the ICD MIO. I'm also looking to acquire a stock Atari XF551 disk
drive.

You can contact me at the address listed in my signature.

--
Posted from killer.local.lan | killer.local@cogeco.ca

1755. Re: ATARI is GAY

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-05 17:50:02 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <el1qj.6122$0o7.4137@newssvr13.news.prodigy.net>
Source record: 3644
Cross-posted to: comp.sys.atari.8bit,alt.sex.gay,alt.sex.homosexual

"Blue Oyster" <> wrote in message news:
>
> I'm gay and an ATARI-user.Most of my past boyfriends
> were ATARI-users, too.
>
> Let's face it, ATARI is gay. ATARI made the gay lifestyle
> popular with all its gay games and gay game characters.
>
> Take a look at "Star Raiders" for example. Big flying testicles
> everywhere. Same for "Asteroids". Many shoot-em-up games
> are pretty gay, because you're controlling phallic objects and
> "shooting" things.
>
> So, come out of the closet if you're still in there.
>
> If you're using an ATARI, you must be gay!
>
One of the most famouse Atari games is MULE.
It was written by a person who did a sex change
operation. Seems like he/she went from Dan
to Danielle.

1756. Amazing WARP Indus!!

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-05 20:50:02 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <UZ3qj.26116$E01.16783@newsfe22.lga>
Source record: 3645

I figured out how to enable Indus Syncmonch for SuperDOS 5.1. SuperDOS actually does not work with Indus. DOS XL with Synchromesh boot first, then turn off the computer, insert the SuperDOS in Indus, turn on the computer. SuperDOS boots WARP! as US Double 1050 speed. IF Indus is turned off and ram is reset, SuperDOS wont work and freezes Indus. SpartaDOS 1.1 HS wont work after DOS XL boot.

1757. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-06 05:21:40 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/vendev_1202275295@rtfm.mit.edu>
Source record: 3646
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: January 18, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

This document is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

The latest version of this document is posted to the following Usenet
newsgroups every 60 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

You may also request my latest working version at: michael@mcurrent.name

**********************************************************************
* For other 8-bit Atari related FAQs please see the "Welcome FAQ": *
* ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome *
* http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html *
**********************************************************************

UPDATES SINCE PREVIOUS POSTING:
2008.01.18 added: Michal Pasiecznik (thanks Wojciech Pasiecznik)
2008.01.14 MadTeam: Graph2Font 3.8.5.6, MADS 1.8.0

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Subject: Introduction

Conventions
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All commercial vendors, developers, publishers, and repair shops should be
listed here. "Active" PD/freeware/shareware developers should also be listed.
```

Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web page address.

Unless explicitly requested by the vendor, no entries will include an email address due to the overwhelming amount of spam that would result.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no
guarantees. Information of this nature constantly ages; therefore, the
information contained in this list is constantly updated. Please use the
latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to
send me updates that correct errors that you find. If you use this
list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Mr. Corey Koltz) 4/06
302 W Dewey St
Cassville WI 53806-9733
USA
Phone: 608-725-2137
http://www.8bitclassics.com/
Vendor: new and used hardware and commercial software

A-ONE Online Magazine 2/07
See: Dana P. Jacobson

ABBUC HAR -- Hannoverschen ABBUC Regionalgruppe 2/07
Hanover
Germany
http://www.bertelmann.org/har/
Vendor: XF351 Upgrade-Kit includes Floppy + Cable + EPROM + Bootdisc,
Used Atari 800 XL PAL, Speedy1050 TDS. Not all items online available--
Ask for more information. Additionally vendor of:
- all items from Frank Heuser Shop
- all items from Wolfram Fischer
Special lower prices for ABBUC members available.

ABBUC Regionalgruppe Frankfurt / Main (RAF) 5/07
Dillenburgerstrabe 61
60439 Frankfurt / Main
Germany
http://www.abbuc-raf.de/
Vendor: MultiJoy8 cable and adapter
Developer: SIO2PC, Network Interface, 2 computer interface (automatic
2 computer switch for use the same peripherie), Schaltnetzteil

(Power supply), 8 channel digital voltmeter, SIO2USB

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated
temperature monitoring station using simple thermisters and the provided
software. Also available: source code listing, temperature data aggregation
utility

Alhart Enterprises Presents (AEP) 8/06
c/o Paul V. Alhart
524 N Z St
Lompoc CA 93436-5019
USA
tel: (805) 736-4624
"encoded" email: OOOp.alhartOOO@OOOverizonOOO.OOOnetOOO
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12
Repair shop: Atari disk drives

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module,
TV/Computer Switch

Art Transfair Berlin (Andre Motzkus) 2/07
Brunsbuetteler Damm 223d
13581 Berlin
Germany
http://www.art-transfair.de/
Vendor: Computer, expansion, Floppy, memory-upgrades up to 16 mb,

Audio A/D changer, additional many other Atari items (16/32/64bit).
Special lower prices for ABBUC members.

Atari800 Development Team 6/06
See also: Mark Grebe
See also: Christian Groessler
See also: Piotr Fusik
See also: Kostas Nakos
See also: Vasyl Tsvirkunov
See also: Ludovic Jacomme
Petr Stehlik (maintainer), Troy Ayers (Playstation 2), Michael Borisov (POKEY sound), Piotr Fusik (core developer), Mark Grebe (Mac OSX), Christian Groessler (Sega Dreamcast), Perry McFarlane (cycle-exact ANTIC and GTIA), Kostas Nakos (Windows CE), Krzysztof Nikiel (Win32), Jacek Poplawski (SDL), Vasyl Tsvirkunov (Windows CE), James Wilkinson (DOS, BeOS, Win32), Ludovic Jacomme (PSP)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 2.0.2 - an Atari 400, 800, 600XL, 800XL, 130XE and 5200 emulator for Unix, Linux, Win32, Amiga, MS-DOS, Atari TT/Falcon, BeOS, WinCE, Mac OSX, Playstation 2 and other systems

Atari8Warez (Ray) 10/07
Toronto, Ontario
Canada
http://atari8warez.for-the.biz/
Developer: SIO2PC serial interface cable, 10502PC / ProSystem Serial Interface cable

AtariAge (Albert Yarusso, Alex Bilstein) 4/06
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware (includes homebrew project supplies by Pixels Past)
Developer: Beef Drop cartridge (by Ken Siders)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX) titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort, Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill, Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match, Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash

Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics Package, Solitaire, Source Code For Eastern Front (1941), Letterman, Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc, Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage, Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt, Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show, Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing, BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!, Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy, Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler, Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atarimax (Steven J. Tucker) 5/07
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v3.0.2 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS 32-in-1 for XL/XE, APE Warp+ OS 32-in-1 for 1200XL, Imagic 1.06 95/NT - Atari Disk Image Conversion System (ATR/XFD/DCM/SCP), Imagic 1.06 DOS, Atari Terminal Simulator ATS 2.0 (SR2) - ATASCII Telnet/Serial Terminal & Break Movie Player 95/NT, Break Movie Screensaver 95/NT, MaxFlash Flash MultiCart (1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface (RS232 and USB editions), Atarimax/ABBUC USB Cartridge, MyIDE+Flash IDE Interface Cartridge

Atari Online News, Etc. 2/07
See: Dana P. Jacobson

The Atari Shop (Sandra) 1/07
The Netherlands
http://www.atari-shop.nl/
Vendor: new/used hardware, new/used commercial software

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atlantis Games Group 8/07
(Sal "Kjmann" Esquivel, TJ "Damage X" Edmister, Gary "Rybags" Ryan,
Zdenek "Psuedografx" Eisenhammer, Peter "peteofborg" Meyer
USA
http://www.atlantisgamesgroup.com/
Developer: OutRun Project, Battle Squadron Project

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 6/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 2.2 (Interactive 6502 Disassembler for Win32,
designed to specifically support Atari binary files)

Matthew Bacon 2/07
UK
http://www.myatari.net/
Publisher: MyAtari online magazine (back issues online)

BAKTRA (Michael Kalous) 9/07
Czech Republic
http://www.baktra.wz.cz/
Developer: TURGEN SYSTEM 3 (for JRE; generate a Turbo 2000 sound record
from files for ATARI located on PC. Output to WAV file or direct output to
sound card.), QUO VADIS Intro (demo), mmSAP 1.6 (SAP player for Linux),

Popis formatu Turbo 2000 a Super Turbo verze 1.0 2006-10-24,
Caverns of the Lost Miner, DTX Manager

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator
for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced)
SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz 5/04
Germany
http://www.cc65.org/
Developer: cc65 2.10.1 - a complete cross development package for 65(C)02
systems, including a macro assembler, a C compiler, linker, librarian and
several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 4/07
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out),
IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10,
MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0,
CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"),
ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 6/07
672 Commercial St
San Jose CA 95112-1406
USA

Telephone: (408) 278-1070 (M-F 1:30pm to 5:00pm PST)
FAX: (408) 278-1092
E-FAX: (815) 364-3703
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch keyboard upgrade for XE computers, Best Light Gun, Best Gold CX40 Joystick PCB, Atari CX40 Joystick Rebuild Kit with Atari Upgraded CX40 Handle and Best Gold CX40 PCB, Atari CX40 Joysticks upgraded with the Best Gold CX40 PCB, Atari Jaguar Power Pad to Other Atari Systems Adapter Cable, Sega Genesis Controllers To Atari Systems Adapter Cable

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 8/06
USA
http://www.bigfivesoftware.com/
Developer: Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Blackened Technologies 10/07
Ken Jones (MetalGuy66), Sergio Larrondo (WareRat), Stephen J. Carden
http://www.blackenedtech.com/
Developer: The "NEW" MIO

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenek Burian 4/07
Marie Majerove 33
Prostejov 6
798 11
Czech Republic
Tel. 582 360 714
http://flop.atari.org/
Publisher: FLOP disk magazine, annual (FLOP 50 published April 2007)

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/

Developer: SIO2PC cables

Subject: C

Sidney Cadot 8/06
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

Mario Caillahuz ("Allas") 11/07
Lima
Peru
http://atari.limitevisual.com/
Developer: Plague Attack, Voyage to Home, Accion, MULE Wars

James Catalano / Classic 8-Bit Atari / Artacyis Software 1/07
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens: Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart
(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/

Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/07
1350 Buffalo Rd Ste 2
Rochester NY 14624-1829
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems (include a hard disk, Black Box, power supply, controller, cables, and software), SIO cables, hard disk controllers: Adaptec 4000 SCSI, Adaptec 4070 (RLL) SCSI, Xebec S1410a SASI
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer Cable, Black Box Modem Cable, Floppy board, Super-E Burner, Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus, Quintopus with Switchable Ports, Super Archiver, Super Archiver II, Super Archiver --> SA II Upgrade, XF Single Drive Upgrade, XF Single Drive Upgrade (without Drive Mech), XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech), XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup, Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2, MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Cosine Systems (Exin [Sebastian], Intensity [Arman], Odie [Sean], 1/06
Sack [Adam], Magic Roundabout [Jason])
United Kingdom
http://www.cosine.org.uk/
Developer: demos: C.G.M. UKScene Radio Intro, 1K Party. game: Reaxion

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4 (written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor and more)

CSW-Verlag 2/07
Weidenstrabe 13/1
71364 Winnenden
Germany
tel/FAX: +49 (0) 71 95/6 11 20
http://www.retro-magazin.de/
Publisher: RETRO magazine. Themes: Retro-computing for all systems. Atari part: approx. 10%. (Not only 8bit) 9.90 euro per magazine, 4 magazines per year for 35 euro.

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine
(1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques (Dan Dotson and Marilyn Saul) 9/06
PO Box 40751
Tucson AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

DGS 11/03
See: Dean Garraghty

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?,
What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS,
D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2,
Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5,
Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system:
Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Digital Force (Mario Trams) 1/07
Germany
http://www.digital-force.net/
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler (Flo) 4/07
Germany
http://www.akk.org/~flo/
Developer: Ice-Hockey (for MultiJoy interface, March/April 2002),
Sheep-Race (for MultiJoy interface, Aug 2002),
CardGrabber (for MultiJoy interface, May-Aug 2002),
Peripheral Test (May-July 2004)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

Draco (Konrad M. Kokoszkiewicz, KMK) 6/06
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: for standard Atari: DEMON, EYE, SysInfo 2.11, SD-Load. for
SpartaDOS X: CP v.1.2, MAN, SpartaDOS TAR v.1.3a, mdump, run, inidos, ca2001,
XF-551 Config. for KMK/JZ IDE: IDE BIOS 1.11, KMK/JZ IDE user's manual,
Utilities diskette, HDSC v.1.4, MaKe a SpartaDos FileSystem, RW-Test. for
65c816 Atari: 65c816 XL OS v. 2.11 (5.VI.2006.), D2D v.0.5, grep,
LPOKE/LPEEK, MultiBASIC v.0.33, MultiBASIC Manual, SD-Load. patches for:
Moon Patrol, Music Protracker v.2.4, Perestroyka Demo, Prof!'s XDIR. for
UNIX: SIO2BSD

Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 1/07
PO Box 3365
Spring Hill FL 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware, used commercial software

Emulators (Derek Mihocka) 8/06
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit & Atari ST & Apple
Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 -
8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 -
8-bit Atari emulator for MS-DOS

Epi/Tristesse^O.S. (Adrian Matoga) 3/07
See also: Tristesse
See also: O.S.
Adrian Matoga
ul. Jezdziecka 11
30-698 Krakow
Poland
http://epi.atari8.info/
Developer: NeoTracker Winamp plugin v0.1, TIP Tools v0.3.1 (includes:
TipView 1.0, BMP2TIP 0.21), sapemu v0.1 -
http://asma.atari.org/bin/sapemu.zip , HardCore Assembler v1.0

Raphael Espino 8/07
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility), Atari 8-bit
JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface",
JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg",
JpegShow 0.1 (07Aug01) "A slideshow version",
CpegView 0.5 (18Aug07) "The colour JPEG viewer for Atari 8-bit computers"

Subject: F

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for
68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,
Atari 400/800/XL/XE emulation for the PowerMac),

Wolfram Fischer (Mega-Hz) 11/07
See also: ABBUC HAR
Dorfstrasse 1a
28870 Ottersberg
Germany
"encoded" email: OOOmega-hzOOO@OOOt-onlineOOO.OOOdeOOO
http://mega-hz.no-ip.com/Angebote/angebote.html
Vendor: SIO2IDE 3.3, SIO2SD rev.1, SIO2SD rev.2, SIO2PC interface
Developer: Speedy 1050 TDS with track-led, 256KB memory expansion for
800XL.
Special lower prices for ABBUC members.

FLOP disk magazine 5/05
See: Zdenek Burian

Foundation Two 1/07
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks,
N!ne)
Germany
http://www.foundationtwo.de/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut,
Bremspunkt (Brems.)

Ron Fries 4/07
http://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" / "0xF" 6/06
See also: Atari800 Development Team
See also: Infinity
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Taquart
See also: Yoomp!
Poland
http://xasm.atari.org/ or http://atariarea.krap.pl/x-asm/

http://asap.sourceforge.net/
Developer: Atari utilities: Professional Copy 2.1, FlashPack 2.1,
PowerGraph 1.0, GR8 Logoser 1.1; PC utilities: ASAP (Another Slight Atari
Player) 1.0.1, xasm 3.0.1, SAP Maker 5.0, unsap

Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from Germany;
Commercial Software Collection CD-ROM includes: Quick (programming language)
V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM)
V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer
(DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper,
Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues
1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from
Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain
Software Collection CD-ROM includes 191 mostly double-sided disks plus some
bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

Bostjan Gorisek (Gury, Firemover) 6/07
Poland
http://gury.atari8.info/
Developer: Sprite Engine 1.0.3

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force,
Zero War, Menace, Pacland, Moonbase

Mark Grebe 11/07
See also: Atari800 Development Team
USA
http://www.atarimac.com/
Developer: Atari800MacX 3.8.1 (version of Atari800 emulator for Mac OS X),
Sio2OSX 2.0 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 2/07
See Also: Atari800 Development Team
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
http://contiki.cvs.sourceforge.net/contiki/contiki-atari/
Developer: Atari800 for SEGA Dreamcast v0.76, Contiki 1.0 for Atari (a working release of the Contiki web browser for the Atari 8bit systems)

Subject: H

Lee Hanken 1/07
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atascii/
Developer: ATASCIIView Version 1.3 (ATASCII file viewer for MS-Windows). web-based Atari 8-bit ATASCII file viewer:
http://www.leehanken.pwp.blueyonder.co.uk/atari/

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder, VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder, VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder, CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder, CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's, CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various related cables and adapters

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase, Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye, Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

Frank Heuser 2/07
Kappelstrasse 10
67269 Gruenstadt
Germany
http://www.asselheim.de/
Vendor: new hardware expansion items, including: SIO2PC (internal/
external), 1050PC, Midi, Voicebox (Atari Magazin), Function keys,
16-OS-switch, AKI, RAM Expansion, Audio/Video cable and adapter, Videobox.
Special lower prices for ABBUC members.

HiassofT 11/07
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux
kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC
or APE; atarixfer - a small tool to read/write ATR images to an Atari disk
drive connected by a 1050-2-PC or ProSystem cable), AtariDsk V1.2 (read,
write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write
double density ATR-images to Atari floppy disks on your PC; also create
ATR-images of double density floppy disks), MyPicoDos 4.04 (small
"gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS
subdirectories and large disks), MyIDE Tool V0.30 (direct access to
harddrives in MyIDE format on your Linux/Windows PC)

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 2/07
USA
http://cth.dtdns.net/
Developer: The Armorizer (file corruption detector), ATOS (graphical
desktop environment), BrainFork (programming language), Check CRC32, Disk
Fragmentation Utility, The Long Integer Library (CC65 and Action! versions),
M.T.O.S. (Multi-Tasking Operating System), Micro BASIC, Mouse (programming

language), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive
Delete Utility, Shell (for SpartaDOS), Snapshot, The Sound Utility, Term80,
UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your
old computer or dumb terminal to access the internet), CTH Emulator (based
on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet),

Chris Hutt (Sheddy) 8/07
UK
http://www.sheddyshack.co.uk/
Developer: Space Harrier Conversion Project

Subject: I

IEC "Innovative Electronics & Computing" 4/07
6185 E 56th Ave
Commerce City CO 80022-3959
USA
Phone: +1-303-288-5000
(USA) 800-765-4432 Mon-Fri, 8:00AM-6:00PM MT
Fax: +1-303-288-5099
http://www.iec-usa.com/
Developer: Atari connectors: Atari 13 Position Buss Connector for Atari
400 and Atari 800 Computers. Atari cables:
(http://www.connectworld.net/cgi-bin/iec/05MCOlderAtari.html)
Atari Color Monitor Cable 5', Atari Monochrome Monitor Cable 5',
Atari Color Monitor Cable With 2 RCA Plugs 5',
Atari Monitor Cable With 2 RCA Plugs 5', Atari Lefty Joystick Adapter,
Atari IF850 and IF860 Parallel Cable 6', Atari IF850 and IF860 Modem Cable 6',
Atari IF850 and IF860 to Serial Printer Cable 6',
Atari 400 and 800 Bus (SIO) Cable 6'

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari
MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class
(combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000),
Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik,
Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Integrated Logic Systems (ILS - Stephen J. Carden) 4/07
3321 Jonathan Cir
Augusta GA 30906-3829
USA
http://www.tcpipexpress.com/
Developer: Multiplexer (MUX) board Version 1.1 July 21, 2006,
TurBoss O/S (Atari XL/XE O/S Replacement Module), TCPIP Express,
Real.DOS Ver 1.0a Build 0024 2-Oct-06

Subject: J

Jeff Jackson 8/06
USA
http://www.jeff-jackson.com
Developer: JLS BASIC - Jackson Languange System BASIC compiler

Dana P. Jacobson 2/07
USA
http://www.atarinews.org/ or http://people.delphiforums.com/dpj/a-one.htm
Publisher: Atari Online News, Etc. -- A-ONE Online Magazine. weekly

Ludovic Jacomme (Zx-81) 3/07
France
http://zx81.zx81.free.fr/
Developer: PSPAtari v1.0.7: Atari 800/130/5200 Emulator for PSP
(port of Atari800 emulator for PlayStation Portable)

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not
complete version)

Shawn Jefferson 11/07
Victoria, BC
Canada
http://www.jeffersonsauctioneering.com/atari/
Developer: MyIDE Config 4.0, MyIDE Image Manager 4.1,
MyIDE Image Batcher 1.0

Subject: K

Nick Kennedy 5/07
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://pages.suddenlink.net/wa5bdu/
Developer: SIO2PC 4.21 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari

Drive to PC Interface): software, hardware plans, cables, parts (not for Windows-XP), HAM Terminal for Atari, The WA5BDU Computer Keyer 1.5 (morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 7/07
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Krishna Software (Krishnasoft) 1/07
173 Prestwick Way
Edison NJ 08820-4680
USA
http://www.krishnasoft.com/sps.htm
Developer: Multi-platform Distributive Operating System (MPDOS) Standard (version 1.00. simulate joystick, mouse, keyboard with a PC), MPDOS Professional for Atari (version 1.00. simulate Atari disk drive and cassette program recorder), Sound Processing Software (SPS) 1.00 (software for Windows suitable for creating sounds for the Atari)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://hysteria.sk/~mikro/
Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Jakub Kruszona-Zawadzki 11/07
See also: Wolfram Fischer
Poland
http://sio2sd.gucio.pl/
Developer: SIO2SD project

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9, Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to connect an 8-bit Atari computer (or any device with a serial port) directly

to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

LaResistance (born, NoiD, powrooz, pr0be, stryker) 3/07
Poland
http://laresistance.pigwa.net/
Developer: edict (intro), Silly Venture 2k4 Invitation, polymatrix (demo), the shrine (demo)

Derek Ledbetter 8/05
540 Canal St Apt 9
San Rafael CA 94901-4145
USA
Home Phone (415) 256-1931
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator 1.0.7 developement release 3 for MacOS 8.6 and later, and OS X

Marcin Lewandowski (Jaskier/Taquart) 8/05
See also: Taquart
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
http://atariarea.krap.pl/PLus/index_pl.htm
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM, MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1, Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM (Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2, 3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick Assembler to PC X-Asm), Atari800Win PLus 4.0 (for Windows, based on Atari800)

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 9/06
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software:

MEMDRV10

MadTeam (Tebe, Pajero, Profi, Rage, Psychol, Rocky, KAMM) 1/08
Poland
http://madteam.atari8.info/
http://g2f.atari8.info/
http://mads.atari8.info/
Developer: demos: Happy Demo, MadTeam Intro, The Muppet Movie Show, IGOR, FAJER, SINTRO, Running Cow, LAJF, Journey, Vasco, X, Splash, TIT, ANI, SAMAR Graphics Collection, Kaszel #1, Syzygy #8, Dupland Slideshow. games: Droga Do Duplandu, Mental Age, Dyna Blaster, Getris, Nibbly. Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5, Mathaf****r Editor 3.1, Mathaf****r Reader 1.1, Turbo 2000F, Visage 2.7, XL-Paint 2.5MaX, 2.6MaX, Rip2Max, 2xMPT 8Channel Stereo Project 1.0, Atari Commander 1.81, Via Copy 4.4, SAMAR Hi-res Interlace with Map of Colours (SHIMC) Editor 1.0, LZW Pack 4.2, Squash 1.4, Total Commander ATR Plugin v1.5. PC utilities: Graph2Font 3.8.5.6 (convert graphics to Atari chars and design multicolor graphics for the Atari), MADS 1.8.0 (Mad-Assembler: 4-pass crossassembler designed for 6502 and 65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989), Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

Alex Martin 1/04
P.O. Box 65
00-952 Warszawa
Poland
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static memory expansion and replacement (backed-up with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interface. Under development: ANTIC buffering system, 14 MHz 65c816 CPU with 16 MB static memory

MatoSimi (Martin Simecek) 7/07
Slovakia
http://matosimi.atari.org/
Developer: CMC Musix 1 (demo), CMC MSX Extractor (utility), Plasma4 (intro), Atari FontMaker v1.1 (create ATARI font on PC), Laser Blaster (game), Monex v1.1 (game), Music From Zeus Intro, T2K decoder v.021 (convert programs from cassette tape to disk), Light Up! (game), Belljumper 1k (game)

MCM, an InOne company 5/06
650 Congress Park Dr
Centerville OH 45459-4000
USA
Phone: 1-800-543-4330
Fax: 1-800-765-6960
http://www.mcminone.com/
Developer: 9 Pin Jack For Atari, AC Adaptor Atari 3.5mm 9V DC 500mA

The MESS Team 1/07
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS)-- an emulator of a large number of systems, including the 8-bit Atari computers -- downloads available for Windows, *nix, Mac OS, and DOS

MicroUSB.org - Microprocessor USB Project 1/06
Atari project: Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann
Germany
http://microusb.org/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart (Hardware Cypress SL811, Hardware USBN9602), AtariXLJoypad (Logitech Rumblepad 2 USB Version 2.0), AtariXLJoystick (Competition Pro USB 1.0), AtariXLKeyboard 0.1 BETA, AtariXLMouse (Logitech USB Mouse), AtariXLWheel (Thrustmaster Nascar Pro Digital 2, Logitech Formula GP 1.0, Logitech Vibration Feedback Wheel), USB Device Driver Development Kit 1.2.0, USB Enduser Driver Disk USBTEST Version 0.6, USB HID Base Driver Version 2.0, USBDOS 0.1

Mirage Interactive 6/05
See also: Rewindgames (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 11/07
Gdansk
Poland
http://www.atariarea.krap.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 3.3a, 4.4, 4.4a (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 9/07
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://www.a8maestro.com/sites/mtgcat/
Vendor: NEW Super Sketch Graphics Tablet W/cart (PPI), used hardware, used commercial software

Developer: AGDA GameLink I adapter, AGDA GameLink II adapter,
850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25),
850 to modem adapter (9 to 9), EASI/O-S SIO adapter cable 18",
EASI/O-S SIO adapter cable 3', EASI/O-P Printer adapter cable 5',
A8 A/V BOB Audio/Video BreakOut Box with s-video jack, 6' Svideo cable,
12' Svideo cable, SPEEDIER: 19.2K RS232 adapter,
EASI/O SPIDER Multi port adapter PCB, 130XE Type 1 320K memory upgrade,
130XE TYPE 2 320K memory upgrade

Motelsoft 11/07
Germany
http://www.motelsoft.de/
Developer: Caveman II - Caves of Osum (also developed: Der Hexenmeister,
Labyrinth, Panzer, Smack-Jack

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

MyAtari 2/07
See: Matthew Bacon

Subject: N

Kostas Nakos 1/06
See also: Atari800 Development Team
Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/
Developer: Pocket Atari 2.0.1

New Breed Software 9/06
c/o Bill Kendrick
2210 Rock St Apt 33
Mountain View CA 94043-2644
USA
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector,
MuxChat, SIFE - Super-IRG Font Editor

Nelson Nieves 8/06
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree,
TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

Subject: O

Odsiecz Sobieskiego -- O.S. 3/07
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik
See also: Epi
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
Developer: xunzip v2.1 (18 September 2006 -- a ZIP, TAR, GZ and TGZ
(TAR.GZ) archives depacker) http://www.atari8.info/stuff/xz21.zip

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit
rom dumps

Outland Quest Software 6/06
USA
http://www.outlandquestsoftware.com/
Developer: Ally Attack, Black Sea Silver Fishing, Desert Crossfire,
Dungeons of Oti, Empire, Golf Tees, Graphics 8 Painter, Hoss Racing,
Korellian Conflict, Lite Show, Mad Libs, Motions Variable, Scattergories,
Space Regent, Starbase Alpha, Standoff, Star Maze, Terror Fair,
Three-D Force Tic-Tac-Toe, T.I.A.K. - Taking In Accurate Knowledge,
Uncle Milton's Million Dollar Mystery Mansion

Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

Eric Parent (Joyful Coder) 11/07
http://joyfulcoder.com/
Developer: Memo Pad for Windows Release 6 (November 12, 2007) -
read ATASCII files

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

Michal Pasiecznik / "Pasiu" 1/08
Poland

http://hardware.atari8.info/ and http://pasiu.krap.pl/
Developer: 576 kB - 1 MB RAM expansions (based on the Amiga 500 and Amiga 600 RAM expansion modules), 1 MB - 2 MB SIMM Expansion, ROM Changer, AutoStereo, XF551 LED Track Display, intSDX (an internal SpartaDOS X upgrade), ARC (Atari Real Clock - an alternative realtime clock), IDEa Interface (100% compatible with the KMK/JZ IDE interface), Simple 65c816 Processor Adapter, Warp4 (4 MHz 65c816 accelerator card), Warp4 MegaMEMboard (1 MB of linear RAM for Warp4), Project F7 (16 MHz 65c816 accelerator card). Software: CD Audio Player 0.9 for KMK/JZ IDE and IDEa Interface.

Pecus and Pirx 6/07
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: OMC65 crossassembler - Our 5oft MaCro assember for 6502 ver. 1.3 (Win32 executable); Scorched Earth for Atari XL/XE build 114, Chip 8 & SuperChip 8 emulator v1.1

Tomasz Piorek / electron 7/07
See also: Taquart
Poland
http://vbxe.atari8.info/
Developer: VBXE - Video Board XE - project is a programmable, FPGA based graphics subsystem for Atari XE computers

Pixels Past (Joe Grand) 4/06
2907 Shelter Island Dr Ste 105-169
San Diego CA 92106-2797
USA
Telephone: 619-222-4100
Facsimile: 619-222-1797
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari), Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2

(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: R

Werner Raetz 9/06
Postfach 16 40
D-75006 Bretten
Germany
Telefon: 07252/4827 oder 07252/3058
Telefax: 07252/85565
"encoded" email: OOORaetz.SMOOO@OOOt-onlineOOO.OOOdeOOO
Publisher: WASEO-Publisher, WASEO-Designer, WASEO-Triology,
WASEO-Grafinoptikum, WASEO-Labouratorium, WASEO-Practoscope, WASEO
DISK-LINE disk magazine

Burkhard Rau (HCRBurk) 5/06
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

Ready Magazin (Sascha Leidel) 2/07
Germany
http://www.8-bits.de
Publisher: READY. Magazine. Atari part: 100%, only Atari.
2.60 euro per magazine. 6 magazines per year
Special lower prize for ABBUC members available.

READY Technologies (Thomas Smailus) 5/06
254 Nelson Dr Apt U
Baton Rouge LA 70808-5059
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital
hardware systems; design, development, and production of software systems;
software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn

Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering,
Consulting

RETRO magazine 2/07
See: CSW-Verlag

Rewindgames (Fred Meijer) 4/06
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.rewindgames.com/
Vendor: new and used hardware, new and used commercial software including
all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG
titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!,
Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation
Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds,
Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility
Disk

Thomas Richter 12/07
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ Emulator (800/XL/XE/5200 emulator for Unix/Linux/
Solaris/Irix) Stable Release 1.53, CVS Snapshot 1.53, atari++ 1.53 for win32

Markus Roemer / R.I.K. of Kaisersoft 10/06
An der Roehr 6a
55606 Hochstetten-Dhaun
Germany
Publisher: Top Magazin 2006

Pawel Rosowski 4/05
Poland
http://uce.pl/ikplus/
Developer: IK+ C64 to Atari 8-bit Conversion Project (game)
version 0103 (March 2005)

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/ or http://www.schappel.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy),
BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master,
Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings,
ROBOX, Snow Plow, Snow Plow Editor

Subject: S

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire,

Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons,
zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping,
TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II.
XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint,
MultiJoy 16/2 hardware interface

Darren Schebek 6/07
Canada
http://www.schebek.ca/ or http://www.user.dccnet.com/dschebek/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Serious Magazine 5/05
See: Dial Group

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 9/06
The Netherlands
http://members.home.nl/stack/Atari/atari-xlxe-download.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-
ROM)

Ernest R. Schreurs 9/06
Kempenlandstraat 8
5211 VN Hertogenbosch
The Netherlands
http://home.planet.nl/~ernest/
http://members.home.nl/stack/Atari/atari-pooldisk.html
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm
archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image
system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a
clean .wav file from a Digital Cassette Image), POOLDISK TOO
(PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.ksiders.tzo.com/
Developer: Emulators Utilities: ATR/DCM utilities (DOS),
AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer,
KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler,
Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus.
Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker,
KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic,
Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish,
Circle of Richness

Sikor Soft (Pawel Sikorski) 1/05
See also: Rewindgames (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://sikorsoft.internetdsl.pl/
Developer: 5 x 5, 5 x 5 Editor, ABC, Centurion, Cyborg, Fire Stone, Ketchup, Liga Polska, Magic of Words, Max, Moscow 1993, Neuroid, Nexus, Orto Puzzle, Pilkarski Poker, Sexy Six, Sexy Six Data Disk #1, Sexy Six Data Disk #2, Sexy Six Data Disk #3, Teacher Killer, Tekblast

Mark l. Simonson 9/06
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 1/06
http://makeatr.atari8.info/
Developer: makeATR v0.06 (software for MS-Windows)

Len Spencer 8/06
USA
http://www.lspenc13.us/Lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely from scratch")

SquoQuo (Hopper, Bugger, Genetic Gemini, Scythoior, Yoda) 4/06
Germany?
http://squoquo.tk/
Developer: Let's Hop, Sh*t Alpin 2005, Ms.Bulimia

Radek Sterba (Raster/C.P.U.) 5/07
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer: MultiJoy8 (connect 8 joysticks to one Atari), MultiJoy16 (connect 16 joysticks to one Atari), ATADIM v2.05 Beta (Win9x- work with Atari disk images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor), LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8),

Multris (Tetris-like game for MultiJoy4), Zahada, Volleyball, Predator,
Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4
(Quadro-Tron patched for MultiJoy). utilities: MPE (MIDI Pattern Editor) v2.3,
HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT,
DIRCOPY4, SA_POKEY (Standalone dynamic DLL library for emulation of Atari
Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of
Atari 6502 processor), Raster Music Tracker (RMT) v1.25 - cross-plaftorm XL/XE
music maker for PC, RMT Player v1.06 (plays *.RMT (Raster Music Tracker) song
files on Atari XE/XL computers), Creaxin1 "Create X in 1" (for use with S/XEGS
RAMcart 128KB by C.P.U.) v1.03.
games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk,
Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor,
Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch),
The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS
- 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS)
PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for
BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine
for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS,
ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine
interpreter, original by Steve Wozniak), Infoline for ACTION!

Super Products 4/04
c/o James Bradford
14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 1/07
Czech Republic
http://jirkasuv.duch.cz/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..." text game)

Subject: T

Taquart 1/06
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely'
Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru'
Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj
'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz,
Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski
See also: Tomasz Piorek
See also: Marcin Zukowski
Poland
http://numen.scene.pl/ and
http://www.s-direktnet.de/homepages/k_nadj/taquart.html
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995),
Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag,
1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro,
Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996),
Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997),
Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997),
Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan) 3/07
See also: Epi
Poland
http://atariki.krap.pl/index.php/Tristesse
Developer: SROLL-demo, TRS-Desktop 0.9d alpha:
http://www.atari8.info/trsdesktop.php (screenshots)
http://trub.atari8.info/sdx_files/TRS_desktop_v09d_alfa.zip (download),
NeoTracker v1.6 : http://epi.atari8.info/files/neotracker-1.6.zip ,

trub 12/07
Poland
http://trub.atari8.info/ or http://trub.sys.net.pl/
Developer: for SDX 4.x: TDPL 2.0 / TD 2.0 (enhanced TD.COM, Polish/
English), XEP.SYS 0.1F (XEP80 device driver), FSTRUCT, RUNEXT 0.5, QE 2.0
(Continuation of the famous Quick Edit - E: and CON: accelerator by KMK).
for SDX+65C816: RAMD816.SYS. for SDX+QMEG OS: OSSIO.SYS. for SDX+SIO2IDE:
S2I Commands 0.8. for SIO2IDE: S2I JukeBox 4.0a. for MS Windows: FIXATR.

for SDX+KMK/JZ IDE: CDPLAY 0.4a. more: ED 2.9, ABASIC, YOGI/YELLYSTONE PARK Multidrive, XLDisk. SDX upgrade project: SpartaDOS X 4.39RC, intSDX128, intSDX128 "flash", AtraX SDX 128. SRAMCharger and Indus CP/M project for Atari Indus GT, LDW Super 2000, and CA-2001 disk drives.

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator, several other programs. (Mainly working these days on HP Alpha (VMS), Sparc (Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 2/07
See also: Atari800 Development Team
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.), SH3/4 (Jornada, etc.)

Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: new hardware, new commercial software (cassette format)

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 4/07
http://retrobits.net/
Developer: Atari810 1.4d -- software for emulating an Atari 8-bit floppy drive or hard disk on your PC (Windows NT/2000/XP)

Video 61 & Atari Sales (Lance Ringquist) 4/06
22735 Congo St NE
Stacy MN 55079-9356
USA

tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
"We service, sell and publish hardware and software"
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developers: Checkers, Hearts, Ultra Translator

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12),
commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
USA
http://www.videogametrader.com/
Vendor: new and used commercial software

Vintage Computer Cables 8/07
Fort Lauderdale FL
USA
http://www.vintagecomputercables.com/
Developer: Atari Gold Video Cable, Atari Gold Video Cable (stereo with Y),
Atari Gold S-Video Cable (stereo with Y)

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

WASEO 9/06
c/o Thorsten Helbing
Koenigsberger Str. 9
30916 Isernhagen
Germany
tel: +49 175 9982360

FAX: +49 121 258 409 3729
http://www.waseo.de/
Developer: audio CDs: The 20 best ATARI Hits, The 20 most inventive ATARI Songs, The Best of Music Non Stop, The Best of ATARI Game Music, The ATARI Super Soundmix. Titles published by Werner Ratz: WASEO-Publisher (DTP-Programm), WASEO-Designer (Erganzung zum DTP-Programm), WASEO-Triology (Nutzliche Programmsammlung), WASEO-Grafinoptikum (Grafikprogrammsammlung), WASEO-Labouratorium (Arbeitserleichterungsprogramme), WASEO-Practoscope (Sammlung praktischer Programme), Demo Disk, Basic Hits, DISK-LINE disk magazine

B. Watson (Urchlay) 5/07
http://www.urchlay.com/cassio/
Developer: cassio 0.2.2 - A tool for working with Atari 8-bit computer cassette image (.cas) files on Linux or other UNIX-like systems.

Mark Watson 6/07
http://www.scrameta.net/a800.html
Developer: GP32 port of Atari800 emulator, version 0.8;
GP2X port of Atari800 emulator, version 1.0

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

---

Subject: Y

Yoomp! 11/07
Marcin "Eru" Zukowski, Lukasz "X-Ray" Sychowicz,
Bartek "BeWu" Wasiel, Piotr "0xF" Fusik
http://yoomp.atari.pl/
Developer: Yoomp!

Subject: Z

Marcin Zukowski (eru/tqa) 5/07
See also: Taquart

See also: Yoomp!
The Netherlands
http://lepix.sourceforge.net/
Developer: LePix v.0.2.0

==========
End of atari-8-bit/vendev
==========

1758. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-06 05:21:53 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1202275295@rtfm.mit.edu>
Source record: 3647
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

The Atari computer intellectual property rights are currently owned by
Atari Interactive, which is managed by today's Atari, Inc. Both of these
are divisions of Infogrames Entertainment.
http://www.atari.com/ http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 7 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

1759. Slor's garage sale

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-06 16:55:09 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9A3C7956B8195emuslor@216.196.97.136>
Source record: 3648

Hey guys - In an effort to get rid of a number of extra items in relatively short order, I've broken down and listed some stuff on eBay. This includes some Atari 8-bit hardware, software, and related items, including extras from that recent "deal of the year" auction (no, I did NOT actually need all 7 of those Adaptec boards :)) and other random parts that I either have have too many of or simply can't put to good use. At any rate, if you see anything you really want that does not yet have a bid, feel free to let me know so we can kill the auction and deal offline. At any rate, here's the link:

http://search.ebay.com/_W0QQsassZjwilkinson43

To contact me directly, just reverse each segment of my public email address.

thanks!

[/end gratuitous advertisement]

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

1760. Re: file copier

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-06 22:27:57 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <13qk62gmids810@corp.supernews.com>
Source record: 3649

Best I saw was Shadow IIRC written by some whiz from NTAC (North Texas Atari Club); it was 2.0 based and all ML with an interface similar to Sparta's where you could flag files from a directory. Total memory was used and multiple files transfered in each pass. We were all impressed when Mike Beard demoed it at our local club. Sadly I did not find it on XLSearch...

Jess

"Jack Tseng" <tseng4@hotmail.com> wrote in message news:z7Tgj.7426$OC1.3578@newsfe20.lga...
>I am looking for the best file copier that support the extend memory, more
>than the standard 64K. Anyone get idea for me?
>
> Thanks!
> Jack
>
>

1761. Re: WTB: Atari 8-Bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-07 11:03:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0802070252540.5790-100000@onyx.spiritone.com>
Source record: 3650

On Mon, 4 Feb 2008, killer.local.lan wrote:

> phantomm_1 <phantomm@suddenlink.net> wrote:
>
> > Looking for the following Atari 8bit items..
> >
> > ICD Multi I/O working or not working.
> > XF551 disk drives
> > XF551 upgraded with 3 1/2 drive mech.
> > Black Box hard disk system
> > Spartra Dox X cartridge
> >
> >
> > Contact me at phantomm@suddenlink for more info.
> > .
>
> I too am looking for some of the above items. I am looking to acquire
> a CSS Black Box board *OR* an ICD Multi Input/Output. My preference
> being the ICD MIO. I'm also looking to acquire a stock Atari XF551 disk
> drive.
>
> You can contact me at the address listed in my signature.
>
> --
> Posted from killer.local.lan | killer.local@cogeco.ca

I dont believe Bob Puff sells the Black Box directly to the Public anymore,
but he does sell them through Lance at Video61@tcq.net

As far as I know Bob Puff still makes the Black Box. Thanx! =-=Ben=-=

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1762. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-07 11:07:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0802070306070.5790-100000@onyx.spiritone.com>
Source record: 3551
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my
Atari Books, 20% off. E-Mail Atari@aracnet.com or call Ben@(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ALL ATARI 8BIT BOOKS!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ALL ATARI ST BOOKS!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1763. FS: 20% OFF ALL ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-07 11:09:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0802070307370.5790-100000@onyx.spiritone.com>
Source record: 3552
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ALL GAMES 20% OFF! ALL GAMES 20% OFF!ALL GAMES 20% OFF! ALL GAMES 20% OFF!

ORDERS OVER $50 GETS 20% OFF ALL GAMES FOR CLASSIC ATARI 8 BIT & ST GAMES!
ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF ALL ATARI
GAMES!Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask
for Atari catalogs. Cut-&-Paste your order and E-Mail your list with your
Shipping Address so I can expedite your order or call 24/7 @(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ALL ATARI 8 BIT GAMES!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ALL ATARI ST GAMES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1764. Help with Atari800Win Plus 4.0

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-08 15:17:17 UTC
From: personable85 <personable85@hotmail.com>
Message-ID: <0d9437ef-2fa6-4719-80c2-3c4d0b037263@1g2000hsl.googlegroups.com>
Source record: 3553

Hello,

I'm trying to run an old BASIC program on Atari800Win Plus 4.0. The program has a CAS (cassette) extension although the program is no longer actually on a cassette. I've done the following commands, but can't get the program to load and run. What am I doing wrong?

1. Ran Atari800Win Plus 4.0
2. Loaded ROMs (everything works fine)
3. Pressed F5 to get to the BASIC screen
4. Fron the FILE menu, I selected ATTACH TAPE. I then located the program file and double
click it. Atari800Win then returns me to the BASIC screen, but nothing happens.
The cursor appears on the screen and that is all.

Also, how can I get a printed copy of the program from Atari800Win?

Any help is greatly appreciated!

Thanks!

Mark

1765. Re: Help with Atari800Win Plus 4.0

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-09 01:05:11 UTC
From: Bill Marcum <marcumbill@bellsouth.net>
Message-ID: <slrnfqpv27.6ek.marcumbill@lark.localnet>
Source record: 3554

```
On 2008-02-08, personable85 <personable85@hotmail.com> wrote:
>
>
> Hello,
>
> I'm trying to run an old BASIC program on Atari800Win Plus 4.0. The
> program has a CAS (cassette) extension although the program is no
> longer actually on a cassette. I've done the following commands, but
> can't get the program to load and run. What am I doing wrong?
>
> 1. Ran Atari800Win Plus 4.0
> 2. Loaded ROMs (everything works fine)
> 3. Pressed F5 to get to the BASIC screen
> 4. Fron the FILE menu, I selected ATTACH TAPE. I then located the
> program file and double
> click it. Atari800Win then returns me to the BASIC screen, but
> nothing happens.
> The cursor appears on the screen and that is all.
>
You might need to give a "CLOAD" command in Basic.
```

1766. Re: Help with Atari800Win Plus 4.0

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-09 01:24:56 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <cd7rj.11617$hI1.3115@nlpi061.nbdc.sbc.com>
Source record: 3555

"personable85" <> wrote in message news:
> Hello,
>
> I'm trying to run an old BASIC program on Atari800Win Plus 4.0. The
> program has a CAS (cassette) extension although the program is no
> longer actually on a cassette. I've done the following commands, but
> can't get the program to load and run. What am I doing wrong?
>
> 1. Ran Atari800Win Plus 4.0
> 2. Loaded ROMs (everything works fine)
> 3. Pressed F5 to get to the BASIC screen
> 4. Fron the FILE menu, I selected ATTACH TAPE. I then located the
> program file and double
> click it. Atari800Win then returns me to the BASIC screen, but
> nothing happens.
> The cursor appears on the screen and that is all.
>
> Also, how can I get a printed copy of the program from Atari800Win?
>
> Any help is greatly appreciated!
>
> Thanks!
>
> Mark
Atari800Win CAS files are special binary files,
I don't think it will load a CSAVED or SAVE "C:"
image. You have to have the SIO patch, at least
on At800win 3.1 I have.
If you aren't notified when you 'attach' the cas
file, then it is recognized by At800wp. At800wp
will say 'don't recognize the format' if it isn't a compatible
cas file. So, I suspect you have a binary cas file, and
it isn't BASIC. If that is the case, you engage the SIO
patch in the options menu, hit ALT B and tell it to
load the file. Then hold SHIFT and F5 for a cold
boot (no disk in D1:) and hold F4 same time.
Then hit ENTER and wait for a while, it should load.

Where did you get this cas file? Is it something you made,
or something you got from an archive. I ask, because
most .cas files in today's archives are the special At800WP format.
Can you look at the cas file with a, say, notepad, or hex
editor on the PC? If so, does it look like a BASIC load file?
As for printing the listing out, I think there are such

utilities for printing Atari files to PC printer.

1767. Re: WTB: Atari 8-Bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-09 12:05:44 UTC
From: Mathias Piepenbrock <pichiweb@web.de.nospam>
Message-ID: <fok4v8ndq1@news2.open-news-network.org>
Source record: 3556

phantomm_1 schrieb:
> Looking for the following Atari 8bit items..
>
> ICD Multi I/O working or not working.
> XF551 disk drives
ok

1768. Re: Slor's garage sale

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-09 14:26:14 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9A3F600544025emuslor@216.196.97.136>
Source record: 3557

Despite all prevention efforts, Slor <semaj@rols.ten> wrote in
news:Xns9A3C7956B8195emuslor@216.196.97.136:

> Hey guys - In an effort to get rid of a number of extra items in
> relatively short order, I've broken down and listed some stuff on
> eBay. This includes some Atari 8-bit hardware, software, and related
> items, including extras from that recent "deal of the year" auction
> (no, I did NOT actually need all 7 of those Adaptec boards :)) and
> other random parts that I either have have too many of or simply can't
> put to good use. At any rate, if you see anything you really want
> that does not yet have a bid, feel free to let me know so we can kill
> the auction and deal offline. At any rate, here's the link:
>
> http://search.ebay.com/_W0QQsassZjwilkinson43
>
> To contact me directly, just reverse each segment of my public email
> address.
>
> thanks!
>
> [/end gratuitous advertisement]
>

FTI - Final hours on a number of items today and tomorrow.

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

1769. Re: XF551 rom 3.5 720K

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-09 15:48:26 UTC
From: Willy Wankalot <willywankalot@earthlink.net>
Message-ID: <13qrir3e31ivra6@corp.supernews.com>
Source record: 3558

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:13k62cpd5friv67@corp.supernews.com...
>
> I don't have my EPROM burner set up right now. Since 1990 I have had back
> to back relationships where if my hobby can be seen, it gets tossed in the
> trash, so my gear is hidden.
>
> If no one offers to sell you one or get one to you, post another message
> here next week and I will see if I can sneak one in.
>
> Rick

Late to see this post but it gave me a good chuckle. Our love for Atari is
now viewed as a sick perversion like hiding our weed or our porn.
LOLLLLLLL.

1770. Re: Help with Atari800Win Plus 4.0

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-09 21:38:17 UTC
From: personable85 <personable85@hotmail.com>
Message-ID: <7f751096-d982-42a6-a17d-7db576c55686@s8g2000prg.googlegroups.com>
Source record: 3559

Thanks for all your help. I got it to work! I had all the right
commands, I just wasn't using them properly.
Here is what I did to get the program to run.

1. Press F5 for BASIC screen.
2. Select "FILE" and then "Attach Tape". Select your program.
3. Type "Cload" on the BASIC screen
4. WAIT. It takes time to load the program. This was my main error. I
didn't wait long enough.
5. When the words "Ready" appear with the cursor, you're done!
6. Type "RUN" and you're done!

Now, how do I print the BASIC listing? Any help would be greatly
appreciated!

Thanks!

Mark

1771. Re: Help with Atari800Win Plus 4.0

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-09 23:40:40 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <YRqrj.42880$Wt7.11102@newsfe14.phx>
Source record: 3560

Hi,

LIST "P:" will list to file or printer depending on how you set up the
print driver..

RoyE

1772. Re: Help with Atari800Win Plus 4.0

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-10 03:28:15 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <jburj.8857$Ch6.8510@newssvr11.news.prodigy.net>
Source record: 3561

"personable85" <> wrote in message news:
> Thanks for all your help. I got it to work! I had all the right
> commands, I just wasn't using them properly.
> Here is what I did to get the program to run.
>
> 1. Press F5 for BASIC screen.
> 2. Select "FILE" and then "Attach Tape". Select your program.
> 3. Type "Cload" on the BASIC screen
> 4. WAIT. It takes time to load the program. This was my main error. I
> didn't wait long enough.
> 5. When the words "Ready" appear with the cursor, you're done!
> 6. Type "RUN" and you're done!
>
> Now, how do I print the BASIC listing? Any help would be greatly
> appreciated!
>
> Thanks!
>
> Mark
You can probably get a listing like Roy Biv says, "LIST P:".
However, it won't print inverse or special characters.
Printing ATASCII listings was a problem until the
G: device handler came. It allowed listing ATASCII
to a STAR dot matrix printer.
There may be some modern utility that will do it.
However, you have a problem, I think, that it is
on tape, and I don't know how you could extract it
to a disk file, no DOS is loaded.
There are some carts, like maybe the SpartaX
cart, that might allow a mixture of tape and disk,
but, of course, you can't put SpartaX as far as I know.

1773. Re: not much activity in here

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-10 14:49:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <47af1550a62c40@comcast.net>
Source record: 3563

>The Atari is new to some. I am an Apple][guy from the 80's. I picked up my
>first Atari, a 130xe, a couple weeks ago and I am in love. It's 1983 all
>over again.

I envy you. I would love to experience my Atari 8-bit all over again. I have
ALOT of programs thst I have used and still use today. Good luck and enjoy.

--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

1774. Re: (UK) Complete Page 6 PD Library of 600+ Disks!

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-10 21:04:52 UTC
From: pjr <pjr@notarealaddress.com>
Message-ID: <13qupmu9ar0m079@corp.supernews.com>
Source record: 3562

... and now relisted at a reduced price :)

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&rd=1&item=120221030344

p

"pjr" <pjr@notarealaddress.com> wrote in message
news:13q8lmf3cgr4b1d@corp.supernews.com...
> If anyone needs a lot of disks!
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&rd=1&item=120216736755
>
> Sorry UK only.
> p
>
>

1775. Re: Raster Blaster

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-11 21:02:42 UTC
From: Andreas Koch <andiko.nospam@web.de>
Message-ID: <foqd0h$lt8$00$1@news.t-online.com>
Source record: 3564

Edward S. Baiz Jr. schrieb:
>> Hi! I just got this game called: Raster Blaster for the Atari 400/800/XL
>> etc. from someone on Ebay. It is the first computer pinball game where you
>> use both joysticks for the flippers. It was made by Bill Budge software
>> and released in: 1982. Has anyone heard of this game before?
>>
>> Dane
>
> Yes, I have heard of it and have a copy. Nice game and really shows off what
> the 8-bit can do.
>

And err, you do not even need two joysticks. use one joystick and a)
left for the left flipper and b) fire button for the right flipper. you
can also use a pair of paddles and their firebuttons (or use a Multipad
or Powerpad by Portronic and press left+right direction buttons
simultan. to activate both flippers)... -Andreas Koch.

1776. Re: file copier

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-11 21:08:31 UTC
From: Andreas Koch <andiko.nospam@web.de>
Message-ID: <foqdbfmcm00$1@news.t-online.com>
Source record: 3565

RetroJess schrieb:
> Best I saw was Shadow IIRC written by some whiz from NTAC (North Texas Atari
> Club); it was 2.0 based and all ML with an interface similar to Sparta's
> where you could flag files from a directory. Total memory was used and
> multiple files transfered in each pass. We were all impressed when Mike
> Beard demoed it at our local club. Sadly I did not find it on XLSearch...
>
> Jess
>
> "Jack Tseng" <tseng4@hotmail.com> wrote in message
> news:z7Tgj.7426$OC1.3578@newsfe20.lga...
>> I am looking for the best file copier that support the extend memory, more
>> than the standard 64K. Anyone get idea for me?
>>
>> Thanks!
>> Jack
>>
>>
>
>

Well,
give Professional Copy 2.0 by FoX/Taquart a try... -Andreas Koch.

1777. Re: Atari CD/ Disk Magazines and Newsletters

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-11 21:10:37 UTC
From: Andreas Koch <andiko.nospam@web.de>
Message-ID: <foqdfcmcm00$2@news.t-online.com>
Source record: 3566
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

phantomm_1 schrieb:
> Greetings,
>
> I am looking for information on any current ongoing Atari 8-Bit/ST-Falcon,
> CD/Disk based, Magazines and Newsletters.
> Printed Magazines and Newsletters.
>
> If anyone knows of any sources in North America or Overseas,
> I would like info on how to subscribe, and contact info on the publisher(s).
>
> Also would like to know about how many subscribers/active members if
> possible.
>
> Although the Internet is a great tool for information, I still enjoy a good
> disk
> and paper mag/newsletter. phantomm@suddenlink.net
>
> .
>
>
>
>
>

Well, for a disk based A8 magazine: Abbuc magazine ! Read more about
Abbuc and its (german) magazine here: www.abbuc.de

For an online magazine covering retro games, RGCD is also a good adress
www.rgcd.co.uk

There is also the czech FLOP magazine for the A8 which arrives once a
year (alas, all texts are in czech language, but the software on the
magazine is great)... http://raster.infos.cz/atari/flop/homepage.htm

-Andreas Koch.

1778. using a printer on the xformer8 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-12 04:39:05 UTC
From: ibji <ibji@yahoo.com>
Message-ID: <cb36d901-4bef-437a-9548-80b442843591@s37g2000prg.googlegroups.com>
Source record: 3567

hi

just recently discovered the xformer8 emulator, seems to
emulate atari basic very well. only thing is, its been so long since
i've used it i've forgotten how to 'print', (no, i don't mean the
print command, i mean print as in sending info to the printer)

does anyone know how to get the emulator to recognize my printer?
(using a pc running windows xp), and what commands i would type in to
say, print out a 'list' of a program?

1779. att:estrin...@hotmail.com

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-12 04:42:14 UTC
From: ibji <ibji@yahoo.com>
Message-ID: <ddd882a6-2498-49f4-9206-dbd33a8be73c@l1g2000hsa.googlegroups.com>
Source record: 3568

hi

this message is for

estrin...@hotmail.com

did you ever figure out how to 'save' your programs, if not e mail me
and i'll tell you how to do it using the xformer8 emulator

ibji@yahoo.com

1780. Re: using a printer on the xformer8 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-12 17:49:58 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <BWksj.57423$Pv2.6635@newssvr23.news.prodigy.net>
Source record: 3569

"ibji" <> wrote in message news:
> hi
>
> just recently discovered the xformer8 emulator, seems to
> emulate atari basic very well. only thing is, its been so long since
> i've used it i've forgotten how to 'print', (no, i don't mean the
> print command, i mean print as in sending info to the printer)
>
> does anyone know how to get the emulator to recognize my printer?
> (using a pc running windows xp), and what commands i would type in to
> say, print out a 'list' of a program?
I don't know if xformer does printer printing.
I believe Atari800winplus does do some straightforward
printer printing (LPRINT and DOS COPY XXX.XXX
P:)
Maybe you need change emulators.
I don't belive there is any emulator that emulates
ATASCI special characters, like the old G: device
did to Star printers.

1781. Hyper XF

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-13 04:27:08 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <ukusj.541$f8.203@newsfe23.lga>
Source record: 3570

I have Hyper XF rom that was created by Stefan Dorndorf/Germany for XF551,
like XF35. I see boot from the rom without the inserted disk.

Mode A B C D M F S X ...

Can you describe the different modes?

Thanks!
Jack

1782. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-13 05:21:56 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1202880100@rtfm.mit.edu>
Source record: 3571
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

The Atari computer intellectual property rights are currently owned by
Atari Interactive, which is managed by today's Atari, Inc. Both of these
are divisions of Infogrames Entertainment.
http://www.atari.com/ http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 7 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

1783. Re: Hyper XF

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-13 15:05:10 UTC
From: Philsan <XXfilsanXX@XXtiscali.itXX>
Message-ID: <47b30728$1_7@news.bluewin.ch>
Source record: 3572

Here
http://www.atariage.com/forums/index.php?s=&showtopic=96748&view=findpost&p=1173180
you'll find informations.

1784. Latest Vintage Technology magazine issue (online & print) out now

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-14 10:01:26 UTC
From: vintagetechnology@yahoo.co.uk
Message-ID: <873ad5fe-07da-4580-917a-0af001a3c0ef@u10g2000prn.googlegroups.com>
Source record: 3573

Go to www.vintagetechnology.co.uk to download latest issue (March '08). Only £0.79p / $1.60 for a 40+ page magazine devoted to the collection, preservation and history of all aspects of digital and electronics technology, including computers, arcade games, calculators, led watches, mobile phones, appliances, gadgets, robots, radio, audio and tv.

This issue features:

GO Compuserve!
Back when mice ran on wheels
I love my Tandy CoCo
ColeoVision - the arcade experience brought to the home
Mattel handheld games
Sinclair calculators - elegant little number crunchers
Seiko TV-Watch and its legacy
Early Technics receivers
The first one-way teletext services
Don Wetzel, co-patentee of the automatic teller machine
70s & 80s answering machines
When compulsive hoarding gets out of hand
Adjusting CRT colour monitors
The Atari user shows

Plus sections on museums & collections, latest events & news and book review.

You can also get the printed version for £1.99 and it is now possible to get single printed issues of current editions.

VTM aims to explore the legacy of recent past technology, explore new 'electronica' which could become or already is collectible, be an enjoyable resource for collectors & historians and celebrate the history and personalities surrounding this subject.

1785. Mike Mayfield's Star Trek STTR1 for Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-14 13:29:30 UTC
From: ibji <ibji@yahoo.com>
Message-ID: <1189fc4f-5a1c-4d67-b729-62f70d0762b0@q21g2000hsa.googlegroups.com>
Source record: 3574

Hi

I've rewritten Mike Mayfield's star trek program in atari basic.

anyone wishes to play the game, i've uploaded it to rapidshare...

http://rapidshare.com/files/91771301/xf2000.rar.html

1786. Re: Mike Mayfield's Star Trek STTR1 for Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-14 14:16:23 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <X2Ysj.10215$Ch6.4970@newssvr11.news.prodigy.net>
Source record: 3575

```
"ibji" <> wrote in message news:
> Hi
>
> I've rewritten Mike Mayfield's star trek program in atari basic.
>
> anyone wishes to play the game, i've uploaded it to rapidshare...
>
> http://rapidshare.com/files/91771301/xf2000.rar.html

I couldn't get the program. It was a .rar file and gave
me a xf2000 folder, with maybe a .txt file in it.
```

1787. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-14 15:38:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0802140736230.19932-100000@onyx.spiritone.com>
Source record: 3576
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my
Atari Books, 20% off. E-Mail Atari@aracnet.com or call Ben@(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ALL ATARI 8BIT BOOKS!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ALL ATARI ST BOOKS!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1788. FS: 20% OFF ALL ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-14 15:40:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0802140738330.19932-100000@onyx.spiritone.com>
Source record: 3577
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ALL GAMES 20% OFF! ALL GAMES 20% OFF!ALL GAMES 20% OFF! ALL GAMES 20% OFF!

ORDERS OVER $50 GETS 20% OFF ALL GAMES FOR CLASSIC ATARI 8 BIT & ST GAMES!
ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF ALL ATARI
GAMES!Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask
for Atari catalogs. Cut-&-Paste your order and E-Mail your list with your
Shipping Address so I can expedite your order or call 24/7 @(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ALL ATARI 8 BIT GAMES!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ALL ATARI ST GAMES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1789. Re: Mike Mayfield's Star Trek STTR1 for Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-14 16:07:01 UTC
From: ibji <ibji@yahoo.com>
Message-ID: <87244f59-e23c-48b0-aaa7-21f7dc9508ee@72g2000hsu.googlegroups.com>
Source record: 3578

On Feb 14, 9:16 am, "Russg" <russg...@MUNGEsbcglobal.net> wrote:
> "ibji" <> wrote in message news:
> > Hi
>
> > I've rewritten Mike Mayfield's star trek program in atari basic.
>
> > anyone wishes to play the game, i've uploaded it to rapidshare...
>
> >http://rapidshare.com/files/91771301/xf2000.rar.html
>
> I couldn't get the program. It was a .rar file and gave
> me a xf2000 folder, with maybe a .txt file in it.

winrar is a good way to package a number of files, its an easy program
to get (unregistered version will open it for you)

the name of the folder is xf2000 which is the name of the emulator
xformer8 comes it, the txt file is the instructions

1790. Transfering ATR Images via Nullmodem & 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-14 17:16:58 UTC
From: Mr Nukem <mrnukem@gmail.com>
Message-ID: <2eea626e-8b55-4827-80a6-cbe67b6263c3@s19g2000prg.googlegroups.com>
Source record: 3579

My goal is to take .ATR images and have them written to real Atari disks via my 800 XL. Here is what I am working with.

I have an Atari 800 XL, 1050 Disk Drive, 850 Interface, Null Modem Cable connected to the 850 Interface and to my Windows XP computer's serial port and a copy of both Atari Dos 3 and Smartdos 6.1 for software on the Atari 800 XL. I also have Atari 1030 Modem but it's not hooked up.

I believe my biggest problem is that I do not have a terminal program on the Atari side of things. I tried the APE software package but it appears it wants to work via an SIO2PC type cable and not a direct serial port interface.

Is there a program out there that will allow me to transfer disk images from the Windows system to the Atari and then write disk images onto the 1050 drive without having software initially on the Atari side of things? I know that for the Amiga and Apple II series of computers I found programs that did the same thing I want to do here (For both of these platforms the software did an initial bootstrap off the serial port and created a program disk on the Apple & Amiga for use to transfer disk images)

Hope this all makes sense. I did read the different FAQ's and Googled many different search terms but am now at the point where I felt I could ask for help.

I know I can buy software and an SIO2PC cable but money is tight and I have plenty of blank floppy disks to use and really prefer to have my collections as "vintage" as possible.

Thank you

1791. Re: Transfering ATR Images via Nullmodem & 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-14 18:12:36 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <13r9160at2a097e@corp.supernews.com>
Source record: 3580

Mr Nukem wrote:
> My goal is to take .ATR images and have them written to real Atari
> disks via my 800 XL.

I'll assume building your own SIO2PC cable is not an option either. Parts are only ~$5 if you use the 1489 version and just have to buy a DB9 connector and cut up an Atari cable.

More info then you really need perhaps but even going the route you want you will have to build an Atari 850 to IBM null modem cable. It's a non standard item that will end up costing you as much as building an SIO2PC interface. See what I mean? You are still going to be buying a part or two and last time I checked the cables and hoods will cost about the same for less functionality.

But yes, you can do it exactly as you described but it is just a bit complicated. Easiest way would be to ask here if someone would send you a disk with Disk Communicator and Bobterm 850 on it and an Atari to IBM null modem cable.

For a real retro experience w/o getting a disk, you could use Miniterm which you should be able to find on the net somewhere. You still need the cable to connect from the 850 to the IBM of course. Miniterm is just a ~10 line BASIC program that allows you to capture text that is sent from another computer. Since you are booting the 1050 disk drive you have to load the handler for it. It will either be on the one of the disks you have now or like Miniterm, you can type in a short program that will load the 850's built in handler after DOS loads.

From there you have two approaches to getting stuff to the Atari.

1) Get a terminal program written in BASIC that has Xmodem transfer from the IBM using Miniterm. You may have problems with special characters and Atari's odd EOL but it should work. You may even have to load an emulator on the IBM to LIST a terminal program so it isn't tokenized, just printable characters. Procedure would be load Miniterm on the Atari, put it in capture mode, send text file from the IBM using Hyperterm which is on just about everything Clone. Once you have the program on the Atari you can connect just like hooking up to a BBS.

2) After the Miniterm stage you can alternately use uuencode which converts binary files to text. You would capture a BASIC UUE decoder from the IBM with miniterm just like the terminal program. Once on the Atari you would uuencode files, send them to the Atari via Miniterm, convert them back into binaries on the Atari.

Honestly, the first file I would probably transfer using this method would be Bobterm 850 so I wouldn't have to do all the jerking around with UUE. After I got Bobterm I would get disk com and everything with Hyperterm transfers would be simple from there.

Rick

1792. Re: Transfering ATR Images via Nullmodem & 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-14 19:33:19 UTC
From: Mr Nukem <mrnukem@gmail.com>
Message-ID: <327baf6b-c1db-4bb4-9a50-8ff24e32600d@i7g2000prf.googlegroups.com>
Source record: 3581

On Feb 14, 10:12 am, Rick Cortese <ricor...@earthlink.net> wrote:
> Mr Nukem wrote:
> > My goal is to take .ATR images and have them written to real Atari
> > disks via my 800 XL.
>
> I'll assume building your own SIO2PC cable is not an option either.
> Parts are only ~$5 if you use the 1489 version and just have to buy a
> DB9 connector and cut up an Atari cable.
>
> More info then you really need perhaps but even going the route you want
> you will have to build an Atari 850 to IBM null modem cable. It's a non
> standard item that will end up costing you as much as building an SIO2PC
> interface. See what I mean? You are still going to be buying a part or
> two and last time I checked the cables and hoods will cost about the
> same for less functionality.
>
> But yes, you can do it exactly as you described but it is just a bit
> complicated. Easiest way would be to ask here if someone would send you
> a disk with Disk Communicator and Bobterm 850 on it and an Atari to IBM
> null modem cable.
>
> For a real retro experience w/o getting a disk, you could use Miniterm
> which you should be able to find on the net somewhere. You still need
> the cable to connect from the 850 to the IBM of course. Miniterm is just
> a ~10 line BASIC program that allows you to capture text that is sent
> from another computer. Since you are booting the 1050 disk drive you
> have to load the handler for it. It will either be on the one of the
> disks you have now or like Miniterm, you can type in a short program
> that will load the 850's built in handler after DOS loads.
>
> From there you have two approaches to getting stuff to the Atari.
>
> 1) Get a terminal program written in BASIC that has Xmodem transfer from
> the IBM using Miniterm. You may have problems with special characters
> and Atari's odd EOL but it should work. You may even have to load an
> emulator on the IBM to LIST a terminal program so it isn't tokenized,
> just printable characters. Procedure would be load Miniterm on the
> Atari, put it in capture mode, send text file from the IBM using
> Hyperterm which is on just about everything Clone. Once you have the
> program on the Atari you can connect just like hooking up to a BBS.
>
> 2) After the Miniterm stage you can alternately use uuencode which
> converts binary files to text. You would capture a BASIC UUE decoder
> from the IBM with miniterm just like the terminal program. Once on the

> Atari you would uuencode files, send them to the Atari via Miniterm,
> convert them back into binaries on the Atari.
>
> Honestly, the first file I would probably transfer using this method
> would be Bobterm 850 so I wouldn't have to do all the jerking around
> with UUE. After I got Bobterm I would get disk com and everything with
> Hyperterm transfers would be simple from there.
>
> Rick

I have a standard RS232 Cable with a Null Modem adapter on it which is what I use to transfer data from my Windows box to other vintage systems This is null modem cable not usable with the Atari 850 interface? Sorry if I misunderstood

Thank you for all the info it helps get me going in the right direction. I would not mind spending money for a pre-built SIO2PC type cable but the only ones I have seen are on e-bay and are $30 - $50 or more depending on if I would want a USB or Printer interface cable. I will look into building my own and see if I have the skills needed to solder and create one.

Thank you again for the pointers.

1793. Re: Mike Mayfield's Star Trek STTR1 for Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-14 22:30:22 UTC
From: personable85 <personable85@hotmail.com>
Message-ID: <0cc09094-5a6f-4ca3-90d3-463c81b97288@j20g2000hsi.googlegroups.com>
Source record: 3582

I am a big Star Trek fan and would love to play your game, but I'm tired of trying to get it to work. Your text file instructions got me nowhere.You need to find a better way to make the game accessible to the end user (me). Let me know when you've done that. I'm anxious to play.

1794. Re: Mike Mayfield's Star Trek STTR1 for Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-14 23:31:26 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <2c206cd6-9045-47aa-af18-1c8777802d76@e10g2000prf.googlegroups.com>
Source record: 3583
Body handling: HTML body converted to readable text

```
On Feb 14, 11:07 am, ibji wrote:
> On Feb 14, 9:16 am, "Russg" wrote:
>
> > "ibji" <> wrote in message news:
> > > Hi
>
> > > I've rewritten Mike Mayfield's star trek program in atari basic.
>
> > > anyone wishes to play the game, i've uploaded it to rapidshare...
>
> > >http://rapidshare.com/files/91771301/xf2000.rar.html
>
> > I couldn't get the program. It was a .rar file and gave
> > me a xf2000 folder, with maybe a .txt file in it.
>
> winrar is a good way to package a number of files, its an easy program
> to get (unregistered version will open it for you)
>
> the name of the folder is xf2000 which is the name of the emulator
> xformer8 comes it, the txt file is the instructions

Slightly OT, but winrar will break Windows XP's built in compression
(ie right click, send to compressed folder). Even when removed you
will always be prompted that XP's compression is not the default and
there is no fix other than reinstall.

Bill H
```

1795. Re: Transfering ATR Images via Nullmodem & 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-15 02:48:05 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <F37tj.8842$0w.7944@newssvr27.news.prodigy.net>
Source record: 3584

```
"Mr Nukem" <> wrote in message news:
> On Feb 14, 10:12 am, Rick Cortese <ricor...@earthlink.net> wrote:
> > Mr Nukem wrote:
> > > My goal is to take .ATR images and have them written to real Atari
> > > disks via my 800 XL.
> >
> > I'll assume building your own SIO2PC cable is not an option either.
> > Parts are only ~$5 if you use the 1489 version and just have to buy a
> > DB9 connector and cut up an Atari cable.
> >
> > More info then you really need perhaps but even going the route you want
> > you will have to build an Atari 850 to IBM null modem cable. It's a non
> > standard item that will end up costing you as much as building an SIO2PC
> > interface. See what I mean? You are still going to be buying a part or
> > two and last time I checked the cables and hoods will cost about the
> > same for less functionality.
> >
>

snip

> > Hyperterm transfers would be simple from there.
> >
> > Rick
>
> I have a standard RS232 Cable with a Null Modem adapter on it which is
> what I use to transfer data from my Windows box to other vintage
> systems This is null modem cable not usable with the Atari 850
> interface? Sorry if I misunderstood

Correct, a IBM type serial cable will not work with
the 850.

> Thank you for all the info it helps get me going in the right
> direction. I would not mind spending money for a pre-built SIO2PC type
> cable but the only ones I have seen are on e-bay and are $30 - $50 or
> more depending on if I would want a USB or Printer interface cable. I
> will look into building my own and see if I have the skills needed to
> solder and create one.
>
> Thank you again for the pointers.
>
OK, so you need an Atari serial cable. You need
Atari communication software (Bobterm). And
finally, you need PC comm. software (Hyperterm?).
```

Old DOS program like PROCOMM would work
on a non-XP/Vista machine. I say this because
XP doesn't allow some DOS applications.
I'm surprised you have a XP with serial port,
almost everything is USB now.

The Atari serial cable will be hard to find, and cost
some. I really suggest APE stuff, APE for DOS
is shareware, crippled for what you want to do
(PC to Atari transfers). You could go build your
own SIO2PC 1489, it isn't real hard, but I don't
recall where the instructions are.
An APE serial interface with terminals (you have
to cut a SIO cable) is $24.95. And APE DOS
registration is $39.99. I'm not sure if APE DOS
will work on an XP box.
Hmm... cheapest route, assuming you can get
a Atari serial cable, or rig your own by swapping
some wires on your PC one (see the Atari8 FAQ).
Then the Bobterm and Procomm.
I believe the 850 R: handler will boot with SmartDOS,
forget DOS 3. Better to have the Bobterm R: handler.

Good luck and have fun.

1796. Re: Mike Mayfield's Star Trek STTR1 for Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-15 03:10:09 UTC
From: ibji <ibji@yahoo.com>
Message-ID: <47c3f976-b578-4c04-8623-88e3a3d10a6b@e23g2000prf.googlegroups.com>
Source record: 3585
Body handling: HTML body converted to readable text

```
On Feb 14, 6:31 pm, Bill H wrote:
> On Feb 14, 11:07 am, ibji wrote:
>
>
>
>
>
> > On Feb 14, 9:16 am, "Russg" wrote:
>
> > > "ibji" <> wrote in message news:
> > > > Hi
>
> > > > I've rewritten Mike Mayfield's star trek program in atari basic.
>
> > > > anyone wishes to play the game, i've uploaded it to rapidshare...
>
> > > >http://rapidshare.com/files/91771301/xf2000.rar.html
>
> > > I couldn't get the program. It was a .rar file and gave
> > > me a xf2000 folder, with maybe a .txt file in it.
>
> > winrar is a good way to package a number of files, its an easy program
> > to get (unregistered version will open it for you)
>
> > the name of the folder is xf2000 which is the name of the emulator
> > xformer8 comes it, the txt file is the instructions
>
> Slightly OT, but winrar will break Windows XP's built in compression
> (ie right click, send to compressed folder). Even when removed you
> will always be prompted that XP's compression is not the default and
> there is no fix other than reinstall.
>
> Bill H- Hide quoted text -
>
> - Show quoted text -

To: Bill H - Sorry you have such issues with winrar, can't help you
there

To: Personable85:

1) download folder to desktop
2) click on 'extract to', then 'ok'
3) click on folder xf2000
```

4) click on folder inside, also called xf2000
5) click on xformer8.exe, this starts the emulator
6) on splash screen go to 'options', then 'disk properties'
7) double click on D2 line (second line down), on 'select disk image'
page, double click on dos26.xfd, hit 'close'
8) hit 'continue' to start emulator
9) type in EXACTLY....LOAD "D2:E"
10) type RUN to start game
if this doesn't work, try dragging the inner folder xf2000 to the
desktop so it isn't nested, try again to target dos26 file in d2 line

1797. Re: Mike Mayfield's Star Trek STTR1 for Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-15 03:26:34 UTC
From: personable85 <personable85@hotmail.com>
Message-ID: <d1bf51d8-9742-487c-96a9-0fee7eabd247@64g2000hsw.googlegroups.com>
Source record: 3586

Thanks. I managed to get it to work.

I've always loved this text based Star Trek game. I always seem to come back to it despite all the modern stuff. There's something magical in its simplicity.

I hate to be the bearer of bad news, but the version of the Star Trek game you created already exists. Just check Atarimania.com and search under Star Trek. One of my future projects is to improve on the original.

Thanks for keeping the game (and the Star Trek dream) alive!

Mark

1798. Re: Transfering ATR Images via Nullmodem & 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-15 20:49:49 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <13rbunq6i7psi4a@corp.supernews.com>
Source record: 3587

Mr Nukem wrote:
> On Feb 14, 10:12 am, Rick Cortese <ricor...@earthlink.net> wrote:
>
>>Mr Nukem wrote:
>>
<snip>
> I have a standard RS232 Cable with a Null Modem adapter on it which is
> what I use to transfer data from my Windows box to other vintage
> systems This is null modem cable not usable with the Atari 850
> interface? Sorry if I misunderstood

You understood right except for the 'standard' thing. Atari came first so it could be argued it is standard and everything else is non standard. Truth is I used to have a book that was just tables of all the different RS232 implementations so there never really was a standard.

Your cable does make it a little simpler. When confronted with the same problem all I did was get 3 short pieces of solid copper core hook up wire and jumpered the connections. I think I had straight through gender changer at the time so I could push the wires into the sockets. The only wires you need to connect are TD<transmit data> and RD<recive data> and ground. The Atari uses pin 3, 4, and 5 respectively on its 9 pin connector, the IBM uses 3, 2, and 5 respectively. Pretty simple hook up, just wires straight accross for 3 and 5 and run from 2 to 4 on the third assuming your going to use your current null modem cable which probably already switches TD & RD internally.

Tip if you are trying to save a buck, more then once I have just used a DEAD IBM serial mouse cable for making serial connectons. They always have TD, RD, and Ground hooked up. Long as you get one that doesn't have an internal break in wire they are fine. If it was discarded because of a break, it usually occurs right at the mouse so you can just cut the cable a foot or two away.
>
> Thank you for all the info it helps get me going in the right
> direction. I would not mind spending money for a pre-built SIO2PC type
> cable but the only ones I have seen are on e-bay and are $30 - $50 or
> more depending on if I would want a USB or Printer interface cable. I
> will look into building my own and see if I have the skills needed to
> solder and create one.

The new cables are really a lot more club then you need for the distance. I mean Steve Tucker's actually performs like two cables in one, allowing you to do things like back up copy protected software to your IBM!

A simple design that would do everything you need
http://www.wolfpup.net/atarimods/

Clarence got a little carried away with adding options. If you are using a Windows based computer just hardwire the 1489 version for DSR and use APE for Windows. The DSR version is a little more responsive under Windows then the RI verions. If you have a fast computer you can probably get away with the RI version and APE has the option to use it.

If you are going to use a DOS based computer, then the RI wired one will work with both APE for DOS and Nick Kennedy's SIO2PC.

Rick

1799. Re: Hyper XF

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-16 01:02:20 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <qCqtj.753$0M3.80@newsfe17.lga>
Source record: 3588

MyDOS 4.53 or SpartaDOS 3.2g boots up in Atari 1050 as primary drive. I have secondary 3.5 drive with Hyper XF rom in XF551. I tried to format 3.5 double density disk but it shows the error 144. How do I format 720K in one partition?

I have high density 5.25 drive that allow 80 tracks but we do not use 1.2MB floppy disk. Can the drive format 5.25 double density disk to 720K ?

Where do I find Hypmode.com and Hyper XF tool disk?

Thanks!
Jack

"Philsan" <XXfilsanXX@XXtiscali.itXX> wrote in message
news:47b30728$1_7@news.bluewin.ch...
> Here
> http://www.atariage.com/forums/index.php?s=&showtopic=96748&view=findpost&p=1173180
> you'll find informations.
>

1800. The DarkForce! BBS is...

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-16 20:28:24 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2008.02.16.20.28.24.570208@suddenlink.net>
Source record: 3589

Back up and running folks. I finally got another Lantronix box in. They no longer make the UDS10, so I had to get the 1100. Happily, I can report that it seems to function indentically to the UDS10, at least as far as working with my BBS goes.

Apologies for taking so long, and many thanks to all our patient callers.

The Fuji Lives! :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

1801. Re: Transfering ATR Images via Nullmodem & 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-16 21:55:52 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <IZItj.12140$R84.1727@newssvr25.news.prodigy.net>
Source record: 3590

> ground. The Atari uses pin 3, 4, and 5 respectively on its 9 pin
> connector, the IBM uses 3, 2, and 5 respectively. Pretty simple hook up,
> just wires straight accross for 3 and 5 and run from 2 to 4 on the third
> assuming your going to use your current null modem cable which probably
> already switches TD & RD internally.
>
Right. I think, if he has a 9 pin - 9 pin PC cable,
he would connect the 2 PC pin to the 4 pin, the
1 PC to 2 pin and the 4 PC to 1 pin to make
a 100% Atari 9/9 cable. Just the 2 PC to 4 make
the RCV line correct, and you have to remember that
you cross the XMT and RCV lines to make a null
modem cable.

1802. Re: Hyper XF

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-17 03:53:17 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <NcOtj.11593$0w.7065@newssvr27.news.prodigy.net>
Source record: 3591

"Jack Tseng" <> wrote in message news:
> MyDOS 4.53 or SpartaDOS 3.2g boots up in Atari 1050 as primary drive. I
have
> secondary 3.5 drive with Hyper XF rom in XF551. I tried to format 3.5
double
> density disk but it shows the error 144. How do I format 720K in one
> partition?
>
> I have high density 5.25 drive that allow 80 tracks but we do not use
1.2MB
> floppy disk. Can the drive format 5.25 double density disk to 720K ?
>
> Where do I find Hypmode.com and Hyper XF tool disk?
>
> Thanks!
> Jack
>
Hmm... Perhaps the hyper XF will only do 720K 3.5", ie. double dens.
disk (only one corner hole, as opposed to 1.44meg with 2 holes.)
SpartaDOS 3.2g might do a 3.5" 720k floppy format, no partitions.
I bet SpartaX will.

I don't understand using 5.25" disks, I thought we were talking 3.5"
XF. You aren't going to get a 720K 5.25", it is either 360K
or 1.2 meg, I think. A 360K 5.25" is double density, same
as for use on stock XF551 (has hub ring), but XF551 double
sided is an unusual format, it can't be 'flipped'.

Regards, I'm a bit confused here.

1803. Flea Market

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-17 12:25:56 UTC
From: stevehhpzi@gmail.com
Message-ID: <545798b6-25d6-4943-9543-19ef88f9f17f@u10g2000prn.googlegroups.com>
Source record: 3592

Flea market sales is increasing day by day. I invite you to share your
thoughts here regarding this.
Rocky
http://www.flea-marketing-secrets.com

1804. Re: The DarkForce! BBS is...

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-17 20:37:41 UTC
From: Chuck B <Cabacon@cox.net>
Message-ID: <jW0uj.307$XO4.161@newsfe19.lga>
Source record: 3593

I also put the St Guild Back online also.

4 Gigs Of Atari Files.

telnet://stguild-bbs.dyndns.org/

"Ronald J. Hall" <darklord@suddenlink.net> wrote in message
news:pan.2008.02.16.20.28.24.570208@suddenlink.net...
>
> Back up and running folks. I finally got another Lantronix box in. They no
> longer make the UDS10, so I had to get the 1100. Happily, I can report
> that it seems to function indentically to the UDS10, at least as far as
> working with my BBS goes.
>
> Apologies for taking so long, and many thanks to all our patient callers.
>
> The Fuji Lives! :)
>
> --
> Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
> An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org
>
>

1805. Re: Transfering ATR Images via Nullmodem & 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-18 04:59:18 UTC
From: Mr Nukem <mrnukem@gmail.com>
Message-ID: <6a17cf62-345b-4114-894c-cf31698dc76f@s37g2000prg.googlegroups.com>
Source record: 3594

On Feb 16, 1:55 pm, "Russg" <russg...@MUNGEsbcglobal.net> wrote:
> > ground. The Atari uses pin 3, 4, and 5 respectively on its 9 pin
> > connector, the IBM uses 3, 2, and 5 respectively. Pretty simple hook up,
> > just wires straight accross for 3 and 5 and run from 2 to 4 on the third
> > assuming your going to use your current null modem cable which probably
> > already switches TD & RD internally.
>
> Right. I think, if he has a 9 pin - 9 pin PC cable,
> he would connect the 2 PC pin to the 4 pin, the
> 1 PC to 2 pin and the 4 PC to 1 pin to make
> a 100% Atari 9/9 cable. Just the 2 PC to 4 make
> the RCV line correct, and you have to remember that
> you cross the XMT and RCV lines to make a null
> modem cable.

Thank you for all the input. I went ahead and bought a SIO2PC adapter
& Cable from Atarimax on e-bay. Seems like it's well worth the money.

1806. Re: Transfering ATR Images via Nullmodem & 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-18 12:58:31 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <6621424b-0894-44c5-8b88-40aa37ef3e54@d5g2000hsc.googlegroups.com>
Source record: 3595

Hi Rick, Russg, all-

I had seen this thread was also posted here as well as at AtariAge, so
I thought I'd see what was happening over here.

It's been months (at least) since I have checked csa8. You guys ever
check in over at AA? A very active group, and no adverts or seriously
OT posts.

Best wishes,
Larry

1807. Re: Transfering ATR Images via Nullmodem & 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-18 15:12:33 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <Bfhuj.6613$xq2.6444@newssvr21.news.prodigy.net>
Source record: 3596

"Larry" <> wrote in message news:
> Hi Rick, Russg, all-
>
> I had seen this thread was also posted here as well as at AtariAge, so
> I thought I'd see what was happening over here.
>
> It's been months (at least) since I have checked csa8. You guys ever
> check in over at AA? A very active group, and no adverts or seriously
> OT posts.
>
> Best wishes,
> Larry
Hi, Larry. How about a URL for AA? I'm sure it
would Google.

1808. Re: Transfering ATR Images via Nullmodem & 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-18 15:36:43 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <gChuj.14494$H05.12225@newsfe06.phx>
Source record: 3597

www.atariage.com/forums

Good luck with the SIO2PC best item I have ever bought for the Atari

RoyE

1809. Re: The DarkForce! BBS is...

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-18 17:33:19 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2008.02.18.17.33.19.439727@suddenlink.net>
Source record: 3598

On Sun, 17 Feb 2008 15:37:41 -0500, Chuck B wrote:

> I also put the St Guild Back online also.
>
> 4 Gigs Of Atari Files.
>
> telnet://stguild-bbs.dyndns.org/

Alright, way to go Chuck! (be visiting soon)... :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

1810. Re: Transfering ATR Images via Nullmodem & 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-19 03:12:19 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <59f05f36-43b2-4130-98d8-4a2efd596366@e23g2000prf.googlegroups.com>
Source record: 3599

On Feb 18, 10:12 am, "Russg" <russg...@MUNGEsbcglobal.net> wrote:
> "Larry" <> wrote in message news:
> > Hi Rick, Russg, all-
>
> > I had seen this thread was also posted here as well as at AtariAge, so
> > I thought I'd see what was happening over here.
>
> > It's been months (at least) since I have checked csa8. You guys ever
> > check in over at AA? A very active group, and no adverts or seriously
> > OT posts.
>
> > Best wishes,
> > Larry
>
> Hi, Larry. How about a URL for AA? I'm sure it
> would Google.

Hi Russ-

http://www.atariage.com/
then select "Forums"
then select Atari 8-bit Computers

Hope to "see" you there.
-Larry

1811. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-20 05:23:20 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1203484979@rtfm.mit.edu>
Source record: 3600
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

The Atari computer intellectual property rights are currently owned by
Atari Interactive, which is managed by today's Atari, Inc. Both of these
are divisions of Infogrames Entertainment.
http://www.atari.com/ http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 7 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

1812. Re: Hyper XF

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-20 16:48:04 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <mMYuj.1343$pl4.7@newssvr22.news.prodigy.net>
Source record: 3501

Jack, I sent you an e-mail with HyperXF.atr.
Did you get it?

1813. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-22 05:08:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0802212106370.25489-100000@onyx.spiritone.com>
Source record: 3502
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my
Atari Books, 20% off. E-Mail Atari@aracnet.com or call Ben@(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ALL ATARI 8BIT BOOKS!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ALL ATARI ST BOOKS!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1814. FS: 20% OFF ALL ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-22 05:10:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0802212108390.25489-100000@onyx.spiritone.com>
Source record: 3503
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ALL GAMES 20% OFF! ALL GAMES 20% OFF!ALL GAMES 20% OFF! ALL GAMES 20% OFF!

ORDERS OVER $50 GETS 20% OFF ALL GAMES FOR CLASSIC ATARI 8 BIT & ST GAMES!
ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF ALL ATARI
GAMES!Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask
for Atari catalogs. Cut-&-Paste your order and E-Mail your list with your
Shipping Address so I can expedite your order or call 24/7 @(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ALL ATARI 8 BIT GAMES!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ALL ATARI ST GAMES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1815. Re: Hyper XF

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-24 03:01:02 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <J55wj.4017$QC.2540@newsfe20.lga>
Source record: 3504

HyperXF.atr corrupts. Can you please zip hyperxf.atr and send me again?

Thanks!
Jack

"Russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:mMYuj.1343$pl4.7@newssvr22.news.prodigy.net...
> Jack, I sent you an e-mail with HyperXF.atr.
> Did you get it?
>
>

1816. Re: Hyper XF

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-24 03:11:16 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <if5wj.4018$QC.3878@newsfe20.lga>
Source record: 3505

oh not talking about 3.5 drive. talking about High Density 5.25 drive that
use Quad Density, 80 tracks and 9 sectors (IBM formatted), can format 720K
instead of 360K. It is very similar as 3.5 drive DSDD.

5.25 drive DSQD = 3.5 drive DSDD

Thanks!
Jack

"Russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:NcOtj.11593$0w.7065@newssvr27.news.prodigy.net...
>
> "Jack Tseng" <> wrote in message news:
>> MyDOS 4.53 or SpartaDOS 3.2g boots up in Atari 1050 as primary drive. I
> have
>> secondary 3.5 drive with Hyper XF rom in XF551. I tried to format 3.5
> double
>> density disk but it shows the error 144. How do I format 720K in one
>> partition?
>>
>> I have high density 5.25 drive that allow 80 tracks but we do not use
> 1.2MB
>> floppy disk. Can the drive format 5.25 double density disk to 720K ?
>>
>> Where do I find Hypmode.com and Hyper XF tool disk?
>>
>> Thanks!
>> Jack
>>
> Hmm... Perhaps the hyper XF will only do 720K 3.5", ie. double dens.
> disk (only one corner hole, as opposed to 1.44meg with 2 holes.)
> SpartaDOS 3.2g might do a 3.5" 720k floppy format, no partitions.
> I bet SpartaX will.
>
> I don't understand using 5.25" disks, I thought we were talking 3.5"
> XF. You aren't going to get a 720K 5.25", it is either 360K
> or 1.2 meg, I think. A 360K 5.25" is double density, same
> as for use on stock XF551 (has hub ring), but XF551 double
> sided is an unusual format, it can't be 'flipped'.
>
> Regards, I'm a bit confused here.
>
>

1817. eBay: Vintage Video Game & Computer Magazines

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-24 03:56:59 UTC
From: mykalel@gmail.com
Message-ID: <d1113124-9207-44d1-b1cb-79d1f188c5d0@p25g2000hsf.googlegroups.com>
Source record: 3506

I've just listed a number of issues of the vintage video game &
computer magazines "Video Games" & "Electronic Games". These issues
date back to the period 1982 - 1984.

Articles cover most popular console & computer systems of the time as
well as pinball & arcade machines.

The link to the auction listing follows. http://tinyurl.com/yvkmo5

I'll post worldwide and will be happy to consolidate postage for
multiple purchases.

If you have any questions contact me via the link on the listings
page.

1818. Re: Hyper XF

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-24 17:11:04 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <Tthwj.5838$Mw.53@nlpi068.nbdc.sbc.com>
Source record: 3507

"Jack Tseng" <> wrote in message news:
> HyperXF.atr corrupts. Can you please zip hyperxf.atr and send me again?
>
> Thanks!
> Jack
>
I'll send it again. I checked the .zip file against the original and on
at800winplus, it booted and gave a directory.
So the .zip is good, I'll send it again.

1819. Raster Blaster

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-27 06:58:02 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0e8916a5@familynet-international.org>
Source record: 3508

FamilyNet International Newsgate

> From: Dane Stegman <cf943@bfn.org>

> Hi! I just got this game called: Raster Blaster for the Atari 400/800/XL
> etc. from someone on Ebay. It is the first computer pinball game where you
> use both joysticks for the flippers. It was made by Bill Budge software
> and released in: 1982. Has anyone heard of this game before?

> Dane

Been a while, but I remember that. What do you think of it? I remember it was
one of the most toated pinball games for the Atari 8-bit computer.

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

1820. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-28 05:22:38 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1204176140@rtfm.mit.edu>
Source record: 3509
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
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Warner Communications.

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The Atari computer intellectual property rights are currently owned by
Atari Interactive, which is managed by today's Atari, Inc. Both of these
are divisions of Infogrames Entertainment.
http://www.atari.com/ http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 7 days: comp.sys.atari.8bit, comp.answers, news.answers

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http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
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Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

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http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

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http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
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Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

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ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

1821. MARCH MADNESS! ALL ATARI 25% OFF! BEN'S BIRTHDAY BASH!

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-28 16:07:16 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0802280805500.25678-100000@onyx.spiritone.com>
Source record: 3510
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

You're cordially invited to join the festivities this Month of March! Were celebrating my Birthday! Your Gifts are appreciated! It's Christmas and my Birthday rolled into one! Bless me, with your business as I raise Money to buyout yet another Atari Dealer's goods! Also, I've traded away my Jaguar stock to Lance @Video 61! In exchange Im getting lots of 8 BIT & ST GAMES/ SOFTWARE! All 25% off in my Catalogs! Goto Lance for your Jaguar needs!

ORDER OVER $50 GETS 25% OFF ALL ATARI USED & NEW GAMES/SOFTWARE, HARDWARE, BOOKS & ACCESSORIES! ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 25% OFF ALL CLASSIC ATARI 8 BIT & ATARI ST COMPUTER LINES! GOT ATARI? Most items I have 1, 2 or too few of. Get them While they last! Come for the Sales, Stay for the Service! E-Mail BenSells@Atari.org GET FREE ATARI CATALOGS AT http://BensCatalogs.Atari.org or Call Ben 24/7 @(503)256-9974!

http://BensCatalogs.Atari.org FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/birthday.htm Ben's Birthday Bash!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1822. Help with 80 Column, ANSI Terminal Program for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-29 16:43:43 UTC
From: Mr Nukem <mrnukem@gmail.com>
Message-ID: <07d74199-daba-4e4e-8a15-8508bfbfa363@s12g2000prg.googlegroups.com>
Source record: 3511

I have the disk image of the terminal program called IceT800 (this is the one that will run on a standard Atari 800XL not the 128K version.) When I load the program on my 800 XL it gives some instructions on how to get the program usable the 1st time it is run using the Atari DOS Append command but I have had no luck getting this to work. I was wondering if anyone has a copy of the disk image ready to run that I could download or have e-mailed to me.

My goal is to find a terminal program that has 80 Column display as I am trying to telnet to bbs's using APE. Bobterm works great but trying to read the BBS on 40 Columns is not going well and I saw no way to kick Bobterm into 80 Col mode

Any recommendations on a good terminal program for use on an 800XL with the 80 Column mode option? Any terminal programs with ANSI display support would be even better

Thank you

1823. Re: Help with 80 Column, ANSI Terminal Program for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2008-02-29 23:46:02 UTC
From: Bill Marcum <marcumbill@bellsouth.net>
Message-ID: <slrnfsh69q.6gd.marcumbill@lark.localnet>
Source record: 3513

On 2008-02-29, Mr Nukem <mrnukem@gmail.com> wrote:
>

> My goal is to find a terminal program that has 80 Column display as I
> am trying to telnet to bbs's using APE. Bobterm works great but trying
> to read the BBS on 40 Columns is not going well and I saw no way to
> kick Bobterm into 80 Col mode
>
If I remember correctly, Bobterm's 80 column mode was meant to work with the Atari 80 column adapter. There were other terminal programs that produced an 80 column display in Graphics 8 mode (4-pixel-wide characters). I think there was an 80 column Kermit.

> Any recommendations on a good terminal program for use on an 800XL
> with the 80 Column mode option? Any terminal programs with ANSI
> display support would be even better
>
> Thank you

1824. Re: Help with 80 Column, ANSI Terminal Program for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-01 03:01:43 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.t7bhdma4gaat7c@mdc>
Source record: 3512

On Fri, 29 Feb 2008 10:43:43 -0600, Mr Nukem <mrnukem@gmail.com> wrote:

> I have the disk image of the terminal program called IceT800 (this is
> the one that will run on a standard Atari 800XL not the 128K version.)
> When I load the program on my 800 XL it gives some instructions on how
> to get the program usable the 1st time it is run using the Atari DOS
> Append command but I have had no luck getting this to work. I was
> wondering if anyone has a copy of the disk image ready to run that I
> could download or have e-mailed to me.

You shouldn't actually have to Append, I don't think. I think you should be able to first load the R: handler into memory, then load Ice-T.

Which R: handler you load depends on what modem you're working with. Or more specifically, how the modem is attached to the computer. (joystick port, via 850 interface, direct SIO connection)

You mention you're going through APE. I knew that was possible, but I don't know what that means for an R: handler. My guess would be that APE can act like an 850 interface, and load an R: handler on startup. Anyone?

> My goal is to find a terminal program that has 80 Column display as I
> am trying to telnet to bbs's using APE. Bobterm works great but trying
> to read the BBS on 40 Columns is not going well and I saw no way to
> kick Bobterm into 80 Col mode

Right, BobTerm is 40 columns (unless used on an XEP80).

> Any recommendations on a good terminal program for use on an 800XL
> with the 80 Column mode option? Any terminal programs with ANSI
> display support would be even better

Ice-T was my favorite, though the 128K was a good step better than the last 48K version.

For ANSI, you could try FlickerTerm 80 or Term 80. FlickerTerm worked well, but I couldn't stand the readability (not the flickering, it was just tough to read!). I never tried Term 80, but it sounds promising.

-Michael

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

1825. Re: Raster Blaster

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-01 06:18:06 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <47c8f8de10339b1@comcast.net>
Source record: 3514

I have that and the other one with the bomber. Both work fine and are fun to play. It is amazing to see just how good with grahics the Atari 8-bit computers are.

>FamilyNet International Newsgate
>
>> From: Dane Stegman <cf943@bfn.org>
>
>> Hi! I just got this game called: Raster Blaster for the Atari 400/800/XL
>> etc. from someone on Ebay. It is the first computer pinball game where you
>> use both joysticks for the flippers. It was made by Bill Budge software
>> and released in: 1982. Has anyone heard of this game before?
>
>> Dane
>
>Been a while, but I remember that. What do you think of it? I remember it was
>one of the most toated pinball games for the Atari 8-bit computer.
>
>Doc Clu
>
>FamilyNet <> Internet Gated Mail
>http://www.familynet-international.org
>

--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

1826. Re: Help with 80 Column, ANSI Terminal Program for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-02 02:18:19 UTC
From: Spamless <Spamless@Nil.nil>
Message-ID: <47ca0e6b$0$2884$22fed638@news.thorn.net>
Source record: 3515

On 2008-02-29, Bill Marcum <marcumbill@bellsouth.net> wrote:
> On 2008-02-29, Mr Nukem <mrnukem@gmail.com> wrote:
>>
>
>> My goal is to find a terminal program that has 80 Column display as I
>> am trying to telnet to bbs's using APE. Bobterm works great but trying
>> to read the BBS on 40 Columns is not going well and I saw no way to
>> kick Bobterm into 80 Col mode
>>
> If I remember correctly, Bobterm's 80 column mode was meant to work with
> the Atari 80 column adapter. There were other terminal programs that
> produced an 80 column display in Graphics 8 mode (4-pixel-wide
> characters). I think there was an 80 column Kermit.

Yes, and there was also an 80 column omnicom (which I used to access
a university computer).

1827. Voice Box

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-02 22:34:31 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <KPCdncklf-OEtlbanZ2dnUVZ_ualnZ2d@comcast.com>
Source record: 3516

Does anyone out there have an Alien Group Voice Box II that they might be willing to part with for the right price? If so, please drop me an email.

Thanks.

Jason Harmon

1828. Re: Raster Blaster

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-03 20:45:18 UTC
From: Dane Stegman <cf943@bfn.org>
Message-ID: <Pine.GSO.3.96.1080303154350.29079A-100000@bfn.org>
Source record: 3517

Good Game, took me a little while getting used to using both joysticks to
play the game. Graphics aren't bad for it either!

Dane

On Wed, 27 Feb 2008, Greg Goodwin wrote:

> FamilyNet International Newsgate
>
> > From: Dane Stegman <cf943@bfn.org>
>
> > Hi! I just got this game called: Raster Blaster for the Atari 400/800/XL
> > etc. from someone on Ebay. It is the first computer pinball game where you
> > use both joysticks for the flippers. It was made by Bill Budge software
> > and released in: 1982. Has anyone heard of this game before?
>
> > Dane
>
> Been a while, but I remember that. What do you think of it? I remember it was
> one of the most toated pinball games for the Atari 8-bit computer.
>
> Doc Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.familynet-international.org
>
>
>

1829. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-06 05:24:34 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1204781057@rtfm.mit.edu>
Source record: 3518
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

The Atari computer intellectual property rights are currently owned by
Atari Interactive, which is managed by today's Atari, Inc. Both of these
are divisions of Infogrames Entertainment.
http://www.atari.com/ http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 7 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

1830. Atari 8-bit items up on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-06 05:26:55 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <h20vs3hvopijn5193cgavh49t843imc1r8@4ax.com>
Source record: 3519

Hi,

I'm selling some surplus gear on eBay, and some programming books. Take a
look:
http://search.ebay.com/_W0QQsassZs_jeffers

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

1831. Trig Functions for Action!

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-06 15:33:39 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <rMudnYHLgOPvk03anZ2dnUVZ_v6rnZ2d@comcast.com>
Source record: 3520

Does anyone out there have definitions for Trigonometric functions for Action!? The floating point function wrappers provided with the Action toolkit don't provide them and I since BASIC is not available when running Action!, the routines built into BASIC's ROM are not available.

Thanks.

Jason Harmon

1832. Re: Trig Functions for Action!

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-06 16:29:49 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <13t0715609cm805@corp.supernews.com>
Source record: 3521

Jason Harmon wrote:
> Does anyone out there have definitions for Trigonometric functions for
> Action!? The floating point function wrappers provided with the Action
> toolkit don't provide them and I since BASIC is not available when running
> Action!, the routines built into BASIC's ROM are not available.
>
> Thanks.
>
> Jason Harmon
>
>

You may want to try a work around. Add trig tables as byte or card
arrays if you just need it for screen output. Been a long time for math
too but the trig functions repeat themselves so you don't need all 360
for 360 degrees. Something like they repeat every 180 degrees<???> and
can be caculated from the first 45 degree tables? So *IF* you use degree
as your smallest division and byte as your scale you get 1/360 and 1/64k
or .3% and .0015% accuracy from a 180 card table. This is as ~good as
the screen output of the Atari screen so you shouldn't have any plotting
errors.

What I mean is

Sin 1 degree = .0175 so you store it as 175
Sin 2 degrees = .0349 so you store it as 359
...
Sin 45 degrees = .7071 so you store it as 7071

For doing stuff like drawing circles this works fine and is pretty fast.

Rick

1833. Re: Trig Functions for Action!

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-06 17:03:58 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <TsWdnYSd6sECvk3anZ2dnUVZ_g6dnZ2d@comcast.com>
Source record: 3522

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:13t0715609cm805@corp.supernews.com...
> Jason Harmon wrote:
>> Does anyone out there have definitions for Trigonometric functions for
>> Action!? The floating point function wrappers provided with the Action
>> toolkit don't provide them and I since BASIC is not available when
>> running Action!, the routines built into BASIC's ROM are not available.
>>
>> Thanks.
>>
>> Jason Harmon
>>
>>
>
> You may want to try a work around. Add trig tables as byte or card arrays
> if you just need it for screen output. Been a long time for math too but
> the trig functions repeat themselves so you don't need all 360 for 360
> degrees. Something like they repeat every 180 degrees<???> and can be
> caculated from the first 45 degree tables? So *IF* you use degree as your
> smallest division and byte as your scale you get 1/360 and 1/64k or .3%
> and .0015% accuracy from a 180 card table. This is as ~good as the screen
> output of the Atari screen so you shouldn't have any plotting errors.
>
> What I mean is
>
> Sin 1 degree = .0175 so you store it as 175
> Sin 2 degrees = .0349 so you store it as 359
> ...
> Sin 45 degrees = .7071 so you store it as 7071
>
> For doing stuff like drawing circles this works fine and is pretty fast.
>
> Rick

Thanks.

I'll give that a try. I wonder if this uses more or less RAM that a
mathematical implementation. Will have to look and see what is in the BASIC
ROM.

-Jason

1834. New PointMaster Digital Joystick

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-06 19:13:19 UTC
From: Rajni <krishnasoft@gmail.com>
Message-ID: <14cac506-bcb1-4547-99ac-f5e1c87679d1@e31g2000hse.googlegroups.com>
Source record: 3523

Here's your chance to pick up a digital joystick:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=320224774557

1835. NEW Boxed Competition Pro Joysticks available in the USA!

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-06 22:57:37 UTC
From: redrumloa <amigaguy@bellsouth.net>
Message-ID: <f9a5c70a-bf01-4c7a-8030-069a60ca22a5@m36g2000hse.googlegroups.com>
Source record: 3524

Hello Atari 8bit people from a lifetime Commodore 8bit and Amiga fan:-) I figured you might be interested in new the Competition Pro joysticks I have for sale.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=180221729871

These are genuine new boxed Competition Pro joysticks from new production, not old stock.

Enjoy:-)

1836. MARCH MADNESS! ALL ATARI 25% OFF! BEN'S BIRTHDAY BASH!

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-07 07:36:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0803062334270.13688-100000@onyx.spiritone.com>
Source record: 3525
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Celebrate March with a 25% Discount!Bless me with your business as I raise Money to buy out yet another Atari Dealer's goods! Trading Jaguar stock to Lance at Video 61! In exchange, getting lots of 8 BIT & ST GAMES/SOFTWARE!

ORDER OVER $50 GETS 25% OFF ALL ATARI USED & NEW GAMES/SOFTWARE, HARDWARE, BOOKS & ACCESSORIES! ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 25% OFF ALL CLASSIC ATARI 8 BIT & ATARI ST COMPUTER LINES! GOT ATARI? Most items I have 1, 2 or too few of. Get them While they last! Come for the Sales, Stay for the Service! E-Mail BenSells@Atari.org GET FREE ATARI CATALOGS AT http://BensCatalogs.Atari.org or Call Ben 24/7 @(503)256-9974!

http://BensCatalogs.Atari.org FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/birthday.htm Ben's Birthday Bash!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References! FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

1837. Re: Trig Functions for Action!

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-07 13:53:08 UTC
From: james <mentor@arisia.invalid>
Message-ID: <Xns9A5A5037EE53Bxxsomerandomthingzm9@207.115.17.102>
Source record: 3526

```
"Jason Harmon" <jharmon@us.net> wrote in
news:TsWdnYSd6sECvk3anZ2dnUVZ_g6dnZ2d@comcast.com:

> "Rick Cortese" <ricortes@earthlink.net> wrote in message
> news:13t0715609cm805@corp.supernews.com...
>> Jason Harmon wrote:
>>> Does anyone out there have definitions for Trigonometric functions
>>> for Action!? The floating point function wrappers provided with the
>>> Action toolkit don't provide them and I since BASIC is not available
>>> when running Action!, the routines built into BASIC's ROM are not
>>> available.
>>>
>>> Thanks.
>>>
>>> Jason Harmon
>>>
>>>
>>
>> You may want to try a work around. Add trig tables as byte or card
[snip]
>>
>> What I mean is
>>
>> Sin 1 degree = .0175 so you store it as 175
>> Sin 2 degrees = .0349 so you store it as 359 ...
>> Sin 45 degrees = .7071 so you store it as 7071
>>
>> For doing stuff like drawing circles this works fine and is pretty
>> fast.
>>
>> Rick
>
> Thanks.
>
> I'll give that a try. I wonder if this uses more or less RAM that a
> mathematical implementation. Will have to look and see what is in the
> BASIC ROM.
>
> -Jason
>
>
>

As you know, all programming involves trade-offs. Typically the trade-
off between look-up tables and the mathematical algorithm is speed/size.
```

On average, look-ups are very fast but use more RAM.

--
The email address, above, is most certainly munged. Perhaps you
might reply to the newsgroup, instead? Thanks!

1838. Re: Trig Functions for Action!

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-07 20:18:00 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <13t38nro2gv6a5c@corp.supernews.com>
Source record: 3527

```
Jason Harmon wrote:
> "Rick Cortese" <ricortes@earthlink.net> wrote in message
> news:13t0715609cm805@corp.supernews.com...
>
>>Jason Harmon wrote:
>>
>>>Does anyone out there have definitions for Trigonometric functions for
>>>Action!? The floating point function wrappers provided with the Action
>>>toolkit don't provide them and I since BASIC is not available when
>>>running Action!, the routines built into BASIC's ROM are not available.
>>>
>>>Thanks.
>>>
>>>Jason Harmon
>>>
>>>
>>
>>You may want to try a work around. Add trig tables as byte or card arrays
>>if you just need it for screen output. Been a long time for math too but
>>the trig functions repeat themselves so you don't need all 360 for 360
>>degrees. Something like they repeat every 180 degrees<???> and can be
>>caculated from the first 45 degree tables? So *IF* you use degree as your
>>smallest division and byte as your scale you get 1/360 and 1/64k or .3%
>>and .0015% accuracy from a 180 card table. This is as ~good as the screen
>>output of the Atari screen so you shouldn't have any plotting errors.
>>
>>What I mean is
>>
>>Sin 1 degree = .0175 so you store it as 175
>>Sin 2 degrees = .0349 so you store it as 359
>>...
>>Sin 45 degrees = .7071 so you store it as 7071
>>
>>For doing stuff like drawing circles this works fine and is pretty fast.
>>
>>Rick
>
>
> Thanks.
>
> I'll give that a try. I wonder if this uses more or less RAM that a
> mathematical implementation. Will have to look and see what is in the BASIC
> ROM.
>
```

> -Jason
>
>

FWIW: Probably uses 4x the memory at 10x faster. Reason I believe this is amoung other factors you would have to go to Atari floating point format to get accuracy to 6 byte floats. Just giving the CORDIC method a cursitory glance, you are still going to need a ~100 element table and the other method requires factorials and powers.

I did recall just a bit about look up tables I constructed. Cos is just Sin +90 degrees with a sign change. That is, Cos 30 degrees = |Sin 120 degrees|.

So I used of table of 180 elements to get both the sin and cos rather then two 90 element tables. I seem to recall I used BASIC and printed to a flie after scaling the numbers. i.e. multiplied the result by ~32000 to get the numbers int sized and printed those numbers to a file that I loaded into Action!

Thinking about it, I should have been able to get it down to 90 elements i.e. sin 1 degrees = cos of 89 degrees but I quit as soon as I got something that worked. Once again, it was just for drawing to the Atari 320x192 screen so the point 120x66 was just as good as 120.1212x66.045 in my use.

Rick

1839. Re: Mike Mayfield's Star Trek STTR1 for Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-08 05:03:57 UTC
From: rbernardo@value.net
Message-ID: <38a085c1-e32b-436e-ac13-1f01acc8ab4e@i29g2000prf.googlegroups.com>
Source record: 3528

On Feb 14, 7:26 pm, Mark wrote:

> I've always loved this text based Star Trek game. I always seem to
> come back to it despite all the modern stuff. There's something
> magical in its simplicity.

Ooo, another Star Trek game. Makes me want to get an
Atari. (Well, when I got a TI-99, I had to get a Star Trek:
Strategic Operations Simulator cart for it.) :-)

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
The Other Group of Amigoids
http://www.calweb.com/~rabel1/

1840. ATARI 410 DATASSETTE FOR SALE!!!

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-08 06:18:00 UTC
From: ramswell <shifty_butch@hotmail.com>
Message-ID: <ea9d7862-d2b9-42a5-bc74-c4871d429e00@e25g2000prg.googlegroups.com>
Source record: 3529

Anybody need a datassette for their Atari Computer? I got one
that's in apparent good condition for $8.00 + S&H to whoever may need
it!

Charles> 8-Bit Designs

http://8bitdesigns.ath.cx

shifty_butch@hotmail.com

1841. I NEED AN ATARI 1200 XL COMPUTER!!!

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-08 06:23:27 UTC
From: ramswell <shifty_butch@hotmail.com>
Message-ID: <40d096de-ac05-4dac-b307-82c45cc86c84@e25g2000prg.googlegroups.com>
Source record: 3530

Does anyone out there have an ATARI 1200XL COMPUTER for either sale
for a reasonable pice, or can make a trade for anything on my website?
A donation would be greatly appreciated!

The computer will be used for R&D for pinouts, interfacing, cabling,
and hardware mods in the future to add to my product lines of products
and services to the community.

Please let me know if you can help out in this area!

Thanks and have a great day!

Charles> 8-Bit Designs

http://8bitdesigns.ath.cx

shifty_butch@hotmail.com

1842. Re: I NEED AN ATARI 1200 XL COMPUTER!!!

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-08 17:37:42 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <U9AAj.8231$Mh2.6335@nlpi069.nbdc.sbc.com>
Source record: 3531

"ramswell" <> wrote in message news:
>
>
> Does anyone out there have an ATARI 1200XL COMPUTER for either sale
> for a reasonable pice, or can make a trade for anything on my website?
> A donation would be greatly appreciated!
>
> The computer will be used for R&D for pinouts, interfacing, cabling,
> and hardware mods in the future to add to my product lines of products
> and services to the community.
>
> Please let me know if you can help out in this area!
>
> Thanks and have a great day!
Hiya, Charles.
You might want to check the comp.sys.atari.8bit FAQ.
It has a lot of technical details on pinouts, etc.
The 1200XL is probably one of the harder to find for sale.
You might want to check ebaY. Good luck.

1843. Re: Trig Functions for Action!

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-09 22:48:02 UTC
From: tomcee <tomcees_pc@yahoo.com>
Message-ID: <736883e2-487a-4d54-a7c9-c57b2ad4c18d@n77g2000hse.googlegroups.com>
Source record: 3532

On Mar 6, 10:33 am, "Jason Harmon" <jhar...@us.net> wrote:
> Does anyone out there have definitions for Trigonometric functions for
> Action!? The floating point function wrappers provided with the Action
> toolkit don't provide them and I since BASIC is not available when running
> Action!, the routines built into BASIC's ROM are not available.
>
> Thanks.
>
> Jason Harmon

The accuracy and resolution you require for your application will
determine the complexity of either the lookup table or algorithm.

I would recommend a few sources:
1. The Atari Basic Source code.
2. Look at some embedded controller websites - these people are often
needing to implement fast and/or accurate trig functions on processors
with very limited resources.
3. Study either power series expansion or CORDIC. HP Journal
articles in 1972 have had details. Also see the original paper by
Volder.

I hope this helps a bit.

Regards,
TomCee

1844. DarkForce! February 2008 winner!

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-10 01:21:33 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2008.03.10.01.21.33.554113@suddenlink.net>
Source record: 3533

Greetings everyone!

Here is the lucky and the proud winner of the February prize at The
DarkForce! BBS:

February 2008
1. ST Magazine - Gemini8 wins the free 3 mag. subscription

Congratulations to our winner!

Also, here is the prize for March 2008:

1. ST Magazine - some lucky Atari caller will win a free 3 magazine
subscription.

Congratulations to our winner, and good luck to this months callers!

:)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

1845. Re: Hyper XF

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-10 07:24:14 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <47D4E21D.8ABB1368@a8maestro.com>
Source record: 3534

Hi,

I think you are talking about a 5.25 disk and drive that formats with 512 byte sectors. A task almost impossible on Atari 8 bits yet.

Rick
DO NOT REPLY TO a8maestro"a t"a8maestro.com.
Use rld2008" a t " a8maestro.com instead.

Jack Tseng wrote:

> oh not talking about 3.5 drive. talking about High Density 5.25 drive that
> use Quad Density, 80 tracks and 9 sectors (IBM formatted), can format 720K
> instead of 360K. It is very similar as 3.5 drive DSDD.
>
> 5.25 drive DSQD = 3.5 drive DSDD
>
> Thanks!
> Jack
>

1846. Latest online Vintage Technology magazine is available

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-11 06:34:49 UTC
From: vintagetechnology@yahoo.co.uk
Message-ID: <561bf3d5-a2b1-44d4-84b4-20477ee9aab3@k13g2000hse.googlegroups.com>
Source record: 3535

Go to www.vintagetechnology.co.uk to download latest issue (April '08). Only £0.79p / $1.60 for a 40+ page magazine devoted to the collection, preservation and history of all aspects of digital and electronics technology, including computers, arcade games, calculators, led watches, mobile phones, appliances, gadgets, robots, radio, audio and tv.

This issue features:

Vintage VHS video recorders - why we love them
The brave new world of videotex
Whatever happened to the teasmade?
Sega Master System - worthy rival to the NES
Sinclair ZX80 - 1st computer for under £100
Hard disks - humble, but collectible
Review of retro games for the Xbox & Playstsation
1970s Sanyo calculators
Vintage hi-fi headphones
1980s novelty radios
Interview with Dave Johnson - ColecoVision programmer
Lets party retro-tech style
Imagination Machine memories

Plus sections on museums & collections, latest events & news and book review.

VTM aims to explore the legacy of recent past technology, explore new 'electronica' which could become or already is collectible, be an enjoyable resource for collectors & historians and celebrate the history and personalities surrounding this subject.

1847. what is the processor you have? and how is your computer speed. check here!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-11 11:41:09 UTC
From: manicos003@gmail.com
Message-ID: <10e0af0a-c6e4-433e-be37-a59d0212e56e@d4g2000prg.googlegroups.com>
Source record: 3536

what is the processor you have? and how is your computer speed. check
here!!!!!!!

http://intelprocessorservice.googlepages.com

1848. ALL ATARI 25% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-13 11:35:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0803130434001.19878-100000@onyx.spiritone.com>
Source record: 3537
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

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Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References! FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

1849. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-14 04:24:10 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1205468530@rtfm.mit.edu>
Source record: 3538
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

The Atari computer intellectual property rights are currently owned by
Atari Interactive, which is managed by today's Atari, Inc. Both of these
are divisions of Infogrames Entertainment.
http://www.atari.com/ http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 7 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

1850. Atari 5200 Paddle Controller (was Atari 800 Paddle controller)

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-17 04:57:34 UTC
From: Rajni <krishnasoft@gmail.com>
Message-ID: <e00ddc07-fa69-4355-9b70-ef5a31adb42e@m34g2000hsc.googlegroups.com>
Source record: 3539

Here's an Atari 800 paddle controller modified to work with the Atari
5200:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=320229093825

1851. Re: Help with 80 Column, ANSI Terminal Program for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-17 13:15:40 UTC
From: atari8@gmail.com
Message-ID: <1fa5ef88-f86f-4997-99c8-d68db2b839de@e6g2000prf.googlegroups.com>
Source record: 3540

On Mar 1, 7:18 pm, Spamless <Spaml...@Nil.nil> wrote:
> On 2008-02-29, Bill Marcum <marcumb...@bellsouth.net> wrote:
>
> > On 2008-02-29, Mr Nukem <mrnu...@gmail.com> wrote:
>
> >> My goal is to find a terminal program that has 80 Column display as I
> >> am trying to telnet to bbs's using APE. Bobterm works great but trying
> >> to read the BBS on 40 Columns is not going well and I saw no way to
> >> kick Bobterm into 80 Col mode
>
> Yes, and there was also an 80 column omnicom (which I used to access
> a university computer).

Let's not forget Clay Halliwell's Flickerterm. I preferred Ice-T over
Flickerterm (again, Sorry Clay.) but have seen it work very well on a
couple of monitors. Not for those who are prone to seizures.

1852. WTB: ANALOG mag #5

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-18 18:52:19 UTC
From: Brian Sturk <bsturk@newsgroups.comcast.net>
Message-ID: <s4-dncmTfNr-kn3anZ2dnUVZ_tninZ2d@comcast.com>
Source record: 3541

Figured this was as good a place as any to see if anyone is looking to sell this issue.

~brian

1853. Re: ANALOG mag #5

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-18 23:04:04 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <JTXDj.1011$p24.549@nlpi061.nbdc.sbc.com>
Source record: 3542

"Brian Sturk" <> wrote in message news:
> Figured this was as good a place as any to see if anyone is looking to
> sell this
> issue.
>
> ~brian
#5, #6 and some teens ones just went on ebaY. 9 mags for $15 + ship.
It was in Vancouver, B.C., so ship for me would have been $23.
A little steep for me.

http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&item=330218956373&ssPageName=ADME:B:WNA:CA:1123

1854. Re: ANALOG mag #5

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-19 18:04:39 UTC
From: Brian Sturk <bsturk@newsgroups.comcast.net>
Message-ID: <kL2dnZ3FftEqyHzanZ2dnUVZ_s3inZ2d@comcast.com>
Source record: 3543

On Tue, 18 Mar 2008 19:04:04 -0400, Russg <russgilb@MUNGEsbcyahoo.net> wrote:
>
> "Brian Sturk" <> wrote in message news:
>> Figured this was as good a place as any to see if anyone is looking to
>> sell this
>> issue.
>>
>> ~brian
> #5, #6 and some teens ones just went on ebaY. 9 mags for $15 + ship.
> It was in Vancouver, B.C., so ship for me would have been $23.
> A little steep for me.
>
>
> http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&item=330218956373&ssPageName=ADME:B:WNA:CA:
1123

Yep, that's the one I too was watching. Way too much for shipping for just one
mag.

~brian

1855. spudster FTP site?

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-20 05:03:17 UTC
From: bill@newbreedsoftware.com
Message-ID: <47e1f015$0$36340$742ec2ed@news.sonic.net>
Source record: 3544

Someone using my XL Search site pointed out that ftp.spudster is down,
and asked if there was a mirror. Anyone know? Thx!

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

1856. ALL ATARI 25% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-20 14:45:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0803200742140.25589-100000@onyx.spiritone.com>
Source record: 3545
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Celebrate March with a 25% Discount!Bless me with your business as I raise Money to buy out yet another Atari Dealer's goods! Trading Jaguar stock to Lance at Video 61! In exchange, getting lots of 8 BIT & ST GAMES/SOFTWARE!

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http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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1857. Re: spudster FTP site?

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-20 19:10:06 UTC
From: Adam Brannon <adambrannon@yahoo.com>
Message-ID: <kEyEj.4729$6H.3470@newssvr22.news.prodigy.net>
Source record: 3546

There is a mirror but it is incomplete. There are files missing from the
full Spudster site.

ftp://ftp.pigwa.net/stuff/mirror/ftp.spudster.org/pub/Atari/

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:47e1f015$0$36340$742ec2ed@news.sonic.net...
>
> Someone using my XL Search site pointed out that ftp.spudster is down,
> and asked if there was a mirror. Anyone know? Thx!
>
> --
> -bill!
> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/

1858. Re: spudster FTP site?

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-21 01:30:19 UTC
From: RoyE D e a n <r-dean@cox.net>
Message-ID: <adEEj.22659$mI6.13069@newsfe08.phx>
Source record: 3547

"Adam Brannon" <adambrannon@yahoo.com> wrote in message
news:kEyEj.4729$6H.3470@newssvr22.news.prodigy.net...
> There is a mirror but it is incomplete. There are files missing from the
> full Spudster site.
>
> ftp://ftp.pigwa.net/stuff/mirror/ftp.spudster.org/pub/Atari/
>
>
> "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> news:47e1f015$0$36340$742ec2ed@news.sonic.net...
>>
>> Someone using my XL Search site pointed out that ftp.spudster is down,
>> and asked if there was a mirror. Anyone know? Thx!
>>
>> --
>> -bill!
>> bill@newbreedsoftware.com
>> http://www.newbreedsoftware.com/
>

Well this will get to the little that they have...

ftp://pigwa.net/stuff/mirror/ftp.spudster.org/pub/Atari/

1859. Re: ANALOG mag #5

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-21 03:31:40 UTC
From: kvan@madbbs.com
Message-ID: <0325e7a7-d99e-495a-93f4-26177636dca3@d4g2000prg.googlegroups.com>
Source record: 3548

On Mar 19, 12:04 pm, Brian Sturk <bst...@newsgroups.comcast.net>
wrote:
> On Tue, 18 Mar 2008 19:04:04 -0400, Russg <russg...@MUNGEsbcyahoo.net> wrote:
>
> > "Brian Sturk" <> wrote in message news:
> >> Figured this was as good a place as any to see if anyone is looking to
> >> sell this
> >> issue.
>
> >> ~brian
> > #5, #6 and some teens ones just went on ebaY. 9 mags for $15 + ship.
> > It was in Vancouver, B.C., so ship for me would have been $23.
> > A little steep for me.
>
> >http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&item=330218956373&ssPage...
>
> Yep, that's the one I too was watching. Way too much for shipping for just one
> mag.
>
> ~brian

Brian,
You can download A.N.A.L.O.G. issue #5 at this website:

http://www.cyberroach.com/analog/

I don't think much is being done these days on the incomplete
magazines here, but it lists #5 as being complete.

Keith

1860. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-21 04:22:40 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1206073342@rtfm.mit.edu>
Source record: 3549
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

The Atari computer intellectual property rights are currently owned by
Atari Interactive, which is managed by today's Atari, Inc. Both of these
are divisions of Infogrames Entertainment.
http://www.atari.com/ http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 7 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

1861. accompagnatrici brazilian escort milano saltlake city escort agencies toledo male escort

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-21 15:34:39 UTC
From: andreasporno@gmail.com
Message-ID: <5c37171a-2536-4017-9b1d-e0f5e492ddf3@c19g2000prf.googlegroups.com>
Source record: 3550

http://totalvideos.isgreat.org/video/new
http://totalvideos.isgreat.org/video/new
http://totalvideos.isgreat.org/video/new

http://totalvideos.isgreat.org/video/new
http://totalvideos.isgreat.org/video/new
http://totalvideos.isgreat.org/video/new

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http://totalvideos.isgreat.org/video/new
http://totalvideos.isgreat.org/video/new
http://totalvideos.isgreat.org/video/new
prosthetic escort atlanta, serena independent escort, 1995 ford escort interior parts, kuai escort service, escort paris patricia shemale, escort dames, brittanys escort service,
ford escort radiator, bodyguard escort service in malaysia,
victoria bc escort ariel,
ero escort service, alabama escort in montgomery tiffanys,
savannah georgia female escort, dungeon dallas bdsm escort, mk2 escort rs2000 for sale, charity shemale escort los angeles, toledo male escort, escort stuart, passport escort solo, modelo mexico escort, escort mexico sexo abigail, elberta escort services, alacanti spain escort service, agency escort in midlands west,
seoul escort english,
escort gay manchester, male escort bangkok,
escort servises in timmin s ont, darleen chicago escort visiting,
escort rs 2000 grille, san antonio mexican escort services, sensations lingerie modeling tampa escort, dc escort service gate,
bbw escort new york, nj bbw escort service,
planning escort services jacksonville, dom escort uk,
escort zx2 v 6 engine option, adult escort swansea, escort illinois in naperville woman, incall escort massachusetts,
chicago escort jewish personals, 2002 ford escort zx2 rim, viking cruise escort, escort tj powers, escort brooks alberta, girlfriend experience escort results lycos boston, hungary escort girls,
cincinnati escort gfe, collin oneal escort, incontri italia escort,
zara london escort, birmingham alabama escort, savannah ga transexual escort, trois the escort movie, indian escort birmingham,
minot escort, escort surbiton surrey, female escort bangalore, busty escort map,
escort girl versailles, oriental escort boston, eros london escort,
escort gay male master philadelphia, ford escort check engine light warning, catharines escort st, ct escort intl manchester royal,
holland michigan escort, helen london escort, birmingham escort girls,
devyn seattle escort, roanoke virginia escort service, amber black wrestling fetish escort, female escort brisbane, female escort woodstock ga, escort in independent portland,
escort security miami beach, adult bristol escort,
independent escort central illinois,
chicago escort incall massage outcall, escort 1.9l gear ratios,
bloomington escort services, struts for ford escort, escort independent ontario windsor,
teen escort guildford, mercury vancouver escort, brandy escort blonde,
carmen sunshine escort, luke steele escort, escort mk5 register,
auckland escort agencies,

escort tallahassee fl gay male, pensacola male massage escort, sexy violet and escort,
jade asian escort jacksonville,
milkmaid escort, ford escort disel workshop manual, escort services charleston sc, san jose male escort gay, slutty kinky escort free greek porn, drain hose 99 ford escort, mk2 escort spec,
chicago facesitting escort, 1988 car escort ford part,
escort incall new york, grand rapids asian escort, scottsdale escort service robin, e2k escort, chicas elite mexico escort barbara,
ford escort home made turbo system, accompagnatrici bologna escort,
katrina and memphis and escort,
ero she male escort in london, escort jazzy of boston, london transexual escort,
massage and escort services in ortigas, desi escort service, athens ture escort girls, brevard florida escort, escort agency sydney,
manchester mature escort cim, buenos aires escort girls, escort services wichita, shemale escort agencys,
dubai gay escort, eros escort new york,
vicki nash uk escort, escort tent with screenhouse, 1994 ford escort gt gargo cover, ford escort transmission cooling line, wisconsin escort jewish personals, mia sarasota escort, security wachenhut escort, 2000 body escort ford kit, bangalore escort services, glasgow escort agencies,
melbourne escort girls, albany georgia escort, dangerous curves escort, filipina transsexual escort,
escort agencies in costa del sol,
greensboro nc escort services,
female escort parkersburg wv, greensboro north carolina escort, gene siskel woman male escort, ford escort idle control valve,
independent escort grand rapids michigan,
escort girl beijing hotell social guide, cindy mature escort vixens, orlando escort greek, escort in augusta georgia, beautiful wisconsin escort, escort in barrie,
atlanta escort christy, escort service huntsville, 2000 ford escort key lock cylinder, escort independent massage prostate provide who, amourette escort, teen escort refferals, cheshire escort, kimberlee escort, idaho falls escort service, escort oklahoma tulsa, kings castle dc escort, female escort manchester nh,
escort regina independent, escort 9500 i,
female escort service rhode island,
escort phone cord r11, ts tv escort in san francisco,
escort agencies in the midlands,
sofia hotel escort,
peterborough escort partys, front bumper ford escort, all bg escort, bulgaria escort girls, wv strip club escort,
beach escort gfe in virginia, eros escort uk, panama city independent escort, consumer report ford escort,
edinburgh transexual escort,
annie escort indianapolis, escort listings chicago, employment male escort massage bay area, santa rosa ca escort, escort oad,

argentina escort platynum, ford escort belt schematics, florida keys escort, belt tensioner pully 1999 ford escort, susie wilden escort, agency brisbane escort, 96 ford escort pictures, escort mk4 bodykits, pinay escort services, ford escort headlights, private escort richland, ford escort cosworth pics,
emerald city finest escort, escort grand independent rapid, escort female harrisburg in independent pa,
black escort gfe nc ohio raleigh, madison wi escort,
ct escort 24 hour, sarasota incall escort gfe,
accompagnatrici escort slovenia, yorkshire escort agency, ford escort 1.6lx, elegant angels escort, atlanta escort sweetie, crystal carter escort, arizona escort incall, escort and pensacola, escort tom vaccaro, flordia escort, ford escort cabriolet for sale, purrfect escort,
escort mexico negras piedras service, escort bremen, allentown local escort,
escort tariffe, aberdeen escort housing agents, escort trans padova,
black bbw escort chicago, escort df, escort service lansing,
how to robb a ford escort, escort harlingen, 92 engine escort gt specification,
carmen charlotte nc escort, escort in nc raleigh services, escort service lucknow, escort what is cob, reno escort reviews, ford escort shift interlock problems, saltlake city escort agencies, bathurst brunswick escort in new service, escort in akron ohio, 91 escort fuel output message, el salvador escort, accompagnatrici brazilian escort milano, saskatoon escort, cottoncandy and escort, 1994 ford escort body kits, burlington escort ontario,
ottawa asian escort, picture 1997 ford escort engine, escort indianapolis male, indianapolis escort college student, 1993 ford escort rear bumper,
brianna ray escort,
escort services nashville tn, amsterdam escort female services, brandy escort montreal, lotus cortina ford escort parts, brothel escort gfe md nevada, escort serv ce duba,
sativa verte escort, escort services birmingham alabama,
craig elliot escort florida, escort services dallas tx,
escort girl domina germany, savannah ga escort, summer gag and choke escort miami, escort laser shifter,
ankara escort,
tifton ga escort, upscale elite escort, dating charlotte nc escort services, 1996 escort ford wagon,
windsor list escort, allentown pa independent escort, cracker escort brisbane annika, independent escort galway, black escort island long naomi,
escort agencies newcastle upon tyne, escort in juarez young,
erin bournemouth escort, chloe escort london pictures, czech escort hotel,
escort renea, eros escort guide, melbourne escort services, detector escort radar, destroyer escort usn display, carolina escort in north shemale,

las vegas mature independent escort,
escort radar ratings, tallahassee escort service, mumbai escort services, 1996 ford escort gas mileage, privat escort,
chico escort service, escort idaho mature, 1997 ford escort sedan,
eros adult star escort, claudia brunette escort 786, albany escort cupcake treats,
nicole lace vancouver island escort,
1993 exhaust pipe ford escort, dublin female escort, erotic escort new bern nc, escort service in lakewood wa, cotton candy escort service,
candy roxxx escort, adult escort waco editor s review, aby sexy italian escort, escort oriental shanghai,
vancouver escort agency,
1998 escort 2.0 spi timing alignment,
jasmine ct escort, kent larson escort,
locating timing belt on ford escort, escort s2 reviews,
escort victoria jolie, bbw malissa escort blog,
crossdresser escort maidstone, nikki upscale escort, zf race gearbox escort, grand rapids escort, escort massage milwaukee outcall, monica escort dc, escort finsbury park,
flavor of love escort, star surbiton escort, sloan mischief dallas escort,
louisville massage escort,
oriental escort in toronto, escort mexico puebla, escort independent irish limerick,
ford escort engine mods,
aurora snow escort, escort czech anal, mature blonde escort cindy,
gainesville escort services, atlanta escort millions,
ford escort side mirror, 2001 ford escort se fuel injector, mk1 ford escort, couples escort halifax, tucson adult escort,
ford escort zx2 miles per gallon, sweet sadie escort, sydney escort independent,
escort girl nationality poland, escort fl hooters sarasota service,
escort in mumbai russian, escort services northwest arkansas, brakes ford escort, silk lace escort, bigdoggie escort,
dallas matrue blonde escort jackie, 91 ford escort station wagon,
escort mk5 front bumper, wedding escort card etiquette, mature escort sue north east england, escort gfe louisville ky independent,
independent escort services in reading pa, london transexual escort emma, chelsey escort, escort algarve, maine portland escort, escort specs, memphis escort dia, dallas blonde mature escort jackie, kuai female escort service, escort suburb chicago, amen detroit escort,
escort dating anchorage alaska, 1998 red ford escort zx2, tatiana schumacher escort, courtenay escort, 1989 ford escort seatbelt,
transvestite escort riga, asian orchid escort, escort fort wayne indiana, well endowed male escort couples, sex escort athens, escort gay prague, escort lisbon, light towing with a ford escort, ts mistress escort, ford escort exhaust system, escort solo s2 radar detectors,
escort licence,
divas escort en mexico, escort agency in pune india, escort directory

johannesburg,
escort services dandnong melbourne victoria, escort sevice stockholm tjej, escort ford radio wiring,
escort catalytic converter 1.8 td, escort girl bourgogne, exterior door trim for ford escort,
escort girl nj service spice hillsborough, yuba city escort, beautiful barbies escort colorado springs,
lady bronte escort, isis nile escort,
escort willow, female escort in dallas tx, escort leitrim, seattle vip escort,
belarus escort in woman, manual for 97 escort ford, escort 8500 reviews, tampa escort directory,
warsaw escort girls,
ford escort serpentine belt,
97 ford escort specs,
female escort service orlando fl, gay escort auckland, jessie hampton roads escort, caprice escort london, ford escort 1.8 si, transvestite escort melissa,
escort vilnius cheap flights to ireland, tijuana escort reviews, cheap montreal escort, 1991 ford escort curb weight, princeton escort service, shemale escort nottingham, male escort newcastle,
escort service hebron ky,
ford escort rally spares,
elise escort, argentina escort trans, miami adult escort agency, brake light switch ford escort zx2, elizabeth maxim escort, the mor ning after escort, escort female fl services tampa,
adult escort memphis, nude escort barcelona, florida melbourne escort, hannover escort,
jeff gannon escort websites, escort service deutschland,
madison al escort services ashley's, ddo escort the expedition,
dehradun escort female, escort ontario oshawa, sex and moscow escort, dani dubois escort toronto,
escort incall massage outcall toronto,
eros los angeles escort, escort uomini, belgrade escort agency, jordan blone escort agency new york, missy escort review prince george, delhi escort india, male escort service baton rouge la, escort x50 blue,
escort girl in rousse bulgaria, ford escort rubber mat, escort incalls in new york,
frauen fuer escort service,
blog escort foxx,
asian model escort abagail in australia, escort sofia,
calgary male escort, escort muskoka,
contact escort girl independent number uk, independent escort columbus georgia, candid escort blankes, ford escort salvage california,
nina los angles escort, prices on escort 8500 blue display, escort service in philadephia, pilsen escort, mandy tucson escort review,
barcelona boy escort, post op transsexual escort ohio, central valley escort massage, turchia escort gay, ford escort turbo 1.9l, denmark transsexual escort,
columbus escort in male ohio, beijing escort madrid, escort dom

ottawa,
gay escort edmonton, yuki waikiki escort,
escort hourglass paige, car bad tie rod ford escort, adult alkmaar
escort, escort firenze, tampa fl escort services, winstonsalem top
escort service, changing brake pads escort, escort in kearney
nebraska, krissy escort memphis,
local escort near magna utah, escort in oregon portland services sexy,
escort in dublin,
jacksonville florida massage stripper escort,
shemale escort raleigh nc, escort florida pensacola, escort in memphis
personal services tn, does ciara have a penis,

1862. Atari 800 Memory Problems

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-21 16:01:57 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <NpednWxwUa8XRn7anZ2dnUVZ_ternZ2d@comcast.com>
Source record: 3401

I have an Atari800 that is showning some strange memory problems.

I have a number of memory cards (512K Magna, 32K Mosaic, and a bunch of standard 16K cards).

When I run the SALT memory test when 3x16K cards are installed, it shows only 40K of memory is installed (no there isn't a cart in there). Running the same test on a virtual 800 in Atari800WinPlus shows 48K.

I've tried rearranging the 3 16K cards and regardless of the config it only shows 40K installed.

Running the RAM test in this config shows all the 40K as OK, But the main screen just doesn't see the extra 8K. Is there anything on the motherboard that might cause this problem (aside from 1 or more bad RAM cards).

Running the tests of my 32K Mosaic or 512K Magna cards are consistently showing RAM errors, so I'm ignoring that at this point and just trying to find out what is wrong with the setup.

Thanks.

Jason Harmon

1863. Re: Atari 800 Memory Problems

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-21 17:40:25 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <368b09c5-1be4-4489-a8d6-4f762d48631b@n75g2000hsh.googlegroups.com>
Source record: 3402

On Mar 21, 12:01 pm, "Jason Harmon" <jhar...@us.net> wrote:
> I have an Atari800 that is showning some strange memory problems.
>
> I have a number of memory cards (512K Magna, 32K Mosaic, and a bunch of
> standard 16K cards).
>
> When I run the SALT memory test when 3x16K cards are installed, it shows
> only 40K of memory is installed (no there isn't a cart in there). Running
> the same test on a virtual 800 in Atari800WinPlus shows 48K.
>
> I've tried rearranging the 3 16K cards and regardless of the config it only
> shows 40K installed.
>
> Running the RAM test in this config shows all the 40K as OK, But the main
> screen just doesn't see the extra 8K. Is there anything on the motherboard
> that might cause this problem (aside from 1 or more bad RAM cards).
>
> Running the tests of my 32K Mosaic or 512K Magna cards are consistently
> showing RAM errors, so I'm ignoring that at this point and just trying to
> find out what is wrong with the setup.
>
> Thanks.
>
> Jason Harmon

I was gonna say that Basic is in that area but I see that you have no
carts in it. Does the DOS you are using set flags so you cant use that
section of RAM (mark it as ROM?) even if there is no ROM there?

Bill H

1864. Re: ANALOG mag #5

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-21 18:45:03 UTC
From: Brian Sturk <bsturk@newsgroups.comcast.net>
Message-ID: <L8ydnaYVgI2yn3nanZ2dnUVZ_hzinZ2d@comcast.com>
Source record: 3403

> Brian,
> You can download A.N.A.L.O.G. issue #5 at this website:
>
> http://www.cyberroach.com/analog/
>
> I don't think much is being done these days on the incomplete
> magazines here, but it lists #5 as being complete.
>
> Keith

Hi Keith,

Thanks for the info, I had seen that site before. Having all of the paper mags but #5 is the only reason I was hoping to purchase it. I guess I could always print out what is on that site. I guess I'm just being a completist collector. :)

thanks for the help guys,
~brian

1865. Re: ANALOG mag #5

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-21 19:40:46 UTC
From: Adam Brannon <adambrannon@yahoo.com>
Message-ID: <7bUEj.4964$6H.4508@newssvr22.news.prodigy.net>
Source record: 3404

I'm with you. I am 2 shy of all the Antic and about 8 shy of the full Analog set. I have started on STart and ST Log now. Have most all the disks for Antic, Analog and STart.

"Brian Sturk" <bsturk@newsgroups.comcast.net> wrote in message news:L8ydnaYVgI2yn3nanZ2dnUVZ_hzinZ2d@comcast.com...
>> Brian,
>> You can download A.N.A.L.O.G. issue #5 at this website:
>>
>> http://www.cyberroach.com/analog/
>>
>> I don't think much is being done these days on the incomplete
>> magazines here, but it lists #5 as being complete.
>>
>> Keith
>
> Hi Keith,
>
> Thanks for the info, I had seen that site before. Having all of the paper
> mags
> but #5 is the only reason I was hoping to purchase it. I guess I could
> always
> print out what is on that site. I guess I'm just being a completist
> collector.
> :)
>
> thanks for the help guys,
> ~brian

1866. Re: Atari 800 Memory Problems

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-21 19:42:50 UTC
From: Adam Brannon <adambrannon@yahoo.com>
Message-ID: <2dUEj.4965$6H.3441@newssvr22.news.prodigy.net>
Source record: 3405

What are you running SALT from, disk or cart??

"Jason Harmon" <jharmon@us.net> wrote in message
news:NpednWxwUa8XRn7anZ2dnUVZ_ternZ2d@comcast.com...
>I have an Atari800 that is showning some strange memory problems.
>
> I have a number of memory cards (512K Magna, 32K Mosaic, and a bunch of
> standard 16K cards).
>
> When I run the SALT memory test when 3x16K cards are installed, it shows
> only 40K of memory is installed (no there isn't a cart in there). Running
> the same test on a virtual 800 in Atari800WinPlus shows 48K.
>
> I've tried rearranging the 3 16K cards and regardless of the config it
> only shows 40K installed.
>
> Running the RAM test in this config shows all the 40K as OK, But the main
> screen just doesn't see the extra 8K. Is there anything on the
> motherboard that might cause this problem (aside from 1 or more bad RAM
> cards).
>
> Running the tests of my 32K Mosaic or 512K Magna cards are consistently
> showing RAM errors, so I'm ignoring that at this point and just trying to
> find out what is wrong with the setup.
>
> Thanks.
>
> Jason Harmon
>

1867. Re: Atari 800 Memory Problems

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-21 21:24:23 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <Y_SdnZP9hcmBunnanZ2dnUVZ_hisnZ2d@comcast.com>
Source record: 3406

I'm not using a DOS in this case. It's an autoboot disk image I'm using.

The really wierd thing is that I am using the same disk image from
Atari800WinPlus (which shows 48K), and the real 800 (showing 40K) via APE.

-Jason

1868. Re: Atari 800 Memory Problems

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-21 22:23:19 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <CqKdndcsqKNxqXnanZ2dnUVZ_h6hnZ2d@comcast.com>
Source record: 3407

```
"Adam Brannon" <adambrannon@yahoo.com> wrote in message
news:2dUEj.4965$6H.3441@newssvr22.news.prodigy.net...
> What are you running SALT from, disk or cart??
>
> "Jason Harmon" <jharmon@us.net> wrote in message
> news:NpednWxwUa8XRn7anZ2dnUVZ_ternZ2d@comcast.com...
>>I have an Atari800 that is showning some strange memory problems.
>>
>> I have a number of memory cards (512K Magna, 32K Mosaic, and a bunch of
>> standard 16K cards).
>>
>> When I run the SALT memory test when 3x16K cards are installed, it shows
>> only 40K of memory is installed (no there isn't a cart in there).
>> Running the same test on a virtual 800 in Atari800WinPlus shows 48K.
>>
>> I've tried rearranging the 3 16K cards and regardless of the config it
>> only shows 40K installed.
>>
>> Running the RAM test in this config shows all the 40K as OK, But the main
>> screen just doesn't see the extra 8K. Is there anything on the
>> motherboard that might cause this problem (aside from 1 or more bad RAM
>> cards).
>>
>> Running the tests of my 32K Mosaic or 512K Magna cards are consistently
>> showing RAM errors, so I'm ignoring that at this point and just trying to
>> find out what is wrong with the setup.
>>
>> Thanks.
>>
>> Jason Harmon
>>
>

From a disk image.
```

1869. Re: ANALOG mag #5

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-22 18:50:33 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <1ycFj.1559$p24.1321@nlpi061.nbdc.sbc.com>
Source record: 3408

"Adam Brannon" <> wrote in message news:
> I'm with you. I am 2 shy of all the Antic and about 8 shy of the full
> Analog set. I have started on STart and ST Log now. Have most all the
> disks for Antic, Analog and STart.
>
snip
I have dups of some ANALOG and Antic, not
in the first 20 or so. The first ten are the hardest
to come by.
I'd be glad to check my dups next month (April),
if you need some I have.

1870. Re: Atari 800 Memory Problems

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-22 20:16:25 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <13uaq90a1c121da@corp.supernews.com>
Source record: 3409

Jason Harmon wrote:
> I'm not using a DOS in this case. It's an autoboot disk image I'm using.
>
> The really wierd thing is that I am using the same disk image from
> Atari800WinPlus (which shows 48K), and the real 800 (showing 40K) via APE.
>
> -Jason
>
>

Not a lot of help but 40k to me implies the cartridge detection and
memory remapping has probably gone south. That is, something like an IC
fried in the cartridge present mode which would make that 8k invisible.

Rick

1871. Re: Atari 800 Memory Problems

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-22 23:24:27 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <13uau74b4bk6ic7@corp.supernews.com>
Source record: 3410

Hey, Jason;
Any way you could send an ATR of that autoboot disk image? I would like to
see the SALT utilities...

thnx,
RetroJess

"Jason Harmon" <jharmon@us.net> wrote in message
news:Y_SdnZP9hcmBunnanZ2dnUVZ_hisnZ2d@comcast.com...
> I'm not using a DOS in this case. It's an autoboot disk image I'm using.
>
> The really wierd thing is that I am using the same disk image from
> Atari800WinPlus (which shows 48K), and the real 800 (showing 40K) via APE.
>
> -Jason
>
>

1872. Re: ANALOG mag #5

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-22 23:35:58 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <13uausjsv2ntg6f@corp.supernews.com>
Source record: 3411

I also have several duplicate Antic and a few Analog, mostly above #12 or so... The bad news is postage is getting completely outrageous and mailer envelopes too!!!

-Jess

"Russg" <russgilb@MUNGEsbcyahoo.net> wrote in message news:1ycFj.1559$p24.1321@nlpi061.nbdc.sbc.com...
>
> "Adam Brannon" <> wrote in message news:
>> I'm with you. I am 2 shy of all the Antic and about 8 shy of the full
>> Analog set. I have started on STart and ST Log now. Have most all the
>> disks for Antic, Analog and STart.
>>
> snip
> I have dups of some ANALOG and Antic, not
> in the first 20 or so. The first ten are the hardest
> to come by.
> I'd be glad to check my dups next month (April),
> if you need some I have.

1873. amber carson t girl girl slu country girl cleaning service nashville tn

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-24 08:50:14 UTC
From: crossdresserskthumbnails@gmail.com
Message-ID: <c45ee7b1-56ed-48ae-afa8-9d66f22b58ae@c19g2000prf.googlegroups.com>
Source record: 3412

http://totalvideos.isgreat.org/video/new
http://totalvideos.isgreat.org/video/new
http://totalvideos.isgreat.org/video/new

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http://totalvideos.isgreat.org/video/new
van morrison brown eyed girl tab,
story of a girl guitar ninedays, purdy girl greenwich village, growth chart percentile girl,
pig boar sex girl, imgboard board3 little girl, bike daytona girl,
stencils of geisha girl,
dilivery girl, whirly girl the movie, girl does stripshow for boyfriend, adventure girl lava sharkboy, mutya buena reall girl,
girl socks stink, pirelli calendar girl,
girl spreader bar, sexy burmese girl dancing ago,
kiss because i ma girl mv, girl shagging horse, dark magician girl ecchi,
sienna miller nude video factory girl,
rush limbaughs girl friend, sexy girl webcams for mac dashboard, 1940 pin up girl pictures,
free cheatah girl invitations, jojo not that kinda girl video, all-girl orgy, gfx girl, lutheran girl jokes,
girl southington, reliant k girl friend, butterfly girl clipart,
7 girl phatty, octa girl,
chinees girl feet, cruel girl jeans web site, feedee girl, banquet cheering girl, caryl top girl, barloe girl she, by girl lyric talk tlc, wisconsin girl scout camps, galaxy girl sim date, foglio girl genius,
girl scouts kennebec council,
girl getting banged bt horse, young girl swimmer sheila, historical dress american girl doll,
palm glade girl scouts, cookie delivery girl scout,
pinup girl with bow and arrow,
nicaragua nude girl photos, teen girl glases, bam margera girl women clothes, aloud girl hot long summer video, sweat young girl nude, girl want suckdick,
download barlow girl, girl relay runners,
brownie uniform for american girl doll, daddy punishes girl, girl scouts great trail council, harry potter girl scout camp, thc girl, skinnie girl, girl maria moore xl, ebony t-girl, chat ethiopian girl, treat gloom cookie girl pretty,
eamon girl version, leo blais oh girl, homly girl, whirly girl puke scene, japanese geisha girl tattoo, kenworth trucking mud flap girl, roller blade girl boogie nights, bad man nah dress like girl, types of girl scout cookies 2005, girl scout puzzlers badge, cosmo girl magazine website,
wb show gilmore girl, girl scouts camp seniors detroit michigan, jersey shore girl dottie, barbie german girl rammstein, fingerbang a girl, girl from ipanema song lyric, factory girl sienna sex scenes, zales commercial girl song, fruits basket akito girl,

arta girl, reclining girl by francois boucher, 6yo girl, how to
impress a teenage girl, girl koi no victory,
aqua ugly girl lyrics, mud flap girl pin,
rostov on don girl,
japanese kogal school girl, girl nipples tortured, litles girl, girl
take it easy lyrics pietasters,
animated lust little girl squirrel, arabic blue clip girl tooth,
goodbye girl squeeze, brownie girl idea scout, molestation girl
symptoms signs,
white girl feat young jeezy, girl scout camporee meals, voodoo girl
tim burton, eureka springs girl's getaway, girl's buzzcut, mckay
pasadena girl, ballow girl,
naked college hooter girl,
costume dance georgie girl, girl in lovefreekz video,
girl gone wild dorm room,
missing girl devin arizona,
college girl gyno, tw3 girl, girl groaning audio, derry community girl
scouts, ganguro girl v 1.5 cheats, miracle lyrics boy meets girl, al
martino daddys little girl lyrics,
20th century american girl doll, bird girl seussical,
johanna grace flower girl dress, yong girl upskirt, girl scouts cookie
boxes, mae girl orgasm, girl s titi, rottweiler on girl, girl scout
candy mould, country girl cleaning service nashville tn,
nina sky move your body girl, lip piercing girl hiding,
girl crush lip potion, lynching murder girl, girl pooping in jeans,
escort girl versailles,
girl viginas boobs, poor little rich girl edie warhol, killers video
mr brightside girl, the girl most likely rebecca sparrow, nude girl
tweens,
thai names-girl, girl mcdaniel mel plastic, china girl iggy pop, girl
scouts of america jackson michigan, girl hip hugger jeans, girl fucks
landlord, whacked out sports girl,
girl scout pen pals, big shoeless girl,
girl in the pentacle,
never alone by barlow girl lyrics, champagne girls flower girl
dresses, neil simon the goodbye girl, champagne bottle in a girl ass,
natural hairy girl leslie, the other boleyn girl phillipa gregory,
busty pinup girl, ordinary girl clueless,
impressionists girl looking at her hands,
rockabilly girl hair style, north face metropolis girl, gunslinger
girl wallpapers, baby girl briggs washington state,
girl picture skinhead, baby girl nursery decorating ideas, the
bottlerockets gas girl, excort girl, lyrics nasty girl christina, judo
girl comic, sikh girl in action, daisy girl scouts bridging,
tuskegee girl, teen girl slumber parties supplies, jesse mccartney
daddys little girl lyrics, girl peeing in the potty, commercial
fahrenheit girl, charleston south carolina girl scouts, girl gone
summer wiled, school girl plaid skirt,
the history of girl scout swaps, girl scouts of adirondack,
girl scout of san fernando valley, pisces animated girl pictures, girl

scouts brownie vest, cover girl eye shadow discontinued colors, girl little strange strangler, i want a girl barbershop, kathy van zeeland and undercover girl, melina pizza girl, 50s girl pin up, girl wearing diapers and rubber panties, psycho girl matt download, yellowstone girl scouts, stacy keibler nitro girl, cotton toddler girl pajamas, 1.5 cheat ganguro girl, girl indian saree, unconscious girl fetish webcam, girl scout daisy petals, audio girl sammie should, flower girl purse ivory, coppertone cute dog girl remember, chaos girl az goth skinny, etnies skate shoes for girl,
girl trench coats, slavic girl, sim girl 2.3 cheat, the slave girl by buchi emecheta,
southern storm girl's basketball ky, av girl idol japanese school, daddys girl scrapbooking, girl snapping turtles,
daddies little girl pirn, the temptations my girl chords, myspace graphics congratulations baby girl, kai winding hit girl, the girl who killed the python,
japenese dark magician girl, girl avril lavine, naked everquest girl, girl in skimpy skirt teenage, girl scouts of america iowa jobs, never alone barlow girl tab, hula girl doll,
listen to daddys little girl, hawaiian hula girl pictures, maori girl baby names, girl gone gild, ahemdabad webcam college girl,
girl from ipanema lyrics stan getz, girl in showet,
gwen stefani hollow back girl, girl fights hairpulling,
rate girl like hotornot, my girl the temptations chords, girl masturbatin vidio, diapered slave girl, pretty dumb things chelsea girl, inventor of american girl dolls, pregnant girl milking, reiko biker girl hentai not demo, girl masturbating with hairbrush,
girl leaking cum out of pussy,
candid gymnastics girl cheerleading, girl npower, lusty girl fantasies video, chicana girl drawings,
my girl weeping willow, brown eyed girl remakes,
animated cow girl hentail, a-rod and girl friend yankees, free guitar cords for barlow girl, trillville some cut video girl, girl puberty pubic hair pics, girly girl wikipedia the free encyclopedia,
cinammon girl lyrics,
girl godannar, loveline myspace girl, girl with a pearl earrning author, hot louisville girl swing, olesya cute girl feet, anime girl cums, lyrics the girl from ipanema, girl masturbates and lube, pa t-girl,
2nd edition goose-girl,
disney cheetah girl raven naked,
helen oyeyemi icarus girl, sterling sims nasty girl, pitbull bend over girl,
girl gymnastics photo preschool, cane girl punish,
nude 16year old girl, girl iowa newton site web, girl scouts savanna georgia, teen girl squad homestarrunner,
jersey girl butt sweat pants, chun delightful girl hyang, girl licking anus, girl 3some, belly chubby fat girl,
girl like you the troggs, hula girl cigar company, girl ass chug,
little bitty baby girl, moxie girl catalog, 1950 s calender pinup

girl, mcfly that girl lyrics,
girl horse mating, blind melon no rain bumblebee girl, tri county basketball girl nj, nitty nasty girl lyric,
girl gone wild the seized video, brown eyed girl bassline, girl fart in skirt, premade baby girl scrapbook pages, harem girl bondage, billy gilman she's my girl, girl hockey twister,
little girl recording irish demolition, nasty girl chanel, halloween girl seraphim shock,
teenage girl weight gain unexpectadly, brownie into junior badges girl scouts,
amture girl,
lucy becker cyber girl, cnn girl paints painting of jesus,
red neck girl the bellamy brothers, girl scout serivce center asheville nc, my beautiful girl mari torrent, anaheim 4 year old little girl, girl's bermuda shorts, diva girl mugs,
girl triathlon valley,
baby girl nursery decorating ideas online, tonya cooley cyber girl, sasuke's love for a girl quizilla, electra kill mint girl, vixen girl band, holla back girl mp3, girl fingerfucking,
backstreet boy poster girl lyric, girl fight beatdown sits on her, pelosi and girl scouts, shy sorority girl convinced to fuck, sexy girl pictures in twenties, snazzy girl discount codes, pioneer valley girl scouts massachusetts, eurthymics who s that girl,
aqua barbie german girl, erika netvideo girl, av school girl you kitajima, girl masturbatting, girl bobies, huffy girl's bikes, lyrics to girl fight by brooke,
neil fallon interview memphis girl, occupied japan boy and girl figures, ambulance girl kathy bates, girl scouts 95th swaps,
twisty's girl holly, ney girl love,
bich girl,
diaper humiliation girl, bull girl mechanical riding, lionel ritchie's daughter ballerina girl, beck girl bass tabs, lyrics girl power cheetah girls, free trial issue of cosmo girl, amputee girl rak, dim girl lyric sum, bound gagged girl school,
call coimbatore girl in, hollaback girl remix lyrics,
daddys little girl lyrics alabama, little girl modles, girl jeezy lyrics, ebaumsworld sim girl,
anale girl, naughty girly girl, gloria wise boy girl club, manley girl found dead, girl masturbation vido,
dian fossey girl,
big booty girl groped, girl squatted and peed, canvas girl reading kitten, ain't no hollaback girl,
adolescent girl in bikini, overhaulin girl a j, amber carson t girl, uil girl softball, escort girl beijing hotell social guide, girl humping sink, girl julie london lonely lp,
song jesse's girl, girl getting shagged, daisy girl scout scrapbook pages, webstar girl,
somebodys girl is at this party, girl scouts in baton rouge louisiana, girl scout cadette,
who is the bhaskars girl wiwes, boy meets girl agency london, hooter

girl halloween, biggest farang girl,
akita girl, 2k2 girl gone gras mardi wild, sweet indian girl
sunbathing, gastineau girl e,
photo triptych girl white fur, spicer girl stop,
the rough-face girl by rafe martin, girl with viberator,
stylish rugs teen girl bedroom, barbie girl alto saxophone sheet
music,
girl ruffle socks, gorgie girl song, girl kicked stripped naked, 12y o
russian girl fuck, hooters girl cartersville, heart palpitations in
young girl, maryland girl scout troops, girl mallu photes, bme pain
girl, alex chilton what's your sign girl, girl scout brownies things
to do, clothing girl plus size stylish teenage, homegrown surfer girl
lyrics, sang bobby's girl,
doll funky girl punk shirt t, deftones when girl phone boy, girl
constantly teases, young girl r ygold, karate girl domination, girl
muscle toning, crucified foot girl hands in nail, seattle everett
tacoma little girl, power puff girl coloring,
girl softball pitcher flame,
gilmore girl quote season 5, girl caca, gunslinger girl vol 7 scans,
kepler relationship with dead girl csi, cinnamon girl bakery,
dumdum girl, the girl and the fig petaluma,
third blind eye-new girl, 151 white girl hair styles 218, girl fight
mr d hypha mix, juku girl,
promiscus girl nelly furtado,
free online baby girl cowgirl patterns, girl scout council of st
croix, noxema girl, konocti girl scout, freckled girl pics, jessies
girl lyric, girl weekends in kingston ontario, girl getting fucked by
their principle, frankie j daddys little girl, girl slu, tabasco girl
ad, girl lowell mill,
cartoon girl going through backpack, guitar chords girl from ipanema,
girl worth fighting for mulan, girl scoutsof niagara county, guestbook
cgi nude girl, bullzeye girl, flexible girl eating herself out, anti
artist a girl called eddy, bye girl good marsha,
dirty girl k9 newsletter,
wwi girl scouts bonds, sexy asian spagetti straps girl teen, girl on
girl lezbien action,
chubber girl, door girl next playmate,
girdle girl in pantie,
horny wasted girl, girl hershey park, gyosy girl tattoo photos, extasy
girl, girl belching after eating, girl watcher okaysions, frankie j
daddys little girl lyrics, cornflake girl sheet music,
mud flap girl wallpaper, timberlake ridge northwest georgia girl
scouts, buts girl,
alive girl happiest i'm, girl scout cookie thank yous, big girl
beatdown,
black goku humping girl, naked girl cameltoes pictures, dublin girl
demilition, girl smacking, topless dark magician girl card, teasing
girl video's,
hill harbison girl scouts pasadena, young girl named antea,
coventry ware girl figurine 2108, commercial where girl rides

mechanical bull, girl scout cookie contest patch, goodbye girl lyrics
epicure,
frh girl, girl lyric pilot sour stone temple, kristina the girl king
sweden 1638,
eric nguyen strange girl, brown-eyed girl-van morrison, the ultimate
coyote ugly girl,
girl named zippy summary, peg sj33 software,

1874. hard rubber clarinet maitresse rubber free strap on tosun rubber

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-24 15:12:55 UTC
From: leaked8videos@gmail.com
Message-ID: <56f07e01-58d9-498c-9931-2b030317907f@i12g2000prf.googlegroups.com>
Source record: 3413

http://totalvideos.isgreat.org/video/new
http://totalvideos.isgreat.org/video/new
http://totalvideos.isgreat.org/video/new

http://totalvideos.isgreat.org/video/new
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http://totalvideos.isgreat.org/video/new
car mat rain rubber snow, steve madden rubber rain boots, totes rubber rain boot loafer,
toddler rain rubber boots, totes rubber rain boots, totes rubber rain boot, rubber rain cowboy boots, rain-boots-rubber, are gum rubber tree rain forrest, yellow rubber rain slickers,
coach paisley rubber rain boots, totes rubber rain boot with zipper,
kate spade rubber flats rain, pink rubber rain coat, capes vinyl rubber pvc, rubber patterned womens rain boots,
ralph lauren rubber rain boots, ladies rubber boots and rain coats,
esprit shoes rubber rain shoes, foldable rubber rain boot, rubber rain cape, rubber rain boot with zipper, rubber rain boot loafer, heavy duty rubber rain poncho, boot lady rain rubber, toddler rain shark rubber boots, toddler rubber rain boots,
fashion rubber rain coat,
rubber boots liners rain, carters rubber golashes carters rain boots,
glendale rubber stamp and printing, rubber profielen rotterdam,
minature rubber grommets, bct rubber stamps, 6 ppd rubber, rubber mulch problem, rubber wetsuit enema denim, rubber shingles look like slate, pink panther rubber stamps, rubber band powered toy car,
maitresse rubber free strap on,
rubber boa for sale,
1984 mercury rubber molding, rubber stamp pad manufacturers, rubber bracelets wholesale, rv rubber roof coating, rubber maid wagon,
mercedes ml320 rubber mat,
rubber double doormat, rubber expandable freeze plug, cum filled rubber,
cloisonne rubber stamps,
rubber soul yoga athens ga, rubber stamped dog greeting cards, where rubber boas hunt, lightening rubber tires, rubber cement discharge, fixing rubber pool air leaks, brc rubber plastics inc, rubber grommets and plugs, rubber and gasket repairs, proco rubber, vulcanizing rubber rollers, rubber convention vietnam, rubber banks lyrics, surgically safe rubber, mazda millenia rubber mat, rubber notarial stamp,
spence tool rubber peoria, torch down rubber roofing wholesale,
summit engineering rubber floor mats, harvick rubber boots,
using rubber as a prepreg,
pagan rubber stamp,
transparent rubber mask, isopropyl rubber hose meth, precision rubber mouldings, rubber accelerators and antioxidants, how to use unmounted rubber stamps,
painting over chlorinated rubber, bracelet cancer pancreatic rubber,
basant rubber factory ltd, rubber plug grommet, rubber pond liner,
rubber clad mistress, rubber flooring interlocking gym, windshield channel rubber,

girl wearing diapers and rubber panties,
rubber dingys, totes rubber, rubber swing for hanging upside down,
rubber duck toilet seat, 1966 gran prix rubber window felt,
rubber insulated lamp cord, tens unit rubber pads, photoshop rubber
stamp, smooth rubber bike hand grips,
indiana band orthodontic rubber,
alcohol used to soften rubber, larkins stripper rubber, antenna ducky
rubber, recycled rubber paving, conea rubber company, exercise bike
rubber gaurd, rubber tubing hydrogen sulfide, movado and rubber band,
bmw e46 rubber floor mats,
45 mil rubber roofing, tucson rubber curing ovens,
protein glass rubber friction,
rubber membrane basement subfloor, forester rubber mat, rubber seals
jeep, zen neeon 2 rubber, waukesha rubber co inc, f350 rubber mat,
rubber soul jpeg, drive cage rubber psu grommets silicone,
soft rubber tipped shuttlecocks, vulcanized rubber wall isolation,
rubber wellingtons, cat pajamas rubber stamp,
rubber cover between carpet and tile, helvoet rubber, blind melon no
rain bumblebee girl, rubber bracelets no minimum, rubber froggy, eagle
rubber stamp storage, 50 50 polyurethane silicone rubber blend,
cum he filled the rubber,
world war ii rubber rations, gloves insulated linemans rubber, caught
wearing the maids rubber gloves, volcanized rubber, rubber stamp
convention carson, kliban cats rubber stamps,
christmas ornament rubber stamp, rubber feet dell laptop,
son in rubber panties, rubber stamp pad holder, rubber extrusions uk,
craft rubber stamps musical,
taylor rain piss mops, automotive rubber bushings gromets, jeannie
rubber,
betty boop rubber duck, used rubber mats ontario, relief rubber
bracelet relief rubber bracelet, rubber bristled rug rake, solor pool
heating rubber panel, square rubber grommet,
rubber slippers italy food blog, georgia mulch rubber,
nema ink rubber stamps, rubber garage exhaust splice connector, rubber
testicles,
rubber molded extruded, 4x8 rubber flooring sheets, eagle rubber floor
mat,
nipple rubber band, rubber duckie baby shower theme decorations,
clear fetish latex rubber transparent,
rubber filler strips, rubber floor sweeper, mc automotive lift rubber
pads, rubber mulch calculater, automobile rubber shine products, youth
rubber bracelet,
fairmount tire and rubber, foam rubber interlocking mats, silicone
rubber ear plug manufacturer, radner rubber pvc boots, neoprene rubber
boots,
rubber damper snubber, rubber gloves rehearsal studios denton texas,
silicone rubber wristband, ball jar rubber gasket, blue resin rubber
duck toilet seat, elegant lady rubber stamp, charity rubber bracelets
uk, nebraska recycled rubber mulch, frank lowe rubber, glass table top
rubber cushions, rubber mulch noblesville, ducky invitation party

rubber,
netherland rubber co in cincinnati, tapered rubber grommets,
rubber grommet and rotating shaft, rubber bumbler, rubber razr phone
covers,
rubber atv key chains, interlock rubber fitness floor wisconsin,
rubber biscuit and lyrics,
horse mat rubber stall, removing paint from rubber gaskets, gum rubber
origin, rubber stamp stores in nyc, sniffing rubber cement, rubber
boots for vespa car, rubber shingles, rubber emboss plate, women's
wide width shoes rubber outsole, rubber moulds ontario, rubber tassle
whip, table tennis impartial rubber sheets, ford f 250 rubber mat,
amazon rainforest rubber trees,
woodstock rubber, hnbr roller rubber, rubber plant care houseplant,
jeep grand cherokee rubber floor mats,
rubber collapsible lens hoods, rubber duck birthday candles, rubber
treads riser all in one, alpaca rubber stamps, song rubber tree plant
doris day, horse barn rubber stall mats, crow rubber stamp, cliff
dwellings rubber stamps,
bondage rubber ducky, playground rubber coatings, rubber landscape
mulch, silicone rubber bracelet free, red and gray rubber tile
squares, custom rubber self inking stamp,
land rover rubber floor liner,
natalia's rubber club,
custom made hebrew rubber stamps, atco rubber flex, bakersfield rubber
stamp, contractor epdm roofing rubber, manhattan rubber bowling ball,
rock rubber mold compound, rubber plantation in malasia, rubber ribbed
type, severed rubber finger, taylor rain cumshot on pussy, gooey
rubber stretch toys,
rubber roller cleaner for laser toners, raindrop rose rubber stamp,
mid atlantis rubber, commercial rubber roof installation procedure,
cock battle taylor rain, rubber curb ramp, molded rubber diaphram,
rubber sisters 4 fetish, hydraulic joystick rubber boot, adhering
silicone rubber to polycarbonate,
mikasa rubber ball,
rubber bracelets and sex, silicon rubber tubing metric, eros boutique
kinky rubber clothing, chick cock rubber, bonding rubber to
polypropylene,
rubber coated clams,
gates rubber co denver, la protests and rubber bullets, brake caliper
rubber cup tony kart, simolex rubber, atco rubber products inc,
mercedes benz rubber windoow seals, rubber shower stall mat, black
rubber chest waders, sparkle sprinkle rubber stamps, rubber stamp expo
in milwaukee wi,
fancy rubber gloves, rubber arms for tb testing, sacred heart rubber
stamps, mike vickers rubber, rubber vibration isolators, beginner
rubber stamping,
rubber toy crawfish, latex rubber foam mattress, l s rubber sdn bhd,
flavored rubber bands for braces, encasement rubber, dave matthews
band rubber wristband,
foam rubber bed wedges, cleaning ross rubber cement off carpet, rubber

diaphrams, rubber ring toss board, rubber stamp carrying tote, resins to harden rubber, messy rubber girls, rubber expanding oil drain plugs,
band bracelet history rubber, metzeler technical rubber systems, 2002 chevy impala rubber floor mats,
steele and rubber products, chaps rubber,
rubber landscaping pellets,
rubber sealant for tire swing,
rubber castors, cargo mat rubber tucson,
diaper rubber pants suppository, vulcanizing rubber cords, atv spring rubber spacers, compression rubber grommet, rubber splicing,
breast cancer rubber wristband,
rubber maid bankrupt, foam latex pillow rubber, plymouth grand voyager rubber floor tray,
rain sprinkling on other people cartoon, red rubber mulch fade, crum rubber, stampendous rubber stamps uk, rubber wristbands .30, bolt protection caps rubber, paintable stainable synethic rubber sealant,
cosco rubber stamps, rubber nose syringe price, rubber catsuit fiction,
ranked highest rubber gun bullets, dominion rubber company ltd, rubber to ams 3363,
nissan axxess rubber mat, rubber panties gaffs, bracelet rubber slide, rubber extrusions ohio,
range rover rubber floor mats, rubber tired excavator, rubber resouce, molding rubber bumper, rubber roof repair ct, hard rubber floor chair mat, manufactory rubber, rubber mats for toyota tacoma trucks,
rubber cot manufacturing machinery, seamaster 20mm rubber band, disney woody rubber stamp,
evaluation rubber hevea brasiliensis clones, latex rubber liquid for molds, rubber toilet gasket,
anna griffin ornate background rubber stamp, rubber band neckleace, personalized rubber stamp art craft r, mercedes benz 500e rubber mat, multi-dose rubber dispensor, carolyns boards rubber ducky, rubber kink, canvas rubber bellows, indiana playground rubber,
rubber ball grenades,
mudflaps rubber pontiac vibe, latex rubber punk clothing,
hoosier tire rubber corp, disabled rubber door ramps,
rubber torsion trailer axle, rubber block pedals, phobia of rubber ducks, burn rubber file search accelerator, bichon frise rubber stamp, sidewalk blocks rubber canada,
first black rubber bowling ball, acushnet rubber, synthetic gum rubber, a900 rubber, nike rubber wristbands uk,
dunham rubber, rubber taper council, wheelchair rubber mats gardens, rubber backing rugs, craze horse rubber floor, dive knife rubber strap, inventor of hawaiian rubber slipper, gibson recycling jefferson texas rubber, stack rubber tires photos, floral rubber stamps, housemouse rubber stamps, rubber mat 4x8, russell rubber bubble, rubber asylum torrents,
goshen rubber company, rubber exhaust hanger, lake erie rubber works, rubber bands for braided hair,

rubber pants diaper, rubber roof shingles,
balsa wood rubber,
cocoon rubber wear, rubber stamping ez mount, jim wideman rubber
chickens, rubber stamp stores wyandotte mi, china rubber carpet
cushion productors, fairytale rubber stamps, rubber stamp font size,
polyethylene foam rubber tennessee, chevrolet tracker rubber floor
tray,
molded rubber attached lid tool box, wholesale artists rubber stamps,
comotion rubber stamps, bracelet cancer rubber, esd rubber bands, 60
shore durometer rubber, fujikura rubber,
hose rubber bracket, rubber sex mannequin,
roof mat and recycled rubber, coat girl leopard rain, rubber floor
mats 2007 honda accord, vee rubber tire,
zip up men's overshoe rubber boots, rubber cement removal on carpet,
80s rubber braclets and lace gloves, ouija board rubber stamp,
how to make soft rubber dildo, realistic vs rubber, rubber band
bracelets fundraiser,
closeout rubber hunting boots, rubber eggs vinegar,
rubber mulch in kentucky, calendered rubber, invader zim rubber floor
mats, deck sealers rubber, rv rubber roof replacement, lyons rubber
company akron ohio,
rubber stamp club georgia, autism natural rubber atex, outside play
area rubber crumbs, installing rubber roofing,
headbands made of rubber, tosun rubber, conductivity testing of
rubber, santee river rubber company, down syndrome bracelets rubber,
rubber duckie harv norman,
playtex rubber girdle, rubber roffing compunds,
make rubber stamps photoshop,
rubber trees in domai, blue rubber bleb syndrome, chrysler 300c
burning rubber, rubber plantation hens,
eric carle rubber ducks,
ducky fabric rubber,
goodyear rubber air bags, mercedes benz sl55 rubber mat,
rubber bed wetting sheet,
victorian easter rubber stamps,
personalized rubber stamp houston texas, ford escort rubber mat, hard
rubber clarinet, ebay rubber bracelets,
rubber outsoles,
rubber mary jane clog, rocky steel toe rubber boots,
2003 honda odyssey rubber floor mats,
cooper tire rubber swot analysis, yokohama rubber,
custom rubber wristbands no minimum, rubber thread protectors, rubber
stamp pegasus, men in tight rubber girdles,
rubber mulch circles, rubber tracks for atvs, foam rubber 1 2 x3,
mercedes benz e320 rubber mat,
natural rubber coccyx cushion, servus rubber boots,
motorazr vc3 soft silicon rubber skin,
kawasaki rubber fork caps,
latex allergy dry natural rubber, delmart rubber stamp, fist rain
taylor,

rubber biscuit lyric, rubber bladder accumulator, rubber feminized in girdles, plastic gay porn rubber surgery toy,
nude rubber stamps, rubber mulch in maryland, dot approved rubber air hose,
basset hound rubber stamps, radiator core support rubber mounts,
rubber tangrams puzzle, rubber torment, rubber webmaster affiliate program, rubber free rug pad,
crossville rubber, blog archive rubber johnny,
rubber bark mulch nh,
replacement rubber feet compaq, windshield rubber material, imao rubber red neck,
touche international grayson texas rubber, speedball rubber carving block, wizard of oz rubber duckies, rubber saying bracelets, men in rubber waders, 100 recycled rubber coasters, bracelet id rubber,
restore rubber seals, rubber duck decor,
friction coefficient rubber steel, lin yueh rubber industrial, pontiac oem rubber backed carpet, nissan altima rubber mat,
diversified rubber products brea ca, tasco x rubber armored monocular, hugh grant nude,

1875. Re: hard rubber clarinet maitresse rubber free strap on tosun rubber

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-24 18:03:26 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <T1SFj.2381$p24.1993@nlpi061.nbdc.sbc.com>
Source record: 3414

Strongly suggest don't click on that URL.
Has javascript and porn site, with download
codec.

1876. Anniversary of BASIC Star Trek game

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-26 08:24:14 UTC
From: Stanley Hunt <stanley_hunt@shawRemoveThis.ca>
Message-ID: <OKnGj.122935$pM4.58053@pd7urf1no>
Source record: 3415

Greetings!

For all you Trek-heads out there, I found a PD Star Trek game called
Enterprise.
It's written in Atari BASIC, and barely fits in memory.
It was made on October 15, 1983, by G. T. Harvey.
Since the 25th anniversary is just over 6 months away, I'm going to try to
mod it.

I remember playing a modded version of it back in 1986.
It was the very first Star Trek game I ever played.
That was the year I got my first Atari and started learning BASIC.

If anyone else is interested in playing (or even modding) it, it can be
found here:

http://www.langesite.com/atari/Holmes/Holmes%203/BELLCOM/001.ATR

The .atr has it's own menu system.
ENTPRIS1.BAS is the tutorial.
ENTPRIS2.BAS is the actual game.
The other Star Trek files are a different game.

If anyone wants to mod it, I would recommend using Turbo Basic or Basic XE.
As I said, this game barely fits in memory!

-Stan

1877. ALL ATARI 25% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-27 08:24:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0803270121500.26971-100000@onyx.spiritone.com>
Source record: 3416
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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1878. 44 gg small green pill peach round 43 pill 54 532 white round pill

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-27 08:26:00 UTC
From: desimstory@gmail.com
Message-ID: <bfbd29c0-6892-40a0-b2fe-e933c880e627@e60g2000hsh.googlegroups.com>
Source record: 3417

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small round beige peach pill 43, small white round pill mylan a,
prescription pill peach color round, small round blue pill
identification, small round bright orange pill, pill identification
small round 57, small round red pill l7,
small round pill bupropion, small round pill 54 over 783, small round
yellow pill no markings,
small round white pill 3966,
small round white pill with ln, m 321 small white round pill, a 285
small round pill, small peach pill m, peach round 43 pill, small round
pill watson 235, g 612 small pink round pill,
small round whitee pill with gg,
small pill m peach, ww 120 peach round pill, prescription pill round
peach 6 777,
r 285 small round pill,
small round pill a 214, small pill purple m 30 round, small red round
pill l7,
m 221 small white round pill, small peach pill m one side, small red
round pill 251, small round purple pill, small round pink pill 127,
blue pill round small, 93 968 round peach pill oxycontin,
small white round pill with a5, small round pill 54 783,
small round white pill a5, peach pill round scored, small round pill
54 785,
pill identification round orange, 2410 white round pill,
peach oval pill 93 31, small green l2 pill, little round pill 333,
93 833 green round pill, small white pill o m 180, dan 5307 round
white pill, 44 532 white round pill, peach colored pill 75mg, small
pill purple m 30, peach pill scored z 2083, small orange pill divided,
ci 40 apo small oval pill, ech 46 small white pill, 2908 round pill
imprint, small white pill mcneil on it, white round pill with a
imprint, orange pill round p19, pill imprint identification white
round gg,
bupropion e 415 round purple pill, 10 4096 white round pill, peach
pill par 708, scored round pink pill 98,
peach pill z 2083, small oval pill with blue specks,
10 930 pill peach, small white pill 321 m, pink pill round scored,
white round pill top 25, white round pill md6, endo white round pill,
66 225 round white pill, found pill brown round g 164, gg 225 round
white pill, 2011 white round pill, 5599 dan round pill,
pill id round white 05 52, identify white round 512 pill,
pill identification white round gg 254,
4853 small blue pill, 93 1077 peach pill, white round pill 5381, oval
peach pill 93 31, 2064 v round white pill, blank red round pill, small
white pill p 771,
white round pill with 74 93, pill round white 5381,

321 white round pill, e 64 round blue pill, brick colored coated round imprint pill, pill round 93 9652, peach-colored pill, 5161 round white pill,
54 532 white round pill, white round pill m d6,
purple pill round 30, oxycodone hcl generic peach pill, white small pill 2320 v, levitra round brown pill,
pill id round yellow page 117, small pill qu 20,
93 290 pink round pill, prescription pill round white z 2929, peach pill 029,
m 51 round green pill,
a 21 round pink pill, lilly 4115 round white pill, pill identification green round r 215,
pill identification orange peach drug,
prescription pill peach 1 5, pill round 30 m in square, rx 773 stamped round white pill,
green round 93 833 pill, pill identification white round 5161,
pill identification white round rx 772, pill identification white round gg 225,
pill identification round tl 177, pill m 0552 small white,
identify round white pill z 3100, phentermine round pill, small white pill 773, 356 red round pill,
peach colored pill a 90 scored,
dark red round pill imprint i-2, pill id white round 54 142, large white round pill with e, pill id round tan 10, small white pill with a5, small pill gg 28 imprint, blood pressure pill round green, white round pill with westward 140, small green pill 3616,
watson round 840 pill,
brown round um pill, white round pill v 4211, blue round pill 15, rx 7 white small pill,
white round pill that says 345,
m w white round pill, peach pill 704, g14 round blue pill, small vitamin and pill bags, pill white round 512, white round pill wpi 339, small white pill 54 899, an 627 white round pill, blue round f20 pill, pill round white imprint 1, apo 131 round pill, identify pill white round 510, white round pill 512, red round pill hd, identify large round blue pill, apo 10 round blue pill,
pill orange round 401, small white pill m2, 771 pill round white,
white round sleeping pill no imprint, small pill with blue specks,
e 64 blue round pill, 333 round pill,
white round 512 pill, small white pill size of rice, mp 58 round white pill,
pill imprint 1034 round white id, mylan a small white pill id, white round pill 05 52, pill identifier round blue,
green round pill a 214, ip 135 white round pill, found white round pill no markings, 44 159 round pill, brown round l3 pill, prescription pill round 777, small plastic pill bottles and sks,
white round pill,
small red oval pill,
white pill round ot, po red round pill, white round pill 832 bac,
scored round pink pill 68,

ip 145 white round pill,
tiny round orange pill, tiny round orange pill 1, small yellow pill
2683, pill 54 142 round scored, pill container round, peach pill 86
62, small pink blood pressure pill,
a 406 white round pill, abg 15 round blue pill, m t7 white round pill,
54 785 round pill, pill round orange pliva 563, small red pill 251,
red round pill 356 imprint, a5 white round pill id, 93 149 peach
oblong pill, gg 296 pill white round,
white round pill 44 148, red pill 251 round, white round pill mp 58,
2084 v peach pill,
collins medication white round pill, white round pill 555 490, apo c-1
blue round pill,
tiny white round pill with s, small pink pill gg 28, pill id blue
round a imprint,
pill round pink 44 319,
blue round pill rx 552, pill identification white round nvr, pill
white scored round r 606, peach pill 93 31,
white round s scored pill, m 30 purple pill round, watson 932 round
white pill, white round pill 44 and 317, rx 562 white round pill, pill
242 peach odd shape, white round pill mylan 377, i-2 round brown pill
identification, small white pill 54 733, peach pill p 75, pill finder
round yellow l, identify pill white round 512,
44 525 white round pill, 027 small white pill,
little round white sleeping pill, pill white round 2011,
832 white round pill,
pill id round white 5658,
sz 790 pill round green, white round pill with 257 imprint,
watson 540 white round pill, orange round pill 93 319, white round
pill pliva 434, eth 446 round white pill, pill yellow round scored no
imprint, small green pill l2 identification,
a 143 white round pill, g 162 peach pill, small blue pill dan 5555,
tiny round bright orange pill,
e 708 small white pill,
white round pill m 05 52, small white pill rx7, pill round white pro
125,
small white pill 027, red round pill 44 531, pill white round 027, m
305 round pill, 54 092 small pill indetification white, white round
pill 5161,
44 462 round white pill, prescription pill peach 777,
peach colored 63 91 pill, pill id gg 51 white round,
93 968 round pill, small yellow smooth pill, a 143 round white pill, b
404 round pill,
small pink pill ip 30, orange round pill imprinted 93 948,
small white pill 771,
t1 pill round, c 86 62 pill round, pill identify dark green round 30,
g 14 round blue pill, red round pill imprint i-2, white round pill
771, small print on sleeping pill bottles, white round pill boxed m,
44 gg small green pill, identify white round pill m d6, blue round
pill e 64, purple round pill 30,
west word 140 white round pill,

small yellow pill with no markings, pill small enlarge jaw, pill mp 577 small white, small orange pill 315 eth, pill identifier round blue watson 795, small white pill abg, 771 small white pill,
small pill containers, 54 532 white round pill identification, par 544 orange round pill, yellow round pill imprint l, tan round pill 20 and bayer, white round scored pill 54 733,
small white p111 pill, pill 5513 round white dan, small white anti-itch pill, blue round pill, white round pill 54 733, gg 26 round white pill, white round pill az 266, 512 white round pill, hydrocodone 4344 white round pill,
pill identification yellow round rb, oval peach pill with 31 93, white pill round sl 333, pill id diuretic yellow round,
white round pill m 0552, west-ward 290 white round pill, white round pill with 74, small blue pill anti cramps,
yellow pill l round,
small blue pill ge over 64, viagra round brown pill, inv 353 pill round, 54 403 round white pill,
143 round white pill, blue pill round 111, pill 551 round white, white round pill k10, pill id 269 white round, white round pill mp 50, small plastic pill bags, tiny round white pill z, pill id a 240 peach, white round pill with 512, collins medication white round pill bird,
m 47 round scored blue pill,
large round white pill,
502 round white pill, peach pill par 708 10, jefferson one pill makes you small, pill small jaw enlarge, pill 551 round white d,
white pill 4096 10 round,
found pill round g 164,
white pill m 4 round, identify white round pill m dg,
peach pill with g 165, watson 993 white round pill, endo 602 round pill, small white pill imprint er100, pill g l10 small white, s 191 white round pill,
a 20 peach pill,
watson 338 round white pill, pill identification white round, pill identification round with 811 2, e 22 white round pill, pill 551 round white dan,
e 65 pill round white, 1036 93 white round pill, op 706 white round pill identification, ae small pink pill,
93 peach 149 pill, white round pill 05 59, red pill round l 7, white pill round mylan a, 54 733 white round pill, pf 100 round pill,
a 234 round white pill, small orange pill m 751, small green oblong pill l2 identification, yellow round pill 273,
pill imprint white round allied, pill identification yellow round 93 832,
white round pill m 4, pill round white g 400, green pill round gg 44,
very small odd shaped pink pill, white round pill m dg,
blue round scored pill 30, white round pill kpi 1, small white pill marked dp,
pill identification white round a 136,
dan 5658 white round pill,
512 pill round white, small white pill m 1451, red round hd pill anti

inflammatory, blue round pill 540 r, e 702 small white pill, small
yellow pill 248, 44 532 round white pill, white small pill gg 263,
abg 40 round pill, purple pill round 30 morphine, white round pill
832, 215 blue pill round,
small white pill n 12.5, p75 round pink pill, pill cam for small bowel
study,
red round hd pill anti inflamatory, small white pill 54 142, small
pink pill heart shaped,
pill identification 3171 round white, white round pill with 54 543,
white round pill 54 403,
red round hd pill, pill west word 785 small white, 7046 round white
pill,
white round pill i,
white pill round gg 225, pill orange round i-2, b 404 round white
pill,
small white pill with camel imprint, white round pill mdg, 44 198
white round pill, mp 52 scored white round pill, small pill for dogs
joints,
5 ml round pill containers, a 5 round white pill oxycodone,
small oblong pill, 54 262 round white pill, m 970 round white pill,
small blue pill 031, 5161 pill round white, after mart morning pill
site wal, mdma pill, pill fob key ring, mutual 274 and pill,
gary jules pill,
alanis ironic jagged little morissette pill,
lipo weight loss pill serious, oenis enlargement pill nashville,
abortion pill for canines, m357 pain pill,
spotting while on pill, leg cramps pill, fda diet pill above,
smart pill gi, nashville vimax penis enlargement pill, plan b pill
interference with antibiotics, penis enlargemetn pill allentown, pill
organizer with lock, potassium iodide pill, pill stuck in esophogas,
ethical dilema surrounding day after pill, forged pill prescription,
pill trinket box clearance, pill poppin animal mp3, iron supplement
pill picutes, watson 606 pill id,
alanis pill, white pill p 41,
pill for oily skin, tri cyclen birth control pill, morning after pill
teengers,
oenis enlargement pill joplin,
yellow oval pill with 01 70,
time release pill caddy, penis enlargement pill beverly hills, weight
loss journal diet phentermine pill, 1940 pill hat directions,
nano diet pill, pacman power pill, vegan weightless pill, menstruation
and morning after pill, pill enclosure on alprazalom,
darvocet picture pill, pill m358 m360, green ebb pill, pet pill
popper,
case pill promotional, pill 083 kali, birth conception control pill,
pill box cart review search domain,
pill box pager, acne after ending the pill,
bi 62 pink pill, removing pill, peis enlargement pill north adams,
birth control pill holders,
penis pill rutland, safest birth control pill method, penis enlargeent

pill pawtucket, sex pill for woman, millipede pill, pill 8444,
110 mia pill, blue pill mylan, arthrotec pill, fda approves new
sleeping pill, pill stickman, penis enargement pill allentown, calming
pill, pdr look up pill,
birth pill and invention, dan shen pill, birth control pill large dose
abortion, canine flea and heartworm pill, r 127 pill, price of yaz
birth control pill, estrogen birth control pill, pill pitcures,
canada diet herbal in pill result, control gain pill rth weight, g
4910 pill, magic oprah diet pill, 7 week pill and strickland, trinessa
pill, stacker two weight loss pill, liposuction diet pill,
flomax fioricet,

1879. herbal cures for blood circulation herbal remedies for acid indigestion herbal remedy for nausea

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-27 13:36:30 UTC
From: lorissanpictures@gmail.com
Message-ID: <b300d140-72f5-47ad-80b1-267cace3e353@d4g2000prg.googlegroups.com>
Source record: 3418

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herbal remedy for women libido,
chinese herbal remedy for canine pemphigus, herbal remedy for sinus
infection, herbal remedy for burn scars,
herbal remedy for gastritis, herbal remedy for endometriosis,
herbal remedy for high uric acid, herbal remedy for social anxiety,
herbal remedy for toenail fungus, herbal remedy for cellulite, herbal
remedy for bursitis, herbal remedy for spastic colon, herbal remedy
for flu symptoms, herbal remedy for plantar warts, herbal remedy for
vertigo, herbal remedy for bloating, herbal remedy for cough, herbal
remedy for infertility, herbal cure for hereditary benign tremors,
herbal remedy for discolored skin,
herbal remedy for hemorrhoids, herbal remedy for migraine, herbal
remedy for a cold,
herbal remedy for eczema, herbal remedy for cortisol, herbal remedy
for dog with diarrhea,
herbal remedy for hemmorhoids, herbal remedy for cervical cancer,
herbal remedy for woman infertility, herbal remedy for aching leg
pains, herbal remedy for vaginal yeast infection, herbal remedy for
headache, herbal hot spot remedy for dogs, herbal remedy for coughs,
herbal remedy for panic attack, herbal remedy for restless leg
syndrome, herbal remedy for absent periods, herbal remedy for mercury
poisoning, herbal remedy for lung health, herbal remedies for tremors,
herbal treatment for essential tremors, herbal remedy for
constipation, herbal remedy for common cold, herbal remedy for joint
pain, herbal remedy for bed wetting,
herbal remedy for pinworms, herbal remedy guarenteed for cirrhosis,
herbal remedy for sweet itch, final cure for diaes herbal remedy,
herbal remedy for hives,
herbal remedy for fevers,
herbal remedy for ring worm,
herbal remedy for skin viruses, herbal remedy sol for sun allergy,
herbal remedy for high androgen levels, herbal remedy for trigeminal
neuralgia, herbal remedy for ear infection, herbal remedy for
menopause relief, herbal remedy for premature ejaculation,
herbal remedy for kennel cough,
herbal remedy for warts, herbal remedy for hot flashes, herbal remedy
for blocked fallopian tube, herbal remedy for cold sore, herbal remedy
for alcoholism,
herbal remedy for sarcoma, herbal remedy for genital wart, herbal
remedy for erectile, herbal remedy for menopause symptom, herbal
remedy for colitis, herbal remedy for hemmoroid, herbal remedy for

poision ivy, herbal remedy for tennis elbow, herbal remedy for
puffiness,
herbal remedy for diarrhea, herbal remedy for kidney stone,
herbal remedy for hyperhydrosis, herbal remedy for ibs, herbal remedy
for diverticulitis,
herbal mange remedy for dogs, herbal remedy for wart, herbal remedy
for stomach ache,
herbal remedy for nail fungus, free herbal remedy for kennel cough, a
herbal remedy for tooth decay, herbal remedy for menieres disease,
herbal remedy for a cancker,
herbal remedy for impotence, herbal remedy for yeast, repellent herbal
remedy for fleas, herbal remedy for night sweats, herbal remedy for
actinic keratosis,
for herbal migraine remedy, herbal remedy for sinus congestion, herbal
remedy for low hdl,
herbal remedy for horses behaviour,
herbal remedy for leg cramp, chinese herbal remedy for syphilis,
herbal respiratory remedy for dogs, herbal remedy for manic
depression, herbal remedy for mercury detox,
herbal remedy for hypertension, herbal remedy for bad breath, natural
herbal remedy for diarrhea, herbal remedy for age spots,
ra an herbal remedy for arthritis, homeopathic herbal remedy for sinus
problems, herbal remedy for dizziness, herbal remedy for cold,
herbal remedy for gas and bloating, herbal remedy for snoring, herbal
remedy for pms, herbal remedy for low female libido,
herbal remedy for insomnia, herbal remedy for allergic rhinitis,
herbal remedy for hormone imbalance, natural herbal remedy for
intestine cleanse, herbal remedy for bronchitis, herbal remedy for
gray hair, herbal remedy for head louse, herbal remedy for bloating
and gas, herbal remedy for tma, herbal remedy for sexual interest,
herbal remedy for ear mites, herbal remedy for speed, herbal remedy
for perimenopause, herbal remedy for dermatitis, herbal remedy for
libido, herbal remedy for pmr, herbal remedy for adrenals, herbal
remedy for thyroid nodules, herbal remedy for sun damage,
asian herbal remedy for diabetes, herbal remedy for water retention,
herbal remedy for hypothyroidism, herbal remedy for sinus, herbal
remedy for fish odor,
herbal remedy for liver qi congestion, herbal remedy for dog with
diaharrea,
herbal remedy for teething, herbal remedy for anxiety attacks, herbal
remedy for vaginal odor, herbal remedy for flea,
herbal remedy for cold sores, herbal remedy for cystitis,
herbal remedy for toxicity, herbal remedy for headaches plant,
herbal remedy for malasma skin, chinese herbal remedy for erectile
dysfunction, herbal remedy for fibroids, herbal remedy for venus
stasis, herbal remedy for overactive bladder, herbal remedy for gout,
herbal remedy for eye lid boil, herbal remedy for blotchy skin, herbal
remedy for flatulence, herbal remedy for vaginal dryness, herbal
remedy for preventing pregnancy, herbal remedy for menstrual cramp,
herbal remedy for laryngitis, herbal remedy for brown spots, herbal

remedy for altitude sickness, herbal remedy for uti, herbal remedy for meniere's disease, herbal remedy for fertility,
herbal remedy for inflammation, herbal remedy for lipoma,
herbal remedy for pinworm, herbal remedy for lung cancer, herbal remedy for disease shingles, herbal remedy for flying, herbal remedy for kidney, herbal cures for hand tremors,
herbal remedy for bladder irritation,
herbal remedy for scabies, herbal remedy for morning sickness,
herbal remedy for lung congestion, herbal remedy for psoriasis, herbal remedy for mood swings,
herbal remedy for shingles, herbal remedy for venous stasis, herbal remedy for dog itching,
herbal remedy for hiccups, herbal home remedy for sinus infection,
herbal remedy for arm pimples, herbal remedy for flu virus, herbal remedy for tinnitus,
herbal remedy for heart burn, russian herbal remedy for stress, herbal remedy for sarcoidosis,
herbal remedy for cataracs, herbal remedy for hernia, herbal remedy for sciatica,
herbal remedy for kidney failure, herbal ear mite remedy for cats,
herbal remedy for pink eye, herbal home remedy for hemorrhoids, herbal remedy for high blood sugar, herbal tea remedy for sinus, herbal cure for tremors, herbal remedy for anger issues,
herbal remedy for hyperthyroid, herbal remedy for hyperthyroidism,
herbal remedy for reducing phlegm, herbal remedy for edema, herbal remedy for rls, herbal remedy for nausea, herbal remedy for strep throat, herbal remedy for bacterial vaginosis,
herbal remedy for menstruation, herbal remedy for vaginitis, herbal remedy for thrush, fda approved herbal remedy for thyroid, herbal remedy for arthritis in dogs,
herbal remedy for hyperhidrosis,
herbal remedy for dandruff, herbal remedy for lactose intolerance,
herbal remedy for aspergers,
herbal remedy for cirrhosis, herbal remedy for rosacea, herbal remedy for pain,
herbal remedy for chest pain, herbal remedy for fibromyalgia,
herbal remedy for a headache, herbal remedy for add uk, herbal remedy for athlete foot, herbal remedy for incontinence, herbal remedy for piles, herbal remedy for tubal ligation,
herbal remedy for yeast infection, herbal remedy for overactive libido,
herbal remedy for sweating,
herbal remedy for pulmonary fibroids, herbal remedy for memory loss,
herbal remedy for benign thyroid nodules, herbal remedy for marijuana withdrawal, herbal remedy for excess waste, herbal remedy for dummy,
herbal remedy for stye,
herbal remedy for fever chills, herbal remedy for intestinal problems,
herbal remedy for vomiting, herbal cure for familial tremors, herbal remedy for bumps on tongue, herbal remedy for low thyroid,
herbal remedy for adhd,

herbal remedy for carpal tunnel syndrome,
herbal remedy for kidney stones, best herbal remedy for a cough,
herbal remedy for colds, herbal remedy for sinus headache, herbal
remedy for hypothyroid,
herbal remedy for post nasal drip, herbal remedy for stomach gas,
herbal remedy for sinusitis, herbal remedy for dog, herbal remedy for
dogs, herbal remedy for chemotherapy, herbal remedy for pcos, herbal
remedy for glaucoma, herbal remedy for hairloss, herbal remedy for
toxic multinodular goiter, herbal remedy for ulcerative colitis,
herbal remadies for gential herpes rash,
herbal help for carpal tunnel, 8 herbal treatment for hemorrhoids 11,
herbal remedy migraine headache, herbal remedies for hypersomnia,
herbal leg remedy restless syndrome, herbal poison ivy remedy,
herbal treatment for urniary inf, dogs herbal remedies for fleas,
herbal solutions for panic attacks, herbal treatment for
diverticulitis, herbal treatment for dermatitis, poison ivy herbal
remedy, herbal remedies for coughs, herbal medicines for adama,
herbal oils for oral herpes, aggressive cat herbal remedy, herbal
remedies for anxiety and nervousness, herbal kidney remedy stone,
herbal supplements for hormonal imbalance,
pet herbal remidies for arthritis, herbal supplements for legs, herbal
supplement for xanex, diarrhea herbal remedy, herbal for hot flashes,
herbal remedies for sore eyes, herbal supplement for hypothyroidism,
cats claw herbal remedy, herbal treatment for hemmorhoids,
herbal remedies for anal itch,
herbal treatments for vertiligo, free herbal spells for finding love,
herbal remedies for morning after contraception,
information on herbal medicine for cancer, herbal wart remedy,
herbal flea remedy, herbal pain remedies for osteoarthritis, herbal
treatment for anxious dogs, herbal remedies for glaucoma, herbal
remedies for acid indigestion, natural herbal flea remedies for dogs,
herbal treatments for seratonin problems, herbal remedies for
masturbation, herbal solution for erectile dysfunction, herbal
supplements for thyroid, historic herbal remedies for menorrhagia,
headache remedy herbal, herbal remedies for ovary conditions, oat
grass herbal remedy, herbal remedies for migraines, herbal antibiotics
for acne,
herbal replacement for testerone for men, list of herbal aphrodisiacs
for women,
herbal remedy inflamation of esophagus,
herbal treatment for viens in hands,
herbal cures for non-hodgkins lymphoma,
herbal treatments for acne scars,
natural herbal cough remedy recipes, herbal treatments for
menorrhagia, adult add herbal remedy, herbal aphrodisiac for men,
herbal recipes for quick hair growth,
erect herbal viagra for men review, herbal remedies for male pattern
baldness, herbal remedies for cold sores, herbal cure for dengue
fever, herbal tea for bladder infections, herbal remedies for scabies,
herbal remedies for curing ocd,

herbal remedies for sexual performance anxiety,
garlic herbal for cancer prevention, herbal sprays for nats,
dog herbal remedy,
recipe for herbal infusion, dandruff herbal remedy,
herbal remedies for fungal infections, herbal remedies for chronic
anal itching,
herbal remedies for nausea, herbal healing for impotence,
california herbal doctor treatment for fibromyalgia, herbal remedy
acne, herbal remedies for canine ear infections, herbal tea good for
pms,
herbal tea remedies for loint soreness,
herbal name for moxibustion, herbal products for weight loss, herbal
use for belly fat, herbal replacement for prednisone, herbal remedies
for periodontal disease, herbal remedy to tighten your vagina,
physicians desk reference for herbal medicines, gas herbal remedy,
herbal cold remedy, herbal tea for inflamation,
herbal products for bladder relief, receipe for herbal acne cream,
herbal remedies for the lungs, kidney stones herbal remedy, herbal
wormer for sheep, herbal cure for blocked fallopian tube, herbal cures
for thrush, herbal arthritis treatment for dogs, herbal remidies for
joint soreness,
herbal treatments for jock itch, natural herbal remedies for std,
x-terra veterinarian herbal remedy, herbal cure for rheumatoid
arthritis, herbal blend for meditation, hypertension herbal remedy,
herbal cure for baldness 1798, herbal remedies for libido, moss herbal
remedy, herbal remedies for sinus, herbal pills for menstrual
probloems, herbal medicines for blood clots, herbal supplements for
estrogen dominance, herbal remedy buttercup leaves, herbal medicine
for tonsilitis, 8 herbal gall stone remedy 11, chinese herbal medicine
for fibroids, herbal remedies for adult bedwetting, herbal health for
animals ebook, herbal supplements for infants, chinese herbal cure for
heartburn,
swollen ankles herbal remedy, herbal oils for longer thicker hair,
herbal supplement for low female labido, physicians desk referance for
herbal medicine, pattern for a herbal neck wrap, herbal healing for
eczema, herbal essence shampoo for oily hair, herbal cures for blood
circulation, herbal treatment for sinus infections, herbal remedy uti,
herbal remedies for bladder infections, codex standard for herbal
drink, constipation for herbal relief, herbal oil for arthritis india,
herbal remedies for stresst and anxiety, herbal oils for skin tag
removal,
herbal feminization for transgenders, herbal remedy post natal
depression, neuropathy herbal remedy, natural herbal remedy and
herpes,
herbal products for itchy dogs, herbal solutions for penis
enlargement, herbal remedies for constipation of child, herbal
treatment for scalp psoriasis, living free herbal extract for herpes,
zand changes for men herbal,
herbal teas for menopause, herbal vitamins for mood swings, herbal
treatment for manic depression, coupons for herbal remedies, herbal

teas for exhaustion and fatigue, chinese herbal remedy baby excema,
herbal tablets for treating depression, herbal cure for hemorrhoids,
herbal remedy gotu cola,
herbal supplements for decreased sex drive, herbal remedy
incontinence, herbal tea for menopause, most effective herbal
combinations for menopause, herbal remedies for stree an anxiety,
herbal help for trigger finger, herbal medecines for hepatic
insufficency, herbal remedies for focus, attack herbal panic remedy,
herbal treatments for acute bronchitis, herbal supplements for
erectile dysfunction, herbal remedy nail fungus, ejaculation herbal
premature remedy,
oregano herbal remedy, diabetic herbal remedy, herbal medicine for
male fertility, herbal pill for sweets,
herbal remedies for bronchitis,
herbal aphrodesiac for women,
x terra veterinarian herbal remedy, kava herbal remedy, canning
instructions for herbal tea, herbal fix for hyper active kids, herbal
treatment for carpal tunnel, herbal preparations for bee pollen,
herbal medication for runny nose, herbal remedies for adult add,
herbal treatment for pneumonia,
herbal fever reducers for children, herbal tea for cramps, bursitis
herbal remedy, herbal treatments for endometriosis, herbal remedies
for labor, herbal contraindications for stutent, herbal cure for gum
desease,
herbal remedies for fallopian tubes, herbal erotica for men, herbal
cure for aids hiv,
herbal remedies for flatulance,
herbal bronchitus remedy, herbal remedies for lymphatic drainage,
herbal remedy hydroxycitric acid,
herbal remadies for dark under-eye circles, herbal pills for erectile,
herbal medicine for stres,
herbal tea recipes for weight management, herbal topical treatment for
blood circulation, herbal medicine for felines, herbal treatment for
raynauds,
gallbladder herbal remedy, herbal treatments for earaches,
detoxification herbal remedy, herbal medication for adhd, herbal
remedy unwanted pregnancy,
herbal teas for cleansing,
herbal pill for hpv, herbal cure for hemorhoids, herbal tinea remedy
home made, herbal medication for prostrate, herbal remedies for
perspiration,
buy herbal liquid online remedy vitamin,
herbal tablet for diabetes, cartilage hip herbal remedy,
cessation herbal remedy smoking, flea natural herbal and homemade
remedy, edema herbal remedy, bach herbal remedy, herbal recipes for
better sex,
toe nail fungus herbal remedy, herbal remedy fertility canada, herbal
cure for charley horse,
equine herbal remedy information,
herbal remedy stop lactating, herbal tea for vocal polyps, herbal

essences color me vibrant,

1880. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-03-29 04:21:58 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1206764500@rtfm.mit.edu>
Source record: 3419
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

The Atari computer intellectual property rights are currently owned by
Atari Interactive, which is managed by today's Atari, Inc. Both of these
are divisions of Infogrames Entertainment.
http://www.atari.com/ http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 7 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

1881. Re: ANALOG mag #5

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-01 06:41:06 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <47F1D902.FF126482@a8maestro.com>
Source record: 3420

kvan@madbbs.com wrote:

> snip...
>
> Brian,
> You can download A.N.A.L.O.G. issue #5 at this website:
>
> http://www.cyberroach.com/analog/
>
> I don't think much is being done these days on the incomplete
> magazines here, but it lists #5 as being complete.

I sent an email last year to see if they wanted help and never got a reply.
Rick D.
DO NOT REPLY TO a8maestro"a t"a8maestro.com.
Use rld2008" a t " a8maestro.com instead.

1882. Re: Atari 800 Memory Problems

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-01 06:43:04 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <47F1D978.78E6AEE8@a8maestro.com>
Source record: 3421

Hi,

Method 2 is a little involved but.... disassemble the entire computer.

Slightly pry up all socketed chips.

Push back down

Reassemble and test.

What is method 1? Pick up and drop from 2" onto a hard surface.

Rick D.
DO NOT REPLY TO a8maestro"a t"a8maestro.com.
Use rld2008" a t " a8maestro.com instead.

Jason Harmon wrote:

> I have an Atari800 that is showning some strange memory problems.
>
> I have a number of memory cards (512K Magna, 32K Mosaic, and a bunch of
> standard 16K cards).
>
> When I run the SALT memory test when 3x16K cards are installed, it shows
> only 40K of memory is installed (no there isn't a cart in there). Running
> the same test on a virtual 800 in Atari800WinPlus shows 48K.
>
> I've tried rearranging the 3 16K cards and regardless of the config it only
> shows 40K installed.
>
> Running the RAM test in this config shows all the 40K as OK, But the main
> screen just doesn't see the extra 8K. Is there anything on the motherboard
> that might cause this problem (aside from 1 or more bad RAM cards).
>
> Running the tests of my 32K Mosaic or 512K Magna cards are consistently
> showing RAM errors, so I'm ignoring that at this point and just trying to
> find out what is wrong with the setup.
>
> Thanks.
>
> Jason Harmon

--
ï¿½ï¿½à¡±ï¿½

1883. Advert:More Than Games New Items

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-01 06:48:55 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <47F1DAD7.20696DB2@a8maestro.com>
Source record: 3422

Hello,

Rix Computer Activity Tools:
I have released several more NEW items at my site....

SIO BOB is a break out board for the SIO port. Gives access to the
lines. AND...
PEEKER is the first board for SIO BOB. Shows activity on the data
lines. Also works with Spider.
http://morethangames.a8maestro.com/proda8/adv-ek0112.htm. 14 items.

SPEEDIER: Type 2...Same speedier but in a hood for db25 to RJ45(ethernet
type cable), so makes a much smaller set.
http://morethangames.a8maestro.com/proda8/adv-eh0106.htm. 1 item.

Ricks' Electronics Entertainment Emporium:
Simple Mixer..mixes several computers, MP3/CD/Tape plyers thru 1 set of
powered speakers. AND...
Skinny Mixer...For car radio or portable speaker use, mixes 2 items.
http://morethangames.a8maestro.com/prodmisc/adv-lh0001.htm. 2 items.

More items soon.

Rick D.
MTG
DO NOT REPLY TO a8maestro"a t"a8maestro.com.
Use mtg2008" a t " a8maestro.com instead.

1884. Impact of the C64 dvd rip (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-02 05:47:33 UTC
From: rbernardo@value.net
Message-ID: <bc1c56c5-85c6-4aa3-bc29-7aa5cda15e2f@s13g2000prd.googlegroups.com>
Source record: 3423

From: SDF Poster
Date: Apr 1, 8:17 pm

Here is a rip of a cool dvd that has some of the preshow meet and
greet
at the Computer History Museum. The Woz and Jack Tramiel from a spy
cam
view.

This is the correct link for the Impact of the C64 video:
http://blip.tv/file/792025

Cheers!

1885. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-03 08:53:03 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0804030151001.27476-100000@onyx.spiritone.com>
Source record: 3424
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! I can also sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

1886. Atari 815 question

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-03 23:35:43 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <iRdJj.44243$QC.41608@newsfe20.lga>
Source record: 3425

Atari 815 is true double density drives. Atari DOS 2.0D can not reconfigure to Single Density. Can 3rd party DOS like SmartDOS reconfigure 815 to Single Density ? Can 815 read Single Density ?

Jack

1887. Atari 810 Mechanism

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-03 23:40:12 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <wVdJj.44244$QC.32659@newsfe20.lga>
Source record: 3426

I am confused... Atari 810 uses Shugart Mechanism or MPI or Tandon?

1888. Re: Atari 810 Mechanism

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-04 12:50:08 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <Kcednc8aTNUUvmvanZ2dnUVZ_u2mnZ2d@comcast.com>
Source record: 3427

"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:wVdJj.44244$QC.32659@newsfe20.lga...
>I am confused... Atari 810 uses Shugart Mechanism or MPI or Tandon?

My understanding is that there are two versions of the 810. The most common type (don't know the numbers made) has the MPI mechanism. Versions with the Tandon mechanism were also made in smaller numbers (I have one of these).

-Jason

1889. Re: Impact of the C64 dvd rip (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-04 14:45:53 UTC
From: mikefaz <mackfiz55@yahoo.com>
Message-ID: <c2caee6e-1784-4358-ade6-4bf9dbe52f05@a1g2000hsb.googlegroups.com>
Source record: 3428

On Apr 2, 1:47 am, rberna...@value.net wrote:
> From: SDF Poster
> Date: Apr 1, 8:17 pm
>
> Here is a rip of a cool dvd that has some of the preshow meet and
> greet
> at the Computer History Museum. The Woz and Jack Tramiel from a spy
> cam
> view.
>
> This is the correct link for the Impact of the C64 video:http://blip.tv/file/792025
>
> Cheers!
When did this show happen?
Also I wish I could communicate with Jack?

1890. Re: Atari 815 question

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-04 17:18:58 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <pvsJj.104$V14.32@nlpi070.nbdc.sbc.com>
Source record: 3429

"Jack Tseng" <> wrote in message news:
> Atari 815 is true double density drives. Atari DOS 2.0D can not
reconfigure
> to Single Density. Can 3rd party DOS like SmartDOS reconfigure 815 to
Single
> Density ? Can 815 read Single Density ?
>
> Jack
>
I don't know the 815, but all the double density
drives I've used (1050 USDBLR, Rana 1000,
Indus GT) it will detect the density when you
boot up. You stick a single dens boot disk
in and it will boot, same with stick a dbl dens
disk in and it will detect and boot.
I wrote a density set program that worked after
bootup, you could set single, dble, enhanced.
I'm not sure it would work on an 815.
The Indus and/or the Rana could set dens.
on the from panel, if I recall.
You need a dbl dens DOS to use dbl dens disks.
SmartDOS, MyDOS, FTe(Sparta)DOS. Atari
DOS 2/2.5 won't do dbl. 2.5 does enhanced.

1891. Re: Impact of the C64 dvd rip (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-05 03:46:09 UTC
From: rbernardo@value.net
Message-ID: <2b450b8a-8d03-45c6-9a57-0e94de0f564e@y21g2000hsf.googlegroups.com>
Source record: 3430

From: SDF Poster
Date: Apr 4, 7:42 pm

Here is another video rip of the after show of the
Impact of the C64 with Bil Herd, Adam Chowaniec
and Dale luck.

http://blip.tv/file/799758

Pretty cool video!

1892. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-05 04:24:29 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1207369455@rtfm.mit.edu>
Source record: 3431
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

The Atari computer intellectual property rights are currently owned by
Atari Interactive, which is managed by today's Atari, Inc. Both of these
are divisions of Infogrames Entertainment.
http://www.atari.com/ http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 7 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

1893. Re: Impact of the C64 dvd rip (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-06 01:10:48 UTC
From: rbernardo@value.net
Message-ID: <75b486dd-dfa1-4c03-b6f0-630d8766e75e@2g2000hsn.googlegroups.com>
Source record: 3432

On Apr 4, 7:45 am, mikefaz wrote:

> When did this show happen?

It was on Dec. 10, 2007.

> Also I wish I could communicate with Jack?

I wish I could, too. :-)

Now in Cleveland, Ohio,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
The Other Group of Amigoids
http://www.calweb.com/~rabel1/

1894. Re: Atari 815 question

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-06 20:56:22 UTC
From: Ensor <none@localhost>
Message-ID: <Q7-dndLN4u1ipWTaRVnyggA@brightview.com>
Source record: 3433

Hi,

> Atari 815 is true double density drives....

I wasn't aware the 815 was double density....you learn something new every day....

The following web page will give you a few more details:
http://www.atarimuseum.com/computers/8bits/400800/815/815.html

TTFN - Pete.

1895. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-07 04:23:01 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/vendev_1207542176@rtfm.mit.edu>
Source record: 3434
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: March 30, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

This document is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

The latest version of this document is posted to the following Usenet
newsgroups every 60 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

You may also request my latest working version at: michael@mcurrent.name

**********************************************************************
* For other 8-bit Atari related FAQs please see the "Welcome FAQ": *
* ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome *
* http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html *
**********************************************************************

UPDATES SINCE PREVIOUS POSTING:
2008.03.30 added: PP's
2008.03.30 added: STARSOFT Berlin
2008.03.29 MadTeam, Graph2Font 3.8.5.7
2008.03.21 added: BITS
2008.02.22 added: Fandal
2008.02.18 Piotr Fusik, ASAP (Another Slight Atari Player) 1.1.0
2008.02.10 added: DLT Ltd., SpartaDOS X 4.41
2008.02.06 More Than Games (thanks Rick Detlefsen)
2008.01.28 Draco, Eddy v.1.02, more
2008.01.27 Mark Watson, Atari800 1.2 for GP2X, 1.2 for Gizmondo
```

Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web page address.

Unless explicitly requested by the vendor, no entries will include an email address due to the overwhelming amount of spam that would result.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Mr. Corey Koltz) 4/06
302 W Dewey St
Cassville WI 53806-9733
USA
Phone: 608-725-2137
http://www.8bitclassics.com/
Vendor: new and used hardware and commercial software

A-ONE Online Magazine 2/07
See: Dana P. Jacobson

ABBUC HAR -- Hannoverschen ABBUC Regionalgruppe 2/07
Hanover
Germany
http://www.bertelmann.org/har/
Vendor: XF351 Upgrade-Kit includes Floppy + Cable + EPROM + Bootdisc,
Used Atari 800 XL PAL, Speedy1050 TDS. Not all items online available--
Ask for more information. Additionally vendor of:
- all items from Frank Heuser Shop
- all items from Wolfram Fischer
Special lower prices for ABBUC members available.

ABBUC Regionalgruppe Frankfurt / Main (RAF) 5/07
Dillenburgerstrabe 61
60439 Frankfurt / Main
Germany
http://www.abbuc-raf.de/
Vendor: MultiJoy8 cable and adapter
Developer: SIO2PC, Network Interface, 2 computer interface (automatic
2 computer switch for use the same peripherie), Schaltnetzteil
(Power supply), 8 channel digital voltmeter, SIO2USB

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated
temperature monitoring station using simple thermisters and the provided
software. Also available: source code listing, temperature data aggregation
utility

Alhart Enterprises Presents (AEP) 8/06
c/o Paul V. Alhart
524 N Z St
Lompoc CA 93436-5019
USA
tel: (805) 736-4624
"encoded" email: OOOp.alhartOOO@OOOverizonOOO.OOOnetOOO
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12
Repair shop: Atari disk drives

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module,

TV/Computer Switch

Art Transfair Berlin (Andre Motzkus) 2/07
Brunsbuetteler Damm 223d
13581 Berlin
Germany
http://www.art-transfair.de/
Vendor: Computer, expansion, Floppy, memory-upgrades up to 16 mb,
Audio A/D changer, additional many other Atari items (16/32/64bit).
Special lower prices for ABBUC members.

Atari800 Development Team 6/06
See also: Mark Grebe
See also: Christian Groessler
See also: Piotr Fusik
See also: Kostas Nakos
See also: Vasyl Tsvirkunov
See also: Ludovic Jacomme
Petr Stehlik (maintainer), Troy Ayers (Playstation 2), Michael Borisov (POKEY
sound), Piotr Fusik (core developer), Mark Grebe (Mac OSX), Christian
Groessler (Sega Dreamcast), Perry McFarlane (cycle-exact ANTIC and GTIA),
Kostas Nakos (Windows CE), Krzysztof Nikiel (Win32), Jacek Poplawski (SDL),
Vasyl Tsvirkunov (Windows CE), James Wilkinson (DOS, BeOS, Win32),
Ludovic Jacomme (PSP)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 2.0.2 - an Atari 400, 800, 600XL, 800XL, 130XE
and 5200 emulator for Unix, Linux, Win32, Amiga, MS-DOS, Atari TT/Falcon,
BeOS, WinCE, Mac OSX, Playstation 2 and other systems

Atari8Warez (Ray) 10/07
Toronto, Ontario
Canada
http://atari8warez.for-the.biz/
Developer: SIO2PC serial interface cable,
10502PC / ProSystem Serial Interface cable

AtariAge (Albert Yarusso, Alex Bilstein) 4/06
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware (includes homebrew project supplies by Pixels Past)
Developer: Beef Drop cartridge (by Ken Siders)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax
Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and
Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World
by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed
Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX)

titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort, Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill, Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match, Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics Package, Solitaire, Source Code For Eastern Front (1941), Letterman, Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc, Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage, Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt, Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show, Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing, BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!, Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy, Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler, Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atarimax (Steven J. Tucker) 5/07
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v3.0.2 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS 32-in-1 for XL/XE, APE Warp+ OS 32-in-1 for 1200XL, Imagic 1.06 95/NT - Atari Disk Image Conversion System (ATR/XFD/DCM/SCP), Imagic 1.06 DOS, Atari Terminal Simulator ATS 2.0 (SR2) - ATASCII Telnet/Serial Terminal & Break

Movie Player 95/NT, Break Movie Screensaver 95/NT, MaxFlash Flash MultiCart
(1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface (RS232 and USB
editions), Atarimax/ABBUC USB Cartridge, MyIDE+Flash IDE Interface Cartridge

Atari Online News, Etc. 2/07
See: Dana P. Jacobson

The Atari Shop (Sandra) 1/07
The Netherlands
http://www.atari-shop.nl/
Vendor: new/used hardware, new/used commercial software

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atlantis Games Group 8/07
(Sal "Kjmann" Esquivel, TJ "Damage X" Edmister, Gary "Rybags" Ryan,
Zdenek "Psuedografx" Eisenhammer, Peter "peteofborg" Meyer
USA
http://www.atlantisgamesgroup.com/
Developer: OutRun Project, Battle Squadron Project

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 6/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 2.2 (Interactive 6502 Disassembler for Win32,
designed to specifically support Atari binary files)

Matthew Bacon 2/07
UK
http://www.myatari.net/

Publisher: MyAtari online magazine (back issues online)

BAKTRA (Michael Kalous) 9/07
Czech Republic
http://www.baktra.wz.cz/
Developer: TURGEN SYSTEM 3 (for JRE; generate a Turbo 2000 sound record
from files for ATARI located on PC. Output to WAV file or direct output to
sound card.), QUO VADIS Intro (demo), mmSAP 1.6 (SAP player for Linux),
Popis formatu Turbo 2000 a Super Turbo verze 1.0 2006-10-24,
Caverns of the Lost Miner, DTX Manager

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator
for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced)
SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz 5/04
Germany
http://www.cc65.org/
Developer: cc65 2.10.1 - a complete cross development package for 65(C)02
systems, including a macro assembler, a C compiler, linker, librarian and
several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 4/07
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out),
IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10,
MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0,
CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"),
ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301

USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 6/07
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: (408) 278-1070 (M-F 1:30pm to 5:00pm PST)
FAX: (408) 278-1092
E-FAX: (815) 364-3703
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch keyboard upgrade for XE computers, Best Light Gun, Best Gold CX40 Joystick PCB, Atari CX40 Joystick Rebuild Kit with Atari Upgraded CX40 Handle and Best Gold CX40 PCB, Atari CX40 Joysticks upgraded with the Best Gold CX40 PCB, Atari Jaguar Power Pad to Other Atari Systems Adapter Cable, Sega Genesis Controllers To Atari Systems Adapter Cable

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 8/06
USA
http://www.bigfivesoftware.com/
Developer: Bounty Bob Emulator for Windows NT, 2000, 98, and ME

BITS (SoLo2) 3/08
http://bits.atari.org/
Developer: Intro #1501 (v20080312), Intro #1502 (v20080314)

Blackened Technologies 10/07
Ken Jones (MetalGuy66), Sergio Larrondo (WareRat), Stephen J. Carden
http://www.blackenedtech.com/
Developer: The "NEW" MIO

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenek Burian 4/07
Marie Majerove 33
Prostejov 6
798 11
Czech Republic
Tel. 582 360 714
http://flop.atari.org/
Publisher: FLOP disk magazine, annual (FLOP 50 published April 2007)

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 8/06
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

Mario Caillahuz ("Allas") 11/07
Lima
Peru
http://atari.limitevisual.com/
Developer: Plague Attack, Voyage to Home, Accion, MULE Wars

James Catalano / Classic 8-Bit Atari / Artacyis Software 1/07
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens: Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart
(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/07
1350 Buffalo Rd Ste 2
Rochester NY 14624-1829
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems (include a hard disk, Black Box, power supply,
controller, cables, and software), SIO cables, hard disk controllers:
Adaptec 4000 SCSI, Adaptec 4070 (RLL) SCSI, Xebec S1410a SASI
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Cosine Systems (Exin [Sebastian], Intensity [Arman], Odie [Sean], 1/06
Sack [Adam], Magic Roundabout [Jason])
United Kingdom
http://www.cosine.org.uk/
Developer: demos: C.G.M. UKScene Radio Intro, 1K Party. game: Reaxion

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file
analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS
or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory
tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4
(written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel

Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor
and more)

CSW-Verlag 2/07
Weidenstrabe 13/1
71364 Winnenden
Germany
tel/FAX: +49 (0) 71 95/6 11 20
http://www.retro-magazin.de/
Publisher: RETRO magazine. Themes: Retro-computing for all systems.
Atari part: approx. 10%. (Not only 8bit) 9.90 euro per magazine, 4
magazines per year for 35 euro.

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine
(1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques (Dan Dotson and Marilyn Saul) 9/06
PO Box 40751
Tucson AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

DGS 11/03
See: Dean Garraghty

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?,
What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS,
D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2,
Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5,
Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system:
Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Digital Force (Mario Trams) 1/07
Germany
http://www.digital-force.net/
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler (Flo) 4/07
Germany
http://www.akk.org/~flo/
Developer: Ice-Hockey (for MultiJoy interface, March/April 2002),
Sheep-Race (for MultiJoy interface, Aug 2002),
CardGrabber (for MultiJoy interface, May-Aug 2002),
Peripheral Test (May-July 2004)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

DLT Ltd. 2/08
See also: trub
http://trub.atari8.info/index.php?ref=sdx_upgrade
Developer: SpartaDOS X 4.41

Draco (Konrad M. Kokoszkiewicz, KMK) 1/08
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: 65C816 XL OS: 65C816 XL OS v. 2.22 (28.II.2007.),
FastRAM Test, QE for Warp/F7, SD-Load, D2D v.0.5, grep, LPOKE/LPEEK.
MultiBASIC: MultiBASIC v.0.33, MultiBASIC Manual.
"KMK/JZ IDE" ATA Interface: IDE BIOS 1.11, User's manual, Utility disk.
SpartaDOS: Eddy v.1.02, HDSC 1.5, CP v.1.3b, SpartaDOS TAR v.1.4a,
SD-Load, DiskRX 1.9a.
Utility programs for (any) Atari 8-bit: DEMON, EYE, RW-Test, SysInfo 2.11.
Patches for: Moon Patrol, Music Protracker v.2.4, Perestroyka Demo,
Prof!'s XDIR.

Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 1/07
PO Box 3365
Spring Hill FL 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware, used commercial software

Emulators (Derek Mihocka) 8/06
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit & Atari ST & Apple
Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 -
8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 -
8-bit Atari emulator for MS-DOS

Epi/Tristesse^O.S. (Adrian Matoga) 3/07
See also: Tristesse
See also: O.S.
Adrian Matoga
ul. Jezdziecka 11
30-698 Krakow
Poland
http://epi.atari8.info/
Developer: NeoTracker Winamp plugin v0.1, TIP Tools v0.3.1 (includes:
TipView 1.0, BMP2TIP 0.21), sapemu v0.1 -
http://asma.atari.org/bin/sapemu.zip , HardCore Assembler v1.0

Raphael Espino 8/07
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility), Atari 8-bit
JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface",
JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg",
JpegShow 0.1 (07Aug01) "A slideshow version",
CpegView 0.5 (18Aug07) "The colour JPEG viewer for Atari 8-bit computers"

Subject: F

Fandal 2/08
Czech Republic
http://atari.fandal.cz/stuff.php
Developer: Sturbon Intro, FreeCellXE, TriPeaksXE, HexxagonXE, Astro Road,
Cubico, The Storm, A Tribute to Quorthon, Bombex, The Steam Train,
Astro4 Road, Mysterion Preview, Mind Blast

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for
68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,
Atari 400/800/XL/XE emulation for the PowerMac),

Wolfram Fischer (Mega-Hz) 11/07
See also: ABBUC HAR
Dorfstrasse 1a
28870 Ottersberg
Germany
"encoded" email: OOOmega-hzOOO@OOOt-onlineOOO.OOOdeOOO
http://mega-hz.no-ip.com/Angebote/angebote.html
Vendor: SIO2IDE 3.3, SIO2SD rev.1, SIO2SD rev.2, SIO2PC interface

Developer: Speedy 1050 TDS with track-led, 256KB memory expansion for
800XL.
Special lower prices for ABBUC members.

FLOP disk magazine 5/05
See: Zdenek Burian

Foundation Two 1/07
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks,
N!ne)
Germany
http://www.foundationtwo.de/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut,
Bremspunkt (Brems.)

Ron Fries 4/07
http://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" / "0xF" 2/08
See also: Atari800 Development Team
See also: Infinity
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Taquart
See also: Yoomp!
Poland
http://xasm.atari.org/ or http://atariarea.krap.pl/x-asm/
http://asap.sourceforge.net/
Developer: Atari utilities: Professional Copy 2.1, FlashPack 2.1,
PowerGraph 1.0, GR8 Logoser 1.1; PC utilities: ASAP (Another Slight Atari
Player) 1.1.0, xasm 3.0.1, SAP Maker 5.0, unsap

Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from Germany;
Commercial Software Collection CD-ROM includes: Quick (programming language)
V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM)
V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer

(DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper, Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues 1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain Software Collection CD-ROM includes 191 mostly double-sided disks plus some bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

Bostjan Gorisek (Gury, Firemover) 6/07
Poland
http://gury.atari8.info/
Developer: Sprite Engine 1.0.3

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force, Zero War, Menace, Pacland, Moonbase

Mark Grebe 11/07
See also: Atari800 Development Team
USA
http://www.atarimac.com/
Developer: Atari800MacX 3.8.1 (version of Atari800 emulator for Mac OS X), Sio2OSX 2.0 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 2/07
See Also: Atari800 Development Team
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
http://contiki.cvs.sourceforge.net/contiki/contiki-atari/
Developer: Atari800 for SEGA Dreamcast v0.76, Contiki 1.0 for Atari (a working release of the Contiki web browser for the Atari 8bit systems)

Subject: H

Lee Hanken 1/07
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atascii/
Developer: ATASCIIView Version 1.3 (ATASCII file viewer for MS-Windows).
web-based Atari 8-bit ATASCII file viewer:
http://www.leehanken.pwp.blueyonder.co.uk/atari/

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany

Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder, VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder, VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder, CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder, CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's, CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various related cables and adapters

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase, Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye, Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

Frank Heuser 2/07
Kappelstrasse 10
67269 Gruenstadt
Germany
http://www.asselheim.de/
Vendor: new hardware expansion items, including: SIO2PC (internal/external), 1050PC, Midi, Voicebox (Atari Magazin), Function keys, 16-OS-switch, AKI, RAM Expansion, Audio/Video cable and adapter, Videobox. Special lower prices for ABBUC members.

HiassofT 11/07
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC or APE; atarixfer - a small tool to read/write ATR images to an Atari disk drive connected by a 1050-2-PC or ProSystem cable), AtariDsk V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPicoDos 4.04 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS

subdirectories and large disks), MyIDE Tool V0.30 (direct access to
harddrives in MyIDE format on your Linux/Windows PC)

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 2/07
USA
http://cth.dtdns.net/
Developer: The Armorizer (file corruption detector), ATOS (graphical
desktop environment), BrainFork (programming language), Check CRC32, Disk
Fragmentation Utility, The Long Integer Library (CC65 and Action! versions),
M.T.O.S. (Multi-Tasking Operating System), Micro BASIC, Mouse (programming
language), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive
Delete Utility, Shell (for SpartaDOS), Snapshot, The Sound Utility, Term80,
UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your
old computer or dumb terminal to access the internet), CTH Emulator (based
on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet),

Chris Hutt (Sheddy) 8/07
UK
http://www.sheddyshack.co.uk/
Developer: Space Harrier Conversion Project

Subject: I

IEC "Innovative Electronics & Computing" 4/07
6185 E 56th Ave
Commerce City CO 80022-3959
USA
Phone: +1-303-288-5000
(USA) 800-765-4432 Mon-Fri, 8:00AM-6:00PM MT
Fax: +1-303-288-5099
http://www.iec-usa.com/
Developer: Atari connectors: Atari 13 Position Buss Connector for Atari

400 and Atari 800 Computers. Atari cables:
(http://www.connectworld.net/cgi-bin/iec/05MCOlderAtari.html)
Atari Color Monitor Cable 5', Atari Monochrome Monitor Cable 5',
Atari Color Monitor Cable With 2 RCA Plugs 5',
Atari Monitor Cable With 2 RCA Plugs 5', Atari Lefty Joystick Adapter,
Atari IF850 and IF860 Parallel Cable 6', Atari IF850 and IF860 Modem Cable 6',
Atari IF850 and IF860 to Serial Printer Cable 6',
Atari 400 and 800 Bus (SIO) Cable 6'

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari
MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class
(combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000),
Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik,
Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Integrated Logic Systems (ILS - Stephen J. Carden) 4/07
3321 Jonathan Cir
Augusta GA 30906-3829
USA
http://www.tcpipexpress.com/
Developer: Multiplexer (MUX) board Version 1.1 July 21, 2006,
TurBoss O/S (Atari XL/XE O/S Replacement Module), TCPIP Express,
Real.DOS Ver 1.0a Build 0024 2-Oct-06

Subject: J

Jeff Jackson 8/06
USA
http://www.jeff-jackson.com
Developer: JLS BASIC - Jackson Languange System BASIC compiler

Dana P. Jacobson 2/07
USA
http://www.atarinews.org/ or http://people.delphiforums.com/dpj/a-one.htm
Publisher: Atari Online News, Etc. -- A-ONE Online Magazine. weekly

Ludovic Jacomme (Zx-81) 3/07
France
http://zx81.zx81.free.fr/
Developer: PSPAtari v1.0.7: Atari 800/130/5200 Emulator for PSP
(port of Atari800 emulator for PlayStation Portable)

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not
complete version)

Shawn Jefferson 11/07
Victoria, BC
Canada
http://www.jeffersonsauctioneering.com/atari/
Developer: MyIDE Config 4.0, MyIDE Image Manager 4.1,
MyIDE Image Batcher 1.0

Subject: K

Nick Kennedy 5/07
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://pages.suddenlink.net/wa5bdu/
Developer: SIO2PC 4.21 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari
Drive to PC Interface): software, hardware plans, cables, parts (not for
Windows-XP), HAM Terminal for Atari, The WA5BDU Computer Keyer 1.5
(morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 7/07
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Krishna Software (Krishnasoft) 1/07
173 Prestwick Way
Edison NJ 08820-4680
USA
http://www.krishnasoft.com/sps.htm
Developer: Multi-platform Distributive Operating System (MPDOS) Standard
(version 1.00. simulate joystick, mouse, keyboard with a PC),
MPDOS Professional for Atari (version 1.00. simulate Atari disk drive and
cassette program recorder), Sound Processing Software (SPS) 1.00 (software
for Windows suitable for creating sounds for the Atari)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://hysteria.sk/~mikro/

Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Jakub Kruszona-Zawadzki 11/07
See also: Wolfram Fischer
Poland
http://sio2sd.gucio.pl/
Developer: SIO2SD project

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9, Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to connect an 8-bit Atari computer (or any device with a serial port) directly to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

LaResistance (born, NoiD, powrooz, pr0be, stryker) 3/07
Poland
http://laresistance.pigwa.net/
Developer: edict (intro), Silly Venture 2k4 Invitation, polymatrix (demo), the shrine (demo)

Derek Ledbetter 8/05
540 Canal St Apt 9
San Rafael CA 94901-4145
USA
Home Phone (415) 256-1931
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator 1.0.7 developement release 3 for MacOS 8.6 and later, and OS X

Marcin Lewandowski (Jaskier/Taquart) 8/05
See also: Taquart
ul. Wyszynskiego 15/22

87-100 Torun
Poland
http://jaskier.atari8.info/ and
http://atariarea.krap.pl/PLus/index_pl.htm
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM,
MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1,
Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM
(Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2,
3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick
Assembler to PC X-Asm), Atari800Win PLus 4.0 (for Windows, based on
Atari800)

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 9/06
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS,
Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502
Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software:
MEMDRV10

MadTeam (Tebe, Pajero, Profi, Rage, Psychol, Rocky, KAMM) 3/08
Poland
http://madteam.atari8.info/
http://g2f.atari8.info/
http://mads.atari8.info/
Developer: demos: Happy Demo, MadTeam Intro, The Muppet Movie Show, IGOR,
FAJER, SINTRO, Running Cow, LAJF, Journey, Vasco, X, Splash, TIT, ANI,
SAMAR Graphics Collection, Kaszel #1, Syzygy #8, Dupland Slideshow.
games: Droga Do Duplandu, Mental Age, Dyna Blaster, Getris, Nibbly.
Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5,
Mathaf****r Editor 3.1, Mathaf****r Reader 1.1, Turbo 2000F, Visage 2.7,
XL-Paint 2.5MaX, 2.6MaX, Rip2Max, 2xMPT 8Channel Stereo Project 1.0,
Atari Commander 1.81, Via Copy 4.4, SAMAR Hi-res Interlace with Map of
Colours (SHIMC) Editor 1.0, LZW Pack 4.2, Squash 1.4, Total Commander ATR
Plugin v1.5. PC utilities: Graph2Font 3.8.5.7 (convert graphics to Atari
chars and design multicolor graphics for the Atari), MADS 1.8.0
(Mad-Assembler: 4-pass crossassembler designed for 6502 and 65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/

Publisher: authorized digitized editions of ATARImagazin (1987-1989), Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

Alex Martin 1/04
P.O. Box 65
00-952 Warszawa
Poland
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static memory expansion and replacement (backed-up with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interface.
Under development: ANTIC buffering system, 14 MHz 65c816 CPU with 16 MB static memory

MatoSimi (Martin Simecek) 7/07
Slovakia
http://matosimi.atari.org/
Developer: CMC Musix 1 (demo), CMC MSX Extractor (utility), Plasma4 (intro), Atari FontMaker v1.1 (create ATARI font on PC), Laser Blaster (game), Monex v1.1 (game), Music From Zeus Intro, T2K decoder v.021 (convert programs from cassette tape to disk), Light Up! (game), Belljumper 1k (game)

MCM, an InOne company 5/06
650 Congress Park Dr
Centerville OH 45459-4000
USA
Phone: 1-800-543-4330
Fax: 1-800-765-6960
http://www.mcminone.com/
Developer: 9 Pin Jack For Atari, AC Adaptor Atari 3.5mm 9V DC 500mA

The MESS Team 1/07
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS)-- an emulator of a large number of systems, including the 8-bit Atari computers -- downloads available for Windows, *nix, Mac OS, and DOS

MicroUSB.org - Microprocessor USB Project 1/06
Atari project: Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann
Germany
http://microusb.org/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart (Hardware Cypress SL811, Hardware USBN9602), AtariXLJoypad (Logitech Rumblepad 2 USB Version 2.0), AtariXLJoystick (Competition Pro USB 1.0), AtariXLKeyboard 0.1 BETA, AtariXLMouse (Logitech USB Mouse), AtariXLWheel (Thrustmaster Nascar Pro Digital 2, Logitech Formula GP 1.0, Logitech Vibration Feedback Wheel), USB Device Driver Development Kit 1.2.0, USB Enduser Driver Disk USBTEST Version 0.6, USB HID Base Driver Version 2.0, USBDOS 0.1

Mirage Interactive 6/05
See also: Rewindgames (Fred Meijer)

Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 11/07
Gdansk
Poland
http://www.atariarea.krap.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 3.3a, 4.4, 4.4a (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 2/08
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://morethangames.a8maestro.com/
"encoded" email: mtgYYYY(insert year)"A T"a8maestro.com
Vendor: Many Atari and third party hardware and software items-old/new/used, Supersketch Graphics tablet, AGDA Gamelink based gaming network adapters.
Developer: Audio Video break out box and cables (comp, chroma, luminance, audio), 130XE 4 bit memory upgrade, SPIDER sio port expander, SPEEDIER:19.2K serial port, EASI/O cables to expand SIO, PEEKER:Sio port data monitor, 850 adapters, ATR8000 adapters, SIO Cable Tester. Many more in the works.
Publisher: Atari Game Systems V&D List

Motelsoft 11/07
Germany
http://www.motelsoft.de/
Developer: Caveman II - Caves of Osum (also developed: Der Hexenmeister, Labyrinth, Panzer, Smack-Jack

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

MyAtari 2/07
See: Matthew Bacon

Subject: N

Kostas Nakos 1/06
See also: Atari800 Development Team
Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/
Developer: Pocket Atari 2.0.1

New Breed Software 9/06
c/o Bill Kendrick
2210 Rock St Apt 33
Mountain View CA 94043-2644
USA
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector, MuxChat, SIFE - Super-IRG Font Editor

Nelson Nieves 8/06
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree, TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

Subject: O

Odsiecz Sobieskiego -- O.S. 3/07
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik
See also: Epi
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
Developer: xunzip v2.1 (18 September 2006 -- a ZIP, TAR, GZ and TGZ (TAR.GZ) archives depacker) http://www.atari8.info/stuff/xz21.zip

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit rom dumps

Outland Quest Software 6/06
USA
http://www.outlandquestsoftware.com/
Developer: Ally Attack, Black Sea Silver Fishing, Desert Crossfire, Dungeons of Oti, Empire, Golf Tees, Graphics 8 Painter, Hoss Racing, Korellian Conflict, Lite Show, Mad Libs, Motions Variable, Scattergories,

Space Regent, Starbase Alpha, Standoff, Star Maze, Terror Fair,
Three-D Force Tic-Tac-Toe, T.I.A.K. - Taking In Accurate Knowledge,
Uncle Milton's Million Dollar Mystery Mansion

Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

Eric Parent (Joyful Coder) 11/07
http://joyfulcoder.com/
Developer: Memo Pad for Windows Release 6 (November 12, 2007) -
read ATASCII files

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

Michal Pasiecznik / "Pasiu" 1/08
Poland
http://hardware.atari8.info/ and http://pasiu.krap.pl/
Developer: 576 kB - 1 MB RAM expansions (based on the Amiga 500 and Amiga
600 RAM expansion modules), 1 MB - 2 MB SIMM Expansion, ROM Changer,
AutoStereo, XF551 LED Track Display, intSDX (an internal SpartaDOS X
upgrade), ARC (Atari Real Clock - an alternative realtime clock), IDEa
Interface (100% compatible with the KMK/JZ IDE interface), Simple 65c816
Processor Adapter, Warp4 (4 MHz 65c816 accelerator card), Warp4 MegaMEMboard
(1 MB of linear RAM for Warp4), Project F7 (16 MHz 65c816 accelerator card). Software: CD
Audio Player 0.9 for KMK/JZ IDE and IDEa Interface.

Pecus and Pirx 6/07
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: OMC65 crossassembler - Our 5oft MaCro assember for 6502
ver. 1.3 (Win32 executable); Scorched Earth for Atari XL/XE build 114,
Chip 8 & SuperChip 8 emulator v1.1

Tomasz Piorek / electron 7/07
See also: Taquart
Poland
http://vbxe.atari8.info/
Developer: VBXE - Video Board XE - project is a programmable, FPGA based
graphics subsystem for Atari XE computers

Pixels Past (Joe Grand) 4/06
2907 Shelter Island Dr Ste 105-169
San Diego CA 92106-2797
USA
Telephone: 619-222-4100
Facsimile: 619-222-1797
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari), Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

PP's (Ralf Patschke) 3/08
See also: STARSOFT Berlin
Germany
http://www.ppsberlin.de/
Developer: G2F pictures: bos2002, Brandenburger Tor Sylvester, htlogo, htlogo2005, joggingsheep, Lotus2_001, Lotus2_003, Lotus_003-1, Lotus2_004, Lotus2_006, Lotus2_006-1, Lotus2_007, Neujahr 2007, New Year, rasenspriesssheep, Schneemann, STARSOFT Logo, Venus Express, weihnachtsbaum.
other: Boersenspiel Version vom 11.01.1992

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving), The Famous List Of Hight Score, File Designer (convert from cassette to disk or from boot program to Atari DOS binary file), Disk Wizard II modification (updating and improvement of the disassembly code), Boot Loader. PC software: Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC cable)

Subject: R

Werner Raetz 9/06
Postfach 16 40
D-75006 Bretten
Germany
Telefon: 07252/4827 oder 07252/3058
Telefax: 07252/85565
"encoded" email: OOORaetz.SMOOO@OOOt-onlineOOO.OOOdeOOO
Publisher: WASEO-Publisher, WASEO-Designer, WASEO-Triology,
WASEO-Grafinoptikum, WASEO-Labouratorium, WASEO-Practoscope, WASEO
DISK-LINE disk magazine

Burkhard Rau (HCRBurk) 5/06
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

Ready Magazin (Sascha Leidel) 2/07
Germany
http://www.8-bits.de
Publisher: READY. Magazine. Atari part: 100%, only Atari.
2.60 euro per magazine. 6 magazines per year
Special lower prize for ABBUC members available.

READY Technologies (Thomas Smailus) 5/06
254 Nelson Dr Apt U
Baton Rouge LA 70808-5059
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital
hardware systems; design, development, and production of software systems;
software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn
Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering,
Consulting

RETRO magazine 2/07
See: CSW-Verlag

Rewindgames (Fred Meijer) 4/06
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.rewindgames.com/
Vendor: new and used hardware, new and used commercial software including
all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG
titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!,
Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation
Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds,

Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility Disk

Thomas Richter 12/07
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ Emulator (800/XL/XE/5200 emulator for Unix/Linux/Solaris/Irix) Stable Release 1.53, CVS Snapshot 1.53, atari++ 1.53 for win32

Markus Roemer / R.I.K. of Kaisersoft 10/06
An der Roehr 6a
55606 Hochstetten-Dhaun
Germany
Publisher: Top Magazin 2006

Pawel Rosowski 4/05
Poland
http://uce.pl/ikplus/
Developer: IK+ C64 to Atari 8-bit Conversion Project (game) version 0103 (March 2005)

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/ or http://www.schappel.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy), BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master, Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings, ROBOX, Snow Plow, Snow Plow Editor

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Subject: S

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire, Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons, zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping, TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II. XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint, MultiJoy 16/2 hardware interface

Darren Schebek 6/07
Canada
http://www.schebek.ca/ or http://www.user.dccnet.com/dschebek/
Developer: Envision (character editor & screen editor), Solitaire Game, Yahtzee Game

Serious Magazine 5/05
See: Dial Group

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 9/06
The Netherlands
http://members.home.nl/stack/Atari/atari-xlxe-download.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR), XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs 9/06
Kempenlandstraat 8
5211 VN Hertogenbosch
The Netherlands
http://home.planet.nl/~ernest/
http://members.home.nl/stack/Atari/atari-pooldisk.html
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.ksiders.tzo.com/
Developer: Emulators Utilities: ATR/DCM utilities (DOS), AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer, KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler, Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus. Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker, KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish, Circle of Richness

Sikor Soft (Pawel Sikorski) 1/05
See also: Rewindgames (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://sikorsoft.internetdsl.pl/
Developer: 5 x 5, 5 x 5 Editor, ABC, Centurion, Cyborg, Fire Stone, Ketchup, Liga Polska, Magic of Words, Max, Moscow 1993, Neuroid, Nexus, Orto Puzzle, Pilkarski Poker, Sexy Six, Sexy Six Data Disk #1, Sexy Six Data Disk #2, Sexy Six Data Disk #3, Teacher Killer, Tekblast

Mark l. Simonson 9/06
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 1/06
http://makeatr.atari8.info/
Developer: makeATR v0.06 (software for MS-Windows)

Len Spencer 8/06
USA
http://www.lspenc13.us/Lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely from scratch")

SquoQuo (Hopper, Bugger, Genetic Gemini, Scythoior, Yoda) 4/06
Germany?
http://squoquo.tk/
Developer: Let's Hop, Sh*t Alpin 2005, Ms.Bulimia

STARSOFT Berlin 3/08
See also: PP's
Germany
http://www.ppsberlin.de/
Developer: 1st START Berlin Demo, 2nd STARSOFT Berlin Demo, 3rd STARSOFT Berlin Demo. CCB-Club-Mag: 01/1992, 02/1992, 03/1992, 04/1991, 04/1992, 05/1991. ECS Info-Mag: 01/1991, 02/1991, 03/1991. Gamtro ABBUC-Magazin 73, GFX 0 Scrolls, Multiple GFX 12 Scrollers, New Years Disc 2007, New Years Disc 2008, STARSOFT Berlin TurboBasic Demo, STARSOFT Magazine: 01/1992, 02/1992, 02/1993, 03/1992. TIF2PIC beta, TOP-Magazin Intro

Radek Sterba (Raster/C.P.U.) 5/07
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer: MultiJoy8 (connect 8 joysticks to one Atari), MultiJoy16 (connect 16 joysticks to one Atari), ATADIM v2.05 Beta (Win9x- work with Atari disk images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor), LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8), Multris (Tetris-like game for MultiJoy4), Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4 (Quadro-Tron patched for MultiJoy). utilities: MPE (MIDI Pattern Editor) v2.3, HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT,

DIRCOPY4, SA_POKEY (Standalone dynamic DLL library for emulation of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of Atari 6502 processor), Raster Music Tracker (RMT) v1.25 - cross-plaftorm XL/XE music maker for PC, RMT Player v1.06 (plays *.RMT (Raster Music Tracker) song files on Atari XE/XL computers), Creaxin1 "Create X in 1" (for use with S/XEGS RAMcart 128KB by C.P.U.) v1.03.
games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch), The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS - 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS) PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS, ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine interpreter, original by Steve Wozniak), Infoline for ACTION!

Super Products 4/04
c/o James Bradford
14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 1/07
Czech Republic
http://jirkasuv.duch.cz/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB, Binary load+ (for TURBO 2000 Operating system V4.1), Prochazka v C... ("A walk in C..." text game)

Subject: T

Taquart 1/06
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely'
Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru'
Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj
'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz,
Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski
See also: Tomasz Piorek
See also: Marcin Zukowski
Poland
http://numen.scene.pl/ and
http://www.s-direktnet.de/homepages/k_nadj/taquart.html
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995),
Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag,
1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro,
Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996),
Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997),
Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997),
Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan) 3/07
See also: Epi
Poland
http://atariki.krap.pl/index.php/Tristesse
Developer: SROLL-demo, TRS-Desktop 0.9d alpha:
http://www.atari8.info/trsdesktop.php (screenshots)
http://trub.atari8.info/sdx_files/TRS_desktop_v09d_alfa.zip (download),
NeoTracker v1.6 : http://epi.atari8.info/files/neotracker-1.6.zip ,

trub 2/08
See also: DLT Ltd.
Poland
http://trub.atari8.info/ or http://trub.sys.net.pl/
Developer: for SDX 4.x: TDPL 2.0 / TD 2.0 (enhanced TD.COM, Polish/
English), XEP.SYS 0.1F (XEP80 device driver), FSTRUCT, RUNEXT 0.5, QE 2.0
(Continuation of the famous Quick Edit - E: and CON: accelerator by KMK).
for SDX+65C816: RAMD816.SYS. for SDX+QMEG OS: OSSIO.SYS. for SDX+SIO2IDE:
S2I Commands 0.8. for SIO2IDE: S2I JukeBox 4.0a. for MS Windows: FIXATR.
for SDX+KMK/JZ IDE: CDPLAY 0.4a. more: ED 2.9, ABASIC, YOGI/YELLYSTONE PARK
Multidrive, XLDisk. SRAMCharger and Indus CP/M project for Atari Indus GT,

LDW Super 2000, and CA-2001 disk drives.

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator, several other programs. (Mainly working these days on HP Alpha (VMS), Sparc (Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 2/07
See also: Atari800 Development Team
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.), SH3/4 (Jornada, etc.)

Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: new hardware, new commercial software (cassette format)

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 4/07
http://retrobits.net/
Developer: Atari810 1.4d -- software for emulating an Atari 8-bit floppy drive or hard disk on your PC (Windows NT/2000/XP)

Video 61 & Atari Sales (Lance Ringquist) 4/06
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
"We service, sell and publish hardware and software"

Vendor: new/used hardware, commercial/PD/freeware/shareware
Developers: Checkers, Hearts, Ultra Translator

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12),
commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
USA
http://www.videogametrader.com/
Vendor: new and used commercial software

Vintage Computer Cables 8/07
Fort Lauderdale FL
USA
http://www.vintagecomputercables.com/
Developer: Atari Gold Video Cable, Atari Gold Video Cable (stereo with Y),
Atari Gold S-Video Cable (stereo with Y)

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

WASEO 9/06
c/o Thorsten Helbing
Koenigsberger Str. 9
30916 Isernhagen
Germany
tel: +49 175 9982360
FAX: +49 121 258 409 3729
http://www.waseo.de/
Developer: audio CDs: The 20 best ATARI Hits, The 20 most inventive ATARI

Songs, The Best of Music Non Stop, The Best of ATARI Game Music, The ATARI Super Soundmix. Titles published by Werner Ratz: WASEO-Publisher (DTP-Programm), WASEO-Designer (Erganzung zum DTP-Programm), WASEO-Triology (Nutzliche Programmsammlung), WASEO-Grafinoptikum (Grafikprogrammsammlung), WASEO-Labouratorium (Arbeitserleichterungsprogramme), WASEO-Practoscope (Sammlung praktischer Programme), Demo Disk, Basic Hits, DISK-LINE disk magazine

B. Watson (Urchlay) 5/07
http://www.urchlay.com/cassio/
Developer: cassio 0.2.2 - A tool for working with Atari 8-bit computer cassette image (.cas) files on Linux or other UNIX-like systems.

Mark Watson 1/08
http://www.scrameta.net/a800.html
Developer: Atari800 emulator ports: 0.8 for GP32, 1.2 for GP2X, 1.2 for Gizmondo

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/atarixlbox.php
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

---

Subject: Y

Yoomp! 11/07
Marcin "Eru" Zukowski, Lukasz "X-Ray" Sychowicz,
Bartek "BeWu" Wasiel, Piotr "0xF" Fusik
http://yoomp.atari.pl/
Developer: Yoomp!

Subject: Z

Marcin Zukowski (eru/tqa) 5/07
See also: Taquart
See also: Yoomp!
The Netherlands
http://lepix.sourceforge.net/

```
Developer: LePix v.0.2.0

======================================================================
End of atari-8-bit/vendev
======================================================================
```

1896. Re: Impact of the C64 dvd rip (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-07 10:20:37 UTC
From: mikefaz <mackfiz55@yahoo.com>
Message-ID: <74a2ce0f-fbe3-46c4-8a26-05ab56cda0d2@u69g2000hse.googlegroups.com>
Source record: 3435

On Apr 5, 9:10 pm, rberna...@value.net wrote:> On Apr 4, 7:45 am,
mikefaz wrote:> > > When did this show happen?> > It was on Dec.
10, 2007.> > > Also I wish I could communicate with Jack?> > I
wish I could, too. :-)> > Now in Cleveland, Ohio,>
Robert Bernardo> Fresno Commodore User Group>
http://videocam.net.au/fcug> The Other Group of Amigoids>
http://www.calweb.com/~rabel1/Thanks. I wonder if there is
going to be another show like it?

1897. March 2008 winner at The DarkForce! BBS

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-07 15:51:36 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2008.04.07.15.51.36.72887@suddenlink.net>
Source record: 3436

Greetings everyone!

Here are the lucky and the proud winner(s) of the March prize(s)
at The DarkForce! BBS:

March 2008
1. ST Magazine - Tobiasj wins the free 3 mag. subscription

Congratulations to our winner(s)!

Also, here is Februarys prize:

April 2008
1. ST Magazine - some lucky Atari caller will win a free 3 magazine
subscription.

Congratulations to our winner, and good luck to this months callers!

:)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

1898. Axiom AT-846

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-07 20:37:55 UTC
From: Trash80 <trash80@theville.vintagecomputing.net.remove-7zk-this>
Message-ID: <47FA8623.981.atari@theville.vintagecomputing.net>
Source record: 3437

Hi, I have an Axiom AT-846 (eBay special) but no manual. Does anyone know of the manual being available online (i.e. a scanned pdf)? Or is there anything you can tell me about its operation in lieu of a manual?

Regards,
Doug
--
The Ville - Where 8-bits meet 32. Internet: web, telnet, ssh, ftp, gopher
FidoNet: 1:255/36 URL: theville.vintagecomputing.net
--- Synchronet 3.15a-Linux NewsLink 1.88
* The Ville - Lower Sackville, NS - telnet://theville.vintagecomputing.net

1899. Re: Atari 815 question

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-08 03:04:50 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <ghBKj.55910$yk5.17271@newsfe18.lga>
Source record: 3438

Well...I think Atari 815 has only ONE density mode, Double Density, MFM. I guess that 815 can not detect the density on the boot sector but it can read 256 bytes on boot 3 sectors. I think it is not compatible backward to Single Density because 815 does not have FM encoding. you guy agree?

The most disk drives have two modes, FM and MFM. They can detect the density on the boot three 128 bytes sectors.

"Russg" <russgilb@MUNGEsbcglobal.net> wrote in message news:pvsJj.104$V14.32@nlpi070.nbdc.sbc.com...
>
> "Jack Tseng" <> wrote in message news:
>> Atari 815 is true double density drives. Atari DOS 2.0D can not
> reconfigure
>> to Single Density. Can 3rd party DOS like SmartDOS reconfigure 815 to
> Single
>> Density ? Can 815 read Single Density ?
>>
>> Jack
>>
> I don't know the 815, but all the double density
> drives I've used (1050 USDBLR, Rana 1000,
> Indus GT) it will detect the density when you
> boot up. You stick a single dens boot disk
> in and it will boot, same with stick a dbl dens
> disk in and it will detect and boot.
> I wrote a density set program that worked after
> bootup, you could set single, dble, enhanced.
> I'm not sure it would work on an 815.
> The Indus and/or the Rana could set dens.
> on the from panel, if I recall.
> You need a dbl dens DOS to use dbl dens disks.
> SmartDOS, MyDOS, FTe(Sparta)DOS. Atari
> DOS 2/2.5 won't do dbl. 2.5 does enhanced.
>
>

1900. Re: Atari 810 Mechanism

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-08 03:06:53 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <ajBKj.55922$yk5.45225@newsfe18.lga>
Source record: 3439

http://www.thepcmuseum.com/atari/Atari810/default.htm

It says Shugart Mechanism.

"Jason Harmon" <jharmon@us.net> wrote in message
news:Kcednc8aTNUUvmvanZ2dnUVZ_u2mnZ2d@comcast.com...
>
> "Jack Tseng" <tseng4@hotmail.com> wrote in message
> news:wVdJj.44244$QC.32659@newsfe20.lga...
>>I am confused... Atari 810 uses Shugart Mechanism or MPI or Tandon?
>
> My understanding is that there are two versions of the 810. The most
> common type (don't know the numbers made) has the MPI mechanism. Versions
> with the Tandon mechanism were also made in smaller numbers (I have one of
> these).
>
> -Jason
>

1901. Re: Atari 810 Mechanism

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-09 03:49:31 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <JvCdnQwNKvHPoWHanZ2dnUVZ_jidnZ2d@comcast.com>
Source record: 3440

```
"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:ajBKj.55922$yk5.45225@newsfe18.lga...
> "Jason Harmon" <jharmon@us.net> wrote in message
> news:Kcednc8aTNUUvmvanZ2dnUVZ_u2mnZ2d@comcast.com...
>>
>> "Jack Tseng" <tseng4@hotmail.com> wrote in message
>> news:wVdJj.44244$QC.32659@newsfe20.lga...
>>>I am confused... Atari 810 uses Shugart Mechanism or MPI or Tandon?
>>
>> My understanding is that there are two versions of the 810. The most
>> common type (don't know the numbers made) has the MPI mechanism.
>> Versions with the Tandon mechanism were also made in smaller numbers (I
>> have one of these).
>>
>> -Jason
>>
>
> http://www.thepcmuseum.com/atari/Atari810/default.htm
>
> It says Shugart Mechanism.
>

Either there was a third supplier of 810 mechanisms (Shugart), or the info
on that page is wrong. I have both types of 810, one Tandon, and one MPI
(and the mechanisms are clearly labeled as such).

B&C has parts for both types of 810 in their inventory:

http://www.myatari.com/atarixlh.txt

PRA032 MECH 810 MPI DRIVE 25.00
PRA033 MECH 810 TANDON DRIVE 25.00
PRA044 MOTOR 810 MPI DRIVE 10.00
PRA043 MOTOR 810 TANDON 10.00
PRA039 BELT 810 MPI DRIVE 5.00
PRA038 BELT 810/1050 TANDON DRIV 7.95

-Jason Harmon
```

1902. Re: Impact of the C64 dvd rip (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-09 06:31:38 UTC
From: rbernardo@value.net
Message-ID: <33f1c76e-ec30-4b5f-97ed-4cad762a90a4@m44g2000hsc.googlegroups.com>
Source record: 3441

On Apr 7, 3:20 am, mikefaz wrote:

> I wonder if there is going to be another show like it?

Well, if Jack Tramiel was pleased with the show
this time, Computer History Museum people are
hoping that he would be persuaded to show up
again for another public event.

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
The Other Group of Amigoids
http://www.calweb.com/~rabel1/

1903. Re: Atari 815 question

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-10 00:19:06 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <52dLj.65000$y05.58346@newsfe22.lga>
Source record: 3442

I still don't understand why 815 has dual drive in one unit. 815 should have
ONE drive, one drive is good enough. One MFM drive is much affordable than
dual drive! Atari is stupid!

Atari 815 MFM was poor reliable drive. Why not 815 use GCR instead of MFM?
Commdore and Apple Disk Drive have GCR encoding. They have not much problem.
GCR drives formats the 256 bytes per sector.

"Ensor" <none@localhost> wrote in message
news:Q7-dndLN4u1ipWTaRVnyggA@brightview.com...
> Hi,
>
> > Atari 815 is true double density drives....
>
> I wasn't aware the 815 was double density....you learn something new every
> day....
>
> The following web page will give you a few more details:
> http://www.atarimuseum.com/computers/8bits/400800/815/815.html
>
>
> TTFN - Pete.
>
>

1904. Re: Atari 815 question

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-10 01:53:00 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.t9dgu3z6gaat7c@mdc>
Source record: 3443

On Mon, 07 Apr 2008 22:04:50 -0500, Jack Tseng <tseng4@hotmail.com> wrote:

> Well...I think Atari 815 has only ONE density mode, Double Density, MFM.

I came to this same conclusion a while back.

It'd be even better if an actual 815 owner could verify!

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

1905. Re: Axiom AT-846

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-10 01:54:48 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.t9dgxme2gaat7c@mdc>
Source record: 3444

> Hi, I have an Axiom AT-846 (eBay special) but no manual. Does anyone
> know ofthe manual being available online (i.e. a scanned pdf)? Or is
> there anythingyou can tell me about its operation in lieu of a manual?

What is it? A printer?

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

1906. Re: Axiom AT-846

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-10 06:39:47 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0804092338400.26145-100000@onyx.spiritone.com>
Source record: 3445

I think it's a printer interface.

On Wed, 9 Apr 2008, Michael Current wrote:

> > Hi, I have an Axiom AT-846 (eBay special) but no manual. Does anyone
> > know ofthe manual being available online (i.e. a scanned pdf)? Or is
> > there anythingyou can tell me about its operation in lieu of a manual?
>
> What is it? A printer?
>
> --
> Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
> 8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
> St. Paul Atari Computer Enthusiasts: http://space.atari.org/
>

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

1907. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-10 06:57:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0804092352230.26663-100000@onyx.spiritone.com>
Source record: 3446
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! I can also sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

1908. Re: Atari 815 question

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-10 15:55:41 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <_sadndQnjoYUpWPanZ2dnUVZ_h6hnZ2d@earthlink.com>
Source record: 3447

Jack Tseng wrote:
> I still don't understand why 815 has dual drive in one unit. 815 should
> have ONE drive, one drive is good enough. One MFM drive is much
> affordable than dual drive! Atari is stupid!

I had two friends that worked there. Atari was out of control at the time in that management was clueless and engineering lacked focus and direction. There was little accountability for job performance.
>
> Atari 815 MFM was poor reliable drive. Why not 815 use GCR instead of
> MFM? Commdore and Apple Disk Drive have GCR encoding. They have not much
> problem. GCR drives formats the 256 bytes per sector.

MFM was OK, it is just that with the lack of accountability so much money was wasted that everything done at Atari had *HUGE* overhead attached to it.

I'm not sure if I have my facts straight but the reason why the 815 was dropped was because you could buy two 1050s for less. The 1050 was done out of house, at Tandon IIRC, so it did not have to bear the burden of waste that anyone trying to do something at Atari did. If you were the greatest, hardest working engineer in the world, everything you did would still cost multiples of what it could be done for elsewhere so it would fail.

But that was SOP for the Valley at the time and high tech industries at the time. In my own, pharmaceuticals, we billed ~700% as overhead.

Things were different: I remember ~a 256k memory expansion for a DEC was something like $250,000. For that price a service tech from DEC would fly out to your location and install it. Concept of Federal Express it overnight and have the user install it had not been created yet!

Rick

1909. ebay: 1200XL with ApeWARP+ installed

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-10 20:30:58 UTC
From: Payton Byrd <plbyrd@gmail.com>
Message-ID: <92f11ee9-cc37-4456-a497-686f818dbfec@l42g2000hsc.googlegroups.com>
Source record: 3448

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=260229158379

1910. eBay: 1030, SIO2PC, 1050 w/Box, 800 w/Box, 800XL w/Box

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-11 20:41:55 UTC
From: Payton Byrd <plbyrd@gmail.com>
Message-ID: <46f79d07-cbf2-4b83-9738-102d89cba2ae@m71g2000hse.googlegroups.com>
Source record: 3449

1030 Modem
<http://tinyurl.com/5tmqvf>

SIO2PC w/SIO cable
<http://tinyurl.com/5ry9ac>

1050 w/Box
<http://tinyurl.com/66dpkq>

800 w/Box
<http://tinyurl.com/5scyku>

800XL w/Box
<http://tinyurl.com/58xvd7>

1911. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-13 04:20:55 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1208060434@rtfm.mit.edu>
Source record: 3450
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

The Atari computer intellectual property rights are currently owned by
Atari Interactive, which is managed by today's Atari, Inc. Both of these
are divisions of Infogrames Entertainment.
http://www.atari.com/ http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 7 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

1912. ATARI BBS GATEWAY (links to all Atari BBS's on one BBS!)

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-13 14:57:17 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <102803b1@familynet-international.org>
Source record: 3301

FamilyNet International Newsgate

A long time & stable Dallas BBS, The Prison Board, has offered to provide a "Favorites page" for the Atari BBS users. Other users (like Tcropper) and I provided an up to date BBS list of the active Atari sites out there, and Rueben (PB Sysop) created a place you can go to, bring up an Atari telnet menu, and go directly to that Atari BBS. icon_smile.gif (Recently a Commodore BBS list has been added too.)

Ever been curious to see the online world of Atari computers? Come check out the Prison Board BBS:

972-329-0781 (this number good for people want to try out Atari modems, and dialup means.)
216.62.20.217 (This IP number is great for Lantronix users, and has not changed for a considerable time.) [IP Still accurate April 13, 2008] (also telnet://rdfig.net)

Trying to dial in with a stock Atari 300/1200 baud modem? You poor soul! But this has been less painful with a new feature. When you log in and the BBS asks for your log in name type "*[First name] [last name] [password]" and you'll skip over the log in screens and get taken directly to the main menu.

Never has the online Atari world been so easy to access from your Atari computer. Simply call up the above system, get to the main menu, X for the internet menu, and then A for the Atari menu. From there, it is simply a matter of hitting 1 through 9 for the Atari BBS's. Atari BBS's in many cases run on real Atari computers like the one you're calling with. Both chats are there, and one BBS is listed that you will not see anywhere else.

And the Prison board makes a great E-mail service too. icon_smile.gif You can E-mail the outside world with a real E-mail account, and if you wanted to surf the web on your Atari computer (especially 8-bits) there are telnetable locations with Lynx browsers you can hit from the Prison Board's telnet out feature.

Let me know here if you have any questions, and many thanks to The Prison Board BBS for this awesome service.

Naturally a BBS sysop loves more users, but seldom have I seen a sysop that have bent over backward for his users that he would be a pretzel at this point. Changes that Rueben has added as of April 13, 2008 for the retro computer community, and all I had to do was ask nicely and give feedback that you've given on how to make it better:

1) Added the Atari BBS list
2) Opened up 300 baud support. (this is turned off on modern BBS's) 3) Paid for the licences to add more lines. I think he started with 3-5 lines. Traffic increased when we started this, and so more lines were needed.
4) Added the Commodore BBS list
5) Added links to the Atari chats on both atarinews and the IRC chat.
6) Added the ability to skip all log-in screens. (this added with 300 baud users in mind).

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

1913. Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-14 00:36:56 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <CGxMj.105545$Ft5.83353@newsfe15.lga>
Source record: 3302
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

In 1980, Apple II graphics/sound looks limited.. Graphics on the games look very terrible... Sound is not good. Atari graphics/sound are better than Apple II.. Why did many companies make the games for Apple more than Atari?

I attended to the computer class in the elementary school. There were many Apple computers in the most school. Can anyone tell me a reason why the school chooses Apple even thought the graphics and music were terrible?

Thanks!
Jack

1914. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-14 01:33:57 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <JNudnSRH-PMWKZ_VnZ2dnUVZ_tqtnZ2d@comcast.com>
Source record: 3303
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Jack Tseng wrote:
> In 1980, Apple II graphics/sound looks limited.. Graphics on the games look
> very terrible... Sound is not good. Atari graphics/sound are better than
> Apple II.. Why did many companies make the games for Apple more than Atari?

I suspect it has a lot to do with the larger size of the Apple II
market. And the broader range of hardware and software available
for the Apple II, which put it into a lot more applications.

> I attended to the computer class in the elementary school. There were many
> Apple computers in the most school. Can anyone tell me a reason why the
> school chooses Apple even thought the graphics and music were terrible?

Education is not about pretty graphics and sound. Educational software
is about *good authoring* and *entertaining* graphics and sound, which
has almost no relation to their objective quality.

-michael

NadaPong: Network game demo for Apple II computers!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it's seriously underused."

1915. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-14 01:52:24 UTC
From: Mark Bedingfield <atari030@nomorespamplease.optusnet.com.au>
Message-ID: <sNyMj.1478$ko5.1311@news-server.bigpond.net.au>
Source record: 3304
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Jack Tseng wrote:
> In 1980, Apple II graphics/sound looks limited.. Graphics on the games look
> very terrible... Sound is not good. Atari graphics/sound are better than
> Apple II.. Why did many companies make the games for Apple more than Atari?
>
> I attended to the computer class in the elementary school. There were many
> Apple computers in the most school. Can anyone tell me a reason why the
> school chooses Apple even thought the graphics and music were terrible?

Marketing. In Australia and New Zealand Apple struck deals with the
respective boards of education. It still occurs that way, Acer in
Australia for example. Its got very little to do with reliability,
performance or software. I'd imagine its the same overseas.

Mark

1916. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-14 02:01:52 UTC
From: "N.N. Thayer" <nnthayer@hotmail.com>
Message-ID: <1f9adba8-04a2-4fcf-b4eb-502bf48946e5@u3g2000hsc.googlegroups.com>
Source record: 3305
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On Apr 13, 7:36 pm, "Jack Tseng" <tse...@hotmail.com> wrote:
> In 1980, Apple II graphics/sound looks limited.. Graphics on the games look
> very terrible... Sound is not good. Atari graphics/sound are better than
> Apple II.. Why did many companies make the games for Apple more than Atari?
>
> I attended to the computer class in the elementary school. There were many
> Apple computers in the most school. Can anyone tell me a reason why the
> school chooses Apple even thought the graphics and music were terrible?
>
> Thanks!
> Jack

To partly answer your question, here is an *awesome* interview that
covers the origins of MECC, who was instrumental in establishing the
Apple II as the K-12 standard:

http://www.cbi.umn.edu/oh/pdf.phtml?id=177

The interview is done within the larger context of the evolution of
educational computing, and the related financial, technical, and
bureaucratic challenges. Fascinating and informative reading.

1917. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-14 02:52:42 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <8sudnXlCoJxiW5_VnZ2dnUVZ_oninZ2d@comcast.com>
Source record: 3306
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

N.N. Thayer wrote:
> On Apr 13, 7:36 pm, "Jack Tseng" <tse...@hotmail.com> wrote:
>
>>In 1980, Apple II graphics/sound looks limited.. Graphics on the games look
>>very terrible... Sound is not good. Atari graphics/sound are better than
>>Apple II.. Why did many companies make the games for Apple more than Atari?
>>
>>I attended to the computer class in the elementary school. There were many
>>Apple computers in the most school. Can anyone tell me a reason why the
>>school chooses Apple even thought the graphics and music were terrible?
>>
>>Thanks!
>>Jack
>
>
> To partly answer your question, here is an *awesome* interview that
> covers the origins of MECC, who was instrumental in establishing the
> Apple II as the K-12 standard:
>
> http://www.cbi.umn.edu/oh/pdf.phtml?id=177
>
> The interview is done within the larger context of the evolution of
> educational computing, and the related financial, technical, and
> bureaucratic challenges. Fascinating and informative reading.

In education as in other application areas, a standard platform
is a wonderful thing.

-michael

NadaPong: Network game demo for Apple II computers!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it's seriously underused."

1918. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-14 05:28:32 UTC
From: David Schmenk <dschmenk@YUCH.gmail.com>
Message-ID: <4YBMj.1090$FF6.692@newssvr29.news.prodigy.net>
Source record: 3307
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Jack Tseng wrote:
> In 1980, Apple II graphics/sound looks limited.. Graphics on the games look
> very terrible... Sound is not good. Atari graphics/sound are better than
> Apple II.. Why did many companies make the games for Apple more than Atari?
>
> I attended to the computer class in the elementary school. There were many
> Apple computers in the most school. Can anyone tell me a reason why the
> school chooses Apple even thought the graphics and music were terrible?
>

You should have seen the graphics and heard the sound on a TRS-80! This
was the route my Jr. High and High School went with. Just not the same
experience. I was learning Apple Pascal while everyone else was
learning how to scroll their names all over the screen and typing in
crappy maze games from magazines in BASIC.

> Thanks!
> Jack
>
>
>
>

Although they were contemporaries, the Atari 800 was over two years
newer. Two years as a lot of time to add hardware features. Even so,
the Atari didn't have slots or the software base the Apple II had. I
think the Ataris were seen as more glorified game machines (especially
the 400) and the Apples were seen as more *serious* computers. The
expandable hardware, deep software library, and adequate graphics/sound
gave the Apple II a leg up on the other platforms of the time.

Dave...

1919. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-14 06:34:05 UTC
From: Payton Byrd <plbyrd@gmail.com>
Message-ID: <8d2f33c0-aaae-4f8a-881f-b0c33fbada4e@a22g2000hsc.googlegroups.com>
Source record: 3308
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Atari wanted control over everything, which bit them in the ass. At
first they wanted to make cart games of all their coin-op games and
use the coin-ops as free advertising. The problem was that they
rushed so many games to market that they didn't take advantage of the
capabilities of the system. There's an archive of all the email on
the Atari VAX that sheds volumes of light into the inner workings of
Atari and it's no friggen' wonder they failed so gloriously until
Tramiel took over, who happened to turn a profit for a while, but it
was too little too late.

On Apr 13, 7:36 pm, "Jack Tseng" <tse...@hotmail.com> wrote:
> In 1980, Apple II graphics/sound looks limited.. Graphics on the games look
> very terrible... Sound is not good. Atari graphics/sound are better than
> Apple II.. Why did many companies make the games for Apple more than Atari?
>
> I attended to the computer class in the elementary school. There were many
> Apple computers in the most school. Can anyone tell me a reason why the
> school chooses Apple even thought the graphics and music were terrible?
>
> Thanks!
> Jack

1920. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-14 13:57:27 UTC
From: Guillaume Tello <houten.van@wanadoo.fr>
Message-ID: <48035494$0$832$ba4acef3@news.orange.fr>
Source record: 3309
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

"Jack Tseng" <tseng4@hotmail.com> a crit dans le message de news:
CGxMj.105545$Ft5.83353@newsfe15.lga...
> In 1980, Apple II graphics/sound looks limited.. Graphics on the games
> look very terrible... Sound is not good. Atari graphics/sound are better
> than Apple II.. Why did many companies make the games for Apple more than
> Atari?
>
> I attended to the computer class in the elementary school. There were many
> Apple computers in the most school. Can anyone tell me a reason why the
> school chooses Apple even thought the graphics and music were terrible?

Could it be a problem of development kits: was it so easy to program on
an Atari than on an Apple II ? Were the tools so efficient?
I may be wrong, but the Kyan Pascal was both available on Apple and
Atari: did those tools appear too late?

Guillaume.

1921. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-14 14:18:48 UTC
From: "N.N. Thayer" <nnthayer@hotmail.com>
Message-ID: <cfcf37f7-20c7-4985-8892-1f40b74f5def@m36g2000hse.googlegroups.com>
Source record: 3310
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On Apr 13, 9:52 pm, "Michael J. Mahon" <mjma...@aol.com> wrote:
> N.N. Thayer wrote:
> > On Apr 13, 7:36 pm, "Jack Tseng" <tse...@hotmail.com> wrote:
>
> >>In 1980, Apple II graphics/sound looks limited.. Graphics on the games look
> >>very terrible... Sound is not good. Atari graphics/sound are better than
> >>Apple II.. Why did many companies make the games for Apple more than Atari?
>
> >>I attended to the computer class in the elementary school. There were many
> >>Apple computers in the most school. Can anyone tell me a reason why the
> >>school chooses Apple even thought the graphics and music were terrible?
>
> >>Thanks!
> >>Jack
>
> > To partly answer your question, here is an *awesome* interview that
> > covers the origins of MECC, who was instrumental in establishing the
> > Apple II as the K-12 standard:
>
> >http://www.cbi.umn.edu/oh/pdf.phtml?id=177
>
> > The interview is done within the larger context of the evolution of
> > educational computing, and the related financial, technical, and
> > bureaucratic challenges. Fascinating and informative reading.
>
> In education as in other application areas, a standard platform
> is a wonderful thing.
>
> -michael
>
> NadaPong: Network game demo for Apple II computers!
> Home page: http://members.aol.com/MJMahon/
>
> "The wastebasket is our most important design
> tool--and it's seriously underused."

And according to the interview, luck as much as anything else
determined that standard. If one accepts that MECC was a catalyst for
the proliferation of micros in schools, then a big reason for the
Apple II entrenching itself was that Apple was the only manufacturer
to take MECC's bidding process seriously:

"MECC dispatched two people out to talk to Steve Jobs and Steve
Wozniak who were the 21-year-old kids with the new Apple computer.

They had already announced their intent to save the world and they were going to help education using the computer. They had no information about what we were doing in Minnesota. They didn't know anybody was using computers in schools. We told them about MECC and said we'd like to buy five Apple II's at a special price. They gave us a special price ... Yes, we got a bid from Apple. We also got bids from other companies. Some of the companies, particularly Radio Shack, were not enamored with this process and thought it was kind of hokey - the process being the bid process and the state requirements - and so they weren't real particular about how they responded. We told Radio Shack, 'You know, if you don't respond in the right way we can't accept your bid,' and they weren't willing to change. Everything was flying high and they were selling TRS-80s like mad. The Atari people and the Commodore people were late and there were very stringent rules - if you aren't in by noon on the appointed day, you are [out]."

(One of a few flashpoints in that interview; the whole thing is captivating, especially to someone who wasn't alive to witness the transition from centralized service-based computing to local autonomous computing.)

1922. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-14 16:31:10 UTC
From: mmphosis <markwstock@yahoo.com>
Message-ID: <0be61519-b068-45ac-b470-ea2abe4ed203@1g2000prf.googlegroups.com>
Source record: 3311
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

1980, wow! That was a long time ago.

In 1980, I remember the Apple II/II+ as having the best graphics/sound at that time, and it had a disk drive! Wow, no more loading from tape.

The TRS-80's built-in screen was screen black and white. It had graphics and sound? If it did, Radio Shack certainly didn't market it, but I do give them big credit for actually selling computers in their stores.

The Commodore pet was text with crude line/block characters in it's font, but it came out roughly the same time as the Apple II. The VIC-20 would show up a LATER, and the C-64 even LATER.

The IBM-PC came LATER and did not have graphics built-in but it did have slots like the Apple II which meant that graphics cards could be added.

Other than in coin-op video arcade games and a game consoles, I don't really remember Atari computers in 1980, maybe LATER in 1981/1982 they started showing up in stores, but Apple had the market by then. The graphics and sound looked good in the demos and in the pre-packaged Atari arcade games. But, could you type:
]HGR : HCOLOR = 5 : HPLOT 0,0 TO 279,159
on an Atari and get a jagged orange line on the screen?
On the Atari, I think you had to write 6502 assembler which had to run within a limited amount of time to do hi-res graphics, am I wrong about this?

In the 1980's, I wrote educational software for the Apple II and Icon computer.

Why schools go with the hardware they choose? I think that it's a government decision and the process changes. I don't know.

Where I lived at the time, the schools in the province of Ontario, Canada primarily had Commodore equipment. And, later the government latched onto putting Icon computers in schools, built by Burroughs / Cemcorp, later Unisys, later maybe Sperry at the end. In the 90's, I think they switched to Macintosh and PC. But, by that time the legacy Apple II still had the of the most educational and games software going for it. And, my friends and their children to this day still play Oregon Trail on their modern computers!

1923. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-14 18:22:44 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <fu072r$e1q$1@infosun2.rus.uni-stuttgart.de>
Source record: 3312
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

mmphosis wrote:

> Other than in coin-op video arcade games and a game consoles, I don't
> really remember Atari computers in 1980, maybe LATER in 1981/1982 they
> started showing up in stores, but Apple had the market by then. The
> graphics and sound looked good in the demos and in the pre-packaged
> Atari arcade games. But, could you type:
>]HGR : HCOLOR = 5 : HPLOT 0,0 TO 279,159
> on an Atari and get a jagged orange line on the screen?

No, but you could type

```
graphics 7
color 1
plot 0,0
drawto 79,79
```

to get an orange line on the screen. (-:

> On the Atari, I think you had to write 6502 assembler which had to run
> within a limited amount of time to do hi-res graphics, am I wrong
> about this?

I afraid so. The c64 had no graphic support in its rather limited basic.
The ataris did, however, string variable support was an annoyance.

> In the 1980's, I wrote educational software for the Apple II and Icon
> computer.
>
> Why schools go with the hardware they choose? I think that it's a
> government decision and the process changes. I don't know.

It has rarely to do with the hardware capabilities of the systems. The
decision makers rarely had a clue about the hardware in first place, and
other factors are just more important (pricing, discount for education,
long term support,...).

Greetings,
Thomas

1924. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-14 21:54:18 UTC
From: Payton Byrd <plbyrd@gmail.com>
Message-ID: <793dedd2-6e7d-41e0-a7b2-6a9c56366ba5@k37g2000hsf.googlegroups.com>
Source record: 3313
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

A former colleague used to be a technical sales rep for Apple back in
the 1980's in Florida. They ONLY targeted the school market. He said
that their biggest selling tool was strip clubs.

On Apr 14, 11:31 am, mmphosis <markwst...@yahoo.com> wrote:
> In the 1980's, I wrote educational software for the Apple II and Icon
> computer.

1925. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-15 00:40:06 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <s92dnb7HtcfxZJ7VnZ2dnUVZ_t_inZ2d@comcast.com>
Source record: 3314
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

N.N. Thayer wrote:
> On Apr 13, 9:52 pm, "Michael J. Mahon" <mjma...@aol.com> wrote:
>
>>N.N. Thayer wrote:
>>
>>>On Apr 13, 7:36 pm, "Jack Tseng" <tse...@hotmail.com> wrote:
>>
>>>>In 1980, Apple II graphics/sound looks limited.. Graphics on the games look
>>>>very terrible... Sound is not good. Atari graphics/sound are better than
>>>>Apple II.. Why did many companies make the games for Apple more than Atari?
>>
>>>>I attended to the computer class in the elementary school. There were many
>>>>Apple computers in the most school. Can anyone tell me a reason why the
>>>>school chooses Apple even thought the graphics and music were terrible?
>>
>>>>Thanks!
>>>>Jack
>>
>>>To partly answer your question, here is an *awesome* interview that
>>>covers the origins of MECC, who was instrumental in establishing the
>>>Apple II as the K-12 standard:
>>
>>>http://www.cbi.umn.edu/oh/pdf.phtml?id=177
>>
>>>The interview is done within the larger context of the evolution of
>>>educational computing, and the related financial, technical, and
>>>bureaucratic challenges. Fascinating and informative reading.
>>
>>In education as in other application areas, a standard platform
>>is a wonderful thing.
>>
>>-michael
>>
>>NadaPong: Network game demo for Apple II computers!
>>Home page: http://members.aol.com/MJMahon/
>>
>>"The wastebasket is our most important design
>>tool--and it's seriously underused."
>
>
> And according to the interview, luck as much as anything else
> determined that standard. If one accepts that MECC was a catalyst for
> the proliferation of micros in schools, then a big reason for the

> Apple II entrenching itself was that Apple was the only manufacturer
> to take MECC's bidding process seriously:
>
> "MECC dispatched two people out to talk to Steve Jobs and Steve
> Wozniak who were the 21-year-old kids with the new Apple computer.
> They had already announced their intent to save the world and they
> were going to help education using the computer. They had no
> information about what we were doing in Minnesota. They didn't know
> anybody was using computers in schools. We told them about MECC and
> said we'd like to buy five Apple II's at a special price. They gave
> us a special price ... Yes, we got a bid from Apple. We also got bids
> from other companies. Some of the companies, particularly Radio
> Shack, were not enamored with this process and thought it was kind of
> hokey - the process being the bid process and the state requirements -
> and so they weren't real particular about how they responded. We told
> Radio Shack, 'You know, if you don't respond in the right way we can't
> accept your bid,' and they weren't willing to change. Everything was
> flying high and they were selling TRS-80s like mad. The Atari people
> and the Commodore people were late and there were very stringent rules
> - if you aren't in by noon on the appointed day, you are [out]."
>
> (One of a few flashpoints in that interview; the whole thing is
> captivating, especially to someone who wasn't alive to witness the
> transition from centralized service-based computing to local
> autonomous computing.)

As Woody Allen said, "Eighty percent of success is showing up."

-michael

NadaPong: Network game demo for Apple II computers!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it's seriously underused."

1926. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-15 00:45:43 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <_MKdnbFM5s4jZ57VnZ2dnUVZ_q2hnZ2d@comcast.com>
Source record: 3315
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Payton Byrd wrote:
> Atari wanted control over everything, which bit them in the ass. At
> first they wanted to make cart games of all their coin-op games and
> use the coin-ops as free advertising.

Most machines that were designed with a "cartridge slot" were designed
on the "video game principle", and the manufacturers assumed that the
machines would be programmed by *them* not the users, and that software
would be an annuity for them.

Good riddance to them.

Now all we have to do is get rid of their spawn... ;-)

Apple, in contrast, published *everything* needed to make software,
plug-in cards, and even more computers! That was the right vision,
in the sense that it could "start a fire" and seed the computer
revolution. (Note that it was Woz' vision, not Jobs', who rushed
to nail eveything shut as soon as he had the chance.)

-michael

NadaPong: Network game demo for Apple II computers!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it's seriously underused."

1927. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-15 00:51:56 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <F-qdnaJHIM2uYZ7VnZ2dnUVZ_uGknZ2d@comcast.com>
Source record: 3316
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Payton Byrd wrote:
> A former colleague used to be a technical sales rep for Apple back in
> the 1980's in Florida. They ONLY targeted the school market. He said
> that their biggest selling tool was strip clubs.

Salesmen seem to degenerate to the lowest common denominator unless
provided with strict adult supervision--which was never a strong suit
in the early Apple Corp. ;-)

Put another way, since the only metric generally applied to salesmen
is the quantity of sales, if left unchecked they tend to stoop to
anything to get a sale. "Bribery? What's your problem?"

-michael

NadaPong: Network game demo for Apple II computers!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it's seriously underused."

1928. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-15 03:04:03 UTC
From: "N.N. Thayer" <nnthayer@hotmail.com>
Message-ID: <8663876a-41be-4669-94e1-871e313d69d6@2g2000hsn.googlegroups.com>
Source record: 3317
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On Apr 14, 7:45 pm, "Michael J. Mahon" <mjma...@aol.com> wrote:
> (Note that it was Woz' vision, not Jobs', who rushed
> to nail eveything shut as soon as he had the chance.)

I'd bet that, for Woz, it was as much a default way of thinking (from the hobbyist ethos) as it was vision. I get the sense that if someone had approached him at the time and asked why he was releasing so much information about a flagship product, he'd have blinked and responded along the lines of: "Well, yeah... why wouldn't I?"

1929. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-15 03:27:54 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <UpGdnS_9tOFdvZnVnZ2dnUVZ_sninZ2d@comcast.com>
Source record: 3318
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

N.N. Thayer wrote:
> On Apr 14, 7:45 pm, "Michael J. Mahon" <mjma...@aol.com> wrote:
>
>>(Note that it was Woz' vision, not Jobs', who rushed
>>to nail eveything shut as soon as he had the chance.)
>
>
> I'd bet that, for Woz, it was as much a default way of thinking (from
> the hobbyist ethos) as it was vision. I get the sense that if someone
> had approached him at the time and asked why he was releasing so much
> information about a flagship product, he'd have blinked and responded
> along the lines of: "Well, yeah... why wouldn't I?"

Exactly--I didn't say it was calculated. I think it was his
image of himself as providing a foundation for the contribution
of others.

This was, BTW, the engineering ethos of HP, as well.

-michael

NadaPong: Network game demo for Apple II computers!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it's seriously underused."

1930. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-15 13:22:24 UTC
From: "micrologix1500@yahoo.com" <micrologix1500@yahoo.com>
Message-ID: <9d2c2ea6-e67b-4ede-a3d0-0879b652e75d@l64g2000hse.googlegroups.com>
Source record: 3319
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Funny this thread started, because I'm just now, 25-30 years later, figuring something out about the Apple II. I was a die-hard Atarian throughout the 80s, and I figured that was a completely logical choice because, well.. let's face it, Performance-wise, the Atari beats the Apple hands-down. In stock form, anyway. But there's the rub.. with all the expansion slots and room for cards in that cavernous shell and with all the technical data that every Apple II shipped with, it practically begs to be modified and expanded. I just got my hands on "The Apple II Resource Directory", summer 1981 edition. Good god, there was a lot of expansion cards available, way back in '81! This appeals to me. Whatever the limitations are of the base hardware, can be overcome with a clever expansion card.

Now, as much as I love the Atari, you just can't do that with them. Sure, the 800 has slots, but they're tiny and most of them are spoken-for with RAM and ROM. And they're damned hard to connect with the outside world. Yeah, the 800XL had an expansion slot, but I guess by that point people weren't interested in making expansion cards.

you know what I want to know? How does the apple interface to a floppy drive with so little hardware?

1931. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-15 13:58:43 UTC
From: heuser.marcus@freenet.de
Message-ID: <408ecbae-5123-4571-81a8-0daf48109f2a@l64g2000hse.googlegroups.com>
Source record: 3320
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On Apr 15, 3:22 pm, "micrologix1...@yahoo.com"
<micrologix1...@yahoo.com> wrote:
>
> you know what I want to know? How does the apple interface
> to a floppy drive with so little hardware?

In short:

Atari drives as you surely know are intelligent - with a 6502-
variant, ROM, RAM and interfaces.
Apple drives are "dumb" - most of the "digital stuff" happens
inside the Apple on a small but very, very clever interface card.

Read the respective chapter in the seminal Apple hardware
explanation book "Understanding the Apple II" which you can
do here: http://victa.jamtronix.com/display/page/4313
If you don't recognize the wizardry of Woz here, then you'll
never will ;-)

Some other bits:

The Apple drives peak at around 11KB/sec and - because of
their design - very flexible to program for. A multitude of DOSses
exist but there are really only two standards: DOS 3.3 and ProDOS.

I don't know if the Apple drives & controller were cheaper but
they surely were cheaper to produce and made good profits.

The Atari drives for all their complexity were flawed from the
beginning: Shitty interface with 2KB/sec which was planned for
tape recorders and modems only, low capacity compared to
nearly all competitors, the need for a DOS in the Atari's RAM
in spite of the ROM in the drive (the Commodore 1541 saved
much memory - other flaws aside).

The only real technical advantage I see for the Atari drives is
that they can be used to stream data into RAM and the
application runs mostly undisturbed (display list interrupts
have problems, IIRC) while the Apple has to "stop" the game,
loads and then continues.

bye
Marcus

1932. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-15 14:55:49 UTC
From: aiiadict@gmail.com
Message-ID: <cc098af7-b553-4eb7-9c4a-772673dc9e33@z24g2000prf.googlegroups.com>
Source record: 3321
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On Apr 15, 6:58 am, heuser.mar...@freenet.de wrote:
> the need for a DOS in the Atari's RAM
> in spite of the ROM in the drive (the Commodore 1541 saved
> much memory - other flaws aside).

I was thinking it might be neat to make a card with co-processor
(6502) that kept prodos in it's own RAM... the MLI could be patched
to JMP to the RAM on the interface card, and there'd be a bunch
more space for programs for Contiki...

Also would be cool to have a spot for plugging in the IPdragon
unit from the Uther card... then TCP/IP could be put on the
card as well, and free up even more RAM...

The CPU on the card could run at high speed, and increase
data transfer rates for disk and ethernet access...

Rich

1933. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-15 15:48:12 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <%CeNj.6747$GE1.6028@nlpi061.nbdc.sbc.com>
Source record: 3338
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

(about the Commodore 1541 and JiffyDOS).
I only briefly ventured into Commodore 128D.
I had a 1541, and it was very slow, cassette
speed it seemed.
I take it JiffyDOS fixed that. What is JiffyDOS?
A cart, or a plug in item? Atari had/has
speedup DOSes and disk formatting, but I
never liked them as I got errors with my drives
with the speed ups.
If we're talking plug in adapters, the Atari had
hard drive interfaces that worked on a parallel
bus at 115Kbaud.

1934. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-15 15:51:09 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <MFeNj.6748$GE1.438@nlpi061.nbdc.sbc.com>
Source record: 3339
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

(about Commodore 1541 and JiffyDOS.)
What is JiffyDOS? A card/adapter for to
connect to the 1541?
I only briefly had a 128D and don't remember
how the 1541 connected to it. It seemed to
be cassette speed loading a commercial floppy.

1935. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-15 17:16:11 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <vp5Nj.3874$vF.2427@newssvr21.news.prodigy.net>
Source record: 3322
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

<heuser.marcus@freenet.de> wrote in message
news:408ecbae-5123-4571-81a8-0daf48109f2a@l64g2000hse.googlegroups.com...
> On Apr 15, 3:22 pm, "micrologix1...@yahoo.com"
> <micrologix1...@yahoo.com> wrote:
> >
> > you know what I want to know? How does the apple interface
> > to a floppy drive with so little hardware?
>
> In short:
>
> Atari drives as you surely know are intelligent - with a 6502-
> variant, ROM, RAM and interfaces.
> Apple drives are "dumb" - most of the "digital stuff" happens
> inside the Apple on a small but very, very clever interface card.
>
> Read the respective chapter in the seminal Apple hardware
> explanation book "Understanding the Apple II" which you can
> do here: http://victa.jamtronix.com/display/page/4313
> If you don't recognize the wizardry of Woz here, then you'll
> never will ;-)
>
> Some other bits:
>
> The Apple drives peak at around 11KB/sec and - because of
> their design - very flexible to program for. A multitude of DOSses
> exist but there are really only two standards: DOS 3.3 and ProDOS.
>
> I don't know if the Apple drives & controller were cheaper but
> they surely were cheaper to produce and made good profits.
>
> The Atari drives for all their complexity were flawed from the
> beginning: Shitty interface with 2KB/sec which was planned for
> tape recorders and modems only, low capacity compared to
> nearly all competitors, the need for a DOS in the Atari's RAM
> in spite of the ROM in the drive (the Commodore 1541 saved
> much memory - other flaws aside).
>
> The only real technical advantage I see for the Atari drives is
> that they can be used to stream data into RAM and the
> application runs mostly undisturbed (display list interrupts
> have problems, IIRC) while the Apple has to "stop" the game,
> loads and then continues.
>

> bye
> Marcus
I remember someplace that Wozniak's floppy drive
interface/controller was a major reason Apple][
could be made/sold for the price. ie. Floppy controllers
were very expensive and Woz made one from
cheap parts.
I read the article, sorta, up to page 43 or so.
I don't know the speed of a Apple][floppy,
I do know the basic speed was 10 times faster
than a Commodore 1541. Seems I remember
that the Atari can go about 52K baud, which is
about 5K bytes/sec. The bus speed of an Atari
is 115K cps I think, so that is a limit on its
I/O. The Atari PBI with hard drive interface
goes at about that 115K bit/sec rate, I think.
I'm a hardware wannabe, but not.
Rick Cortese is a hardware man, and maybe
Rick Detlefsen (A8Maestro).
For instance, does Apple][have a serial,
parallel or USB interface disk drive emulator
for the PC? or Mac? Atari has a very useful
interface that allows using a PC for a hard or
floppy drive.

1936. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-15 17:49:29 UTC
From: aiiadict@gmail.com
Message-ID: <63d702c8-c223-4a91-8c6a-7249942dc4c5@s13g2000prd.googlegroups.com>
Source record: 3323
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On Apr 15, 10:16 am, "Russg" <russg...@MUNGEsbcglobal.net> wrote:
> For instance, does Apple][have a serial,
> parallel or USB interface disk drive emulator
> for the PC? or Mac? Atari has a very useful
> interface that allows using a PC for a hard or
> floppy drive.

There are a few, I think.

http://apple2.boldt.ca/?page=terserialdrive

There was also another fellow who was trying to write
a ProDOS driver to access a HD in a PC through the
serial port, I have not been able to contact him, but
you can find his message on csa2.programmer

1937. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-15 18:17:00 UTC
From: Don <coach41@pacbell.net>
Message-ID: <8a4fa382-8e36-49a6-8418-ff09d3fffa09@v26g2000prm.googlegroups.com>
Source record: 3324
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On Apr 13, 5:36 pm, "Jack Tseng" <tse...@hotmail.com> wrote:
> In 1980, Apple II graphics/sound looks limited.. Graphics on the games look
> very terrible... Sound is not good. Atari graphics/sound are better than
> Apple II.. Why did many companies make the games for Apple more than Atari?
>
> I attended to the computer class in the elementary school. There were many
> Apple computers in the most school. Can anyone tell me a reason why the
> school chooses Apple even thought the graphics and music were terrible?
>
> Thanks!
> Jack

Jack,

A small history lesson for you. Apple II graphics and sound, over the years hardly changed. From when the Apple II was introduced in the late 1970's until the advent of the Apple IIe, the "high resolution graphics" on the Apple II never changed. The only improvement before the introduction of the Apple IIGS in 1986 was the use of "double high resolution" graphics.

As far as the number of games available on the Atari vs the Apple II, I doubt any of us can ever get an exact count. The Apple II did have a head start and technically the 8 bit Apple II's were manufactured much longer than their Atari counterparts. However, in the early to mid 80's, I'm pretty sure that any major game that appeared on the Apple II was also on the Atari. The 8 bit Atari's soon gave way to the Atari 520ST/1040ST and that may have slowed the development of games for the older Atari's in it's later years. You could say that about the 8 Bit Apple II's as well when the IIGS came out.

As far as education went, I remember using the Apple IIe in 1983 or 1984 at school. I was probably in 3rd or 4th grade at the time. I didn't think about the graphics or sound. I was just fascinated with the computer and the programs I could run. Why Apple choose to focus on education, we'll never know (maybe to get an early influence on the kids to buy Apples in the future).

However, it was a sound business decision. The Apple IIe was still in use at my high school through my graduation year (1992) and presumably a few more years after that. That's a solid investment for school's who may have to change machines way more often these days with the way technology changes. Despite the decline of the Apple II in the commercial market in the 90's, the Apple II was still entrenched heavily in education and that came it going longer than the Atari's

and Commodore's.

Don

1938. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-15 18:40:36 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <27-dnaZTxL42a5nVnZ2dnUVZ_sWdnZ2d@comcast.com>
Source record: 3325
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Russg wrote:
> <heuser.marcus@freenet.de> wrote in message
> news:408ecbae-5123-4571-81a8-0daf48109f2a@l64g2000hse.googlegroups.com...
>
>>On Apr 15, 3:22 pm, "micrologix1...@yahoo.com"
>><micrologix1...@yahoo.com> wrote:
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>>>you know what I want to know? How does the apple interface
>>>to a floppy drive with so little hardware?
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>>In short:
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>>Atari drives as you surely know are intelligent - with a 6502-
>>variant, ROM, RAM and interfaces.
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>>inside the Apple on a small but very, very clever interface card.
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>>Read the respective chapter in the seminal Apple hardware
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>>
>>bye
>>Marcus
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> I remember someplace that Wozniak's floppy drive
> interface/controller was a major reason Apple][
> could be made/sold for the price. ie. Floppy controllers
> were very expensive and Woz made one from
> cheap parts.

Right--and virtually every system sold had a floppy
controller and at least one floppy drive.

Not only was the controller very simple, inexpensive
hardware, but the drive was a "gutted" Shugart SA390,
with the complex Shugart logic board replaced by the
very simple Apple analog board.

Making the Apple II completely responsible for control
of the drive reduced the cost of the disk subsystem
substantially--*while significantly improving performance*!

This was a principle that Woz seemed to understand
almost intuitively--and his experience with "algorithmic
state machines" in HP calculators certainly helped.

> I read the article, sorta, up to page 43 or so.
> I don't know the speed of a Apple][floppy,
> I do know the basic speed was 10 times faster
> than a Commodore 1541. Seems I remember
> that the Atari can go about 52K baud, which is
> about 5K bytes/sec. The bus speed of an Atari
> is 115K cps I think, so that is a limit on its
> I/O. The Atari PBI with hard drive interface
> goes at about that 115K bit/sec rate, I think.

Any "smart" drive will wind up reading the disk data
into an internal buffer and then transferring the data
to the host computer when requested. This double move
performed by a single processor guarantees that a smart
drive cannot move data at the rate the disk can support.

Most other computer manufacturers seemed to put disk I/O
in the "slow" category, and so did not devote much effort
to speeding up transfers. In the case of the C=64 and
the Ataris, the transfer speed on the link to the computer
was a small fraction of the speed supported by the drives.

Apple drives communicate directly with the disk controller
which communicates directly with the Apple's processor bus.
Data transfers are controlled by software, but it runs at the
speed of the disk, and the bus connection is not a limiter.

The raw speed of a single-density 5.25" drive is 250kBits/sec.
The "standard" single-density encoding required at least 16
bit times per byte of data, so they could support about 15KB/sec.

Commodore and Apple both used Group Code Recording, which uses
fewer "overhead" bits per byte.

Apple 16-sector formats encode 3 bytes of data in 32 bits,
increasing density and speed by a factor of 1.5 compared to
single-density encoding. This is all done in software running
on the Apple II--another piece of Woz' cleverness.

Practical disk speeds will, of course, be affected by many other
factors, including seek and rotational latency and the computer's
ability to sustain data transfers over multiple sectors.

In Apple's DOS 3.3, data was doubly buffered on its way to
memory, cutting transfer speed and requiring sector interleaving
to achieve respectable speeds (still the fastest in the PC world
at the time). With the introduction of ProDOS, the double-buffering
was eliminated and the interleave factor was cut substantially,
providing significantly faster floppy I/O.

> I'm a hardware wannabe, but not.
> Rick Cortese is a hardware man, and maybe
> Rick Detlefsen (A8Maestro).
> For instance, does Apple][have a serial,
> parallel or USB interface disk drive emulator
> for the PC? or Mac? Atari has a very useful
> interface that allows using a PC for a hard or
> floppy drive.

Such devices are a "natural" for Commodore and Atari systems,
since they function normally as a drive connected to the computer
by a data link.

They are much more challenging for the Apple II, since the drive
is interactively controlled by the Apple II in real time--and
many copy-protection schemes used this control in novel ways to
achieve their ends. So the only really "compatible" interface
to a Disk][is a real-time faithful emulation of an Apple II
running the actual code that accesses the disk.

Of course, if you are willing to settle for read-only access only
to normally formatted disks, then there are several hardware (and
even one software) solutions for doing so. Read/write access is
more difficult, and access to copy-protected disks is not available,
in general.

-michael

NadaPong: Network game demo for Apple II computers!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it's seriously underused."

1939. Re: Atari 815 question

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-15 19:15:05 UTC
From: Ensor <none@localhost>
Message-ID: <w9WdnauxDM1clJjVnZ2dneKdnZydnZ2d@brightview.com>
Source record: 3327

Hi,

> I still don't understand why 815 has dual drive in one unit....

Probably because someone at Atari thought i twas a good idea? :-)

I'd have loved to have one, less cables, less clutter, less boxes attached
to my Atari. Great idea, except for the cost (and the poor reliability).

>....815 should have ONE drive, one drive is good enough....

That's a matter of opinion. I always found two floppy drives ESSENTIAL when
I was using my Atari....

> Atari 815 MFM was poor reliable drive....

This as I understood it was why it was dropped so quickly, though I'm sure
other people may know better.

>....Why not 815 use GCR instead of MFM?....

Probably because GCR was a pain to implement, and, in my experience, very
unreliable. All of the standard FDCs available at the time implemented
either FM, MFM or both. There were, to the best of my knowledge, no FDCs
which implemented GCR, which meant far more work for the designers.

>....Commdore and Apple Disk Drive have GCR encoding. They have not
>much problem....

Are you joking? The GCR CBM drives were by far the most unreliable drives
I've *EVER* used! Good riddance to them!

> GCR drives formats the 256 bytes per sector.

So can MFM, in fact 512, 1024 and 2048 byte MFM sectors are not uncommon.
It's a function of the FDC, not the encoding method....

TTFN - Pete.

1940. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-15 19:19:21 UTC
From: Ensor <none@localhost>
Message-ID: <w9WdnaqxDM1clJjVnZ2dneKdnZydnZ2d@brightview.com>
Source record: 3328
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Hi,

> Apple, in contrast, published *everything* needed to make
>software, plug-in cards, and even more computers!

So, you're saying that the Atari Technical manuals I have not 6 feet away from me are figments of my imagination? :-)

True they weren't shipped with the machine, but had to be bought seperately, but they contain full schematics, operating system listings etc....

By the time of the XL/XE series machines Atari had stopped publishing such manuals, but then again so had Apple etc.

TTFN - Pete.

1941. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-15 19:21:12 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <Aq2dnUryfM_YnZjVnZ2dnUVZ_hisnZ2d@earthlink.com>
Source record: 3326
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Russg wrote:
> <heuser.marcus@freenet.de> wrote in message
> news:408ecbae-5123-4571-81a8-0daf48109f2a@l64g2000hse.googlegroups.com...
>
>>On Apr 15, 3:22 pm, "micrologix1...@yahoo.com"
>><micrologix1...@yahoo.com> wrote:
<snip>
> I read the article, sorta, up to page 43 or so.
> I don't know the speed of a Apple][floppy,
> I do know the basic speed was 10 times faster
> than a Commodore 1541. Seems I remember

Commodore were actually pretty nice drives from a hardware POV.
Essentially the same type of built in 6502<7> smart box but with built
in power supply instead of wall wart/pig in snake type. They had fast
loaders too like we had Warp and USD.
> that the Atari can go about 52K baud, which is
> about 5K bytes/sec. The bus speed of an Atari
> is 115K cps I think, so that is a limit on its
> I/O.

Right, derived by dividing the system clock down from the 3.57954 mHz
crystal. Goes something like system clock 1.78977 mHz but with a divide
by 16 prescaler to 111.86 kBAUD. We have a POKEY register that can
divide that down further to get our other frequencies. I seem to recall
it is a 16 bit register so we can go pretty slow and accurate the slower
you go. Certainly the 1 mHz 6507 we have in our drives would be pushing
it to do the timing right at 112 kBAUD!

IMO you are ultimately slaved to just what a 6502 can do. Even a RAM
disk is limited to ~25k/sec.

Rick

1942. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-15 19:33:29 UTC
From: Ensor <none@localhost>
Message-ID: <w9WdnaWxDM1flJjVnZ2dneKdnZydnZ2d@brightview.com>
Source record: 3329
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Hi,

>....Shitty interface with 2KB/sec which was planned for
>tape recorders and modems only, low capacity compared to
>nearly all competitors....

And in practice it was quite usable.

Don't forget, it was some 64 times faster than the CBM serial bus which ran
at what, 300bps?

>....the need for a DOS in the Atari's RAM....

Which to my mind (and those of the designers of the vast majority of
computers) is a great ADVANTAGE.

TTFN - Pete.

1943. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-15 20:12:20 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <fu31s7glg1@infosun2.rus.uni-stuttgart.de>
Source record: 3330
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

heuser.marcus@freenet.de wrote:

> The Atari drives for all their complexity were flawed from the
> beginning: Shitty interface with 2KB/sec which was planned for
> tape recorders and modems only, low capacity compared to
> nearly all competitors, the need for a DOS in the Atari's RAM
> in spite of the ROM in the drive (the Commodore 1541 saved
> much memory - other flaws aside).

The speed is the problem of the serial interface. Of course, one can do it even worse than that, see the 1541. As far as the DOS is concerned, I never really got that. At least in the XL series enough ROM space was available, but they used it for supporting future hardware that never saw the light of the day. (Side remark: The atari++ emulator ROM has its DOS exactly there, one could burn this and use it.) Of course, a ROM based DOS would have set the DOS structures in stone.

> The only real technical advantage I see for the Atari drives is
> that they can be used to stream data into RAM and the
> application runs mostly undisturbed (display list interrupts
> have problems, IIRC) while the Apple has to "stop" the game,
> loads and then continues.

Problem is with sound. It uses two sound channels for communications, and the other two are only available if you bypass the Os.

So long,
Thomas

1944. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-15 20:15:14 UTC
From: "N.N. Thayer" <nnthayer@hotmail.com>
Message-ID: <3c2adf44-61c5-4128-9b0e-584beabf46c4@a70g2000hsh.googlegroups.com>
Source record: 3331
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On Apr 15, 1:17 pm, Don <coac...@pacbell.net> wrote:
> As far as the number of games available on the Atari vs the Apple II,
> I doubt any of us can ever get an exact count. The Apple II did have
> a head start and technically the 8 bit Apple II's were manufactured
> much longer than their Atari counterparts. However, in the early to
> mid 80's, I'm pretty sure that any major game that appeared on the
> Apple II was also on the Atari.

The best way to get a picture of the computer gaming market is by
examining very early issues of Computer Gaming World, which are here:

http://cgw.vintagegaming.org/galleries/index.php?year=0&pub=0&id=500

They contain a wealth of data, including game rankings and other
statistics that specifically show what computers their subscribers are
using. For example:

http://www.easyscreens.info/?v=3286

They show that the Apple II utterly dominated computer gaming from
1981 to 1982, ceding some exclusivity in the next couple of years but
still staying the preferred platform. Later issues show that
Commodore ramped up too quickly to let Atari have a shot at
frontrunner status. There was some Apple/Atari overlap, but much of
it was not simultaneous - Apple would be the first release, with Atari
arriving later. Of course, this changed before too long.

As Chris Crawford wrote in the April 1984 issue: "Three years ago,
life was simple: you designed for the Apple, period."

1945. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-15 20:23:56 UTC
From: "N.N. Thayer" <nnthayer@hotmail.com>
Message-ID: <ed374bd1-bebc-47ae-bf00-eae9077d7e9f@f36g2000hsa.googlegroups.com>
Source record: 3332
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

```
On Apr 15, 3:15 pm, "N.N. Thayer" <nntha...@hotmail.com> wrote:
> On Apr 15, 1:17 pm, Don <coac...@pacbell.net> wrote:
>
> > As far as the number of games available on the Atari vs the Apple II,
> > I doubt any of us can ever get an exact count. The Apple II did have
> > a head start and technically the 8 bit Apple II's were manufactured
> > much longer than their Atari counterparts. However, in the early to
> > mid 80's, I'm pretty sure that any major game that appeared on the
> > Apple II was also on the Atari.
>
> The best way to get a picture of the computer gaming market is by
> examining very early issues of Computer Gaming World, which are here:
>
> http://cgw.vintagegaming.org/galleries/index.php?year=0&pub=0&id=500
>
> They contain a wealth of data, including game rankings and other
> statistics that specifically show what computers their subscribers are
> using. For example:
>
> http://www.easyscreens.info/?v=3286
>
> They show that the Apple II utterly dominated computer gaming from
> 1981 to 1982, ceding some exclusivity in the next couple of years but
> still staying the preferred platform. Later issues show that
> Commodore ramped up too quickly to let Atari have a shot at
> frontrunner status. There was some Apple/Atari overlap, but much of
> it was not simultaneous - Apple would be the first release, with Atari
> arriving later. Of course, this changed before too long.
>
> As Chris Crawford wrote in the April 1984 issue: "Three years ago,
> life was simple: you designed for the Apple, period."

My image host is being difficult - here's an alternative for that
second link:

http://shackpics.com/files/13_5gxxj2bdh6e20mwtzs1q.png
```

1946. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-15 20:30:47 UTC
From: "N.N. Thayer" <nnthayer@hotmail.com>
Message-ID: <b29aca07-c3f9-432a-a6c9-738e0f0007e1@a22g2000hsc.googlegroups.com>
Source record: 3333
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On Apr 15, 1:17 pm, Don <coac...@pacbell.net> wrote:
> As far as the number of games available on the Atari vs the Apple II,
> I doubt any of us can ever get an exact count. The Apple II did have
> a head start and technically the 8 bit Apple II's were manufactured
> much longer than their Atari counterparts. However, in the early to
> mid 80's, I'm pretty sure that any major game that appeared on the
> Apple II was also on the Atari.

The best way to get a picture of the computer gaming market is by
examining very early issues of Computer Gaming World, which are here:

http://cgw.vintagegaming.org/galleries/index.php?year=0&pub=0&id=500

They contain a wealth of data, including game rankings and other
statistics that specifically show what computers their subscribers are
using. For example:

http://shackpics.com/files/13_5gxxj2bdh6e20mwtzs1q.png

They show that the Apple II utterly dominated computer gaming from
1981 to 1982, ceding some exclusivity in the next couple of years but
still staying the preferred platform. Later issues show that
Commodore ramped up too quickly to let Atari have a shot at
frontrunner status. There was some Apple/Atari overlap, but much of
it was not simultaneous - Apple would be the first release, with Atari
arriving later. Of course, this changed before too long.

As Chris Crawford wrote in the April 1984 issue: "Three years ago,
life was simple: you designed for the Apple, period."

1947. CSS XF Single Drive ROM

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-15 22:14:36 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <7N9Nj.61745$yk5.36298@newsfe18.lga>
Source record: 3334

Can you guys send me the copy of CSS XF Single Drive binary rom? I asked someone, he can burn the rom for me but we dont have the CSS rom for XF551...

Thanks!
Jack

1948. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-15 22:42:25 UTC
From: Payton Byrd <plbyrd@gmail.com>
Message-ID: <77d04880-b9b1-4fcd-8a22-fd3b40564853@p25g2000hsf.googlegroups.com>
Source record: 3335
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On Apr 15, 2:33 pm, "Ensor" <none@localhost> wrote:
> Don't forget, it was some 64 times faster than the CBM serial bus which ran
> at what, 300bps?

That's just plain silly. Even the stock IEC speed was much faster
than 300bps. When equipped with JiffyDOS the 1541 is capable of
speeds equivalent to the Apple II using ProDOS. With a good protocol
such as JiffyDOS, the IEC bus was not the bottleneck, the drive was.
The 1541 also used a 2mhz 6502 which was very well suited for pulling
data from the drive as fast as the drive could read it, once the IEC
protocol problems were solved it was an extremely fast and effective
drive.

>
> >....the need for a DOS in the Atari's RAM....
>
> Which to my mind (and those of the designers of the vast majority of
> computers) is a great ADVANTAGE.

Since the Commodore has been thrown into this discussion by others, I
guess it's fair to point out that Commodore gave you the best of both
worlds: a complete DOS in ROM that is shadowed in RAM (if wanted) as
well as the ability to completely replace the DOS in both the computer
and peripherals if wanted (such as for JiffyDOS).

1949. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-15 22:44:29 UTC
From: Payton Byrd <plbyrd@gmail.com>
Message-ID: <6a0299fa-29b6-4331-a16e-e3b24bd7e955@59g2000hsb.googlegroups.com>
Source record: 3336
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On Apr 15, 2:19 pm, "Ensor" <none@localhost> wrote:
> Hi,
>
> > Apple, in contrast, published *everything* needed to make
> >software, plug-in cards, and even more computers!
>
> So, you're saying that the Atari Technical manuals I have not 6 feet away
> from me are figments of my imagination? :-)
>
> True they weren't shipped with the machine, but had to be bought seperately,
> but they contain full schematics, operating system listings etc....
>
> By the time of the XL/XE series machines Atari had stopped publishing such
> manuals, but then again so had Apple etc.
>
> TTFN - Pete.

Actually, Atari jealously guarded the secrets of the chipset in the
400/800 until it was obvious that the system would only survive with
3rd party software support. By then it was too late. Even the Atari
Assembler cartridge comes with horrible documentation that doesn't
even scratch the surface of what you need to create usable software.

1950. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-15 23:57:29 UTC
From: BluPhoenyx <bluphoenyx@a2central.com.remove-11lx-this>
Message-ID: <48053D5A.15048.usenet_csa2@a2central.com>
Source record: 3337
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

To: aiiadict
aiiadict wrote:
> On Apr 15, 10:16 am, "Russg" <russg...@MUNGEsbcglobal.net> wrote:
>> For instance, does Apple][have a serial,
>> parallel or USB interface disk drive emulator
>> for the PC? or Mac? Atari has a very useful
>> interface that allows using a PC for a hard or
>> floppy drive.
>
> There are a few, I think.
>
> http://apple2.boldt.ca/?page=terserialdrive
>
> There was also another fellow who was trying to write
> a ProDOS driver to access a HD in a PC through the
> serial port, I have not been able to contact him, but
> you can find his message on csa2.programmer

IIRC, Apple Oasis has support for this. I seem to recall a disk server
and using floppy images/drives to/from the PC. Been a while though.

Cheers,
Mike T.
--- Synchronet 3.14a-Win32 NewsLink 1.85
A2Central.com - Your total source for Apple II computing.

1951. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-16 04:59:50 UTC
From: Payton Byrd <plbyrd@gmail.com>
Message-ID: <07f3c560-de4d-42b6-b039-0a897b536adf@m44g2000hsc.googlegroups.com>
Source record: 3340
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On Apr 15, 10:48 am, "Russg" <russg...@MUNGEsbcglobal.net> wrote:
> (about the Commodore 1541 and JiffyDOS).
> I only briefly ventured into Commodore 128D.
> I had a 1541, and it was very slow, cassette
> speed it seemed.
> I take it JiffyDOS fixed that. What is JiffyDOS?
> A cart, or a plug in item? Atari had/has
> speedup DOSes and disk formatting, but I
> never liked them as I got errors with my drives
> with the speed ups.
> If we're talking plug in adapters, the Atari had
> hard drive interfaces that worked on a parallel
> bus at 115Kbaud.

The 1541 is many, many times faster than cassette even without any speed ups. Yes, it's slow, but not that slow. JiffyDOS is a ROM solution that replaces the KERNEL ROM in both the computer and the drive. It still uses the IEC bus, but it uses two lines simultaneously for data, thus doubling the theoretical bandwidth of the IEC bus. Unlike the DOSs for Atari, the stock CMD Kernel calls are all intact except for the cassette routines, which honestly aren't used by anyone using JiffyDOS. JiffyDOS provides complete support for the standard CBM DOS commands, so programs that use the normal KERNEL calls and the CBM DOS commands are 100% compatible with JiffyDOS.

1952. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-16 06:38:15 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <WM-dnfewSv1DA5jVnZ2dnUVZ_g6dnZ2d@comcast.com>
Source record: 3341
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Ensor wrote:
> Hi,
>
> > Apple, in contrast, published *everything* needed to make
> >software, plug-in cards, and even more computers!
>
> So, you're saying that the Atari Technical manuals I have not 6 feet away
> from me are figments of my imagination? :-)
>
> True they weren't shipped with the machine, but had to be bought seperately,
> but they contain full schematics, operating system listings etc....
>
>
> By the time of the XL/XE series machines Atari had stopped publishing such
> manuals, but then again so had Apple etc.

They *never* stopped making all info available on the Apple II line.

It was automatically included with the Apple II and II+.

Around the time of the //e (1984+), as the typical user profile shifted
toward "application users" instead of "programmer/enthusiasts", the
provided documentation became more "user manual"-oriented--but full
technical documentation was still available separately.

So for the Apple II, the details and examples were there from the
beginning (the Red Book and the WozPak, for example)--just when
they needed to be there.

I've often said that the Apple II was the last personal computer
for which all the documentation needed to completely understand
its hardware and software weighed less than the machine. ;-)
(The Apple //e shipped into the 1990s.)

-michael

NadaPong: Network game demo for Apple II computers!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it's seriously underused."

1953. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-16 10:32:21 UTC
From: heuser.marcus@freenet.de
Message-ID: <6d7ece6b-8562-45f8-93b4-3b3154bdcfbf@m71g2000hse.googlegroups.com>
Source record: 3342
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On Apr 16, 8:38 am, "Michael J. Mahon" <mjma...@aol.com> wrote:
> Ensor wrote:
> >
> > True they weren't shipped with the machine, but had to be bought seperately,
> > but they contain full schematics, operating system listings etc....

When were these manuals published? I ask, because I always
read that De Re Atari was the first publicly available programming
documentation around 1981/2. That would be a cool two years
after the machines were launched - and De Re Atari isn't even a
hardware manual.

> I've often said that the Apple II was the last personal computer
> for which all the documentation needed to completely understand
> its hardware and software weighed less than the machine. ;-)
> (The Apple //e shipped into the 1990s.)

Well, a TTL data book already is half the rent ;-)

bye
Marcus

1954. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-16 13:05:13 UTC
From: dempson@actrix.gen.nz
Message-ID: <1ifinun.v8kxsj10vl0o1N%dempson@actrix.gen.nz>
Source record: 3343
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Michael J. Mahon <mjmahon@aol.com> wrote:

> Ensor wrote:
> > "Michael J. Mahon" <mjmahon@aol.com> wrote:
> > > Apple, in contrast, published *everything* needed to make
> > >software, plug-in cards, and even more computers!
> >
> > So, you're saying that the Atari Technical manuals I have not 6 feet away
> > from me are figments of my imagination? :-)
> >
> > True they weren't shipped with the machine, but had to be bought seperately,
> > but they contain full schematics, operating system listings etc....
> >
> >
> > By the time of the XL/XE series machines Atari had stopped publishing such
> > manuals, but then again so had Apple etc.
>
> They *never* stopped making all info available on the Apple II line.
>
> It was automatically included with the Apple II and II+.
>
> Around the time of the //e (1984+), as the typical user profile shifted
> toward "application users" instead of "programmer/enthusiasts", the
> provided documentation became more "user manual"-oriented--but full
> technical documentation was still available separately.

Apple started to reduce the level of detail by the time the IIgs was
released (1986). There are no official ROM listings for any part of the
IIgs firmware, nor for the IIc+, but they did publish schematics and
most other technical details.

The second edition of the IIc Technical Reference doesn't contain any
ROM listings (even for the original IIc), but the first edition did have
ROM listsing for the "UniDisk" IIc firmware, and I think I've seen a
supplement which lists at least one other revision.

(None of Apple's published firmware listings include Applesoft BASIC,
since that code is copyrighted by Microsoft.)

I'm not sure what their policy was with the Apple /// and Lisa, but I'm
not aware of any publically available ROM listings or schematics of any
Mac (no point - it wouldn't fit with the general philosophy).

> So for the Apple II, the details and examples were there from the
> beginning (the Red Book and the WozPak, for example)--just when

> they needed to be there.
>
> I've often said that the Apple II was the last personal computer
> for which all the documentation needed to completely understand
> its hardware and software weighed less than the machine. ;-)
> (The Apple //e shipped into the 1990s.)

The IIgs certainly wouldn't qualify on that measure. I needed a
moderately large shelf to hold my nearly complete set of IIgs technical
documentation.

--
David Empson
dempson@actrix.gen.nz

1955. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-16 15:12:21 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <mMmdnbs8ru7qipvVnZ2dnUVZ_s2tnZ2d@earthlink.com>
Source record: 3344
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Payton Byrd wrote:
> On Apr 15, 2:19 pm, "Ensor" <none@localhost> wrote:
>
>>Hi,
>>
>> > Apple, in contrast, published *everything* needed to make
>> >software, plug-in cards, and even more computers!
>>
>>So, you're saying that the Atari Technical manuals I have not 6 feet away
>>from me are figments of my imagination? :-)
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>>but they contain full schematics, operating system listings etc....
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>>manuals, but then again so had Apple etc.
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>> TTFN - Pete.
>
>
> Actually, Atari jealously guarded the secrets of the chipset in the
> 400/800 until it was obvious that the system would only survive with
> 3rd party software support. By then it was too late. Even the Atari
> Assembler cartridge comes with horrible documentation that doesn't
> even scratch the surface of what you need to create usable software.

Right company, right action, wrong product. It was the 2600 that Atari
kept secret. John Harris cleared this up a while back along with several
other errors that were perpetuated/started by the book Hackers.

I can't recall the exact time line but I think it was within ~6 weeks of
getting his hands on a 800 when the technical reference became available
to him. It was probably fairly late considering the birth of the Atari
computer was sorta 1979, sometime around 1980 or 1981 I think. There
were a few problems with the tech ref, I think it listed OS rev A vs. B
and I'm not sure if it is the CTIA or the later GTIA chip. De Re Atari
was copyright 1981.

BUT all this does make sense to me on at least one level: Atari
patented the custom chips. What happens in the patent process is if you
or someone else releases the information in the patent before it is
granted, the application is denied. The ANTIC creators, Jay Miner Et Al,
were granted the patent in 1981.

Rick

1956. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-16 20:11:05 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <kP6dneeVIdj9wJvVnZ2dnUVZ_jWdnZ2d@comcast.com>
Source record: 3345
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Rick Cortese wrote:
> Payton Byrd wrote:
>
>> On Apr 15, 2:19 pm, "Ensor" <none@localhost> wrote:
>>
>>> Hi,
>>>
>>> > Apple, in contrast, published *everything* needed to make
>>> >software, plug-in cards, and even more computers!
>>>
>>> So, you're saying that the Atari Technical manuals I have not 6 feet
>>> away
>>> from me are figments of my imagination? :-)
>>>
>>> True they weren't shipped with the machine, but had to be bought
>>> seperately,
>>> but they contain full schematics, operating system listings etc....
>>>
>>> By the time of the XL/XE series machines Atari had stopped publishing
>>> such
>>> manuals, but then again so had Apple etc.
>>>
>>> TTFN - Pete.
>>
>>
>>
>> Actually, Atari jealously guarded the secrets of the chipset in the
>> 400/800 until it was obvious that the system would only survive with
>> 3rd party software support. By then it was too late. Even the Atari
>> Assembler cartridge comes with horrible documentation that doesn't
>> even scratch the surface of what you need to create usable software.
>
>
> Right company, right action, wrong product. It was the 2600 that Atari
> kept secret. John Harris cleared this up a while back along with several
> other errors that were perpetuated/started by the book Hackers.
>
> I can't recall the exact time line but I think it was within ~6 weeks of
> getting his hands on a 800 when the technical reference became available
> to him. It was probably fairly late considering the birth of the Atari
> computer was sorta 1979, sometime around 1980 or 1981 I think. There
> were a few problems with the tech ref, I think it listed OS rev A vs. B
> and I'm not sure if it is the CTIA or the later GTIA chip. De Re Atari

> was copyright 1981.
>
> *BUT* all this does make sense to me on at least one level: Atari
> patented the custom chips. What happens in the patent process is if you
> or someone else releases the information in the patent before it is
> granted, the application is denied. The ANTIC creators, Jay Miner Et Al,
> were granted the patent in 1981.

Actually, the limitation is that the patent application must be *filed*
prior to public disclosure.

-michael

NadaPong: Network game demo for Apple II computers!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it's seriously underused."

1957. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-16 20:12:29 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <kP6dneaVIdgpwJvVnZ2dnUVZ_jWdnZ2d@comcast.com>
Source record: 3346
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

heuser.marcus@freenet.de wrote:
> On Apr 16, 8:38 am, "Michael J. Mahon" <mjma...@aol.com> wrote:
>
>>Ensor wrote:
>>
>>>True they weren't shipped with the machine, but had to be bought seperately,
>>>but they contain full schematics, operating system listings etc....
>
>
> When were these manuals published? I ask, because I always
> read that De Re Atari was the first publicly available programming
> documentation around 1981/2. That would be a cool two years
> after the machines were launched - and De Re Atari isn't even a
> hardware manual.
>
>
>
>>I've often said that the Apple II was the last personal computer
>>for which all the documentation needed to completely understand
>>its hardware and software weighed less than the machine. ;-)
>>(The Apple //e shipped into the 1990s.)
>
>
> Well, a TTL data book already is half the rent ;-)

Good point--the absence of proprietary ICs was a big plus.

-michael

NadaPong: Network game demo for Apple II computers!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it's seriously underused."

1958. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-16 20:20:19 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <8fOdnTUXo9MWwpvVnZ2dnUVZ_oOnnZ2d@comcast.com>
Source record: 3347
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

David Empson wrote:
> Michael J. Mahon <mjmahon@aol.com> wrote:
>
>
>>Ensor wrote:
>>
>>>"Michael J. Mahon" <mjmahon@aol.com> wrote:
>>> > Apple, in contrast, published *everything* needed to make
>>> >software, plug-in cards, and even more computers!
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>>>So, you're saying that the Atari Technical manuals I have not 6 feet away
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>>>True they weren't shipped with the machine, but had to be bought seperately,
>>>but they contain full schematics, operating system listings etc....
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>>>By the time of the XL/XE series machines Atari had stopped publishing such
>>>manuals, but then again so had Apple etc.
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>>They *never* stopped making all info available on the Apple II line.
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>>It was automatically included with the Apple II and II+.
>>
>>Around the time of the //e (1984+), as the typical user profile shifted
>>toward "application users" instead of "programmer/enthusiasts", the
>>provided documentation became more "user manual"-oriented--but full
>>technical documentation was still available separately.
>
>
> Apple started to reduce the level of detail by the time the IIgs was
> released (1986). There are no official ROM listings for any part of the
> IIgs firmware, nor for the IIc+, but they did publish schematics and
> most other technical details.
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> The second edition of the IIc Technical Reference doesn't contain any
> ROM listings (even for the original IIc), but the first edition did have
> ROM listsing for the "UniDisk" IIc firmware, and I think I've seen a
> supplement which lists at least one other revision.

I think the mid-1980s marks the turning of the "open" tide at Apple,
for numerous reasons related both to market changes and management
changes.

> (None of Apple's published firmware listings include Applesoft BASIC,
> since that code is copyrighted by Microsoft.)

Of course, Applesoft was one of the first things that the community
reverse-engineered and documented, so the fact that Apple was bound
by licensing agreements did not seriously hamper its exploitation.

> I'm not sure what their policy was with the Apple /// and Lisa, but I'm
> not aware of any publically available ROM listings or schematics of any
> Mac (no point - it wouldn't fit with the general philosophy).

Both were extremely "closed" in comparison the the Apple II.

The Apple /// was apparently kept closed in the mistaken hope that
it would encorage only "legitimate" developers of "business" apps,
as opposed to the free-for-all in the Apple II world.

So much for that idea...

As it turns out, volume is volume. ;-)

>>So for the Apple II, the details and examples were there from the
>>beginning (the Red Book and the WozPak, for example)--just when
>>they needed to be there.
>>
>>I've often said that the Apple II was the last personal computer
>>for which all the documentation needed to completely understand
>>its hardware and software weighed less than the machine. ;-)
>>(The Apple //e shipped into the 1990s.)
>
>
> The IIgs certainly wouldn't qualify on that measure. I needed a
> moderately large shelf to hold my nearly complete set of IIgs technical
> documentation.

Exactly...

-michael

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Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it's seriously underused."

1959. Mines of Titan and Mars Saga

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-17 01:41:49 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <mVxNj.66695$y05.37464@newsfe22.lga>
Source record: 3348

Mines of Titan/Mars Saga was available for Apple II and PC/ C64. It should be available for Atari, Atari graphics look great and colorful! but actually not available for Atari. Any reason?

Thanks! Jack

1960. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-17 01:42:09 UTC
From: Alex Freed <alexf@mirrow.com>
Message-ID: <Z8KdnSI1Jb5tN5vVnZ2dnUVZ_hKdnZ2d@comcast.com>
Source record: 3349
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

```
>> *BUT* all this does make sense to me on at least one level: Atari
>> patented the custom chips. What happens in the patent process is if
>> you or someone else releases the information in the patent before it
>> is granted, the application is denied. The ANTIC creators, Jay Miner
>> Et Al, were granted the patent in 1981.
>
> Actually, the limitation is that the patent application must be *filed*
> prior to public disclosure.
>

AFAIK the US is unique: you can file a US patent application up to one
year AFTER the "public disclosure". And also selling the patented object
starts the clock even without any publications.

-Alex who is NOT a lawyer.
```

1961. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-17 03:17:47 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <O5idnfMtCljDXJvVnZ2dnUVZ_tCrnZ2d@earthlink.com>
Source record: 3350
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Michael J. Mahon wrote:

> Rick Cortese wrote:
<snip>
> Actually, the limitation is that the patent application must be *filed*
> prior to public disclosure.

I have two friends that are patent lawyers, well one died on me recently, and they have both told me otherwise. More along the lines of the patent *is* the disclosure that you are getting exclusive rights because of. Once any public disclosure is made, the patent office well see no need to give you any rights to reveal how you did something.

It was/is a bit of a problem because of the "Publish or Perish" and trying to drum up business by telling other companies about the latest greatest you just came up with. We could cover some problems with non disclosure agreements but we still couldn't let info out into a public forum.

Rick

1962. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-17 06:25:19 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <DMWdndBVVPDLcJvVnZ2dnUVZ_ramnZ2d@comcast.com>
Source record: 3451
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Alex Freed wrote:
>>> *BUT* all this does make sense to me on at least one level: Atari
>>> patented the custom chips. What happens in the patent process is if
>>> you or someone else releases the information in the patent before it
>>> is granted, the application is denied. The ANTIC creators, Jay Miner
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>> prior to public disclosure.
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>
> AFAIK the US is unique: you can file a US patent application up to one
> year AFTER the "public disclosure". And also selling the patented object
> starts the clock even without any publications.
>
> -Alex who is NOT a lawyer.

Yep, that's my understanding of US law, too, which allows even more
lead time to get documentation out (if you're confident of your
filing schedule).

And you only have to "offer" something for sale that is described
as incorporating the patented IP to start the clock.

-michael

NadaPong: Network game demo for Apple II computers!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it's seriously underused."

1963. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-17 06:30:57 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <e-adnWJsPf40c5vVnZ2dnUVZ_tWtnZ2d@comcast.com>
Source record: 3452
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Rick Cortese wrote:
> Michael J. Mahon wrote:
>
>> Rick Cortese wrote:
>
> <snip>
>
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> the patent *is* the disclosure that you are getting exclusive rights
> because of. Once any public disclosure is made, the patent office well
> see no need to give you any rights to reveal how you did something.

Not so, assuming he was talking about the US.

In most countries, publication closes the door to application, but
in the US it starts a 1 year clock.

> It was/is a bit of a problem because of the "Publish or Perish" and
> trying to drum up business by telling other companies about the latest
> greatest you just came up with. We could cover some problems with non
> disclosure agreements but we still couldn't let info out into a public
> forum.

And even nondisclosure is no good if you are trying to make a sale!
Revealing any of the IP in an effort to commercially advance the
invention starts the US clock--one year to file.

In any case, the point is that US patent considerations are not in
any way affected by revealing the details of an object already being
sold. Offering it for sale *is* publication--as any reverse-engineer
will attest. ;-)

-michael

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Home page: http://members.aol.com/MJMahon/

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tool--and it's seriously underused."

1964. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-17 06:34:35 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <JrudnTBYPawfcpvVnZ2dnUVZ_rGhnZ2d@comcast.com>
Source record: 3453
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

```
Michael J. Mahon wrote:
> David Empson wrote:
>
>> Michael J. Mahon <mjmahon@aol.com> wrote:
>>
>>
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>>> provided documentation became more "user manual"-oriented--but full
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>> released (1986). There are no official ROM listings for any part of the
>> IIgs firmware, nor for the IIc+, but they did publish schematics and
>> most other technical details.
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```

>> ROM listings (even for the original IIc), but the first edition did have
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>> supplement which lists at least one other revision.
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> I think the mid-1980s marks the turning of the "open" tide at Apple,
> for numerous reasons related both to market changes and management
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>> since that code is copyrighted by Microsoft.)
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> reverse-engineered and documented, so the fact that Apple was bound
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> it would encorage only "legitimate" developers of "business" apps,
> as opposed to the free-for-all in the Apple II world.
>
> So much for that idea...
>
> As it turns out, volume is volume. ;-)
>
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>>> (The Apple //e shipped into the 1990s.)
>>
>>
>>
>> The IIgs certainly wouldn't qualify on that measure. I needed a
>> moderately large shelf to hold my nearly complete set of IIgs technical
>> documentation.
>
>
> Exactly...

I should have clarified that I was talking about the 8-bit Apples,
not the GUI- and tool-based IIgs.

-michael

NadaPong: Network game demo for Apple II computers!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it's seriously underused."

1965. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-17 11:28:41 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0804170427140.9146-100000@onyx.spiritone.com>
Source record: 3454
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! I can also sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

1966. Introducing The Vintage Computer and Gaming Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-17 14:33:37 UTC
From: vcgm.groups@gmail.com
Message-ID: <45db0733-f3eb-4db9-a1d7-87021764fa60@l42g2000hsc.googlegroups.com>
Source record: 3455

Hello,

I'd like to formally announce the new Vintage Computer and Gaming
Marketplace located at <http://marketplace.vintage-computer.com>.
There's some Atari stuff on there now!

This new addition to <http://www.Vintage-Computer.com> will hopefully
grow to become the preferred venue for buying and selling vintage
computing and gaming gear on the net.

The software used for the marketplace was chosen for its simplicity
and features which make it a viable alternative to the other, more
generalized, auction and sales venues on the web.

Items can be posted in auction format (buy-it-now can be used for flat-
rate sales) with descriptions and a photo gallery for each. Bids on
items within the last two minutes of an auction will extend that
auction by 30 minutes, making sniping a thing of the past.

NOTE: There are absolutely no charges for posting listings to the
marketplace or for buying items listed there. The venue is completely
free!

I believe that the popularity of the Vintage Computer Forums and the
Vintage-Computer.com site will help drive buyers and sellers to the
new marketplace to the benefit of the entire vintage computing and
gaming community.

I encourage anyone interested or potentially interested in buying or
selling vintage computing and/or gaming gear to please visit the new
site, sign up and, by all means, tell your friends!

Thank you,

_____

Erik Klein
<http://www.vintage-computer.com>
<http://www.vintage-computer.com/vcforum> - The Vintage Computer
Forums
<http://marketplace.vintage-computer.com> - The Vintage Computer and
Gaming Marketplace

1967. Re: APE 'Remote" Software Question

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-17 15:13:45 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <oiUNj.7033$GE1.1037@nlpi061.nbdc.sbc.com>
Source record: 3462

I can't help.
I remember something about remote.com.
You have to access the PC hard drive with
some remote command, and I can't find it.
Seems like you type D0: or something like that
to access the PC hard drive. The remote commands
are the same as the APE DOS key commands.
Can't find an APE manual. I remember spider and
didn't and don't know what it means.
There may be manuals at atarimax.com.
I do know some features on the shareware version
are disabled, you have to buy it to get them.

1968. ebay: Ending very, very soon

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-17 15:50:02 UTC
From: Payton Byrd <plbyrd@gmail.com>
Message-ID: <c8b35a57-3f8c-4b79-9dcc-9ea60393d17d@8g2000hsu.googlegroups.com>
Source record: 3456

Atari 1200XL w/ApeWARP+, Box and PS
<http://tinyurl.com/67cybr>

Atari 1030 Modem w/Software, PS and Manual
<http://tinyurl.com/5tmqvf>

SIO2PC Cable w/SIO Cable
<http://tinyurl.com/5ry9ac>

Atari 1050 Disk Drive w/Box and PS
<http://tinyurl.com/66dpkq>

Atari 800 w/Box & PS
<http://tinyurl.com/5scyku>

Atari 800XL w/Box & PS
<http://tinyurl.com/58xvd7>

Bidding will be over around 3:00 PM Central Daylight Time, so get over
there and start bidding!

1969. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-17 17:18:16 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <0K-dne9onff9G5rVnZ2dnUVZ_gydnZ2d@earthlink.com>
Source record: 3457
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Michael J. Mahon wrote:
> Rick Cortese wrote:
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>>> Rick Cortese wrote:
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>> <snip>
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>> I have two friends that are patent lawyers, well one died on me
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>> of the patent *is* the disclosure that you are getting exclusive
>> rights because of. Once any public disclosure is made, the patent
>> office well see no need to give you any rights to reveal how you did
>> something.
>
>
> Not so, assuming he was talking about the US.

We are talking about the USA.

You obviously have a misconception about the language used.

From the US Patent/trademark web page
http://www.uspto.gov/web/offices/pac/doc/general/index.html#patent

In order for an invention to be patentable it must be new as defined in
the patent law, which provides that an invention cannot be patented if:
ï¿½(a) the invention was known or used by others in this country, or
patented or described in a printed publication in this or a foreign
country, before the invention thereof by the applicant for patent,ï¿½ or
ï¿½(b) the invention was patented or described in a printed publication in
this or a foreign country or in public use or on sale in this country
more than one year prior to the application for patent in the United
States . . .ï¿½

>
> In most countries, publication closes the door to application, but
> in the US it starts a 1 year clock.

No. It is either [described]<immediate grounds for not granting>, [in public use]<immediate grounds for not granting>, *OR* [*SOLD*... for a year].

There is a provisional type patent that you have to file if you want to go to other parties. I have an acquaintance who didn't do this and took engineering drawings to a machine shop to have one of his inventions made. The machine shop stole/patented his device and he didn't have the documentation to prove it. I think I recall the time limit on these as being one year before you have to renew it or file the real patent, but this is just considered round one of the process.

<snipped part that should stand corrected now>

Rick

1970. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-17 20:48:44 UTC
From: Mike Willegal <mike@willegal.net>
Message-ID: <MIONj.8605$SR2.4442@trndny03>
Source record: 3458
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

```
Michael J. Mahon wrote:
> Michael J. Mahon wrote:
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>> for numerous reasons related both to market changes and management
>> changes.
>>
>>> (None of Apple's published firmware listings include Applesoft BASIC,
>>> since that code is copyrighted by Microsoft.)
>>
>>
>>
>> Of course, Applesoft was one of the first things that the community
>> reverse-engineered and documented, so the fact that Apple was bound
>> by licensing agreements did not seriously hamper its exploitation.
>>
>>> I'm not sure what their policy was with the Apple /// and Lisa, but I'm
>>> not aware of any publically available ROM listings or schematics of any
>>> Mac (no point - it wouldn't fit with the general philosophy).
>>
>>
>>
>> Both were extremely "closed" in comparison the the Apple II.
>>
The original MAC had very limited HW expansion capabilities. Access to
the HW was through Apple supplied drivers. Almost no HW documenation
was needed. The software was a modern design that relied on API's.
The combination was intended to provide Apple with the opportunity to
update SW and HW without having to worry about breaking existing
applications. They only needed to support legacy APIs. A lot of this
was driven by the trouble Apple had in maintaining backward
compatibility in the II series. There were litterally dozens of "well
known" routines in the Apple II ROM that had to stay at a specific
address or any number of applications would break.

The original "Inside Macintosh" documentation for these APIs was
extremely well done. Basically the "Inside Macintosh" documentation set
the state of the art for technical documention. There was no need for
ROM listings, and in fact ROM listings would have enabled software
engineers to bypass the APIs and create all kinds of problems with
backward compatibility for future generation machines.

Time would prove that the closed system concept had some merit as can be
seen by the success of the I-MAC line. However the original

implementation, without SCSI, USB and Firewire technology, was way too
restrictive.

Regards,
Mike Willegal

>> The Apple /// was apparently kept closed in the mistaken hope that
>> it would encorage only "legitimate" developers of "business" apps,
>> as opposed to the free-for-all in the Apple II world.
>>
>> So much for that idea...
>>
>> As it turns out, volume is volume. ;-)
>>
>>>> So for the Apple II, the details and examples were there from the
>>>> beginning (the Red Book and the WozPak, for example)--just when
>>>> they needed to be there.
>>>>
>>>> I've often said that the Apple II was the last personal computer
>>>> for which all the documentation needed to completely understand
>>>> its hardware and software weighed less than the machine. ;-)
>>>> (The Apple //e shipped into the 1990s.)
>>>
>>>
>>>
>>>
>>> The IIgs certainly wouldn't qualify on that measure. I needed a
>>> moderately large shelf to hold my nearly complete set of IIgs technical
>>> documentation.
>>
>>
>>
>> Exactly...
>
>
> I should have clarified that I was talking about the 8-bit Apples,
> not the GUI- and tool-based IIgs.
>
> -michael
>
> NadaPong: Network game demo for Apple II computers!
> Home page: http://members.aol.com/MJMahon/
>
> "The wastebasket is our most important design
> tool--and it's seriously underused."

1971. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-17 22:40:01 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <YMWdnbOLBNFVTJrVnZ2dnUVZ_sKqnZ2d@comcast.com>
Source record: 3459
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

```
Mike Willegal wrote:
> Michael J. Mahon wrote:
>
>> Michael J. Mahon wrote:
>>
>>> David Empson wrote:
<snip>
>>>> I'm not sure what their policy was with the Apple /// and Lisa, but I'm
>>>> not aware of any publically available ROM listings or schematics of any
>>>> Mac (no point - it wouldn't fit with the general philosophy).
>>>
>>>
>>>
>>>
>>> Both were extremely "closed" in comparison the the Apple II.
>>>
> The original MAC had very limited HW expansion capabilities. Access to
> the HW was through Apple supplied drivers. Almost no HW documenation
> was needed. The software was a modern design that relied on API's. The
> combination was intended to provide Apple with the opportunity to update
> SW and HW without having to worry about breaking existing applications.
> They only needed to support legacy APIs. A lot of this was driven by
> the trouble Apple had in maintaining backward compatibility in the II
> series. There were litterally dozens of "well known" routines in the
> Apple II ROM that had to stay at a specific address or any number of
> applications would break.
>
> The original "Inside Macintosh" documentation for these APIs was
> extremely well done. Basically the "Inside Macintosh" documentation set
> the state of the art for technical documention. There was no need for
> ROM listings, and in fact ROM listings would have enabled software
> engineers to bypass the APIs and create all kinds of problems with
> backward compatibility for future generation machines.
>
> Time would prove that the closed system concept had some merit as can be
> seen by the success of the I-MAC line. However the original
> implementation, without SCSI, USB and Firewire technology, was way too
> restrictive.

I certainly agree that there are wonderful benefits to a strong
architectural interface, as opposed to a "free-for-all" ROM listing
and schematic!
```

But, given the state of the art in the late-1970s-to-mid 1980s, it was more important to throw open the doors and windows and see what came of it than to presume that one had intuitively arrived at the proper set of functionality and restrict users' creativity.

The result was a wonderful blooming of hardware and software advances for personal computers--and more importantly, a bloom of visions of what personal computing could become (besides storing recipes and printing mailing lists ;-).

As is to be expected in the rhythm of things, the period of carefree experimentation was followed by a period of dying off of virtually all early "dead end" platforms and consolidation on a (slightly) newer but evolvable standard that permitted the growth of a huge market in PCs.

Today we live on the high plateau attained by the creative momentum from that volatile, expansive era--but a plateau nonetheless, constrained by the many standards and complexities that enable the market.

As evolution continues, we can expect another revolution in computing, in which the PC platform will play the role of the rigid mainframe in the previous scenario, and new visions will emerge to reseed creativity and make our "high plateau" seem like a valley.

The average life of a plateau seems to be 20-40 years, so it might be soon. ;-) Of course, we don't have a sequel to Moore's "Law" to power the engines this time--though perhaps massive parallelism might be enough to do the trick...

-michael

NadaPong: Network game demo for Apple II computers!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it's seriously underused."

1972. APE 'Remote" Software Question

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-17 22:52:11 UTC
From: Mr Nukem <mrnukem@gmail.com>
Message-ID: <40079b41-94ab-4980-b336-49bb5213d577@c65g2000hsa.googlegroups.com>
Source record: 3460

I posted this in the atariage forums but thought I would post here as well...

I am using APE with SIO2PC cable which is working great but I want to be able to load .ATR disk images from my Atari 800XL. When I load APE for Windows and Load the APE Warp .ATR disk image that comes with APE I run a program called Remote.com on the Atari end. But it will not let me browse directory or load disk images. When use the (L)oad image it asks me if I want to use the find or spider feature. The find feature searches for anything I put in. The Spider feature does nothing when I type anything in.

If I use the Mirror feature on APE for Windows and leave it blank on the windows end it works just fine on the Atari side for letting me browse to my directory with raw Binary files and load them.

Hope all this makes sense. I really want to be able to use my Atari without having to interact with my Windows System after APE for Windows is loaded.

All the links to documentation on the Atarimax web site give a 404 page not found error. I purchased the cable from there and downloaded APE but there was no documentation in the download archive.

Thanks!

1973. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-17 23:25:11 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <Ao-dnSqSlprCQZrVnZ2dnUVZ_qygnZ2d@comcast.com>
Source record: 3461
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

```
Rick Cortese wrote:
> Michael J. Mahon wrote:
>
>> Rick Cortese wrote:
>>
>>> Michael J. Mahon wrote:
>>>
>>>> Rick Cortese wrote:
>>>
>>>
>>>
>>> <snip>
>>>
>>>> Actually, the limitation is that the patent application must be *filed*
>>>> prior to public disclosure.
>>>
>>>
>>>
>>>
>>> I have two friends that are patent lawyers, well one died on me
>>> recently, and they have both told me otherwise. More along the lines
>>> of the patent *is* the disclosure that you are getting exclusive
>>> rights because of. Once any public disclosure is made, the patent
>>> office well see no need to give you any rights to reveal how you did
>>> something.
>>
>>
>>
>> Not so, assuming he was talking about the US.
>
>
> We are talking about the USA.
>
> You obviously have a misconception about the language used.
>
> From the US Patent/trademark web page
> http://www.uspto.gov/web/offices/pac/doc/general/index.html#patent
>
> In order for an invention to be patentable it must be new as defined in
> the patent law, which provides that an invention cannot be patented if:
> ï¿½(a) the invention was known or used by others in this country, or
> patented or described in a printed publication in this or a foreign
> country, before the invention thereof by the applicant for patent,ï¿½ or
```

> ï¿½(b) the invention was patented or described in a printed publication in
> this or a foreign country or in public use or on sale in this country
> more than one year prior to the application for patent in the United
> States . . .ï¿½

There you have it--exactly as I was saying!

Obviously publication cannot preceed the *invention* (unless you were
perhaps publishing about a time machine ;-), but it can precede the
patent application by one year.

>> In most countries, publication closes the door to application, but
>> in the US it starts a 1 year clock.
>
>
> No. It is either [described]<immediate grounds for not granting>, [in
> public use]<immediate grounds for not granting>, *OR* [*SOLD*... for a
> year].

Remember, we're talking about publication *by the inventor*, so there's
no issue about the invention not being novel as a consequence of the
publication.

Clearly if someone *other* than the inventor published the invention
prior to the "inventor" filing, that would bar the patent, since the
filer did not invent anything novel. This has no bearing on publication
by the actual inventor or his agent.

-michael

NadaPong: Network game demo for Apple II computers!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it's seriously underused."

1974. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-18 03:47:45 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <uM2dnV5NFrdwhJXVnZ2dnUVZ_qelnZ2d@earthlink.com>
Source record: 3463
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Michael J. Mahon wrote:
> Rick Cortese wrote:
>
<snip>
> There you have it--exactly as I was saying!
>
> Obviously publication cannot preceed the *invention* (unless you were
> perhaps publishing about a time machine ;-), but it can precede the
> *patent application* by one year.

Are you just the kind of ego who can't admit when he is wrong? It could be a problem with your reading comprehension but I seriously doubt you bothered reading the post from US Patent Office.

You still don't know what a patent is. Ignorance is curable but I am afraid you kind of stupidity is forever. Even when confronted with the official US Patent office release on what can be patented, you still persist.

I kind of want to ask just what makes you think that you know better then a guy who spent 35 years in R&D, two patent lawyers with a combined 80 years of experience, and the official web page of the US Patent Office but I am afraid you may answer.

I give you on you.

PLONK!

Rick

1975. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-18 04:50:38 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <rg4Oj.20615$%41.612@nlpi064.nbdc.sbc.com>
Source record: 3468
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

I see it as a problem with legaleze.
I can't understand the US Patent office statement.
And I can't really understand the argument here.
There was a guy who could make glass flowers
like no-one else. They were beautiful. People
wanted him to patent it so they could find out
how he did it. He didn't patent it. It increased
the value of his work before and after he died.
So, the moral is, don't patent stuff that can't
be reverse engineered, it doesn't do you any
good.

1976. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-18 06:13:39 UTC
From: scott@alfter.DIESPAMMERSDIE.us
Message-ID: <8-mdncF3qISOoZXVnZ2dnUVZ_tijnZ2d@giganews.com>
Source record: 3464
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

In article <w9WdnaqxDM1clJjVnZ2dneKdnZydnZ2d@brightview.com>,
Ensor <none@localhost> wrote:
> > Apple, in contrast, published *everything* needed to make
> >software, plug-in cards, and even more computers!
>
>So, you're saying that the Atari Technical manuals I have not 6 feet away
>from me are figments of my imagination? :-)
>
>True they weren't shipped with the machine, but had to be bought seperately,
>but they contain full schematics, operating system listings etc....
>
>By the time of the XL/XE series machines Atari had stopped publishing such
>manuals, but then again so had Apple etc.

My copy of the Apple IIe Technical Reference Manual is dated 1987, and I
think volume 3 of the IIGS toolbox reference came along some time after
that.

The programming info, schematics, etc. were dropped from the owner's manuals
that shipped with later Apple II equipment (the Super Serial Card manual,
for instance was printed in two forms: the original edition, which looked
like it was printed with a daisy-wheel printer and included source code for
the ROMs and a schematic, and a "lobotomized" edition, which looked like it
was typeset on a Mac with a laser printer and had little more than
installation instructions and maybe some simple programming info), but it
was usually still available in the tech references.

_/_
/ v \ Scott Alfter (remove the obvious to send mail)
(IIGS(http://alfter.us/ Top-posting!
_^_/ rm -rf /bin/laden >What's the most annoying thing on Usenet?

1977. Latest (May ‘08) online Vintage Technology magazine is available

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-18 06:22:39 UTC
From: vintagetechnology@yahoo.co.uk
Message-ID: <b5676be5-f522-40c5-96cd-dbc610c0fcf0@2g2000hsn.googlegroups.com>
Source record: 3465

Go to www.vintagetechnology.co.uk to download latest issue (May '08).
Only £0.99p / $1.99 for a 40+ page magazine devoted to the collection,
preservation and history of all aspects of digital and electronics
technology, including computers, arcade games, calculators, led
watches, phones, appliances, gadgets, robots, radio, audio and tv.

This issue features:

Old-school computer learning
Will my vintage electronics collection still work in 100 years time?
Flight sims - flying with home computers
Defender - the thinking man's arcade shoot-em up
Commodore PET computers
Early modems in the US & UK
Tomy handheld electronic games
Vintage LED clocks
Learn about maths the vintage way
Vintage voice recorders
First 'personal' radios
Interview with Richard Hanson - Superior Software founder
Repairing handheld games
HP calculator memories

Plus sections on museums & collections, latest events & news and book
review.

VTM aims to explore the legacy of recent past technology, explore new
‘electronica' which could become or already is collectible, be an
enjoyable resource for collectors & historians and celebrate the
history and personalities surrounding this subject.

1978. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-18 07:12:36 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <wcqdnXaJSJZx1JXVnZ2dnUVZ_smnnZ2d@comcast.com>
Source record: 3466
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Rick Cortese wrote:
> Michael J. Mahon wrote:
>
>> Rick Cortese wrote:
>>
> <snip>
>
>> There you have it--exactly as I was saying!
>>
>> Obviously publication cannot preceed the *invention* (unless you were
>> perhaps publishing about a time machine ;-), but it can precede the
>> *patent application* by one year.
>
>
> Are you just the kind of ego who can't admit when he is wrong? It could
> be a problem with your reading comprehension but I seriously doubt you
> bothered reading the post from US Patent Office.
>
> You still don't know what a patent is. Ignorance is curable but I am
> afraid you kind of stupidity is forever. Even when confronted with the
> official US Patent office release on what can be patented, you still
> persist.
>
> I kind of want to ask just what makes you think that you know better
> then a guy who spent 35 years in R&D, two patent lawyers with a combined
> 80 years of experience, and the official web page of the US Patent
> Office but I am afraid you may answer.
>
> I give you on you.
>
> PLONK!
>
> Rick

What you accuse me of seems to apply perfectly to yourself.

You try reading your quote again:

"In order for an invention to be patentable it must be new as defined in
the patent law, which provides that an invention cannot be patented if:
ï¿½(a) the invention was known or used by others in this country, or
patented or described in a printed publication in this or a foreign
country, before the invention thereof by the applicant for patent,ï¿½ or
ï¿½(b) the invention was patented or described in a printed publication in

this or a foreign country or in public use or on sale in this country
more than one year prior to the application for patent in the United
States . . .ï¿½

In (a), publication may not occur "before the *invention* thereof",
not before the application.

In (b), publication, sale, etc. must not occur "more than one year
prior to the *application* for patent".

It's really not that hard.

-michael

NadaPong: Network game demo for Apple II computers!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it's seriously underused."

1979. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-18 13:03:41 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <huednUml9_YwBpXVnZ2dnUVZ_sOrnZ2d@comcast.com>
Source record: 3467
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:CGxMj.105545$Ft5.83353@newsfe15.lga...
> In 1980, Apple II graphics/sound looks limited.. Graphics on the games
> look very terrible... Sound is not good. Atari graphics/sound are better
> than Apple II.. Why did many companies make the games for Apple more than
> Atari?
>
> I attended to the computer class in the elementary school. There were many
> Apple computers in the most school. Can anyone tell me a reason why the
> school chooses Apple even thought the graphics and music were terrible?
>
> Thanks!
> Jack

I must say, I've actually found this thread very interesting. It's one of the few platform comparison discussions that isn't "My platform is great and yours sucks and was created by incompetent low lifes."

Reasonably objective comparisons of these classic platforms, taking into account the strengths and limitations of each, and the differences of when they were designed (something few people seem to account for), could actually strengthen the appreciation of all of them.

-Jason

1980. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-18 18:19:25 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <LLSdnYKDtsyoe5XVnZ2dnUVZ_ramnZ2d@comcast.com>
Source record: 3469
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Russg wrote:
> I see it as a problem with legaleze.
> I can't understand the US Patent office statement.
> And I can't really understand the argument here.
> There was a guy who could make glass flowers
> like no-one else. They were beautiful. People
> wanted him to patent it so they could find out
> how he did it. He didn't patent it. It increased
> the value of his work before and after he died.
> So, the moral is, don't patent stuff that can't
> be reverse engineered, it doesn't do you any
> good.

I largely agree with you about the utility of patents--a very
mixed bag.

The discussion here had to do with someone proposing that the
Atari technical details were not released with the machine because
of patent concerns--a position clearly not justified by law.

-michael

NadaPong: Network game demo for Apple II computers!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it's seriously underused."

1981. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-18 21:15:05 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <p8ednSTt4dX6kpTVnZ2dnUVZ_sqinZ2d@earthlink.com>
Source record: 3470
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Russg wrote:

> I see it as a problem with legaleze.
> I can't understand the US Patent office statement.
> And I can't really understand the argument here.

Russ, a patent grants you rights in exchange for ~telling the secret. If you have already told people how to do the trick, i.e. published, it isn't a secret anymore is it?

The gist of Sphincter Boy's argument is he thinks you can pantent something after been published/become common knowledge. He could not be more wrong.

He is just a troll, ignore him and his BS. I killfiled him already and I can safely say he nothing intelligent to offer on the topic.

Rick

1982. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-19 00:15:37 UTC
From: sicklittlemonkey <Nick.Westgate@gmail.com>
Message-ID: <6d7c2b32-d570-4140-86b5-7495fc20c2f9@x19g2000prg.googlegroups.com>
Source record: 3471
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On Apr 19, 6:15 am, Rick Cortese <ricor...@earthlink.net> wrote:
> The gist of Sphincter Boy's argument is he thinks you can pantent
> something after been published/become common knowledge. He could not be
> more wrong.
>
> He is just a troll, ignore him and his BS. I killfiled him already and I
> can safely say he nothing intelligent to offer on the topic.

Steady on there Rick. I hope this isn't how you converse face-to-face.

I count at least 11 patents from Michael's career at HP & Burroughs.

Cheers,
Nick.

1983. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-19 16:57:59 UTC
From: Charlie <charlieDOTd@verEYEzon.net>
Message-ID: <rwpOj.110$aq4.27@trnddc02>
Source record: 3472
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:p8ednSTt4dX6kpTVnZ2dnUVZ_sqinZ2d@earthlink.com...
> Russg wrote:
>
>> I see it as a problem with legaleze.
>> I can't understand the US Patent office statement.
>> And I can't really understand the argument here.
>
> Russ, a patent grants you rights in exchange for ~telling the secret. If
> you have already told people how to do the trick, i.e. published, it isn't
> a secret anymore is it?
>
> The gist of Sphincter Boy's argument is he thinks you can pantent
> something after been published/become common knowledge. He could not be
> more wrong.
>
> He is just a troll, ignore him and his BS. I killfiled him already and I
> can safely say he nothing intelligent to offer on the topic.
>
> Rick

You couldn't be more wrong about Michael.

Charlie

1984. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-19 18:23:49 UTC
From: David Schmenk <dschmenk@YUCH.gmail.com>
Message-ID: <VMqOj.4442$vF.3968@newssvr21.news.prodigy.net>
Source record: 3473
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

```
Charlie wrote:
> "Rick Cortese" <ricortes@earthlink.net> wrote in message
> news:p8ednSTt4dX6kpTVnZ2dnUVZ_sqinZ2d@earthlink.com...
>> Russg wrote:
>>
>>> I see it as a problem with legaleze.
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>>> And I can't really understand the argument here.
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>>
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>> something after been published/become common knowledge. He could not be
>> more wrong.
>>
>> He is just a troll, ignore him and his BS. I killfiled him already and I
>> can safely say he nothing intelligent to offer on the topic.
>>
>> Rick
>
> You couldn't be more wrong about Michael.
>
> Charlie
>
>
>

My guess is that Rick is used to be wrong, a lot. Probably doesn't have
many friends, either.

http://www.bpmlegal.com/pattime.html

Dave...
```

1985. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-19 18:33:10 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <0tGdnQPruudkp5fVnZ2dnUVZ_oimnZ2d@earthlink.com>
Source record: 3474
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Charlie wrote:
> "Rick Cortese" <ricortes@earthlink.net> wrote in message
> news:p8ednSTt4dX6kpTVnZ2dnUVZ_sqinZ2d@earthlink.com...
>
>>Russg wrote:
>>
>>
>>>I see it as a problem with legaleze.
>>>I can't understand the US Patent office statement.
>>>And I can't really understand the argument here.
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>>Russ, a patent grants you rights in exchange for ~telling the secret. If
>>you have already told people how to do the trick, i.e. published, it isn't
>>a secret anymore is it?
>>
>>The gist of Sphincter Boy's argument is he thinks you can pantent
>>something after been published/become common knowledge. He could not be
>>more wrong.
>>
>>He is just a troll, ignore him and his BS. I killfiled him already and I
>>can safely say he nothing intelligent to offer on the topic.
>>
>>Rick
>
>
> You couldn't be more wrong about Michael.
>
> Charlie
>

He couldn't be more wrong about this. Remember the topic and the
position that Atari was secreting information which resulted in it being
less successful.

John Harris in a post to comp.sys.atari.8bit July 1993 snipped to the
pertainent part.
****
It took me a long time, about 6 months after I got it, to read the book.
Mostly because others who read it first said I wouldn't be very thrilled by
what got written. I was dissappointed. Steve Levy spent a lot of time
with me and the other programmers at On-Line, took notes, and absolutely
new the real stories. Why do journelists need to rewrite things to make
the story more interesting? If they're going to make it up anyway, why go
to the trouble and expense to gather real data?

While I did disassemble Super-Breakout and BasketBall, and discover PMG and some other machine secrets, bootleg copies of the Harware manuals showed up just a few months later. It was a strange because I thought I had information that no one else was going to know, and could use it to really have an edge in 3rd party Atari games. I couldn't help but feel disappointed that my 'edge' was taken away. Of course, that didn't last too long, because there was a whole world inside those manuals that I never would have found. After reading them, I was very happy to have that info available for myself, and everyone else. Instead, Levy told the story of the 'Wonder Boy' who figured it all out on his own.
****

I pointed out he was correct about the 2600. I and others said he was wrong about the Atari computers. He's been nitpicking ever since. BTW: I just looked at my technical reference and it is copyrighted 1982.

Rick

1986. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-19 18:49:06 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <1eudnQFkLrYoo5fVnZ2dnUVZ_hmtnZ2d@earthlink.com>
Source record: 3475
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

sicklittlemonkey wrote:

> On Apr 19, 6:15 am, Rick Cortese <ricor...@earthlink.net> wrote:
>
>>The gist of Sphincter Boy's argument is he thinks you can pantent
>>something after been published/become common knowledge. He could not be
>>more wrong.
>>
>>He is just a troll, ignore him and his BS. I killfiled him already and I
>>can safely say he nothing intelligent to offer on the topic.
>
>
> Steady on there Rick. I hope this isn't how you converse face-to-face.
>
> I count at least 11 patents from Michael's career at HP & Burroughs.
>
> Cheers,
> Nick.

While that is wonderful for him and I am sure he is a bright guy, the way he drifted the thread was masterful, it means nothing in this debate. IMO: The only thing that does matter is John Harris and what he experienced since he was the one given credit for reverse engineering the Atari. You will find a quote from one of his posts in the reply I made to Charlie below.

John also had some comments on the topic of relative success of the Apple II vs. Atari 800 elsewhere. IIRC he blamed it on marketing not wanting to ~ruin the image of the Atari as a game machine. This obviously helped kill it in education and business. IMO it was dead in the water with respect to business anyway. Those were the days of "Nobody ever gets fired for buying an IBM."

Rick

1987. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-20 04:21:32 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1208665278@rtfm.mit.edu>
Source record: 3476
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

The Atari computer intellectual property rights are currently owned by
Atari Interactive, which is managed by today's Atari, Inc. Both of these
are divisions of Infogrames Entertainment.
http://www.atari.com/ http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 7 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

1988. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-20 12:33:25 UTC
From: Linards Ticmanis <ticmanis@gmx.de>
Message-ID: <480b3804$0$4847$9b4e6d93@newsspool4.arcor-online.net>
Source record: 3477
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Michael J. Mahon wrote:

> Any "smart" drive will wind up reading the disk data
> into an internal buffer and then transferring the data
> to the host computer when requested. This double move
> performed by a single processor guarantees that a smart
> drive cannot move data at the rate the disk can support.

Just to go entirely off-topic, this isn't quite right as the Commodore PET/CBM drives had two 6502s in interleaved operation, one for talking to the host computer and one for talking to the actual drive hardware. Those drives were reasonably fast though expensive.

But then when they ported their DOS code to a single-CPU design for the cheaper home computer line they kept this logic around (one CPU now alternately impersonating the two CPUs of the old design), which made the DOS really weird (the two "personalities" didn't simply call each other as needed but rather communicated via command lists in RAM) and contributed to its slowness.

--
Linards Ticmanis

1989. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-20 19:02:33 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <PLidnedXzMzPDpbVnZ2dnUVZ_saknZ2d@comcast.com>
Source record: 3478
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Linards Ticmanis wrote:
> Michael J. Mahon wrote:
>
>> Any "smart" drive will wind up reading the disk data
>> into an internal buffer and then transferring the data
>> to the host computer when requested. This double move
>> performed by a single processor guarantees that a smart
>> drive cannot move data at the rate the disk can support.
>
>
> Just to go entirely off-topic, this isn't quite right as the Commodore
> PET/CBM drives had two 6502s in interleaved operation, one for talking
> to the host computer and one for talking to the actual drive hardware.
> Those drives were reasonably fast though expensive.

I'm impressed! I would have expected a little more cost-cutting
than that. ;-)

> But then when they ported their DOS code to a single-CPU design for the
> cheaper home computer line they kept this logic around (one CPU now
> alternately impersonating the two CPUs of the old design), which made
> the DOS really weird (the two "personalities" didn't simply call each
> other as needed but rather communicated via command lists in RAM) and
> contributed to its slowness.

A curious design history--thanks for the info!

-michael

NadaPong: Network game demo for Apple II computers!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it's seriously underused."

1990. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-20 19:59:45 UTC
From: Michael Black <et472@ncf.ca>
Message-ID: <Pine.LNX.4.64.0804201554000.6415@darkstar.example.org>
Source record: 3479
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On Sun, 20 Apr 2008, Michael J. Mahon wrote:
>> Just to go entirely off-topic, this isn't quite right as the Commodore
>> PET/CBM drives had two 6502s in interleaved operation, one for talking
>> to the host computer and one for talking to the actual drive hardware.
>> Those drives were reasonably fast though expensive.
>
> I'm impressed! I would have expected a little more cost-cutting
> than that. ;-)
>

Remember, the original PET, had the IEEE-488 bus for expansion, aka GPIB. A parallel bus that allowed multiple devices. WHen the PET came along, it was basically the cheapest computer that had the bus, which I seem to recall got it a lot of attention in labs and such that had peripheral equipment like test equipment that had the bus and suddenly they could buy cheap computers to control the equipment.

So presumably it was worth spending money on the drives that connected via that bus. I seem to recall they were expensive, though on the other hand given one main reason the 6502 saw a lot of use in those all in one computers was because it cost $20 in single quantities, a second 6502 likely didn't add that much to the cost.

Remember, the C-64 drives that were previously discussed used a serial bus, which slowed things down considerably. A parallel transfer would make a big difference.

Michael

1991. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-21 04:49:44 UTC
From: heuser.marcus@freenet.de
Message-ID: <68437657-818f-4695-ba8e-7184e5865c01@24g2000hsh.googlegroups.com>
Source record: 3480
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On Apr 20, 9:59 pm, Michael Black <et...@ncf.ca> wrote:
>
> I seem to recall they were expensive, though on the other
> hand given one main reason the 6502 saw a lot of use in those all in one
> computers was because it cost $20 in single quantities, a second 6502
> likely didn't add that much to the cost.

And Commodore owned MOS so they surely got the chips
a bit cheaper anyway.

bye
Marcus

1992. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-21 06:14:27 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <WLOdncxgjbp_rZHVnZ2dnUVZ_jKdnZ2d@earthlink.com>
Source record: 3481
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

David Schmenk wrote:

> Charlie wrote:
>
>> "Rick Cortese" <ricortes@earthlink.net> wrote in message
>> news:p8ednSTt4dX6kpTVnZ2dnUVZ_sqinZ2d@earthlink.com...
>>
>>> Russg wrote:
>>>
>>>> I see it as a problem with legaleze.
>>>> I can't understand the US Patent office statement.
>>>> And I can't really understand the argument here.
>>>
>>> Russ, a patent grants you rights in exchange for ~telling the secret.
>>> If you have already told people how to do the trick, i.e. published,
>>> it isn't a secret anymore is it?
>>>
>>> The gist of Sphincter Boy's argument is he thinks you can pantent
>>> something after been published/become common knowledge. He could not
>>> be more wrong.
>>>
>>> He is just a troll, ignore him and his BS. I killfiled him already
>>> and I can safely say he nothing intelligent to offer on the topic.
>>>
>>> Rick
>>
>>
>> You couldn't be more wrong about Michael.
>>
>> Charlie
>>
>>
>>
>
> My guess is that Rick is used to be wrong, a lot. Probably doesn't have
> many friends, either.
>
> http://www.bpmlegal.com/pattime.html
>
> Dave...

Another cross post with nothing to contribute.

Did you even read the web page you cite?

"This time line applies to utility patents filed in 2001 or later, and assumes that you will start with a"

We are talking about 1979-1982. Patent law has changed since then. You can even patent plants now for the first time in 200 years. Once more, this is BS drift that just clouds the issue of relative discussion of the two platforms. If you want to talk patent law not specific to the computers in question, go to alt.patents or something. I would say take it to email if you have anything about it to say to me, but I am pretty sure the kill file you are now going in will delete those.

Did you even check my reply to Charlie quoting John Harris? John is the person given credit in the popular press with reverse engineering the Atari computers and *HE* says it didn't happen. He says he had the manual just like a number of people here said was available.

On one of your points, yes, I am wrong a lot and I admit it. The problem here is: I am not wrong this time and a couple of people are being intellectually dishonest in trying to bully a 'win'.

Your opinion is of no consequence to me. People in comp.sys.Atari.8bit have known me for close to 20 years and some of my most frequently used expressions are "Thanks for the correction", "I stand corrected", and "IIRC". I seriously doubt standing up for what is the correct and shared view by most people in the group is going to change their view. But heck, you an Michael have done a pretty good job of rewriting history so far so who knows?

Rick

1993. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-21 06:56:43 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <io5Pj.5178$iK6.4682@nlpi069.nbdc.sbc.com>
Source record: 3485
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

```
"nem" <> wrote in message news:
> Thomas Richter <> wrote in news:
>
> > I afraid so. The c64 had no graphic support in its rather limited basic.
>
> That's because it used a BASIC originally written for the PET, a machine
> with no sound or actual graphics. To draw an orange line (like in your
> example) on the C64, you'd have to do this:
>
> 5 ba=8192:poke53272,peek(53272)or8
> 10 poke53265,peek(53265)or32
> 20 fori=batoba+7999:pokei,0:next
> 30 fori=1024to2023:pokei,128:next
> 40 pokeba,128:pokeba+1,64
> 50 pokeba+2,32:pokeba+3,16
> 60 end
>
> This just draws a few pixels in the upper left corner of the screen, but
> should give you an idea of what's involved.
Seems like the C=64 has a fixed screen memory,
and you're poking into that memory.
That can be done on the Atari. The Atari screen
memory can be moved, as can the display list,
which is a small program for the graphics chip
to execute.
```

1994. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-21 17:42:32 UTC
From: scott@alfter.DIESPAMMERSDIE.us
Message-ID: <74adndGHG8KVT5HVnZ2dnUVZ_rignZ2d@giganews.com>
Source record: 3482
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

In article <WLOdncxgjbp_rZHVnZ2dnUVZ_jKdnZ2d@earthlink.com>,
Rick Cortese <ricortes@earthlink.net> wrote:
>David Schmenk wrote:
>> Charlie wrote:
>>> "Rick Cortese" <ricortes@earthlink.net> wrote in message
>>> news:p8ednSTt4dX6kpTVnZ2dnUVZ_sqinZ2d@earthlink.com...
>>>> He is just a troll, ignore him and his BS. I killfiled him already
>>>> and I can safely say he nothing intelligent to offer on the topic.
>>>
>>> You couldn't be more wrong about Michael.
>>
>> My guess is that Rick is used to be wrong, a lot. Probably doesn't have
>> many friends, either.
>
>Your opinion is of no consequence to me. People in comp.sys.Atari.8bit
>have known me for close to 20 years...

...while here in comp.sys.apple2, most of us don't know you from Adam.
Whatever you might happen to know on any given topic is largely nullified by
your arrogant, condescending attitude. Maybe Atari users find that
acceptable; I would hope not, but since I haven't used one of those since
1986, I wouldn't know. I think I'm fairly safe in saying it won't get you
far at all among Apple II users.

Maybe this opinion, like the others further up-thread, is also "of no
consequence" to you. The reverse is rapidly becoming true, and you have
only yourself to blame.

(WTF is it with other 8-bitters coming in here and trash-talking everybody
and everything in sight lately? First it was the Aztec C vs. cc65 thread
instigated by a Commodore user; now it's this. I would've thought the Apple
vs. Atari vs. Commodore "wars" were long since ended, and not in anyone's
favor. I could make reference to my posting history in comp.sys.apple2, but
I have better things to do with my time than to get sucked into a Usenet
d*ck-size contest.)

_/_
/ v \ Scott Alfter (remove the obvious to send mail)
(IIGS(http://alfter.us/ Top-posting!
_^_/ rm -rf /bin/laden >What's the most annoying thing on Usenet?

1995. Mostly OT

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-21 18:24:47 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <o9KdnRiay-iNQZHVnZ2dnUVZ_vyinZ2d@earthlink.com>
Source record: 3483

I'm starting to see other peoples' point about participating in an unmoderated newsgroup. Of course most of the web pages and moderated newsgroups I have seen usually have a clique in place with 4 or 5 butt buddies you can't disagree with or correct. They end up being just as frustrating.

Perhaps I shouldn't be this insecure but I actually went down to my basement to check the copyright dates on both my Atari 800/400 technical reference manual and De Re Atari. I realize probably half the group owns these and they would have pointed out I was wrong had I been.

While I do have a pretty good memory, I mean I remembered the Harris post to the newsgroup from 15 years ago, there are a few shorts in there. For some reason I keep wanting to call John Harris, James Harris. I figure it is combining John with James Hague. I even went to the trouble of looking up details about that cold fusion fiasco to be sure I had some pertinent details right. While I couldn't remember the names involved<Ponds Fleischman?> I did remember correctly that within something like 3 days of publication protection a MIT faculty member<?> filed a patent on it. I also seem to recall a different MIT administrator about a month later apologizing for it after the fact. I think that had more to do with cold fusion not panning out then the patent filing. If it cold fusion had panned out and MIT got billions of dollars in royalties, that guy would be a department head by now.

That's just the way things worked. The old Elisha Grey being beat to the patent office by Bell thing which I have heard is part myth. Right, why didn't they just publish it to establish priority!<grin>

But I grow tired. Bill Wilkinson countered the same 'secret' argument years ago too. You would think that someone who helped write the OS<FP routines anyway>, Atari BASIC, and the books "Inside Atari Basic" and "Inside Atari DOS" would carry more weight. I think he may have made these comments on a BBS back in the 80s so it may not turn up on google.

Which brings me to the punch line: I'm sure much to everyones' relief I don't subscribe to the appleII group and have proceeded to add apple to my newsgroup filters. I know this will mean if someone develops an Atari controlled apple peeler or says their Atari is 'the apple of my eye' it will not be heard by myself. If someone wants to ask me programming my Atari under the apple tree in my yard, I am sorry won't see it. No great loss. Just wasting to much time arguing with idiots instead of doing something fun.

Rick

1996. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-21 18:32:46 UTC
From: nem <nem@nospam>
Message-ID: <Xns9A8793EBD2F58nem@216.196.97.142>
Source record: 3484
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Thomas Richter <thor@math.tu-berlin.de> wrote in news:

> I afraid so. The c64 had no graphic support in its rather limited basic.

That's because it used a BASIC originally written for the PET, a machine with no sound or actual graphics. To draw an orange line (like in your example) on the C64, you'd have to do this:

```
5 ba=8192:poke53272,peek(53272)or8
10 poke53265,peek(53265)or32
20 fori=batoba+7999:pokei,0:next
30 fori=1024to2023:pokei,128:next
40 pokeba,128:pokeba+1,64
50 pokeba+2,32:pokeba+3,16
60 end
```

This just draws a few pixels in the upper left corner of the screen, but should give you an idea of what's involved.

1997. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-21 19:14:00 UTC
From: Iain
Message-ID: <memo.20080421201424.2116B@ioi.zen.co.uk>
Source record: 3486

In article <Pine.LNX.4.64.0804201554000.6415@darkstar.example.org>,
> So presumably it was worth spending money on the drives
No idea if it was true or not but I was told back then that those big PET double floppies in the steel case could copy anything as they did a bit level copy of the source disk no matter what format/type it was and thus managed things even Happy drives failed at.

Iain
www.pcbookreview.com

1998. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-21 19:31:15 UTC
From: heuser.marcus@freenet.de
Message-ID: <5e6ce069-f9e8-4384-8972-6cd557c845c3@c65g2000hsa.googlegroups.com>
Source record: 3487
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On Apr 21, 8:56 am, "Russg" <russg...@MUNGEsbcglobal.net> wrote:
>
> Seems like the C=64 has a fixed screen memory,
> and you're poking into that memory.

You can set the frame buffer of the C64 to various locations.
Page flipping is possible, of course.

> That can be done on the Atari. The Atari screen
> memory can be moved, as can the display list,
> which is a small program for the graphics chip
> to execute.

That's right - and funny things are possible with these display
lists: The start of the frame buffer can be set for each line -
organizing the frame buffer "backwards" in memory, a different
video mode for each line, a horizontal display interrupt on each
line (if one can spare the CPU cycles ;-) and so on.
It's apparently even possible to change the video mode mid-line!

The power of ANTIC (the video processor) was astonishing for
its time.

But the C64 has one single feature that is much more practical
for many applications:
The 1KB large "Color RAM" area which allows for two independent
colors for each character block (40x25 matrix) - even in high
res mode.
This not only gives you colored text but a good compromise
between colors and resolution whereas the Atari either can't
utilize that many colors on a single line or has a lower resolution.

bye
Marcus

1999. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-21 19:33:55 UTC
From: nem <nem@nospam>
Message-ID: <Xns9A879E443CB5Fnem@216.196.97.142>
Source record: 3488
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

"Russg" <russgilb@MUNGEsbcglobal.net> wrote in news:

> Seems like the C=64 has a fixed screen memory,
> and you're poking into that memory.

Nope. The video memory on the C64 can be moved all over the place. In this example, the video bank is at $0000-$3FFF (the default setting). We're using bitmap graphics here, where the pixel data resides at $2000-$3FFF and the color data at $0400-$07E7.

2000. Wanted US/ Atari 410 Programmer Recorder

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-21 19:57:23 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <480cf1a4$0$4076$bbae4d71@news.suddenlink.net>
Source record: 3489

Greetings,

I need a working 410 program recorder for
the Atari 400/800/XL/XE.
The one I have is bad and I need to extract some
info from some Cassette Tapes.

If you happen to have one not needed, I will
pay shipping for it and maybe a little cash or
a 8-bit program or something.

E-mail me with your info
at: phantomm@suddenlink.net

Thanks,

.

2001. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-21 20:21:14 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <TOWdnZVV8u6hapHVnZ2dnUVZ_tajnZ2d@comcast.com>
Source record: 3490
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Rick Cortese wrote:
> David Schmenk wrote:

<snip>

>> My guess is that Rick is used to be wrong, a lot. Probably doesn't
>> have many friends, either.
>>
>> http://www.bpmlegal.com/pattime.html
>>
>> Dave...
>
>
> Another cross post with nothing to contribute.
>
> Did you even read the web page you cite?
>
> "This time line applies to utility patents filed in 2001 or later, and
> assumes that you will start with a"
>
> We are talking about 1979-1982. Patent law has changed since then.

Of course, Rick won't see this reply, since he's in the corner with his
fingers in his ears going "La, la, la..." (that's what a killfile is,
after all), but...

US patent law in this area (publication by author as a bar to
application) has *not* changed.

I frequently used this provision of law to determine what I could
say to customers and when I could say it--with advice of counsel,
of course. It also determined when we filed international applications,
since *their* rules are "no window".

-michael

NadaPong: Network game demo for Apple II computers!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it's seriously underused."

2002. Re: Mostly OT

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-22 00:25:23 UTC
From: Mark Bedingfield <atari030@nomorespamplease.optusnet.com.au>
Message-ID: <TfaPj.3766$ko5.3430@news-server.bigpond.net.au>
Source record: 3491

Rick Cortese wrote:
> I'm starting to see other peoples' point about participating in an
> unmoderated newsgroup. Of course most of the web pages and moderated
> newsgroups I have seen usually have a clique in place with 4 or 5 butt
> buddies you can't disagree with or correct. They end up being just as
> frustrating.
>
> Perhaps I shouldn't be this insecure but I actually went down to my
> basement to check the copyright dates on both my Atari 800/400 technical
> reference manual and De Re Atari. I realize probably half the group owns
> these and they would have pointed out I was wrong had I been.
>
> While I do have a pretty good memory, I mean I remembered the Harris
> post to the newsgroup from 15 years ago, there are a few shorts in
> there. For some reason I keep wanting to call John Harris, James Harris.
> I figure it is combining John with James Hague. I even went to the
> trouble of looking up details about that cold fusion fiasco to be sure I
> had some pertinent details right. While I couldn't remember the names
> involved<Ponds Fleischman?> I did remember correctly that within
> something like 3 days of publication protection a MIT faculty member<?>
> filed a patent on it. I also seem to recall a different MIT
> administrator about a month later apologizing for it after the fact. I
> think that had more to do with cold fusion not panning out then the
> patent filing. If it cold fusion had panned out and MIT got billions of
> dollars in royalties, that guy would be a department head by now.
>
> That's just the way things worked. The old Elisha Grey being beat to the
> patent office by Bell thing which I have heard is part myth. Right, why
> didn't they just publish it to establish priority!<grin>
>
> But I grow tired. Bill Wilkinson countered the same 'secret' argument
> years ago too. You would think that someone who helped write the OS<FP
> routines anyway>, Atari BASIC, and the books "Inside Atari Basic" and
> "Inside Atari DOS" would carry more weight. I think he may have made
> these comments on a BBS back in the 80s so it may not turn up on google.
>
> Which brings me to the punch line: I'm sure much to everyones' relief I
> don't subscribe to the appleII group and have proceeded to add apple to
> my newsgroup filters. I know this will mean if someone develops an Atari
> controlled apple peeler or says their Atari is 'the apple of my eye' it
> will not be heard by myself. If someone wants to ask me programming my
> Atari under the apple tree in my yard, I am sorry won't see it. No great
> loss. Just wasting to much time arguing with idiots instead of doing
> something fun.

>
> Rick

Or you could just avoid cross posting and that would fix the problem;-)

Mark

2003. Re: comp.sys.atari.8bit charter

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-22 03:27:34 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <cqnPj.6127$GO4.3314@newssvr19.news.prodigy.net>
Source record: 3493

This is assinine.

2004. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-22 07:55:43 UTC
From: "winston19842005@yahoo.com" <winston19842005@yahoo.com>
Message-ID: <585bacd2-8456-468b-9a63-800104b1a5c0@24g2000hsh.googlegroups.com>
Source record: 3492
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On Apr 21, 1:42 pm, sc...@alfter.DIESPAMMERSDIE.us (Scott Alfter)
wrote:
> In article <WLOdncxgjbp_rZHVnZ2dnUVZ_jKdn...@earthlink.com>,
> Rick Cortese <ricor...@earthlink.net> wrote:
>
> >David Schmenk wrote:
> >> Charlie wrote:
> >>> "Rick Cortese" <ricor...@earthlink.net> wrote in message
> >>>news:p8ednSTt4dX6kpTVnZ2dnUVZ_sqinZ2d@earthlink.com...
> >>>> He is just a troll, ignore him and his BS. I killfiled him already
> >>>> and I can safely say he nothing intelligent to offer on the topic.
>
> >>> You couldn't be more wrong about Michael.
>
> >> My guess is that Rick is used to be wrong, a lot. Probably doesn't have
> >> many friends, either.
>
> >Your opinion is of no consequence to me. People in comp.sys.Atari.8bit
> >have known me for close to 20 years...
>
> ...while here in comp.sys.apple2, most of us don't know you from Adam.
> Whatever you might happen to know on any given topic is largely nullified by
> your arrogant, condescending attitude. Maybe Atari users find that
> acceptable; I would hope not, but since I haven't used one of those since
> 1986, I wouldn't know. I think I'm fairly safe in saying it won't get you
> far at all among Apple II users.
>
> Maybe this opinion, like the others further up-thread, is also "of no
> consequence" to you. The reverse is rapidly becoming true, and you have
> only yourself to blame.
>
> (WTF is it with other 8-bitters coming in here and trash-talking everybody
> and everything in sight lately? First it was the Aztec C vs. cc65 thread
> instigated by a Commodore user; now it's this. I would've thought the Apple
> vs. Atari vs. Commodore "wars" were long since ended, and not in anyone's
> favor. I could make reference to my posting history in comp.sys.apple2, but
> I have better things to do with my time than to get sucked into a Usenet
> d*ck-size contest.)

I used to subscribe to comp.sys.atari.8bit, until I was basically
jumped by them just for voicing an opinion.
I much prefer the Apple crowd, even though the computer that shares my
desktop with my Mac is a TI-99.

This group has been a source of inspiration. There is a lot going on here. And less in-fighting. I also enjoy hanging out on comp.sys.cbm, even though there is more in-fighting there.

MSXers seem to share some of the less desirable traits with the Atarians as well...

2005. cc65 2.12.0 released

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-22 16:40:09 UTC
From: uz@spamtrap.musoftware.de
Message-ID: <ful4d9pmf1@moppi.musoftware.de>
Source record: 3494
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.oric

I'm proud to announce version 2.12.0 of cc65. cc65 is a complete cross development package for 65(C)02 systems, including a powerful macro assembler, a C compiler, linker, librarian and several other tools.

cc65 has C and runtime library support for many of the old 6502 machines, including

- The Commodore VIC20, C16/C116, C64, C128, C116, Plus/4, 510 (aka P500), the 600/700 family and newer PET machines (not 2001).

- The Apple][and successors.

- The Atari 8 bit machines.

- GEOS for the C64 and C128.

- The Nintendo Entertainment System (NES).

- The Supervision console.

- The Oric Atmos.

- The Lynx Console.

The libraries are fairly portable, so creating a version for other 6502s shouldn't be too much work.

This is mostly a bugfix release, with larger changes in just a few places. The latter is especially true for the Apple][libraries, which have undergone major changes done by Oliver Schmidt.

As usual I will provide the complete sources and several binary packages, including RPMs for RedHat Enterprise Linux 5. Please note that there are separate RPMs for the compiler proper, the docs, and the target specific libraries. To develop for one of the predefined target systems you need the compiler RPM package *and* one of the target machine packages. Be sure to download the documentation package if you're new to cc65.

Precompiled binaries for DOS, OS/2 and Windows are available in ZIP archives. As with the RPM packages, you need the package for the development system (Windows or whatever.) *and* one or more of the target machine packages, plus optionally the doc package.

There's also a windows installer package. The target specific libraries and header files are selectable as components from within the installer dialogue.

All packages are available from the MU software FTP server:

ftp://ftp.musoftware.de/pub/uz/cc65/

More information on cc65 can be found on the cc65 web page at

http://www.cc65.org/

There is also a mailing list for discussing cc65 related issues (programming, suggestions, bugs, ...). See

http://www.cc65.org/#List

for information on how to subscribe to this list.

While I'm the main developer of cc65, it is actually a joint effort. I would like to thank the target library developers, all the people on the cc65 mailing list, all those sending suggestions and feedback, and even those bugging me for a new stable release:-) The CREDITS file is probably incomplete, but you know who you are.

Thank you!

Uz

--
Ullrich von Bassewitz uz@spamtrap.musoftware.de
18:38:45 up 38 days, 4:29, 2 users, load average: 0.41, 0.38, 0.60

2006. Re: Wanted US/ Atari 410 Programmer Recorder

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-22 17:44:19 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <Hf2dnQ_iHbOLuZPVnZ2dnUVZ_gqdnZ2d@earthlink.com>
Source record: 3495

phantomm_1 wrote:
> Greetings,
>
> I need a working 410 program recorder for
> the Atari 400/800/XL/XE.
> The one I have is bad and I need to extract some
> info from some Cassette Tapes.
>
> If you happen to have one not needed, I will
> pay shipping for it and maybe a little cash or
> a 8-bit program or something.
>
> E-mail me with your info
> at: phantomm@suddenlink.net
>
> Thanks,
>

Are you finished with my SDX cartrige? Same phantom right?

Rick

2007. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-22 20:06:58 UTC
From: scott@alfter.DIESPAMMERSDIE.us
Message-ID: <N4Cdnf4GNrb_2JPVnZ2dnUVZ_hWdnZ2d@giganews.com>
Source record: 3496
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

In article <585bacd2-8456-468b-9a63-800104b1a5c0@24g2000hsh.googlegroups.com>,
winston19842005@yahoo.com <winston19842005@yahoo.com> wrote:
>On Apr 21, 1:42 pm, sc...@alfter.DIESPAMMERSDIE.us (Scott Alfter)
>wrote:
>> (WTF is it with other 8-bitters coming in here and trash-talking everybody
>> and everything in sight lately? First it was the Aztec C vs. cc65 thread
>> instigated by a Commodore user; now it's this. I would've thought the Apple
>> vs. Atari vs. Commodore "wars" were long since ended, and not in anyone's
>> favor. I could make reference to my posting history in comp.sys.apple2, but
>> I have better things to do with my time than to get sucked into a Usenet
>> d*ck-size contest.)
>
>I used to subscribe to comp.sys.atari.8bit, until I was basically
>jumped by them just for voicing an opinion.
>I much prefer the Apple crowd, even though the computer that shares my
>desktop with my Mac is a TI-99.

Funny that you'd bring up the TI-99/4A, as discussion around those (mostly
on a Yahoo mailing list, not so much on Usenet) also tends to stay fairly
civil IME.

(One of those was my first computer. With only 16K, no printer, no disk,
and an expensive upgrade path to get to those, it was sidelined after a
couple of years by a better-equipped IIe. I no longer have my original
99/4A, but I picked one up cheap on eBay a few years ago, along with a PEB
with a floppy drive, serial port, and 32K RAM expansion. It's set up on one
desk, and my stealth IIGS (upgraded from the aforementioned IIe) is set up
next to it on another desk.)

_/_
/ v \ Scott Alfter (remove the obvious to send mail)
(IIGS(http://alfter.us/ Top-posting!
_^_/ rm -rf /bin/laden >What's the most annoying thing on Usenet?

2008. Re: Wanted US/ Atari 410 Programmer Recorder

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-22 23:12:18 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <fhuPj.29737$KJ1.217@newsfe19.lga>
Source record: 3497

I have 410... please email to tseng4@hotmail.com

"phantomm_1" <phantomm@suddenlink.net> wrote in message
news:480cf1a4$0$4076$bbae4d71@news.suddenlink.net...
> Greetings,
>
> I need a working 410 program recorder for
> the Atari 400/800/XL/XE.
> The one I have is bad and I need to extract some
> info from some Cassette Tapes.
>
> If you happen to have one not needed, I will
> pay shipping for it and maybe a little cash or
> a 8-bit program or something.
>
> E-mail me with your info
> at: phantomm@suddenlink.net
>
> Thanks,
>
> .
>
>
>

2009. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-22 23:30:27 UTC
From: Polymorph <polymorph69@hotmail.com>
Message-ID: <bbfcc28b-6cef-4ec7-b179-a2bbfa93f39f@8g2000hse.googlegroups.com>
Source record: 3498
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On Apr 22, 5:55 pm, "winston19842...@yahoo.com"
<winston19842...@yahoo.com> wrote:
> On Apr 21, 1:42 pm, sc...@alfter.DIESPAMMERSDIE.us (Scott Alfter)
> wrote:
>
>
>
>
>
> > In article <WLOdncxgjbp_rZHVnZ2dnUVZ_jKdn...@earthlink.com>,
> > Rick Cortese <ricor...@earthlink.net> wrote:
>
> > >David Schmenk wrote:
> > >> Charlie wrote:
> > >>> "Rick Cortese" <ricor...@earthlink.net> wrote in message
> > >>>news:p8ednSTt4dX6kpTVnZ2dnUVZ_sqinZ2d@earthlink.com...
> > >>>> He is just a troll, ignore him and his BS. I killfiled him already
> > >>>> and I can safely say he nothing intelligent to offer on the topic.
>
> > >>> You couldn't be more wrong about Michael.
>
> > >> My guess is that Rick is used to be wrong, a lot. Probably doesn't have
> > >> many friends, either.
>
> > >Your opinion is of no consequence to me. People in comp.sys.Atari.8bit
> > >have known me for close to 20 years...
>
> > ...while here in comp.sys.apple2, most of us don't know you from Adam.
> > Whatever you might happen to know on any given topic is largely nullified by
> > your arrogant, condescending attitude. Maybe Atari users find that
> > acceptable; I would hope not, but since I haven't used one of those since
> > 1986, I wouldn't know. I think I'm fairly safe in saying it won't get you
> > far at all among Apple II users.
>
> > Maybe this opinion, like the others further up-thread, is also "of no
> > consequence" to you. The reverse is rapidly becoming true, and you have
> > only yourself to blame.
>
> > (WTF is it with other 8-bitters coming in here and trash-talking everybody
> > and everything in sight lately? First it was the Aztec C vs. cc65 thread
> > instigated by a Commodore user; now it's this. I would've thought the Apple
> > vs. Atari vs. Commodore "wars" were long since ended, and not in anyone's
> > favor. I could make reference to my posting history in comp.sys.apple2, but

> > I have better things to do with my time than to get sucked into a Usenet
> > d*ck-size contest.)
>
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> jumped by them just for voicing an opinion.
> I much prefer the Apple crowd, even though the computer that shares my
> desktop with my Mac is a TI-99.
>
> This group has been a source of inspiration. There is a lot going on
> here. And less in-fighting. I also enjoy hanging out on comp.sys.cbm,
> even though there is more in-fighting there.
>

From what I can tell by reading old c.s.a2 posts, the Apple][crowd had its period of in-fighting in the late 90's in which several high profile (and somewhat controversial) figures left the Apple][scene forever.

I would like to think that those who weathered the storm in the 90's, in addition to those returning (or joining) the Apple][community, are much more mature and less prone to the kinds of erratic behaviour exhibited by the individuals in question, and that we can have discussions that don't dissolve into purile p1ssing contests. ;-)

As Dirty Harry once said, "Opinions are like @ssholes; everybody's got one."

BTW, please pardon my purile language. ;-)

Cheers,
Mike

2010. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-22 23:42:51 UTC
From: "N.N. Thayer" <nnthayer@hotmail.com>
Message-ID: <96416bc6-ec47-4efa-ac08-bb8f829d56ba@b1g2000hsg.googlegroups.com>
Source record: 3499
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On Apr 22, 6:30 pm, Polymorph <polymorp...@hotmail.com> wrote:
> On Apr 22, 5:55 pm, "winston19842...@yahoo.com"
>
>
>
> <winston19842...@yahoo.com> wrote:
> > On Apr 21, 1:42 pm, sc...@alfter.DIESPAMMERSDIE.us (Scott Alfter)
> > wrote:
>
> > > In article <WLOdncxgjbp_rZHVnZ2dnUVZ_jKdn...@earthlink.com>,
> > > Rick Cortese <ricor...@earthlink.net> wrote:
>
> > > >David Schmenk wrote:
> > > >> Charlie wrote:
> > > >>> "Rick Cortese" <ricor...@earthlink.net> wrote in message
> > > >>>news:p8ednSTt4dX6kpTVnZ2dnUVZ_sqinZ2d@earthlink.com...
> > > >>>> He is just a troll, ignore him and his BS. I killfiled him already
> > > >>>> and I can safely say he nothing intelligent to offer on the topic.
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> > > >>> You couldn't be more wrong about Michael.
>
> > > >> My guess is that Rick is used to be wrong, a lot. Probably doesn't have
> > > >> many friends, either.
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> > > >have known me for close to 20 years...
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> > > ...while here in comp.sys.apple2, most of us don't know you from Adam.
> > > Whatever you might happen to know on any given topic is largely nullified by
> > > your arrogant, condescending attitude. Maybe Atari users find that
> > > acceptable; I would hope not, but since I haven't used one of those since
> > > 1986, I wouldn't know. I think I'm fairly safe in saying it won't get you
> > > far at all among Apple II users.
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> > > Maybe this opinion, like the others further up-thread, is also "of no
> > > consequence" to you. The reverse is rapidly becoming true, and you have
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> are much more mature and less prone to the kinds of erratic behaviour
> exhibited by the individuals in question, and that we can have
> discussions that don't dissolve into purile p1ssing contests. ;-)
>
> As Dirty Harry once said, "Opinions are like @ssholes; everybody's got
> one."
>
> BTW, please pardon my purile language. ;-)
>
> Cheers,
> Mike

The focus here is incredible. csa2 is way too concerned about
creating, discovering, tinkering, and exchanging information to be in
the same galaxy as caring about childish system wars or other Internet
drama - in the best tradition of the old regional Apple II user
groups. :) It is, appropriately enough, the polar opposite of a
typical Mac forum.

2011. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-23 04:29:27 UTC
From: "winston19842005@yahoo.com" <winston19842005@yahoo.com>
Message-ID: <512b949f-99a3-4940-9da2-7bb117e9e6a8@y21g2000hsf.googlegroups.com>
Source record: 3500
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On Apr 22, 7:42 pm, "N.N. Thayer" <nntha...@hotmail.com> wrote:
> On Apr 22, 6:30 pm, Polymorph <polymorp...@hotmail.com> wrote:
>
>
>
> > On Apr 22, 5:55 pm, "winston19842...@yahoo.com"
>
> > <winston19842...@yahoo.com> wrote:
> > > On Apr 21, 1:42 pm, sc...@alfter.DIESPAMMERSDIE.us (Scott Alfter)
> > > wrote:
>
> > > > In article <WLOdncxgjbp_rZHVnZ2dnUVZ_jKdn...@earthlink.com>,
> > > > Rick Cortese <ricor...@earthlink.net> wrote:
>
> > > > >David Schmenk wrote:
> > > > >> Charlie wrote:
> > > > >>> "Rick Cortese" <ricor...@earthlink.net> wrote in message
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>
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> > > > your arrogant, condescending attitude. Maybe Atari users find that
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> > > > 1986, I wouldn't know. I think I'm fairly safe in saying it won't get you
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>
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> > > > and everything in sight lately? First it was the Aztec C vs. cc65 thread
> > > > instigated by a Commodore user; now it's this. I would've thought the Apple

> > > > vs. Atari vs. Commodore "wars" were long since ended, and not in anyone's
> > > > favor. I could make reference to my posting history in comp.sys.apple2, but
> > > > I have better things to do with my time than to get sucked into a Usenet
> > > > d*ck-size contest.)
>
> > > I used to subscribe to comp.sys.atari.8bit, until I was basically
> > > jumped by them just for voicing an opinion.
> > > I much prefer the Apple crowd, even though the computer that shares my
> > > desktop with my Mac is a TI-99.
>
> > > This group has been a source of inspiration. There is a lot going on
> > > here. And less in-fighting. I also enjoy hanging out on comp.sys.cbm,
> > > even though there is more in-fighting there.
>
> > From what I can tell by reading old c.s.a2 posts, the Apple][crowd
> > had its period of in-fighting in the late 90's in which several high
> > profile (and somewhat controversial) figures left the Apple][scene
> > forever.
>
> > I would like to think that those who weathered the storm in the 90's,
> > in addition to those returning (or joining) the Apple][community,
> > are much more mature and less prone to the kinds of erratic behaviour
> > exhibited by the individuals in question, and that we can have
> > discussions that don't dissolve into purile p1ssing contests. ;-)
>
> > As Dirty Harry once said, "Opinions are like @ssholes; everybody's got
> > one."
>
> > BTW, please pardon my purile language. ;-)
>
> > Cheers,
> > Mike
>
> The focus here is incredible. csa2 is way too concerned about
> creating, discovering, tinkering, and exchanging information to be in
> the same galaxy as caring about childish system wars or other Internet
> drama - in the best tradition of the old regional Apple II user
> groups. :) It is, appropriately enough, the polar opposite of a
> typical Mac forum.

Umm - yes, you are absolutely right!

I joined a Mac forum back when I got my mini a year ago, and left
frustrated a few months later. A lot of that same "my computer is
better than yours" between Mac and PC types drove me away...

2012. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-23 15:18:12 UTC
From: mdj <mdj.mdj@gmail.com>
Message-ID: <ce078aad-ba62-4724-8511-048778f2cdeb@l25g2000prd.googlegroups.com>
Source record: 3251
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On Apr 21, 4:14 pm, Rick Cortese <ricor...@earthlink.net> wrote:

> On one of your points, yes, I am wrong a lot and I admit it. The problem
> here is: I am not wrong this time and a couple of people are being
> intellectually dishonest in trying to bully a 'win'.

I assure you Sir, no 'bullying' is taking place. The conclusion
Michael has drawn is supported by the available information, and yours
is falsified. If you care to bring new information to the fore that
supports a different position, you'll find that the majority here will
be happy to listen. If instead you present indignant denial and a
series of infantile personal attacks, you will no doubt receive
nothing but contempt.

One of the things that makes this forum great (indeed, much of this
thread is a testament to it) is that egotistical ad hominem sabre
rattling is mostly lost in the noise. In its place you'll find
respectful (if sometimes heated!) discussion which will derive what is
correct not through authoritarianism, but through reason.

If you're content to operate within the aforementioned guidelines, I
look forward to your contributions. If not, well, at least the
rebuttals will be moderately entertaining.

Good day,

Matt

2013. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-23 15:18:57 UTC
From: mdj <mdj.mdj@gmail.com>
Message-ID: <74d07dda-6074-4b2f-9666-1d97e52507f9@x19g2000prg.googlegroups.com>
Source record: 3252
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On Apr 21, 4:14 pm, Rick Cortese <ricor...@earthlink.net> wrote:

> On one of your points, yes, I am wrong a lot and I admit it. The problem
> here is: I am not wrong this time and a couple of people are being
> intellectually dishonest in trying to bully a 'win'.

I assure you Sir, no 'bullying' is taking place. The conclusion
Michael has drawn is supported by the available information, and yours
is falsified. If you care to bring new information to the fore that
supports a different position, you'll find that the majority here will
be happy to listen. If instead you present indignant denial and a
series of infantile personal attacks, you will no doubt receive
nothing but contempt.

One of the things that makes this forum great (indeed, much of this
thread is a testament to it) is that egotistical ad hominem sabre
rattling is mostly lost in the noise. In its place you'll find
respectful (if sometimes heated!) discussion which will derive what is
correct not through authoritarianism, but through reason.

If you're content to operate within the aforementioned guidelines, I
look forward to your contributions. If not, well, at least the
rebuttals will be moderately entertaining.

Good day,

Matt

2014. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-24 10:42:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0804240339590.12049-100000@onyx.spiritone.com>
Source record: 3253
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! I can also sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2015. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-24 16:13:15 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <f6aee1cc-3564-4f06-9cf8-f48c37271280@j22g2000hsf.googlegroups.com>
Source record: 3254
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

That's the problem of trying to argue an issue based in 1980, using laws from 2008 :)

But getting back to the earlier topic of Atari tech documentation, it's well known that the architecture of the Atari 8-bits were *very* closed the first year or 2. Nolan Bushnell speaks of how he was opposed to this approach by Warner management, in the "Stella At 20" documentary, and why the closed arch. was the reason why major software titles like VisiCalc appeared on the Apple II first. Owen Rubin has also publicly talked about the first time he got an Atari 800 (while working at Atari), and how he received no tech docs for it (because they hadn't been written yet!). Until the book, De Re Atari, there was very little info.

I think after the courts ruled in Activision's favor (regarding 3rd-party software for the VCS), they realized it was impossible to keep the software market all to themselves. Whether or not they realized that 3rd-party software only helped hardware sales, I don't know (but I doubt it since the 7800 and later systems used software encryption), but the correct approach had to be forced upon them. Nintendo actually succeeded in locking out 3-rd party software (except for "rogue" companies who circumvented the lockout chip, like.... Tengen/Atari! Maybe they did finally understand it. lol).

2016. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-25 15:40:48 UTC
From: Ensor <none@localhost>
Message-ID: <gcOdnQtDeZwdZozVnZ2dnUVZ8uSdnZ2d@brightview.com>
Source record: 3255
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Hi,

>>....CBM serial bus which ran at what, 300bps?
>
> That's just plain silly. Even the stock IEC speed was much
>faster than 300bps....

Yep, it is plain silly that CBM chose such a slow speed. But was THAT slow!

If you happen to check the following web page:
http://www.viceteam.org/plain/drive_info.txt You'll see that the 1541
transferred data at a hideously nippy 0.4KB per second....

>....When equipped with JiffyDOS....

Totally irrelevant, the majority of users didn't use such upgrades and were
stuck with "stock" speeds.

TTFN - Pete.

2017. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-25 15:42:13 UTC
From: Ensor <none@localhost>
Message-ID: <-8CdnbNzybNtmY_VnZ2dneKdnZydnZ2d@brightview.com>
Source record: 3256
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

> The 1541 is many, many times faster than cassette even
>without any speed ups....

In some freaky parallel universe perhaps....

2018. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-25 15:58:15 UTC
From: Ensor <none@localhost>
Message-ID: <-8CdnbJzybNsmY_VnZ2dneKdnZydnZ2d@brightview.com>
Source record: 3257
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Hi,

>....were a few problems with the tech ref, I think it listed OS
>rev A vs. B and I'm not sure if it is the CTIA or the later GTIA
>chip...

Mine came with the OS rev A listing. I had to buy the rev B listing
seperately.

TTFN - Pete.

2019. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-25 16:08:34 UTC
From: Ensor <none@localhost>
Message-ID: <-8Cdna1zybNvmY_VnZ2dneKdnZydnZ2d@brightview.com>
Source record: 3258
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Hi,

> Actually, Atari jealously guarded the secrets of the chipset
>in the 400/800 until it was obvious that the system would only
>survive with 3rd party software support....

The technical reference manuals were available pretty early on, in the UK at least (though we got the machines a couple of years after the US). On top of that they even went to the trouble of creating the "Atari Program Exchange" (APX) to encourage the creation and distribution of user generated software.

Plainly the actions of a company "jealously guarding" it's secrets.

The technical details of their consoles (VCS/7800/Jaguar) were always kept secret, but the micros were "open books".

Some of us actually lived through those years....

>....Even the Atari Assembler cartridge comes with horrible
>documentation that doesn't even scratch the surface of what
>you need to create usable software.

First piece of software I bought for my Atari....

The documentation assumes you have the technical reference manuals, and as such is more than sufficient for its intended audience. I certainly had no trouble with it!

TTFN - Pete.

2020. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-26 00:36:20 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <8OuQj.1102$506.405@newssvr27.news.prodigy.net>
Source record: 3259
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

"Ensor" <> wrote in message news:
..
> Hi,
>
> >>....CBM serial bus which ran at what, 300bps?
> >
> > That's just plain silly. Even the stock IEC speed was much
> >faster than 300bps....
>
> Yep, it is plain silly that CBM chose such a slow speed. But was THAT
slow!
>
> If you happen to check the following web page:
> http://www.viceteam.org/plain/drive_info.txt You'll see that the 1541
> transferred data at a hideously nippy 0.4KB per second....
>
> >....When equipped with JiffyDOS....
>
> Totally irrelevant, the majority of users didn't use such upgrades and
were
> stuck with "stock" speeds.
>
>
> TTFN - Pete.
.4 kb/s ? That's 400 bytes /sec or about 4000 bits/sec?

2021. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-26 05:42:27 UTC
From: heuser.marcus@freenet.de
Message-ID: <d7ac7f85-9e0c-48ce-9e76-74ab0f92fd5c@a70g2000hsh.googlegroups.com>
Source record: 3260
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On Apr 26, 2:36 am, "Russg" <russg...@MUNGEsbcglobal.net> wrote:
>
> .4 kb/s ? That's 400 bytes /sec or about 4000 bits/sec?

Yes. As Ensor says it's hideous. It's more like a tape recorder
without the need to spool to the sections to load from.

Without a fast loader you can literally *see* the bytes being
transfered.
With a fastloader the thing is quite usable.

bye
Marcus

2022. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-26 07:29:00 UTC
From: Iain
Message-ID: <memo.20080426082950.4708A@ioi.zen.co.uk>
Source record: 3261

In article <-8Cdna1zybNvmY_VnZ2dneKdnZydnZ2d@brightview.com>, none@localhost (Ensor) wrote:

> The documentation assumes you have the technical reference manuals,
> and as such is more than sufficient for its intended audience. I
> certainly had no trouble with it!

I always liked the fact that the intro pointed out how well they'd been proof read and any crashes were your own fault but then two listings actualy had 'ERROR - ' at the start of some lines. Unbelievable.

Iain
www.pcbookreview.com

2023. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-26 12:41:35 UTC
From: Michael Black <et472@ncf.ca>
Message-ID: <Pine.LNX.4.64.0804260833470.8035@darkstar.example.org>
Source record: 3262
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On Fri, 25 Apr 2008, heuser.marcus@freenet.de wrote:

> On Apr 26, 2:36 am, "Russg" <russg...@MUNGEsbcglobal.net> wrote:
>>
>> .4 kb/s ? That's 400 bytes /sec or about 4000 bits/sec?
>
> Yes. As Ensor says it's hideous. It's more like a tape recorder
> without the need to spool to the sections to load from.
>
Of course, that's an actual big step up. Having to find the start of a program on a cassette was as much a problem as the slow loading. I used ten minute cassettes, and kept one important program on each (maybe a backup later on the tape), but I gather most people used 30 minute or longer tapes and multiple programs per cassette, making the search issue worse.

So having direct access to files with a disk drive actually is a big improvement. Slow transfer only counts once you've had something better. Which is the same thing with cassettes; I don't recall them being much of a problem other than finding the start of the program, but the minute I got a floppy drive in 1984 I never wanted to use cassettes again for programs.

There was one early commercial floppy drive system, and it was treated as a faster cassette system. They didn't bother with a real operating system, which made it easier to adapt the system to multiple computer types, so you saved at a specific location on the floppy, and when loading had to specify where it started (and maybe ended, I can't remember). At the time, at least thirty years ago, it was still better than cassettes.

Michael

> Without a fast loader you can literally *see* the bytes being
> transfered.
> *With* a fastloader the thing is quite usable.
>
> bye
> Marcus
>

2024. Re: 400/800 rev A os

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-26 13:12:03 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.t97yyvv4gaat7c@mdc>
Source record: 3263
Body handling: HTML body converted to readable text

The way I read it, 65527 is all you need to look at.

In the 400/800, possible values and meanings are:
221 = OS Rev. A NTSC
214 = OS Rev. A PAL
243 = OS Rev. B NTSC
34 = OS Rev. B PAL

In XL/XE systems, the value returned is the actual OS Revision number.
(that is, 10, 11, 1, 2, 3, or 4)

-Michael

On Mon, 04 Feb 2008 16:30:39 -0600, wrote:

> Bill,
>
> The info for each different revision resides in TWO memory locations:
> 65527 *and* 65528.
>
> Mapping The Atari - Revised Edition - By Ian Chadwick
> http://www.atariarchives.org/mapping/appendix12.php
> 65527 and 65528 should read 221 ($DD) and 87 ($57) for the
> 400/800 revision A ROMS; 243 ($F3) and 230 ($E6) for the B
> ROMS. PAL versions read 214/87 ($D6/$57) and 34/88 ($22/$58),
> respectively. The 1200XL should read 10 at 65527 for revision A
> and 11 for revision B. The 600XL should read 1 at 65527, and the
> 800XL, 2. For the 1200XL, 64728 ($FCD8) should not read 162
> ($A2).
>
> d.
>
> <>< <>< <><
>
> On Feb 3, 3:55ï¿œpm, Bill H wrote:
>> I was readingwww.atarimagazine.comone of the old computes and it
>> gives the following information for being able to determine what
>> version of the OS you have. Why does Rev A on the 400/800 return 3
>> possible values? was there 3 different version of version A?
>>
>> Operating System PEEK(65527)
>> 400/800 Revision A 221, 87, or 243
>> 400/800 Revision B 230
>> 1200XL Revision A 10
>> 1200XL Revision B 11

>> 600XL 1
>> 800XL 2
>>
>> Bill H
>

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

2025. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-26 13:17:57 UTC
From: heuser.marcus@freenet.de
Message-ID: <aa1c49ba-9abc-4f65-aec0-84117d6c6ee9@y21g2000hsf.googlegroups.com>
Source record: 3264
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On Apr 26, 2:41 pm, Michael Black <et...@ncf.ca> wrote:
>
> So having direct access to files with a disk drive actually is a big
> improvement.

For non-sequential data access inside files a tape isn't too
useful, either.

> Slow transfer only counts once you've had something better.

Of course - but the thing was nearly as expensive a a C64 in
some countries. And for that kind of money I would *at least*
expect the speed of the Atari 8-bit computer's floppy drive
which gets the job done, too, but isn't exactly a speed demon.

> Which is the same thing with cassettes; I don't recall them
> being much of a problem other than finding the start of the
> program, but the minute I got a floppy drive in 1984 I never
> wanted to use cassettes again for programs.

Totally understandable and most people interested in a "real"
computer used floppies sooner or later.
What I really find funny though, is that there are several "turbo
tape" solutions for the C64 out there that give the user higher
speeds than a (standard) floppy drive ;-)

> There was one early commercial floppy drive system, and it
> was treated as a faster cassette system. They didn't bother
> with a real operating system, which made it easier to adapt
> the system to multiple computer types, so you saved at a
> specific location on the floppy, and when loading had to
> specify where it started (and maybe ended, I can't remember). > At the time, at least
thirty years ago, it was still better than
> cassettes.

Sounds like those old drum memories.

bye
Marcus

2026. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-26 13:44:06 UTC
From: heuser.marcus@freenet.de
Message-ID: <1b2a52e9-4b58-4a48-adb3-3664f2d76ecb@34g2000hsf.googlegroups.com>
Source record: 3265
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On Apr 25, 6:08 pm, "Ensor" <none@localhost> wrote:
>
> The technical reference manuals were available pretty early
> on, in the UK at least

Any date?

> (though we got the machines a couple of years after the US).

Same with Germany. I saw the 400 and 800 models in shops
around 1981 - but I'm not sure that this is the earliest date
they were available. I got my 400 in March or April 1983 and
getting to know the machine took quite some time as I didn't
have the funds to buy many books back then. Especially not
from overseas as having a "personal computer" was still a
new thing in Germany at that time and German books were
just beginning to arrive on the shelves.
The C64 really accelerated things here and a plethora of
books were made available - surprisingly having a good effect
on books for other computers, too!

> On top of that they even went to the trouble of creating the
> "Atari Program Exchange" (APX) to encourage the creation
> and distribution of user generated software.

When did they establish APX? The earliest game I found
(the well known Eastern Front 1941) is from 1981 - same
date as De Re Atari, which was mostly written by the same
author (Chris Crawford) and contains some "free advertising"
for the game ;-)

> The technical details of their consoles (VCS/7800/Jaguar)
> were always kept secret, but the micros were "open books".

The discussion was about *when* the books got opened,
not *if* the books got opened.

bye
Marcus

2027. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-26 16:12:07 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <pvIQj.10925$2g1.1853@nlpi068.nbdc.sbc.com>
Source record: 3266
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

<> wrote in message news:
> On Apr 26, 2:36 am, "Russg" <> wrote:
> >
> > .4 kb/s ? That's 400 bytes /sec or about 4000 bits/sec?
>
> Yes. As Ensor says it's hideous. It's more like a tape recorder
> without the need to spool to the sections to load from.
>
> Without a fast loader you can literally *see* the bytes being
> transfered.
> *With* a fastloader the thing is quite usable.
>
> bye
> Marcus

The Atari stock floppy went about 19200 baud, was
capable to 50K baud with some drives and DOSes.
I never had much luck with the faster situations, got
errors, standard speed was pretty reliable.

What was the Apple][rate?

2028. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-26 17:32:53 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <mqidnSGLrpvW-o7VnZ2dnUVZ_s6mnZ2d@comcast.com>
Source record: 3267
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Russg wrote:
> <> wrote in message news:
>
>>On Apr 26, 2:36 am, "Russg" <> wrote:
>>
>>>.4 kb/s ? That's 400 bytes /sec or about 4000 bits/sec?
>>
>>Yes. As Ensor says it's hideous. It's more like a tape recorder
>>without the need to spool to the sections to load from.
>>
>>Without a fast loader you can literally *see* the bytes being
>>transfered.
>>*With* a fastloader the thing is quite usable.
>>
>>bye
>>Marcus
>
>
> The Atari stock floppy went about 19200 baud, was
> capable to 50K baud with some drives and DOSes.
> I never had much luck with the faster situations, got
> errors, standard speed was pretty reliable.
>
> What was the Apple][rate?

Under ProDOS, after factoring out the drive startup
and file open time (about 0.8 sec), the file transfer
rate in my experiments was about 7.7KBytes/second for
reads.

I haven't done similar experiments for DOS 3.3, but
I would expect it to be a little less than half that.

http://members.aol.com/MJMahon/FileServer.html

-michael

NadaNet, network computing for Apple II computers!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it's seriously underused."

2029. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-26 17:38:34 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <r6CdnRtyp5o99Y7VnZ2dnUVZ_hqdnZ2d@comcast.com>
Source record: 3268
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Michael Black wrote:
> On Fri, 25 Apr 2008, heuser.marcus@freenet.de wrote:
>
>> On Apr 26, 2:36 am, "Russg" <russg...@MUNGEsbcglobal.net> wrote:
>>
>>>
>>> .4 kb/s ? That's 400 bytes /sec or about 4000 bits/sec?
>>
>>
>> Yes. As Ensor says it's hideous. It's more like a tape recorder
>> without the need to spool to the sections to load from.
>>
> Of course, that's an actual big step up. Having to find the start of a
> program on a cassette was as much a problem as the slow loading. I used
> ten minute cassettes, and kept one important program on each (maybe a
> backup later on the tape), but I gather most people used 30 minute or
> longer tapes and multiple programs per cassette, making the search issue
> worse.

For a couple of years, and lots of software development, I used C60
cassettes, and a recorder with a tape counter. I always reset the
counter at the beginning of a tape, and faithfully logged the start
of each program saved on a paper "directory".

This made it quite natural to save "generations" of a program under
development so that the latest version was always at the end of the
used tape.

I never had any of the problems that others describe in using cassette
storage, which I attribute to finding a good volume setting and always
using the same cassette deck.

I modified the deck so that I could always faintly hear what was being
played back or recorded through the speaker, providing good cues for
activity and making it easy to confirm the tape positioning.

This was all using an Apple][+ computer, so the tape starts and stops
were manual,

-michael

NadaPong: Network game demo for Apple II computers!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it's seriously underused."

2030. Re: cc65 2.12.0 released

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-26 18:36:26 UTC
From: aiiadict@gmail.com
Message-ID: <fdeceb69-e2dd-4884-a491-4e7cd0abd255@z24g2000prf.googlegroups.com>
Source record: 3269
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.oric

On Apr 22, 9:40 am, u...@spamtrap.musoftware.de (U. v. Bassewitz)
wrote:
>
> This is mostly a bugfix release, with larger changes in just a few places. The
> latter is especially true for the Apple][libraries, which have undergone
> major changes done by Oliver Schmidt.

Hi,

What did Oliver do to improve the Apple II libraries?

Ri

2031. Re: Apple II vs Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-27 21:03:32 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.uaafgniygaat7c@mdc>
Source record: 3270
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On Sat, 26 Apr 2008 08:44:06 -0500, <heuser.marcus@freenet.de> wrote:

> On Apr 25, 6:08 pm, "Ensor" <none@localhost> wrote:
>>
>> On top of that they even went to the trouble of creating the
>> "Atari Program Exchange" (APX) to encourage the creation
>> and distribution of user generated software.
>
> When did they establish APX? The earliest game I found
> (the well known Eastern Front 1941) is from 1981 - same
> date as De Re Atari, which was mostly written by the same
> author (Chris Crawford) and contains some "free advertising"
> for the game ;-)

APX startup began in February 1981; sales began in May 1981.

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

2032. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-28 04:22:07 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1209356505@rtfm.mit.edu>
Source record: 3271
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

The Atari computer intellectual property rights are currently owned by
Atari Interactive, which is managed by today's Atari, Inc. Both of these
are divisions of Infogrames Entertainment.
http://www.atari.com/ http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 7 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2033. Re: atari 2600 programmers kit ?

Newsgroup: comp.sys.atari.8bit
Date: 2008-04-28 19:05:48 UTC
From: OpenSourcePong <opensourcepong@earthlink.net>
Message-ID: <ne2dneun-oOHvYvVnZ2dnUVZ_rmjnZ2d@earthlink.com>
Source record: 3272
Cross-posted to: alt.atari.2600.programming,comp.sys.atari.8bit,comp.sys.atari.programmer,ctdl.sys.atari8

```
You can try bataribasic @ bataribasic.com and see if that "kit/system"
helps. I personally found it easier to use then 6502 Assembly.
"*ProteanThread*" <rtdos hotmail com> wrote in message
news:FK2dnX2dhppR0gzd4p2dnA@bresnan.com...
> wasn't there a programmer's kit for the atari 2600 / 7800 and 5200 by
> atari
> ? is it available for download somewhere ?
>
>
> --
>
>
> Woodzy
> http://rtdos.com/forum
>
>
```

2034. FS: 20% OFF ALL ATARI GAMES/SOFTWARE! 5-01-2008

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-01 09:54:59 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0805010252260.15599-100000@onyx.spiritone.com>
Source record: 3273
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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|||ALL SOFTWARE 20% OFF|||ALL SOFTWARE 20% OFF|||ALL SOFTWARE 20% OFF|||

ORDER OVER $50 GETS 20% OFF ALL GAMES/SOFTWARE 4 CLASSIC ATARI 8 BIT & ST! ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF ALL ATARI GAMES/SOFTWARE!Goto http://BenSells.Atari.org or E-Mail BenSells@Atari.org ask 4 Atari catalogs!Cut-&-Paste your order and E-Mail your list with your Shipping Address so I can expedite your order or call 24/7 @(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References! FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2035. FREE ATARI CATALOGS! BRAND NEW SOFTWARE! 5-1-2008

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-01 09:59:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0805010255110.15599-100000@onyx.spiritone.com>
Source record: 3274
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

NEW ***FREE*** Catalogs for Used & New Classic Atari 8 Bit & ST Computers!
View Catalogs on-line, Download them or Feel free to Request catalogs by
E-Mail. Really, it's not an inconvenience. I ask that you specify 8 Bit,
ST or both! Then I'll send them to you by E-Mail. Let me know if I can or
cant attach files to your E-Mail. Atari@aracnet.com or call (503)256-9974!

http://BensCatalogs.Atari.org FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ATARI SALES DETAILS!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2036. Standard Russian 8-(7-)-Bit Font?

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-03 22:18:49 UTC
From: atarixle <atarixle@12move.de>
Message-ID: <fviobs$e6t$1@online.de>
Source record: 3275

What is the most common russian standard font on our little 8-Bit-machine?

I want to translate my GUI to russian, and I don't want to create my own standard for that, if our russian 8-Bit-friends have already one.

Is there a standard-font available?

gtx.

Mirko

www.atarixle.de

2037. Re: Standard Russian 8-(7-)-Bit Font?

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-03 23:32:33 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <tC6Tj.2025$3O7.138@newssvr19.news.prodigy.net>
Source record: 3276

http://www.langesite.com/Atari/Holmes/Holmes%202/Media/Fonts/

You can find 'CYRIL.FNT' in Holmes archive.

I believe it is the one published in Antic, 1988

This is a computer custom font, not a printer font.

Our Polish friends may have a better one.

"atarixle" <> wrote in message news:
> What is the most common russian standard font on our little 8-Bit-machine?
>
> I want to translate my GUI to russian, and I don't want to create my own
> standard for that, if our russian 8-Bit-friends have already one.
>
> Is there a standard-font available?
>
> gtx.
>
>
> Mirko
>
>
> www.atarixle.de

2038. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-06 04:23:33 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1210047797@rtfm.mit.edu>
Source record: 3277
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
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are divisions of Infogrames Entertainment.
http://www.atari.com/ http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 7 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
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Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2039. FA: Atari 7800 Signature Series Prototype Console

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-06 16:11:19 UTC
From: Ted <fritz@spamexpire-200805.rodent.frell.theremailer.net>
Message-ID: <cf20a352426c907184d4d887f6958f3d@msgid.frell.theremailer.net>
Source record: 3278
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

http://xrl.us/Atari7800

2040. eBay: 600XL, 800XL, Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-07 14:54:41 UTC
From: Payton Byrd <plbyrd@gmail.com>
Message-ID: <ffe8d94d-5eb9-495a-9a2d-a306e74aa653@m73g2000hsh.googlegroups.com>
Source record: 3279

I have the following auctions available:

Atari Assembler Editor w/Box, Cartridge & Manual
<http://tinyurl.com/6bmgyo>

Atari 800XL Computer
<http://tinyurl.com/6avpnh>

Atari Moon Patrol Cartridge
<http://tinyurl.com/6qed3z>

Atari 600XL Computer
<http://tinyurl.com/6o3qz3>

Atari Galaxian Cartridge
<http://tinyurl.com/6lmzkp>

Atari Missile Command Cartridge
<http://tinyurl.com/5smhv9>

Atari Pac-Man Cartridge
<http://tinyurl.com/6q669r>

Atari Pilot Programming Language Cartridge
<http://tinyurl.com/695gsg>

Atari Space Invaders Cartridge
<http://tinyurl.com/6aymoh>

Atari Star Raiders Cartridge
<http://tinyurl.com/6k77sc>

2041. Reviews of some prototype 8bit games

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-08 07:56:58 UTC
From: bill@newbreedsoftware.com
Message-ID: <4822b24a$0$34554$742ec2ed@news.sonic.net>
Source record: 3280

AtariAge.com has a news article here:

http://www.atariage.com/index.html#55370

linking to some reviews over at AtariProtos.com for some Atari 8-bit titles:

* Frogger II (looks gorgeous)
* Tutankham
* Up 'n Down
* Star Trux
* Saucer
* Pac-Mac
* Football
* Letter Tutor (a lightpen-based handwriting tutor!)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

2042. FS: 20% OFF ALL ATARI GAMES/SOFTWARE! 5-01-2008

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-08 10:38:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0805080336020.4592-100000@onyx.spiritone.com>
Source record: 3281

I just received several shipments of Atari Games & Software! Most of which is BRAND NEW! NEW IN THE BOX! So I'm making room selling it at 20% OFF!

|||ALL SOFTWARE 20% OFF|||ALL SOFTWARE 20% OFF|||ALL SOFTWARE 20% OFF|||

ORDER OVER $50 GETS 20% OFF ALL GAMES/SOFTWARE 4 CLASSIC ATARI 8 BIT & ST! ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF ALL ATARI GAMES/SOFTWARE!Goto http://BenSells.Atari.org or E-Mail BenSells@Atari.org ask 4 Atari catalogs!Cut-&-Paste your order and E-Mail your list with your Shipping Address so I can expedite your order or call 24/7 @(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References! FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2043. FREE ATARI CATALOGS! BRAND NEW SOFTWARE! 5-1-2008

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-08 10:42:43 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0805080340370.4592-100000@onyx.spiritone.com>
Source record: 3282
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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E-Mail. Really, it's not an inconvenience. I ask that you specify 8 Bit,
ST or both! Then I'll send them to you by E-Mail. Let me know if I can or
cant attach files to your E-Mail. Atari@aracnet.com or call (503)256-9974!

http://BensCatalogs.Atari.org FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ATARI SALES DETAILS!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2044. Re: eBay: 600XL, 800XL, Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-08 21:40:43 UTC
From: Payton Byrd <plbyrd@gmail.com>
Message-ID: <979c0ece-59fa-422b-beca-0ecb62c764cb@k13g2000hse.googlegroups.com>
Source record: 3283

I want to point out that all of the cartridge auctions are eligible
for combined shipping at a flat rate of $2.95 per additional cartridge.

2045. Re: FA: Atari 7800 Signature Series Prototype Console

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-08 22:13:29 UTC
From: "micrologix1500@yahoo.com" <micrologix1500@yahoo.com>
Message-ID: <8a0f1873-4c07-46ea-94b2-6b0e714bc314@a70g2000hsh.googlegroups.com>
Source record: 3284
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

On May 6, 12:11 pm, Ted
<fr...@spamexpire-200805.rodent.frell.theremailer.net> wrote:
> http://xrl.us/Atari7800

Add this to the list of things I never knew existed!

2046. Making the rounds..

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-09 07:20:50 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <138cf785@familynet-international.org>
Source record: 3285

FamilyNet International Newsgate

Well, was making the rounds tonight and I caught up on 200 messages her on the newsgroup. First off, good to see this place still plugging along. On another note, man... so many messages comparing the Atari to the Apple 2. Wow... who cares!?

Go with your bliss, I think that is what was told me early on in getting into the retro computing stuff.

For me the bliss is the Atari 800. I gave away all my ST stuff tonight, just decided after a while of fun tinkering with that ... if I had to mess with a retro machine, mught as well go as far back as I can and still have grpahics and sound. :D

So who here has tried out the Prison Board BBS? A lot of people are saying how they enjoy getting on with a real Atari 300/1200 baud modem. I am so happy to hear that. The sysop has worked hard to make that BBS retro friendly and to keep the Atari BBS list up to date. And again he added a nice feature... when you log in, you can jump from start to menu by typing on the login line: "*(first name) (Last name) (password)"

And when you are in 300 baud, every little bit helps. Later all!!

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

2047. Re: Making the rounds..

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-09 19:52:26 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <Zf6dnTBId6bFErnVnZ2dnUVZ_ozinZ2d@posted.pioneerinternet2>
Source record: 3286

Who could afford the long distance charges at 300 baud?
-Jess

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:138cf785@familynet-international.org...
> FamilyNet International Newsgate
>
> So who here has tried out the Prison Board BBS? A lot of people are
> saying
> how they enjoy getting on with a real Atari 300/1200 baud modem. I am so
> happy
> to hear that. The sysop has worked hard to make that BBS retro friendly
> and to
> keep the Atari BBS list up to date. And again he added a nice feature...
> when
> you log in, you can jump from start to menu by typing on the login line:
> "*(first name) (Last name) (password)"
>
> And when you are in 300 baud, every little bit helps. Later all!!
>
> Doc Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.familynet-international.org

2048. commander cialis soft Achetez cialis canada acheter cialis femme en termes de cialis canada commander cialis canada soft 1

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-10 20:29:29 UTC
From: hugo_hurtig@hotmail.com
Message-ID: <482605a9$0$6435$834e42db@reader.greatnowhere.com>
Source record: 3287

commander cialis soft
Achetez cialis canada
acheter cialis
femme en termes de cialis canada
commander cialis canada soft

+++ SANTE MASCULINE +++ SANTE MASCULINE +++ SANTE MASCULINE +++
+
ACHETER VIAGRA BON MARCHE (ALL CARDS ACCEPTED !!!)
http://jhku.net/ACHETER-VIAGRA-BON-MARCHE/
http://jhku.net/ACHETER-VIAGRA-SOFT/
http://jhku.net/ED-PAQUETS-DESSAI/

ACHETER VIAGRA BON MARCHE (Western Union, Diners, AMEX)
http://WWW.ACHETER-VIAGRA.TK/
http://WWW.ACHETER-VIAGRA-DOUX.TK/
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http://jhku.net/ED-PAQUETS-DESSAI/

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https://WWW.GENERIC-PHARMACY.NET/securedCart.html?productid=1737&affid=6138&channelid=1
http://www.topills.com/Generic-Acomplia.html?affid=6138
http://www.generic-pharmacy.net/Generic-Prevacid.html?affid=6138
http://www.online-medical.net/Vardenafil.asp?affid=6138
http://generic.acomplia-24.info/

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2049. Atariage Contests (May 12, 2008)

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-12 14:28:14 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <13d84a57@familynet-international.org>
Source record: 3288

```
FamilyNet International Newsgate

On Atariage there are multiple gaming contests going on, here is the list...

Atari 2600 - Fall Down
----------------------
Ends: Wednesday May 14th at 1:00 AM (CST).
http://www.atariage.com/forums/index.php?showtopic=125303

Atari 5200: Super Breakout
--------------------------
http://www.atariage.com/forums/index.php?showtopic=125119
Ends 5-18-2008

Atari 400/800/XL/XE - Wizard of Wor (7 men)
-------------------------------------------
http://www.atariage.com/forums/index.php?showtopic=125486
Ends 5/23/2008 noon

Atari 7800 - (Currently being decided)
--------------------------------------
http://www.atariage.com/forums/index.php?showtopic=123628&st=25&gopid=1517803&#
entry1517803

Lynx - Paperboy
---------------
http://www.atariage.com/forums/index.php?showtopic=125088&st=0&gopid=1517804&#e
ntry1517804
Ends Monday, May 12 at 3pm Pacific (7pm Eastern.)

Jaguar - Aliens vs. Predator (Marine game)
------------------------------------------
http://www.atariage.com/forums/index.php?showtopic=125060
Ends June 1, 2008

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org
```

2050. FOR SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-14 00:39:28 UTC
From: ramswell <shifty_butch@hotmail.com>
Message-ID: <4e1e20b2-4ff5-4ae5-a5a7-c7aed97d58c6@t12g2000prg.googlegroups.com>
Source record: 3289

I have an Atari 410 Cassette Recorder sitting here that I would
like to bless someone with!

Any offers out there?

Thanks,

Charles>8-Bit Designs

http://www.8bitdesigns.ath.cx

2051. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-14 04:22:02 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1210738908@rtfm.mit.edu>
Source record: 3290
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

The Atari computer intellectual property rights are currently owned by
Atari Interactive, which is managed by today's Atari, Inc. Both of these
are divisions of Infogrames Entertainment.
http://www.atari.com/ http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 7 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2052. Re: Making the rounds..

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-14 14:50:47 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <13d88767@familynet-international.org>
Source record: 3291

```
FamilyNet International Newsgate

True. But some have said they wanted to get on a BBS with their Atari modems,
so here's your chance. Otherwise, just telnet to rdfig.net and that will get
you there for free. :)

Doc Clu

> From: "RetroJess" <rjhamilton@pldi.net>

> Who could afford the long distance charges at 300 baud?
> -Jess

> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> news:138cf785@familynet-international.org...
>> FamilyNet International Newsgate
>>
>> So who here has tried out the Prison Board BBS? A lot of people are
>> saying
>> how they enjoy getting on with a real Atari 300/1200 baud modem. I am so
>> happy
>> to hear that. The sysop has worked hard to make that BBS retro friendly
>> and to
>> keep the Atari BBS list up to date. And again he added a nice feature...
>> when
>> you log in, you can jump from start to menu by typing on the login line:
>> "*(first name) (Last name) (password)"
>>
>> And when you are in 300 baud, every little bit helps. Later all!!
>>
>> Doc Clu
>>
>> FamilyNet <> Internet Gated Mail
>> http://www.familynet-international.org

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org
```

2053. 20% OFF ALL NEW ATARI 8 BIT GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-15 10:31:04 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0805150326560.20062-100000@onyx.spiritone.com>
Source record: 3292
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

NEW GAMES 20% OFF!NEW GAMES 20% OFF! NEW GAMES 20% OFF!NEW GAMES 20% OFF!

ORDERS OVER $50 GETS 20% OFF ALL NEW GAMES FOR THE CLASSIC ATARI 8 BIT!
ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF NEW ATARI
GAMES!Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask
for Atari catalogs. Cut-&-Paste your order and E-Mail your list with your
Shipping Address so I can expedite your order or call 24/7 @(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT GAMES & SOFTWARE!

NEW GAMES 20% OFF!NEW GAMES 20% OFF! NEW GAMES 20% OFF!NEW GAMES 20% OFF!
ATARI 8 BIT GAMES BELOW! ATARI 8 BIT GAMES BELOW! ATARI 8 BIT GAMES BELOW!

Ace of Aces; Action Biker; Aliants-The Desperate Battle for Earth!;
Archon-The Light And The Dark; Asteroids; Astro Chase; Atlantis; Aztec
Challenge; Ballblazer; Barnyard Blaster; Basketball; Beyond Castle
Wolfenstein; Bill Budge. Pinball Construction Set; Bismarck*The North
Sea Chase; BUG attack; Buzzword; Casino Parlor Games; Castle
Wolfenstein; Centipede; Chicken; Claim Jumper; Conflict in Vietnam;
Crime Buster; Crossbow; Crusade in Europe; David's Midnight Magic;
Decision in the Desert; Demon Attack; DesertFalcon; Dig Dug; Donkey
Kong; F-15 Strike Eagle; Fight Night; Final Legacy; Five Card Draw
Poker-Arcade Pak #2; Football; Frogger; Gateway to Apshai; GATO;
GhostBusters; Gorf; HardBall!; Hard Hat Mack; QuestProbe Featuring THE
HULK; Journey to the Planets; Joust; Jumpman Junior; Kennedy Approach;
K-RAZY SHOOT-OUT; Legionnaire; Lode Runner; Lords of Conquest; Magneto
Bugs; Mah Jong; Millipede; Missile Command; Moon Patrol; Napoleon in
Russia-Borodino 1812; Necromancer; Ninja; The Official Moon Shuttle;
One-on-One; Pacific Coast Hwy; Pac-Man; Paris in Danger; PitStop; Planet
Miners; PokerSAM; Pole Position; Preppie!; QIX; Racing Destruction Set;
Rescue on Fractalus; Richard Petty's Talladega; Sargon III; Silent
Service; SLIME; Soccer; Solar Star; Space Games; Space Invaders; Spite &
Malice; Sports Illustrated Boxing/ Computer Title Bout; Sports
Illustrated Computer Football Strategy; Star Raiders; Star Raiders II;
Star Wars-Return of the Jedi-Death Star Battle; Strategy Simulations;
Summer Games; Super Breakout; Superman The Game; TAC-Tactical Armor
Command; Tennis; ThunderFox; Top Gunner Collection; Touchdown Football;
Video Vegas; Warship; Winter Challenge; Wizard of Wor

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2054. Latest (June ‘08) online Vintage Technology magazine is available

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-15 19:11:30 UTC
From: vintagetechnology@yahoo.co.uk
Message-ID: <fd997825-15be-4d4b-9573-7167b6143c5e@26g2000hsk.googlegroups.com>
Source record: 3293

Go to www.vintagetechnology.co.uk to download latest issue (June '08).
Only £0.99p / $1.99 for a 40+ page magazine devoted to the collection,
preservation and history of all aspects of digital and electronics
technology, including computers, arcade games, calculators, led
watches, phones, appliances, gadgets, robots, radio, audio and tv.

This issue features:

1970s television sets
Collectible digital cameras
Vintage game-watches
Mattel Aquarius – computer or colourful toy?
Vintage chess computers
Centipede arcade game
Vintage game-calculators
Vintage car radios
Light pens – magic wand or fun gimmick?
Dolls' house retro electronic delights
Unusual computer/gaming memorabilia
Repairing ZX Spectrums

Plus sections on museums & collections, latest events & news and book
review.

VTM aims to explore the legacy of recent past technology, explore new
‘electronica' which could become or already is collectible, be an
enjoyable resource for collectors & historians and celebrate the
history and personalities surrounding this subject.

2055. DarkForce winner for May 2008

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-18 20:39:16 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2008.05.18.20.39.15.658122@suddenlink.net>
Source record: 3294

Greetings everyone!

Here is the lucky and proud winner of the May 2008 prize
at The DarkForce! BBS:

May 2008
1. ST Magazine - Twilitezoner wins the free 3 mag. subscription

Congratulations to our winner!

Also, here is June's prize:

June 2008
1. ST Magazine - some lucky Atari caller will win a free 3 magazine
subscription.

Congratulations to our winner, and good luck to this months callers!

:)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

2056. RetroChallenge 2008

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-19 23:50:08 UTC
From: "Simon D. Williams" <email@ld8.org>
Message-ID: <41e9cf11-6dae-49a4-8ce2-c97885944955@25g2000hsx.googlegroups.com>
Source record: 3295

Subject: RetroChallenge 2008

Retrocomputing enthusiasts the World over are cordially invited to participate
in the 2008 RetroChallenge, commencing July 1, 2008.

RetroChallenge is an opportunity for fans of "obsolete" platforms to spend a
month pushing their retrocomputing limits in the company of like-minded geeks.
Participants set their own goal(s) and typically keep the community apprised of
progress via weblogs or on the Retro BBS.

Challenges are as unique as the individual RetroChallenger -- in the past
participants have programmed games; created music and video content; performed
dangerous hardware hacks or simply spent a month trying to get an old computer
to boot.

RetroChallenge is not so much about competing, as it is about sharing. Think of
it as an on-line show-and-tell for RetroGeeks. Because the individual challenges
are self-posed, the RetroChallenge is equally well-suited to hoary old wizards
and tender newbies alike. It's not about winning, but about *doing*.

RetroChallenge is open to *all* retrocomputing platforms. For the sake of
simplicity (and to avoid the usual endless debate), the criteria for what
constitutes a "retro system" is anything older than 10 years, though
obviously the older the better.

For more details see retrochallenge.net

~LD8

Home page: http://retrochallenge.net
Contact : retrochallenge@ld8.org
Retro BBS: telnet://lorance.no-ip.org
RC Forum : http://68kmla.net/forums/viewforum.php?f=18

2057. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-21 05:06:54 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1211346379@rtfm.mit.edu>
Source record: 3296
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2007

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

The Atari computer intellectual property rights are currently owned by
Atari Interactive, which is managed by today's Atari, Inc. Both of these
are divisions of Infogrames Entertainment.
http://www.atari.com/ http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 7 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE ARCHIVES
http://www.atarimania.com/ ("Atari Frog")

http://atari.fandal.cz/ (Frantisek "Fandal" Houra)

XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/ (Zdenek "PG" Eisenhammer)

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
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http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2058. Re: Atari 815 question

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-22 06:45:37 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <48351691.FDA4DE24@a8maestro.com>
Source record: 3297

The 815 was aimed at the business market.. Obviously it needed more storage capacity than the home user(or so Atari thought).

I can't imagine it being double density only as most commercial software was still distributed on single density protected disks. Unless you had a single densisty drive as 1 to boot from. And then you run into the problem that most commercial software was stuck at 2 drives.

Rick
Don't reply to email address in this post.

Jack Tseng wrote:

> I still don't understand why 815 has dual drive in one unit. 815 should have
> ONE drive, one drive is good enough. One MFM drive is much affordable than
> dual drive! Atari is stupid!
>
> Atari 815 MFM was poor reliable drive. Why not 815 use GCR instead of MFM?
> Commdore and Apple Disk Drive have GCR encoding. They have not much problem.
> GCR drives formats the 256 bytes per sector.
>
> "Ensor" <none@localhost> wrote in message
> news:Q7-dndLN4u1ipWTaRVnyggA@brightview.com...
> > Hi,
> >
> > > Atari 815 is true double density drives....
> >
> > I wasn't aware the 815 was double density....you learn something new every
> > day....
> >
> > The following web page will give you a few more details:
> > http://www.atarimuseum.com/computers/8bits/400800/815/815.html
> >
> >
> > TTFN - Pete.
> >
> >

--
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2059. FREE ATARI CATALOGS! BRAND NEW SOFTWARE! 5-1-2008

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-22 13:07:56 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0805220605270.13190-100000@onyx.spiritone.com>
Source record: 3298
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

NEW FREE Catalogs for Used & New Classic Atari 8 Bit & ST Computer Lines!
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ST or both! Then I'll send them to you by E-Mail. Let me know if I can or
cant attach files to your E-Mail. Atari@aracnet.com or call (503)256-9974!

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2060. 20% OFF ALL NEW ATARI 8 BIT GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-22 13:11:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0805220608400.13190-100000@onyx.spiritone.com>
Source record: 3299
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Shipping Address so I can expedite your order or call 24/7 @(503)256-9974!

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One-on-One; Pacific Coast Hwy; Pac-Man; Paris in Danger; PitStop; Planet
Miners; PokerSAM; Pole Position; Preppie!; QIX; Racing Destruction Set;
Rescue on Fractalus; Richard Petty's Talladega; Sargon III; Silent
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Malice; Sports Illustrated Boxing/ Computer Title Bout; Sports
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Star Wars-Return of the Jedi-Death Star Battle; Strategy Simulations;
Summer Games; Super Breakout; Superman The Game; TAC-Tactical Armor
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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2061. atari++ updated to 1.54

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-22 14:07:54 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <g13uhi$r8p$1@infosun2.rus.uni-stuttgart.de>
Source record: 3300

```
Hi folks,

a new release of atari++, the Atari 8-bit emulator is available for
download at its usual location, namely:

http://www.math.tu-berlin.de/~thor/atari++/

New in this release:

- Fixed the handling of the initial keystroke.
- Added a curses (text-based) front-end.
- GTIA artifacts now support various GTIA models.
- GTIA supports now user-defined color maps.
- The GUI can now be used entirely by the keyboard or the
joystick, use the cursor keys to move the pointer from
gadget to gadget and press RETURN to click on an object.
- Added a RelMouseStick input device that reacts on the
relative mouse movements rather than its abstract position.
- Fixed the POKEY audio muting, it is now able to detect
situations in which a lower mixing frequency is audible
even though the channel itself is not.
- Fixed initial timing/speed setting, could have caused
audio-drop outs or slow play-back.

Note that the terminal output ("CURSES") is only available on *ix
operating systems, not for win. For details how to use it, please
consider the manual (included in the archive).

Thanks,
Thomas
```

2062. Atari800DC .77 Released

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-23 22:43:34 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <14d0297e@familynet-international.org>
Source record: 3351

FamilyNet International Newsgate

(5200/800/XL/XE emu for Dreamcast)

Hello Doc Clu,

I've just released version 0.77 of Atari800DC

You can find it at
ftp://ftp.groessler.org/pub/chris/dreamca...77/atari800dc-0
.77-bin.tar.gz

The changes from 0.76 are

* enable basic R: device emulation with the DC Coder's Cable (no
modem controls; fixed to 8n1; baud rates 300 - 9600)
* use Atari800 2.0.3 code base
* use KOS svn code base version 560
* add possibility to switch X and Y axes of controller input
* ability to disable either the D-Pad or the Joystick of the
controllers (in "Controller Configuration" menu)
* ability to disable or enable Bienias' sound improvements. They
are too heavy for the DC and therefore disabled by default. 0.75
had them disabled, 0.76 had them enabled, now it's selectable.
* when saving or restoring state display a "please wait" since
accessing the VMU is very slow. This was already in 0.75 but got
lost in 0.76.

Please spread the news and thanks for your help.

regards,
Christian Groessler

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

2063. Atari800DC .77 Released

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-27 18:51:09 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <159053d0@familynet-international.org>
Source record: 3352

FamilyNet International Newsgate

I've posted detail on how to make a CD-R that will work on your Dreamcast. Look here...

http://www.atariage.com/forums/index.php?showtopic=126114

Doc Clu

> (5200/800/XL/XE emu for Dreamcast)

> Hello Doc Clu,

> I've just released version 0.77 of Atari800DC

> You can find it at
> ftp://ftp.groessler.org/pub/chris/dreamca...77/atari800dc-0
> .77-bin.tar.gz

> The changes from 0.76 are

> * enable basic R: device emulation with the DC Coder's Cable (no
> modem controls; fixed to 8n1; baud rates 300 - 9600)
> * use Atari800 2.0.3 code base
> * use KOS svn code base version 560
> * add possibility to switch X and Y axes of controller input
> * ability to disable either the D-Pad or the Joystick of the
> controllers (in "Controller Configuration" menu)
> * ability to disable or enable Bienias' sound improvements. They
> are too heavy for the DC and therefore disabled by default.
> 0.75
> had them disabled, 0.76 had them enabled, now it's selectable.
> * when saving or restoring state display a "please wait" since
> accessing the VMU is very slow. This was already in 0.75 but
> got
> lost in 0.76.

> Please spread the news and thanks for your help.

> regards,
> Christian Groessler

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

2064. RetroChallenge 2008

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-27 18:51:09 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <159053cf@familynet-international.org>
Source record: 3353

FamilyNet International Newsgate

Excellent! This is always fun, an incentive for getting on your Atari computer setup and doing as much on it primarily as possible. :D

An Atari 800 won the Retrochellenge 2005.

A lot of fun, and the Retrochallenge usually has a BBS for all the contestants to hang out on, so it is really like stepping back to the 80's and 90's as you talk to other people who are there on Apple 2 computers, early Macs, Atari, Commodore computers.. just awesome.

Hope some of you will consider participating!

Doc Clu

> From: "Simon D. Williams" <email@ld8.org>

> Subject: RetroChallenge 2008

> Retrocomputing enthusiasts the World over are cordially invited to
> participate
> in the 2008 RetroChallenge, commencing July 1, 2008.

> RetroChallenge is an opportunity for fans of "obsolete" platforms to
> spend a
> month pushing their retrocomputing limits in the company of like-
> minded geeks.
> Participants set their own goal(s) and typically keep the community
> apprised of
> progress via weblogs or on the Retro BBS.

> Challenges are as unique as the individual RetroChallenger -- in the
> past
> participants have programmed games; created music and video content;
> performed
> dangerous hardware hacks or simply spent a month trying to get an old
> computer
> to boot.

> RetroChallenge is not so much about competing, as it is about sharing.
> Think of
> it as an on-line show-and-tell for RetroGeeks. Because the individual
> challenges
> are self-posed, the RetroChallenge is equally well-suited to hoary old
> wizards
> and tender newbies alike. It's not about winning, but about *doing*.

> RetroChallenge is open to *all* retrocomputing platforms. For the sake
> of
> simplicity (and to avoid the usual endless debate), the criteria for
> what
> constitutes a "retro system" is anything older than 10 years, though
> obviously the older the better.

> For more details see retrochallenge.net

> ~LD8

> Home page: http://retrochallenge.net
> Contact : retrochallenge@ld8.org
> Retro BBS: telnet://lorance.no-ip.org
> RC Forum : http://68kmla.net/forums/viewforum.php?f=18

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

2065. BUY 3 ATARI 8 BIT GAMES, GET 1 FREE!

Newsgroup: comp.sys.atari.8bit
Date: 2008-05-30 11:30:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0805300427450.29080-100000@onyx.spiritone.com>
Source record: 3354
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Buy any 3 titles of my new in the box games for the Classic Atari 8 Bit Computers, and receive a brand new in the box game. You can qualify for more than 1 free offer by doubling, or tripling, etc. your order.All you have to do is pick a minimum of 4 new in the box games, for each 4 games I'll give you 1 from your list for free! Cut-&-Paste your order from list of NEW games below and E-Mail your list with your Mailing Address so I can expedite your order or call 24/7 @(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!

NEW CLASSIC ATARI 8 BIT GAMES BELOW! NEW CLASSIC ATARI 8 BIT GAMES BELOW!

Ace of Aces; Action Biker; Aliants-The Desperate Battle for Earth!; Archon-The Light And The Dark; Asteroids; Astro Chase; Atlantis; Aztec Challenge; Ballblazer; Barnyard Blaster; Basketball; Beyond Castle Wolfenstein; Bill Budge. Pinball Construction Set; Bismarck*The North Sea Chase; BUG attack; Buzzword; Casino Parlor Games; Castle Wolfenstein; Centipede; Chicken; Claim Jumper; Conflict in Vietnam; Crime Buster; Crossbow; Crusade in Europe; David's Midnight Magic; Decision in the Desert; Demon Attack; DesertFalcon; Dig Dug; Donkey Kong; F-15 Strike Eagle; Fight Night; Final Legacy; Five Card Draw Poker-Arcade Pak #2; Football; Frogger; Gateway to Apshai; GATO; GhostBusters; Gorf; HardBall!; Hard Hat Mack; QuestProbe Featuring THE HULK; Journey to the Planets; Joust; Jumpman Junior; Kennedy Approach; K-RAZY SHOOT-OUT; Legionnaire; Lode Runner; Lords of Conquest; Magneto Bugs; Mah Jong; Millipede; Missile Command; Moon Patrol; Napoleon in Russia-Borodino 1812; Necromancer; Ninja; The Official Moon Shuttle; One-on-One; Pacific Coast Hwy; Pac-Man; Paris in Danger; PitStop; Planet Miners; PokerSAM; Pole Position; Preppie!; QIX; Racing Destruction Set; Rescue on Fractalus; Richard Petty's Talladega; Sargon III; Silent Service; SLIME; Soccer; Solar Star; Space Games; Space Invaders; Spite & Malice; Sports Illustrated Boxing/ Computer Title Bout; Sports Illustrated Computer Football Strategy; Star Raiders; Star Raiders II; Star Wars-Return of the Jedi-Death Star Battle; Strategy Simulations; Summer Games; Super Breakout; Superman The Game; TAC-Tactical Armor Command; Tennis; ThunderFox; Top Gunner Collection; Touchdown Football; Video Vegas; Warship; Winter Challenge; Wizard of Wor

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2066. I am looking for this awesome Game called Crypts of Terror

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-01 03:04:45 UTC
From: Dan Shyan <danshyan@shaw.ca>
Message-ID: <hlo0k.179628$rd2.54366@pd7urf3no>
Source record: 3355

Hi guys..I'm glad I found this newsgroup. I am eagerly trying to get my
hands on a PC version of this outstanding Atari 400
game I played Years ago. My dad and I were addicted. It was produced in 1981
by Inhome Software which was a company based in Toronto Canada, I believe.
It was called Crypts of Terror and was designed for the Atari 400 system.

If anyone can tell me about any torrents, image file downloads, or if you
converted this game to PC your self, I would love to hear any suggestions on
how I can run this game on my XP computer. That would be awesome.

I am not sure if this game may have been developed into a PC game under
another name, but I don't think so

Thanks kindly for any information you guys might be able to give me.

2067. looking for Koala Painter and Micro Illustrator software

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-01 04:32:50 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <2cae2f96-0b46-49ed-b741-fc9fb55f1e2b@c58g2000hsc.googlegroups.com>
Source record: 3356

None of the usual Atari sites seem to have it. Are these online
anywhere?

2068. Re: Atari 8-Bit Computers: Do you know anything about a GAme called Crypts of Terror?

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-01 05:48:20 UTC
From: Dan Shyan <danshyan@shaw.ca>
Message-ID: <EKq0k.179752$rd2.19643@pd7urf3no>
Source record: 3357

Hi Michael. You seem to be extremely knowledgeable about Atari 8 bit sytems. I am trying to find out some information about a game called Crypts of Terror which was released for the Atari 400 in 1981 by a company called INHOME software, which was based in Toronto Canada I believe. This same compnay released other titles like Captain Beeble...

I am trying to figure out if anyone ever converted this Crypts Of Terror into a version that could run on the PC platform.

DO you know anything about this game.? Any information would be greatly appreciated. With Any luck, you are the guy who wrote it ;)

2069. Re: I am looking for this awesome Game called Crypts of Terror

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-01 07:59:36 UTC
From: Mark Keates <news@mkeates.f9.co.uk>
Message-ID: <XPqdndEhEa11y9_VnZ2dneKdnZydnZ2d@posted.plusnet>
Source record: 3358

For the game image:
http://www.atarimania.com/detail_soft.php?MENU=8&VERSION_ID=1437

And if you need an emulator:
http://gury.atari8.info/emulation.htm

"Dan Shyan" <danshyan@shaw.ca> wrote in message
news:hlo0k.179628$rd2.54366@pd7urf3no...
> Hi guys..I'm glad I found this newsgroup. I am eagerly trying to get my
> hands on a PC version of this outstanding Atari 400
> game I played Years ago. My dad and I were addicted. It was produced in
> 1981 by Inhome Software which was a company based in Toronto Canada, I
> believe. It was called Crypts of Terror and was designed for the Atari 400
> system.
>
> If anyone can tell me about any torrents, image file downloads, or if you
> converted this game to PC your self, I would love to hear any suggestions
> on how I can run this game on my XP computer. That would be awesome.
>
> I am not sure if this game may have been developed into a PC game under
> another name, but I don't think so
>
>
> Thanks kindly for any information you guys might be able to give me.
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>
>

2070. Re: looking for Koala Painter and Micro Illustrator software

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-01 09:30:04 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <g1tpvd$89h$1@infosun2.rus.uni-stuttgart.de>
Source record: 3359

super_stonic@yahoo.com wrote:
> None of the usual Atari sites seem to have it.

The Koala Painter later became "Atari Artist" and I think you should find this. The program has just a different look (and, IIRC, one additional functionality for symmetry).

So long,
Thomas

2071. Question re: Program load

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-01 13:41:00 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <jOqdnfssgYFwO9_VnZ2dnUVZ_tTinZ2d@giganews.com>
Source record: 3360

Probably an easy question for long-time Atari 8-bit users.. I have a diskette that came with a recently acquired 800XL that contains a financial analysis program.

- When I boot it on my 800 (48k of memory installed), it comes up to the DOS menu. I can list the diskette and see the application files, but using 'K' to run them results in Error 139.

- When booted on an 800XL fitted with an Ultraspeed Plus ROM upgrade, it does the same thing.

- When booted on a stock 800XL, lo and behold, it comes directly up into the application.

The question is: Why this inconsistent behavior?

Thanks for any answers!

2072. Re: I am looking for this awesome Game called Crypts of Terror

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-01 15:45:22 UTC
From: Dan Shyan <danshyan@shaw.ca>
Message-ID: <muz0k.32$i01.14@pd7urf2no>
Source record: 3361

WOW, that was fast :)...Thanks kindly!!!

"Mark Keates" <news@mkeates.f9.co.uk> wrote in message
news:XPqdndEhEa11y9_VnZ2dneKdnZydnZ2d@posted.plusnet...
> For the game image:
> http://www.atarimania.com/detail_soft.php?MENU=8&VERSION_ID=1437
>
> And if you need an emulator:
> http://gury.atari8.info/emulation.htm
>
> "Dan Shyan" <danshyan@shaw.ca> wrote in message
> news:hlo0k.179628$rd2.54366@pd7urf3no...
>> Hi guys..I'm glad I found this newsgroup. I am eagerly trying to get my
>> hands on a PC version of this outstanding Atari 400
>> game I played Years ago. My dad and I were addicted. It was produced in
>> 1981 by Inhome Software which was a company based in Toronto Canada, I
>> believe. It was called Crypts of Terror and was designed for the Atari
>> 400 system.
>>
>> If anyone can tell me about any torrents, image file downloads, or if you
>> converted this game to PC your self, I would love to hear any suggestions
>> on how I can run this game on my XP computer. That would be awesome.
>>
>> I am not sure if this game may have been developed into a PC game under
>> another name, but I don't think so
>>
>>
>> Thanks kindly for any information you guys might be able to give me.
>>
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>

2073. Re: Question re: Program load

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-01 15:55:19 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <q5CdnWqSZJbnW9_VnZ2dnUVZ_vqdnZ2d@earthlink.com>
Source record: 3362

Steven Hirsch wrote:
> Probably an easy question for long-time Atari 8-bit users.. I have a
> diskette that came with a recently acquired 800XL that contains a
> financial analysis program.
>
> - When I boot it on my 800 (48k of memory installed), it comes up to the
> DOS
> menu. I can list the diskette and see the application files, but
> using 'K'
> to run them results in Error 139.
>
> - When booted on an 800XL fitted with an Ultraspeed Plus ROM upgrade, it
> does
> the same thing.
>
> - When booted on a stock 800XL, lo and behold, it comes directly up into
> the
> application.
>
> The question is: Why this inconsistent behavior?
>
> Thanks for any answers!

Not much help but I remember a few accounting type programs that used a
binary loader for their software written in BASIC.

The binary would do things like trap reset/break and prevent you from
listing their BASIC code. The BASIC was also protected, substituting
returns for variables or something like that.

So you may want to try booting the 800 with a BASIC cart and if the XL
has reverse use of option key on boot, boot it with BASIC.

Rick

2074. AtariAge

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-01 18:01:44 UTC
From: Paul Barker <"pbarker at ntlworld.com">
Message-ID: <20080601190144168O7-pbarkeratntlworldcom@news-europe.giganews.com>
Source record: 3363

Hi All

Can everyone get to www.atariage.com just now? Just wanted to confirm
that it's a problem with my DNS and not the site itself.

Thanks
paul

2075. Re: AtariAge

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-01 18:11:41 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <P6WdnUL-I-vze9_VnZ2dnUVZ_v3inZ2d@earthlink.com>
Source record: 3364

Paul Barker wrote:

> Hi All
>
> Can everyone get to www.atariage.com just now? Just wanted to confirm
> that it's a problem with my DNS and not the site itself.
>
> Thanks
> paul
>

I can't get there.

2076. Re: AtariAge

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-01 18:17:01 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <20080601191701168O7-pbarker@ntlworldcom>
Source record: 3365

On 2008-06-01 19:11:41 +0100, Rick Cortese <ricortes@earthlink.net> said:

> Paul Barker wrote:
>
>> Hi All
>>
>> Can everyone get to www.atariage.com just now? Just wanted to confirm
>> that it's a problem with my DNS and not the site itself.
>>
>> Thanks
>> paul
>>
>
> I can't get there.

Thanks Rick. I thought it was a problem with my DNS cache but I've
cleared the cache and restarted everything and I still can't get there.
I can however get to some pretty random URLs that I know are
deffinately not cached here so I guess there's a problem with their
provider :(

2077. Re: AtariAge

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-01 18:20:33 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <20080601192033752 49-pbarker@ntlworldcom>
Source record: 3366

On 2008-06-01 19:11:41 +0100, Rick Cortese <ricortes@earthlink.net> said:

> Paul Barker wrote:
>
>> Hi All
>>
>> Can everyone get to www.atariage.com just now? Just wanted to confirm
>> that it's a problem with my DNS and not the site itself.
>>
>> Thanks
>> paul
>>
>
> I can't get there.

Update:

Just found this (link taken from the AtariMania forums here
http://www.atarimania.com/atarimania_board/viewtopic.php?t=1658) Looks
like there's some big downtime at the AA providers datacentre:

http://www.digitpress.com/forum/showthread.php?t=117480

2078. Re: Question re: Program load

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-01 19:21:15 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <YDC0k.234$L_.129@flpi150.ffdc.sbc.com>
Source record: 3367

```
"Rick Cortese" <> wrote in message news:
> Steven Hirsch wrote:
> > Probably an easy question for long-time Atari 8-bit users.. I have a
> > diskette that came with a recently acquired 800XL that contains a
> > financial analysis program.
> >
> > - When I boot it on my 800 (48k of memory installed), it comes up to the
> > DOS
> > menu. I can list the diskette and see the application files, but
> > using 'K'
> > to run them results in Error 139.
> >
> > - When booted on an 800XL fitted with an Ultraspeed Plus ROM upgrade, it
> > does
> > the same thing.
> >
> > - When booted on a stock 800XL, lo and behold, it comes directly up into
> > the
> > application.
> >
> > The question is: Why this inconsistent behavior?
> >
> > Thanks for any answers!
>
> Not much help but I remember a few accounting type programs that used a
> binary loader for their software written in BASIC.
>
> The binary would do things like trap reset/break and prevent you from
> listing their BASIC code. The BASIC was also protected, substituting
> returns for variables or something like that.
>
> So you may want to try booting the 800 with a BASIC cart and if the XL
> has reverse use of option key on boot, boot it with BASIC.
>
> Rick
I think probably just need BASIC at boot. So
BASIC cart with the 800, hold Option with
the ultra ROM XL.
Using 'K' at the DOS menu (DOS 2?) is a
binary SAVE. You don't want that, it could
be that you could 'L' binary load some file on
the disk, but probably it is a commercial disk that
boots up automatically with BASIC enabled.
```

2079. Re: Question re: Program load

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-02 00:51:26 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <tuKdndx6cvaS2d7VnZ2dnUVZ_vSdnZ2d@giganews.com>
Source record: 3368

Russg wrote:

>>> Probably an easy question for long-time Atari 8-bit users.. I have a
>>> diskette that came with a recently acquired 800XL that contains a
>>> financial analysis program.

>>> The question is: Why this inconsistent behavior?
>>>
>>> Thanks for any answers!

>> Not much help but I remember a few accounting type programs that used a
>> binary loader for their software written in BASIC.
>>
>> The binary would do things like trap reset/break and prevent you from
>> listing their BASIC code. The BASIC was also protected, substituting
>> returns for variables or something like that.
>>
>> So you may want to try booting the 800 with a BASIC cart and if the XL
>> has reverse use of option key on boot, boot it with BASIC.

> I think probably just need BASIC at boot. So
> BASIC cart with the 800, hold Option with
> the ultra ROM XL.
> Using 'K' at the DOS menu (DOS 2?) is a
> binary SAVE. You don't want that, it could
> be that you could 'L' binary load some file on
> the disk, but probably it is a commercial disk that
> boots up automatically with BASIC enabled.

<sigh> Now all I need to do is _find_ an 800 BASIC cart. The guy who sold me the computer has a basement full of such things, but I cannot convince him to look for them :-(.

Might be worth buying one of Steve Tucker's flash memory carts and loading what I need that way.

2080. Re: Question re: Program load

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-02 03:08:57 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <tuJ0k.2298$89.825@nlpi069.nbdc.sbc.com>
Source record: 3369

"Steven Hirsch" <> wrote in message news:
snip
t, it could
> > be that you could 'L' binary load some file on
> > the disk, but probably it is a commercial disk that
> > boots up automatically with BASIC enabled.
>
> <sigh> Now all I need to do is _find_ an 800 BASIC cart. The guy who
sold me
> the computer has a basement full of such things, but I cannot convince him
to
> look for them :-(.
>
> Might be worth buying one of Steve Tucker's flash memory carts and loading
> what I need that way.

You seem to have access to an 800, XL with
a super ROM, and a stock 800XL. I guess
you need the disk to work on your 800.
It shouldn't be hard to find a BASIC cart, but
why don't you use one of the XLs?
Also, if you mention the name of the financial
program, it might be it is available as a binary load
or regular BASIC version.
If a regular BASIC, then you can use a binary
load BASIC and then just run it on the 800.
A binary load BASIC won't work if it is a
BASIC boot program, I guess. It might work
to see what files are on the disk. You might be
able to autorun BASIC and then autorun the
application at the same boot time.

2081. Re: Question re: Program load

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-02 11:58:59 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <VpudnbCLf90efd7VnZ2dnUVZ_q7inZ2d@giganews.com>
Source record: 3370

Russg wrote:
> "Steven Hirsch" <> wrote in message news:
> snip
> t, it could
>>> be that you could 'L' binary load some file on
>>> the disk, but probably it is a commercial disk that
>>> boots up automatically with BASIC enabled.
>> <sigh> Now all I need to do is _find_ an 800 BASIC cart. The guy who
> sold me
>> the computer has a basement full of such things, but I cannot convince him
> to
>> look for them :-(.
>>
>> Might be worth buying one of Steve Tucker's flash memory carts and loading
>> what I need that way.
>
> You seem to have access to an 800, XL with
> a super ROM, and a stock 800XL. I guess
> you need the disk to work on your 800.

I don't _need_ to, but I'm trying to learn about these units and wanted to.

> It shouldn't be hard to find a BASIC cart, but
> why don't you use one of the XLs?

In this brave, new eBay driven era, _nothing_ is easy to find anymore. The local thrift shops do not accept electronics and the recyclers send everything out for reclamation of metals. It is purely impossible to locate classic systems outside of eBay or sheer luck...

> Also, if you mention the name of the financial
> program, it might be it is available as a binary load
> or regular BASIC version.
> If a regular BASIC, then you can use a binary
> load BASIC and then just run it on the 800.
> A binary load BASIC won't work if it is a
> BASIC boot program, I guess. It might work
> to see what files are on the disk. You might be
> able to autorun BASIC and then autorun the
> application at the same boot time.

I'm not aware of what "regular" BASIC vs. "binary load" BASIC are, nor do I (yet) understand what you mean by autorun.

I spent some time reading the Atari 8-bit FAQ, but it doesn't get down to this sort of detail.

Thanks for your input, I'll try to follow up on those terms and learn more about these units and their software environment.

Steve

2082. Re: Question re: Program load

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-02 13:12:09 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <g20rk3eoh1@infosun2.rus.uni-stuttgart.de>
Source record: 3371

Steven Hirsch schrieb:

>> Also, if you mention the name of the financial
>> program, it might be it is available as a binary load
>> or regular BASIC version.
>> If a regular BASIC, then you can use a binary
>> load BASIC and then just run it on the 800.
>> A binary load BASIC won't work if it is a
>> BASIC boot program, I guess. It might work
>> to see what files are on the disk. You might be
>> able to autorun BASIC and then autorun the
>> application at the same boot time.
>
> I'm not aware of what "regular" BASIC vs. "binary load" BASIC are, nor
> do I (yet) understand what you mean by autorun.

A "regular" basic is the one that comes on a cartridge for the A800. In the XL, this was part of the hardware. A "binary load" basic is a cartridge image that is bootstrapped from disk. Typically, there a filing system on said disk (Atari jargon: "A DOS") plus a binary-load file that is loaded by the DOS as part of the bootstrap process - this is then named "AUTORUN.SYS", a "magic" filename the dos looks for when starting the system, thus "autorun file". The problem might be that the mentioned program uses exactly the same mechanism to load itself, which makes loading the program automatically a bit hard. One can try to first boot the basic itself, and then locate the proper basic program and run that manually from the basic interpreter.

So long,
Thomas

2083. Re: looking for Koala Painter and Micro Illustrator software

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-02 13:38:58 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <d3957b87-b10b-4bb2-9b5e-b5ad9bc4ef1e@e53g2000hsa.googlegroups.com>
Source record: 3372

On Jun 1, 5:30 am, Thomas Richter <t...@math.tu-berlin.de> wrote:
> super_sto...@yahoo.com wrote:
> > None of the usual Atari sites seem to have it.
>
> The Koala Painter later became "Atari Artist" and I think you should
> find this. The program has just a different look (and, IIRC, one
> additional functionality for symmetry).
>
> So long,
> Thomas

Thanks. I have Atari Artist already but I want to find copies of
these.

2084. trying to find an Atari 8bit emulator that plays CAS files

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-02 17:02:47 UTC
From: Dan Shyan <danshyan@shaw.ca>
Message-ID: <XIV0k.1687$ze2.3@pd7urf1no>
Source record: 3373

I have a game file which is in CAS fornat. The emulator that I found seems
to be lookign for another ROM image file.
Is there a way of converting CAS image files?? Is there an emulator that
works with CAS files??

Thanks

2085. Re: trying to find an Atari 8bit emulator that plays CAS files

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-02 18:27:24 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <tXW0k.2383$ZE5.95@nlpi061.nbdc.sbc.com>
Source record: 3374

From Atari800winplus emulator HELP about
loading CAS images:

****

Usage

The emulator can only read, not write, the cassette images. Moreover, it
requires the SIO patch enabled to emulate the cassette player.

To insert a cassette image, use File/Attach tape (Alt+T) or Cassette Control
dialog box. You can rewind tape by moving the slider, but usually a cassette
image contains only one Atari file (real cassettes often contained many).

To boot the tape, hold Atari Start key (F4), while performing cold start
(Shift+F5). Then press Space key. Or just use File/Autoboot image (Alt+B).

Note

The emulated cassette transmission is very fast, but before it starts, the
Atari OS has ca. 9 second delay. You have to wait that time, or you can use
Full speed (F7) if you like.

****

"Dan Shyan" <danshyan@shaw.ca> wrote in message
news:XIV0k.1687$ze2.3@pd7urf1no...
> I have a game file which is in CAS fornat. The emulator that I found seems
> to be lookign for another ROM image file.
> Is there a way of converting CAS image files?? Is there an emulator that
> works with CAS files??
>
> Thanks
>
I guess you can google where to get the emulator.

2086. Re: Question re: Program load

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-02 18:47:55 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <HeX0k.2386$ZE5.1232@nlpi061.nbdc.sbc.com>
Source record: 3375

"Steven Hirsch" <> wrote in message news:
> Russg wrote:
> > "Steven Hirsch" <> wrote in message news:
> > snip
> > t, it could
> >>> be that you could 'L' binary load some file on
> >>> the disk, but probably it is a commercial disk that
> >>> boots up automatically with BASIC enabled.
> >> <sigh> Now all I need to do is _find_ an 800 BASIC cart. The guy who
> > sold me
>> >> Might be worth buying one of Steve Tucker's flash memory carts and
loading
> >> what I need that way.

I'm sure you could make a BASIC cart from a
flash memory cart.

snip

>
> I don't _need_ to, but I'm trying to learn about these units and wanted
to.
>

OK. The 800 isn't able to run some things,
because it has only 48K memory, can't run
things that use memory under the OS, like
XL/XE machines can, for example Sparta(FTe)DOS.

> > It shouldn't be hard to find a BASIC cart, but
> > why don't you use one of the XLs?
>
> In this brave, new eBay driven era, _nothing_ is easy to find anymore.
The
> local thrift shops do not accept electronics and the recyclers send
everything
> out for reclamation of metals. It is purely impossible to locate classic
> systems outside of eBay or sheer luck...

People sell carts from time to time on ebaY.
There are some vendors that will sell you a BASIC
cart, such as Bravo Sierra (Ben Smith), Video 61
(Lance Ringquist), www.myatari.com B&C computer
visions. I'm pretty sure you could get a BASIC
cart for under $30 shipped to you.
There are three versions of BASIC, but any of the

three will probably work for the financial prog.

By 'regular' BASIC, I mean BASIC in ROM, either
built in like on the XL/XE or inserted on the 800.
Binary load BASIC does the same thing pretty much.
It is a normal binary file that you can (L) from Atari
DOS 2/2.5 (Load and Run).
Atari DOS 2/2.5 has a single 'autorun.sys' file
that will load and run at bootup. Later DOSes,
like SmartDOS, MyDOS 4.53 are menu DOSes
that can autoload multiple binary load files at bootup.
You just name the files FILE1.AR1 FILE2.AR2
in SmartDOS, I forget what the filename extension has to
be in MyDOS.
I guess some of this is a bit advanced and hard to
explain/understand.
Your wish to make stuff work on the 800 is common,
the 800 is a really neat machine.
I can send you a BASIC B file that will load and run
on any Atari8, including the 800. (I believe BASIC,
version B, will cause the fewest headaches, but I'm
pretty much alone in that belief, BASIC C being the
commonly preferred.)

> Also, if you mention the name of the financial
> > program, it might be it is available as a binary load
> > or regular BASIC version.
> > If a regular BASIC, then you can use a binary
> > load BASIC and then just run it on the 800.
> > A binary load BASIC won't work if it is a
> > BASIC boot program, I guess. It might work
> > to see what files are on the disk. You might be
> > able to autorun BASIC and then autorun the
> > application at the same boot time.
>
> I'm not aware of what "regular" BASIC vs. "binary load" BASIC are, nor do
I
> (yet) understand what you mean by autorun.
>
> I spent some time reading the Atari 8-bit FAQ, but it doesn't get down to
this
> sort of detail.
>
> Thanks for your input, I'll try to follow up on those terms and learn more
> about these units and their software environment.
>
> Steve

2087. Re: Question re: Program load

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-02 22:24:54 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <3vCdnRDRm6uq7tnVnZ2dnUVZ_uOdnZ2d@giganews.com>
Source record: 3376

Thomas Richter wrote:
> Steven Hirsch schrieb:
>
>>> Also, if you mention the name of the financial
>>> program, it might be it is available as a binary load
>>> or regular BASIC version.
>>> If a regular BASIC, then you can use a binary
>>> load BASIC and then just run it on the 800.
>>> A binary load BASIC won't work if it is a
>>> BASIC boot program, I guess. It might work
>>> to see what files are on the disk. You might be
>>> able to autorun BASIC and then autorun the
>>> application at the same boot time.
>> I'm not aware of what "regular" BASIC vs. "binary load" BASIC are, nor
>> do I (yet) understand what you mean by autorun.
>
> A "regular" basic is the one that comes on a cartridge for the A800. In
> the XL, this was part of the hardware. A "binary load" basic is a
> cartridge image that is bootstrapped from disk. Typically, there a
> filing system on said disk (Atari jargon: "A DOS") plus a binary-load
> file that is loaded by the DOS as part of the bootstrap process - this
> is then named "AUTORUN.SYS", a "magic" filename the dos looks for when
> starting the system, thus "autorun file". The problem might be that the
> mentioned program uses exactly the same mechanism to load itself, which
> makes loading the program automatically a bit hard. One can try to first
> boot the basic itself, and then locate the proper basic program and run
> that manually from the basic interpreter.

Excellent! Thanks for the clear, concise explanation. Seems like this issue
should be covered in the FAQ. I'll be very embarrassed if it was and I missed it!

Steve

2088. Re: Question re: Program load

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-02 22:31:33 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <LuadnUavbdlb6dnVnZ2dnUVZ_rzinZ2d@giganews.com>
Source record: 3377

Russg wrote:

> People sell carts from time to time on ebaY.
> There are some vendors that will sell you a BASIC
> cart, such as Bravo Sierra (Ben Smith), Video 61
> (Lance Ringquist), www.myatari.com B&C computer
> visions. I'm pretty sure you could get a BASIC
> cart for under $30 shipped to you.
> There are three versions of BASIC, but any of the
> three will probably work for the financial prog.

I'll look into that. eBay prices tend towards the stupid. Also, the last couple of Atari 8-bit purchases arrived smashed (no padding material, if you can believe it) and/or non-functional. Took a while to troubleshoot the 1050 drives down to a shorted tantalum cap and defective 2893 floppy controller respectively. The 800XL was brutalized in shipment and had a poorly-installed SuperDOS add-on. One of things I like about this older gear is that it's actually possible to troubleshoot to a component level!

> By 'regular' BASIC, I mean BASIC in ROM, either
> built in like on the XL/XE or inserted on the 800.
> Binary load BASIC does the same thing pretty much.
> It is a normal binary file that you can (L) from Atari
> DOS 2/2.5 (Load and Run).
> Atari DOS 2/2.5 has a single 'autorun.sys' file
> that will load and run at bootup. Later DOSes,
> like SmartDOS, MyDOS 4.53 are menu DOSes
> that can autoload multiple binary load files at bootup.
> You just name the files FILE1.AR1 FILE2.AR2
> in SmartDOS, I forget what the filename extension has to
> be in MyDOS.
> I guess some of this is a bit advanced and hard to
> explain/understand.

Not advanced at all. I'm a CS person with years of experience in front of machines large and small. I never did learn how to absorb new environments by osmosis, though :-). Just need a few helpful hints to get me on the right track. Appreciate the pointers!

> Your wish to make stuff work on the 800 is common,
> the 800 is a really neat machine.
> I can send you a BASIC B file that will load and run
> on any Atari8, including the 800. (I believe BASIC,
> version B, will cause the fewest headaches, but I'm
> pretty much alone in that belief, BASIC C being the
> commonly preferred.)

Would appreciate it. I'll contact you privately with an e-mail address that
won't get stripped of binary attachments (*(^)(%!!! Gmail!!!)

> > Also, if you mention the name of the financial
>>> program, it might be it is available as a binary load
>>> or regular BASIC version.
>>> If a regular BASIC, then you can use a binary
>>> load BASIC and then just run it on the 800.
>>> A binary load BASIC won't work if it is a
>>> BASIC boot program, I guess. It might work
>>> to see what files are on the disk. You might be
>>> able to autorun BASIC and then autorun the
>>> application at the same boot time.
>> I'm not aware of what "regular" BASIC vs. "binary load" BASIC are, nor do

2089. How to load a game using atari 8bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-03 02:11:20 UTC
From: Dan Shyan <danshyan@shaw.ca>
Message-ID: <cL11k.735$gc5.406@pd7urf2no>
Source record: 3378

Ok..I found an emulator called xformer 8. when I start it up and select atari 800 DOS..I get a ready prompt on the screen.

How do I load my game file, which is a CAS format. What command do i need to give at the ready prompt to load the file?

2090. Re: AtariAge

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-03 02:25:23 UTC
From: Dan Shyan <danshyan@shaw.ca>
Message-ID: <nY11k.681$C12.530@pd7urf3no>
Source record: 3379

seems to load fine for me..tested at about 8 pm june 2

"Paul Barker" <pbarker at ntlworld.com> wrote in message
news:2008060119014416807-pbarkeratntlworldcom@news-europe.giganews.com...
> Hi All
>
> Can everyone get to www.atariage.com just now? Just wanted to confirm that
> it's a problem with my DNS and not the site itself.
>
> Thanks
> paul
>

2091. Re: How to load a game using atari 8bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-03 03:39:09 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <J031k.2932$uE5.423@flpi144.ffdc.sbc.com>
Source record: 3380

"Dan Shyan" <> wrote in message news:
> Ok..I found an emulator called xformer 8. when I start it up and select
> atari 800 DOS..I get a ready prompt on the screen.
>
> How do I load my game file, which is a CAS format. What command do i need
to
> give at the ready prompt to load the file?

Probably Xformer 8 won't load CAS files, I think.
You need Atari800WinPlus, will load CAS files.
The fact you get the READY prompt means you're
booting with BASIC, which you don't want to do
for most CAS files. There is another recent post
here that states how to load CAS files in A800WPlus.
To boot without BASIC, you need to hold OPTION
on a real computer at power on, but for Xformer, you need to turn off BASIC
toolbar Options.

2092. How to find a ROM image of the Atari operating System

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-03 04:25:18 UTC
From: Dan Shyan <danshyan@shaw.ca>
Message-ID: <OI31k.839$gc5.769@pd7urf2no>
Source record: 3381

I have asked a few questions about getting atari games, emulators etc, but I think I am missing a key component as well..

Atari800win seems to have a screen file asking for the location of the ROM. I thought that was the game file itself, but now I'm thinking you need an Atari ROM as well. Any ideas as to where I can get one.

If I am wrong, what the heck do you actually enter on the Atariwin800 Rom Image screen??

eg: what exactly does this mean?

The XL/XE button locates the ROM image of the Operating System for XL/XE machines. The file must be 16 KB long.

Thanks kindly :)

2093. Re: How to find a ROM image of the Atari operating System

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-03 05:16:07 UTC
From: a@b.c
Message-ID: <20080603011548.1ad5315d.a@b.c>
Source record: 3382

xf25.zip under the heading Original XL ROM contains the following roms:

inflating: DEMOS2.XFD
inflating: XF25.EXE
inflating: ATARIBAS.ROM
inflating: ATARIOSB.ROM
inflating: ATARIXL.ROM
inflating: XF25.DOC
inflating: DOS25.XFD
inflating: DEMOS1.XFD
inflating: MYDOS45D.ATR

ATARIOSB.ROM is the rom used when emulating atari 400/800s
ATARIXL.ROM is used when you want to emulate one of the xls

here is a link:
http://sourceforge.net/project/showfiles.php?group_id=40606&package_id=32947

you will have to figure out exactly where to put them so the emulator can find
them, or change the config file to point to where they are located. Good Luck!

After the pain of setup is done there is a wealth of programs to run!

On Tue, 03 Jun 2008 04:25:18 GMT
"Dan Shyan" <danshyan@shaw.ca> wrote:

> I have asked a few questions about getting atari games, emulators etc, but I
> think I am missing a key component as well..
>
> Atari800win seems to have a screen file asking for the location of the ROM.
> I thought that was the game file itself, but now I'm thinking you need an
> Atari ROM as well. Any ideas as to where I can get one.
>
> If I am wrong, what the heck do you actually enter on the Atariwin800 Rom
> Image screen??
>
> eg: what exactly does this mean?
>
> The XL/XE button locates the ROM image of the Operating System for XL/XE
> machines. The file must be 16 KB long.
>
> Thanks kindly :)
>
>

2094. Re: Question re: Program load

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-03 06:51:08 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <g22plm$82f$1@infosun2.rus.uni-stuttgart.de>
Source record: 3383

Hi Russ,

> I can send you a BASIC B file that will load and run
> on any Atari8, including the 800. (I believe BASIC,
> version B, will cause the fewest headaches, but I'm
> pretty much alone in that belief, BASIC C being the
> commonly preferred.)

BASIC B hung several times for me, specifically when typing in long
listings. I wonder why you wouldn't call this a headache?

What's the matter with Rev.C?

So long,
Thomas

2095. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-03 10:39:37 UTC
From: ASI Industries <ASI@asi-industries.freeseve.co.uk>
Message-ID: <01c8c567$27e0b3c0$2000a8c0@asi-01>
Source record: 3384

Hi Michael, you may wish to add Page6.org to your list, it is run by Paul Rixon (London, U.K)
http://www.page6.org

Page6 & Page6 New Atari User magazine originally published by Page 6 publishing, Stafford, U.K.

As far as i can see the whole Atari 8-bit magazine issue disks, the whole Atari 8-bit & Atari ST Page 6 public domain library disks, Page 6 Atari 8-bit commercial software disks and currently from issue 1 up to issue 31 of page 6 magazine is available to download free of charge, also Paul has an Atari 8-bit or Atari ST software cd for sale.

Also there is a forum that is in deperate need of more members, the current membership is only 30 in total, Paul wishes to make contact with anyone who contributed to the magazine or disks.

I am the original developer of Assembly Source Interface V1.2A (Page 6 pd #184), V1.5AM (DGS pd #171 buggy 92), V1.5AM Revised Edition (TWAUG pd #401 April 94), V1.5AM+ (DGS pd #171 September 94) also available on:

Umich (ASI15AM)
http://tinyurl.com/4bdng

Raf's Atari 8-bit page ((ASI V1.5++ unreleased) developer)
http://tinyurl.com/49fqe4

if you need to contact me the easy way of getting my email & snail address is by downloading Assembly Source Interface V1.2A and looking in the `UPDATE.DOC' file, note Paul has not updated his copy yet!
http://tinyurl.com/5hjvn5
--
Andrew Mcintosh
ASI Industries = Alpha Soft International Industries. (1990 - 1995)
ASI Industries = As i in does tries! (1996 - current date)
** Posted from http://www.teranews.com **

2096. Re: How to find a ROM image of the Atari operating System

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-03 13:23:33 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <501cb37d-bc8e-4d82-af8c-5b17a5c80015@c58g2000hsc.googlegroups.com>
Source record: 3385

```
On Jun 3, 1:16 am, a...@b.c wrote:
> xf25.zip under the heading Original XL ROM contains the following roms:
>
> inflating: DEMOS2.XFD
> inflating: XF25.EXE
> inflating: ATARIBAS.ROM
> inflating: ATARIOSB.ROM
> inflating: ATARIXL.ROM
> inflating: XF25.DOC
> inflating: DOS25.XFD
> inflating: DEMOS1.XFD
> inflating: MYDOS45D.ATR
>
> ATARIOSB.ROM is the rom used when emulating atari 400/800s
> ATARIXL.ROM is used when you want to emulate one of the xls
>
> here is a link:http://sourceforge.net/project/showfiles.php?group_id=40606&package_i...
>
> you will have to figure out exactly where to put them so the emulator can find
> them, or change the config file to point to where they are located. Good Luck!
>
> After the pain of setup is done there is a wealth of programs to run!
>

Setting up Atari800Win is one of the easiest emulators to configure.
You don't know setup pain until you've tried to set up Daphne or
MAMEwah...
```

2097. Re: Question re: Program load

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-03 14:34:19 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <VCc1k.3900$co7.1717@nlpi066.nbdc.sbc.com>
Source record: 3386

"Thomas Richter" <> wrote in message news:
> Hi Russ,
>
> > I can send you a BASIC B file that will load and run
> > on any Atari8, including the 800. (I believe BASIC,
> > version B, will cause the fewest headaches, but I'm
> > pretty much alone in that belief, BASIC C being the
> > commonly preferred.)
>
> BASIC B hung several times for me, specifically when typing in long
> listings. I wonder why you wouldn't call this a headache?
>
> What's the matter with Rev.C?
>
> So long,
> Thomas
Thomas:
I've spent many, many hours programming in Atari
BASIC. All three, A B C, will hang from time to
time, ususally after you've put a lot of coding in
and didn't save it.
I found that B hangs the least.
That and the fact that B is a recompile with many
differences to A, whereas C is a less than 10 byte
patch to B.
I'm aware of the 'add 16 bytes every SAVE' problem
with B, and will LIST, NEW, ENTER, SAVE about
every five SAVEs. I also wrote a program to salvage
B SAVEs that no longer LOAD and RUN, similar
to Jindroush's CHKBAS.
I found that B has the least hangs, but I didn't quantify
it, scientifically, just an impression. I used B for
many years before I knew there was a C and A,
guess I got used to it.
Regards

2098. Re: Question re: Program load

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-03 14:54:07 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <tVc1k.3913$co7.3153@nlpi066.nbdc.sbc.com>
Source record: 3387

```
C is exactly a 12 byte patch to B.
It is just a patch, not a re-compile, offsets are
the same, just 12 differences in three places.
I tried C when I learned of it, thinking "Great
no more SAVE problems", after a brief effort
using it, it hung more than B and I went back
to B.
```

2099. Re: How to find a ROM image of the Atari operating System

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-03 15:00:25 UTC
From: a@b.c
Message-ID: <20080603110002.f9f84d62.a@b.c>
Source record: 3388

On Tue, 3 Jun 2008 06:23:33 -0700 (PDT)
"super_stonic@yahoo.com" <super_stonic@yahoo.com> wrote:

> On Jun 3, 1:16 am, a...@b.c wrote:
> > xf25.zip under the heading Original XL ROM contains the following roms:
> >
> > inflating: DEMOS2.XFD
> > inflating: XF25.EXE
> > inflating: ATARIBAS.ROM
> > inflating: ATARIOSB.ROM
> > inflating: ATARIXL.ROM
> > inflating: XF25.DOC
> > inflating: DOS25.XFD
> > inflating: DEMOS1.XFD
> > inflating: MYDOS45D.ATR
> >
> > ATARIOSB.ROM is the rom used when emulating atari 400/800s
> > ATARIXL.ROM is used when you want to emulate one of the xls
> >
> > here is a
link:http://sourceforge.net/project/showfiles.php?group_id=40606&package_i...
> >
> > you will have to figure out exactly where to put them so the emulator can find
> > them, or change the config file to point to where they are located. Good Luck!
> >
> > After the pain of setup is done there is a wealth of programs to run!
> >
>
> Setting up Atari800Win is one of the easiest emulators to configure.
> You don't know setup pain until you've tried to set up Daphne or
> MAMEwah...

lol, I hear ya. Actually I use Linux From Scratch, so I know real pain!

2100. Re: How to find a ROM image of the Atari operating System

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-03 15:06:11 UTC
From: a@b.c
Message-ID: <20080603110547.c9fde985.a@b.c>
Source record: 3389

```
On Tue, 03 Jun 2008 15:00:25 GMT
a@b.c wrote:

> On Tue, 3 Jun 2008 06:23:33 -0700 (PDT)
> "super_stonic@yahoo.com" <super_stonic@yahoo.com> wrote:
>
> > On Jun 3, 1:16 am, a...@b.c wrote:
> > > xf25.zip under the heading Original XL ROM contains the following roms:
> > >
> > > inflating: DEMOS2.XFD
> > > inflating: XF25.EXE
> > > inflating: ATARIBAS.ROM
> > > inflating: ATARIOSB.ROM
> > > inflating: ATARIXL.ROM
> > > inflating: XF25.DOC
> > > inflating: DOS25.XFD
> > > inflating: DEMOS1.XFD
> > > inflating: MYDOS45D.ATR
> > >
> > > ATARIOSB.ROM is the rom used when emulating atari 400/800s
> > > ATARIXL.ROM is used when you want to emulate one of the xls
> > >
> > > here is a
link:http://sourceforge.net/project/showfiles.php?group_id=40606&package_i...
> > >
> > > you will have to figure out exactly where to put them so the emulator can find
> > > them, or change the config file to point to where they are located. Good Luck!
> > >
> > > After the pain of setup is done there is a wealth of programs to run!
> > >
> >
> > Setting up Atari800Win is one of the easiest emulators to configure.
> > You don't know setup pain until you've tried to set up Daphne or
> > MAMEwah...
>
> lol, I hear ya. Actually I use Linux From Scratch, so I know real pain!

Oh, and bringing my post back on topic, one example is my last box I
got atari800 going with svga to get great fullscreen going. This was
before the SDL version was out. Yikes, kernel recompile, figuring out
kernel boot commands for my onboard video etc, svglib-helper kernel module, yikes! Just use
SDL now.
Was Now I just use SDL!
```

2101. Re: Question re: Program load

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-03 15:19:55 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <U7ednTz4VYGm_NjVnZ2dnUVZ_h7inZ2d@earthlink.com>
Source record: 3390

Russg wrote:
> C is exactly a 12 byte patch to B.
> It is just a patch, not a re-compile, offsets are
> the same, just 12 differences in three places.
> I tried C when I learned of it, thinking "Great
> no more SAVE problems", after a brief effort
> using it, it hung more than B and I went back
> to B.
>
>

I think you got a bad cartridge. Rev. C isn't that bad, just eliminates the +16 byte save problem and the editing crash bug. As much as I can remember, the only crash problem/fix B vs. C was when you used the editor to delete<or add?> a line ~128 bytes long. If you didn't create those

```
10 IF X > 1 THEN GOTO 20 ELSE GOSUB 200:FOR N=0
TO 20 POKE 1536+N, A(N,N):...
...
...
20 END
```

Three +lines long, it would never happen. I hated that type of code and I seem to recall only hitting the bug when I was working on other peoples code or using strings for data or code storage. Just have to remember it was the editor and both B&C would run good code exactly the same.

Rick

2102. Re: Question re: Program load

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-03 16:42:13 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <Que1k.4482$jl5.1546@flpi148.ffdc.sbc.com>
Source record: 3391

```
"Rick Cortese" <> wrote in message news:
> Russg wrote:
> > C is exactly a 12 byte patch to B.
>
snip
> I think you got a bad cartridge. Rev. C isn't that bad, just eliminates
> the +16 byte save problem and the editing crash bug. As much as I can
> remember, the only crash problem/fix B vs. C was when you used the
> editor to delete<or add?> a line ~128 bytes long. If you didn't create
those
>
> 10 IF X > 1 THEN GOTO 20 ELSE GOSUB 200:FOR N=0
> TO 20 POKE 1536+N, A(N,N):...
> ...
> ...
> 20 END
>
> Three +lines long, it would never happen. I hated that type of code and
> I seem to recall only hitting the bug when I was working on other
> peoples code or using strings for data or code storage. Just have to
> remember it was the editor and both B&C would run good code exactly the
> same.
>
> Rick

I do have a C cart, don't remember if I used that
or a binary load version. I compare B and C
binary load copies, to get the differences.
Making a binary load BASIC is just prepending
a ML to move RAMTOP down to 9FFF and
doing a CIOV to screen....

10 CIOV=$E456
20 IOCB=$350
30 RAMTOP=$6A
32 *=$600
40 LDA #$0C
50 STA IOCB+2
52 LDX #$10
60 JSR CIOV
70 LDA #$79
80 STA RAMTOP
0110 LDA #03
0120 STA IOCB+2
0130 L1
```

```
0140 LDA EDITOR
0150 LDA L1+1
0160 STA IOCB+4
0170 LDA L1+2
0180 STA IOCB+5
0190 LDA #$08
0200 STA IOCB+$0A
0210 LDX #$10
0220 JSR CIOV
0230 LDA #$0C
0240 STA IOCB+2
0250 LDX #$10
0260 JSR CIOV
0262 LDA #$79
0264 STA $6A
0270 RTS
0280 EDITOR
0290 .BYTE "E:",155
0310 *=$2E2
0320 .BYTE 0,6
0330 .END
```

2103. Re: Question re: Program load

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-03 16:56:19 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <1le1k.3686$xZ.3274@nlpi070.nbdc.sbc.com>
Source record: 3392

```
That should be putting a #$A0 in RAMTOP,
not #$79.
```

2104. Re: Question re: Program load

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-03 19:40:56 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <g246geqss1@infosun2.rus.uni-stuttgart.de>
Source record: 3393

Russg wrote:
> C is exactly a 12 byte patch to B.
> It is just a patch, not a re-compile, offsets are
> the same, just 12 differences in three places.
> I tried C when I learned of it, thinking "Great
> no more SAVE problems", after a brief effort
> using it, it hung more than B and I went back
> to B.

That C is just a patch of B is known. It fixes specifically the
memory-move routine, required when shifting memory for variables around,
which then could hang. Thus, I wonder what hangs in C. I had B for
years, and it was an annoyance.

So long,
Thomas

2105. Re: Question re: Program load

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-03 20:04:30 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <ssh1k.3982$co7.213@nlpi066.nbdc.sbc.com>
Source record: 3394

> That C is just a patch of B is known. It fixes specifically the
> memory-move routine, required when shifting memory for variables around,
> which then could hang. Thus, I wonder what hangs in C. I had B for
> years, and it was an annoyance.
>
> So long,
> Thomas

I respect your experience with B. Yes, it is/was
an annoyance, it would freeze, almost Microsoft.
However, I'd like to know if you spent considerable
time working with C? I didn't work with it long,
maybe mine was/is a bad copy, because it was
worse than B. I don't remember, it may have
had problems like not LISTing, or freezes.
Right... If you have experience with C, I'd like
to hear about it.

2106. Re: Question re: Program load

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-03 20:16:10 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <oDh1k.3990$co7.3692@nlpi066.nbdc.sbc.com>
Source record: 3395

While I tried to remember... I remembered some
other stuff.
If you LIST a long program, often it doesn't
LIST properly, won't ENTER.
I found that if you put:
0 REM
in the computer before an ENTER, it would
work, when ENTERing without it would fail.

Often, after a long LIST, you could try to ENTER
and at a point in the process a bunch of garbage
would start. Therefore it was necessary to LIST
to screen to verify that the ENTER completed.

It is part of a rule to save your work regularly.
And verify it. TS 2068 computers used a tape
and after you saved to tape, you always should
verify. The same is true with disk images on
PC with Ghost or Nero Backitup, you should
verify. Sometimes I just use a program that
reads through a file, like a CRC checker. I'm
not interested in the CRC, just want to verify
that I can read all the way through the file.

2107. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-04 02:42:01 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.ub7dsss6gaat7c@mdc>
Source record: 3396

Hi,

On Tue, 03 Jun 2008 05:39:37 -0500, ASI Industries
<ASI@asi-industries.freeseve.co.uk> wrote:

> Hi Michael, you may wish to add Page6.org to your list, it is run by Paul
> Rixon (London, U.K)
> http://www.page6.org
>
> Page6 & Page6 New Atari User magazine originally published by Page 6
> publishing, Stafford, U.K.

I've got it in the vendors list, as I do the other authorized digitized
mag sites that I know about:

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

Does that look ok?

Or did you have in mind to add it to the "Welcome" FAQ?

-Michael

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

2108. Re: How to load a game using atari 8bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-04 05:40:48 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <R9ednYkFjshek9vVnZ2dnUVZ_gKdnZ2d@posted.pioneerinternet2>
Source record: 3397

This is no help w/ the CAS file load, but the Ready prompt attempting DOS
access might indicate that you did not boot the system w/ a DOS disk image
in drive 1.
-Jess

"Dan Shyan" <danshyan@shaw.ca> wrote in message
news:cL11k.735$gc5.406@pd7urf2no...
> Ok..I found an emulator called xformer 8. when I start it up and select
> atari 800 DOS..I get a ready prompt on the screen.
>
> How do I load my game file, which is a CAS format. What command do i need
> to give at the ready prompt to load the file?
>

2109. Re: Question re: Program load

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-04 20:31:36 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <g26tra$19d$1@infosun2.rus.uni-stuttgart.de>
Source record: 3398

Russg wrote:
>> That C is just a patch of B is known. It fixes specifically the
>> memory-move routine, required when shifting memory for variables around,
>> which then could hang. Thus, I wonder what hangs in C. I had B for
>> years, and it was an annoyance.

I had a first generation 800XL, which, obviously, came with B, and
that's where I got my basic experience, you're right. It would be still
interesting to see where C hangs - I know it's hard to reproduce, the
MEMLO must be exactly identical.

Back then, I only had a tape recorder, and LISTing and re-ENTERing did
take very long. It wasn't really an acceptable solution.

C came later. I burned it as EPROM and installed it as replacement,
though at that time, I no longer entered many programs by hand. If I
did, I used TURBO-BASIC, which never hung for me.

So long,
Thomas

2110. Re: Question re: Program load

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-04 20:43:31 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <07D1k.4122$co7.3446@nlpi066.nbdc.sbc.com>
Source record: 3399

"Thomas Richter" <> wrote in message news:
> Russg wrote:
> >> That C is just a patch of B is known. It fixes specifically the
> >> memory-move routine, required when shifting memory for variables
around,
> >> which then could hang. Thus, I wonder what hangs in C. I had B for
> >> years, and it was an annoyance.
>
> I had a first generation 800XL, which, obviously, came with B, and
> that's where I got my basic experience, you're right. It would be still
> interesting to see where C hangs - I know it's hard to reproduce, the
> MEMLO must be exactly identical.
>
> Back then, I only had a tape recorder, and LISTing and re-ENTERing did
> take very long. It wasn't really an acceptable solution.
>
> C came later. I burned it as EPROM and installed it as replacement,
> though at that time, I no longer entered many programs by hand. If I
> did, I used TURBO-BASIC, which never hung for me.
>
> So long,
> Thomas
I, too, had a first generation 800XL. It has copper
switches in the keyboard, no mylar sheet.
This was 1984, if I recall, and I don't know when
C came out, probably about the time of the 130XE.
I tried three Coleco Adams before my son told me
to get an Atari. The Adams included a printer.
All three Adams smoked the printer (I mean literal
smoke coming out of the printer.) so I took them
back. The third or fourth time back I switched to
an Atari. It was $300 for the 800XL, $300 for
a 1027 'letter quality' printer, $80 for an Atariwriter
cart. My first disk drive came a month later, also
about $325 for a Rana 1000. I paid $49 for
SmartDOS to get a double dens. DOS. My
first game was from ANALOG, Crash Dive,
I couldn't understand all the hex DATA statements
in the type-in. My first disk game was 'Hellcat
Ace' by the same guy who still does PC games,
I forget his name.
Soon I was doing a BBS with a Rana and two
Indus GT. BBS at 300 baud.

2111. Re: Question re: Program load

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-04 20:48:24 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <AbD1k.4123$co7.3924@nlpi066.nbdc.sbc.com>
Source record: 3400

"Thomas Richter" <> wrote in message news:
> Russg wrote:
> >> That C is just a patch of B is known. It fixes specifically the
> >> memory-move routine, required when shifting memory for variables
around,
> >> which then could hang. Thus, I wonder what hangs in C. I had B for
> >> years, and it was an annoyance.
>
> I had a first generation 800XL, which, obviously, came with B, and
> that's where I got my basic experience, you're right. It would be still
> interesting to see where C hangs - I know it's hard to reproduce, the
> MEMLO must be exactly identical.
>
> Back then, I only had a tape recorder, and LISTing and re-ENTERing did
> take very long. It wasn't really an acceptable solution.
>
> C came later. I burned it as EPROM and installed it as replacement,
> though at that time, I no longer entered many programs by hand. If I
> did, I used TURBO-BASIC, which never hung for me.
>
> So long,
> Thomas
Mine too, was a first gen. Atari 800XL. About
January 1984. It has copper switches in the keyboard,
no mylar sheet. I did a lot of BASIC stuff. Type-ins
from ANALOG. I believe that the really bad
reputation for Atari BASIC came with the version C.
Almost nobody did anything with C maybe. Everyone
wanted to do TurboBasic, ACTION!, Mac65.
OSS BASIC XE or XL. The real programmers
used a number of macro assemblers.
I've never heard from someone who used C
extensively.

2112. Re: Question re: Program load

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-04 21:21:29 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <TFD1k.7568$Ri.894@flpi146.ffdc.sbc.com>
Source record: 3201

I did a double post. I thought I lost the first post.
Sid Meier did 'Hellcat Ace', still does a lot of
Microprose/Atari of today stuff.

2113. ATARI 1200 XL NEEDED!

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-05 00:17:33 UTC
From: ramswell <shifty_butch@hotmail.com>
Message-ID: <8889909d-da62-466e-81a3-34648f19494e@w34g2000prm.googlegroups.com>
Source record: 3202

Anyone out there have an Atari 1200 XL that they either want to
"trash," "donate," or sell for "LESS THAN $20.00?"

I'm seeking one for product development and future R&D for
interfacing for my 8-Bit Designs line of products and services.

Any and all help is greatly appreciated.

Thanks,

Charles>8-Bit Designs

http://www.8bitdesigns.ath.cx

2114. getting error when loading a CAS image with Atari800win plus

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-05 02:04:41 UTC
From: Dan Shyan <danshyan@shaw.ca>
Message-ID: <ZQH1k.7171$C12.6360@pd7urf3no>
Source record: 3203

Ok..someone told me to load my cas file by typing CLOAD and then hitting enter twice, and then at the next ready prompt, type run.....sure enough, my cas file starts to load, but then I suddenly get an ERROR 146 at line 1999 error ....

Any ideas why???

At the next ready prompt, if I try the Cload run sequence again, the system will tell me that the file is still loading, but it hangs up about 3/4 of the way.

Any ideas helpful

2115. Re: getting error when loading a CAS image with Atari800win plus

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-05 02:32:44 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <pel1k.809$L_.293@flpi150.ffdc.sbc.com>
Source record: 3204

"Dan Shyan" <> wrote in message news:
> Ok..someone told me to load my cas file by typing CLOAD and then hitting
> enter twice, and then at the next ready prompt, type run.....sure enough,
my
> cas file starts to load, but then I suddenly get an ERROR 146 at line 1999
> error ....
>
> Any ideas why???
>
> At the next ready prompt, if I try the Cload run sequence again, the
system
> will tell me that the file is still loading, but it hangs up about 3/4 of
> the way.
>
> Any ideas helpful
>
It could be the CAS file isn't a BASIC file, but
a binary load file.
If using Atari800winplus, do something like this,
or search HELP.
Usage

The emulator can only read, not write, the cassette images. Moreover, it
requires the SIO patch enabled to emulate the cassette player.

To insert a cassette image, use File/Attach tape (Alt+T) or Cassette Control
dialog box. You can rewind tape by moving the slider, but usually a cassette
image contains only one Atari file (real cassettes often contained many).

To boot the tape, hold Atari Start key (F4), while performing cold start
(Shift+F5). Then press Space key. Or just use File/Autoboot image (Alt+B).

Note

The emulated cassette transmission is very fast, but before it starts, the
Atari OS has ca. 9 second delay. You have to wait that time, or you can use
Full speed (F7) if you like.

2116. Re: ATARI 1200 XL NEEDED!

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-05 02:41:22 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <wml1k.811$L_.143@flpi150.ffdc.sbc.com>
Source record: 3205

Forgive the top post, Shifty.
You can get a reconditioned, like new, 1200XL
from www.myatari.com for $125 plus S&H and tax.
Finding one for under $20 will be hard. It will
cost that much to ship it to you.
Then there's keeping an eye out on ebaY.

Following is from B&C computervisions. URL above.
****
Reconditioned include power pack, TV cable
TV switch box, manual & Basic.
HDA009 COMPUTER 400 16K recon 79.95
HDA034 COMPUTER 400 48K recon 99.95
HDA013 COMPUTER 600XL 16K recon 49.95
HDA012 COMPUTER 600XL 64K recon 59.95
HDA032 COMPUTER 1200XL 64K recon 125.00
HDA015 COMPUTER 800 48K W/BASIC recon 100.00
HDA017R COMPUTER 800XL 64K recon 95.00
HDA001 COMPUTER XEGM 64K LESS ACC. 49.95
No: box, joystick, light gun or software. Like new.
****

"ramswell" <shifty_butch@hotmail.com> wrote in

> "trash," "donate," or sell for "LESS THAN $20.00?"
>
> I'm seeking one for product development and future R&D for
> interfacing for my 8-Bit Designs line of products and services.

snip

2117. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-05 05:09:51 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1212642550@rtfm.mit.edu>
Source record: 3206
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 14 days
Last-modified: May 22, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 14 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS
http://www.atarimania.com/ "The World's Finest Atari Database"

http://atari.fandal.cz/ Games, Demos

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2118. BUY 3 ATARI 8 BIT GAMES, GET 1 FREE!

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-05 08:08:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0806050105220.4526-100000@onyx.spiritone.com>
Source record: 3207
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Buy any 3 titles of my new in the box games for the Classic Atari 8 Bit Computers, and receive a brand new in the box game. You can qualify for more than 1 free offer by doubling, or tripling, etc. your order.All you have to do is pick a minimum of 4 new in the box games, for each 4 games I'll give you 1 from your list for free! Cut-&-Paste your order from list of NEW games below and E-Mail your list with your Mailing Address so I can expedite your order or call 24/7 @(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!

NEW CLASSIC ATARI 8 BIT GAMES BELOW! NEW CLASSIC ATARI 8 BIT GAMES BELOW!

Ace of Aces; Action Biker; Aliants-The Desperate Battle for Earth!; Archon-The Light And The Dark; Asteroids; Astro Chase; Atlantis; Aztec Challenge; Ballblazer; Barnyard Blaster; Basketball; Beyond Castle Wolfenstein; Bill Budge. Pinball Construction Set; Bismarck*The North Sea Chase; BUG attack; Buzzword; Casino Parlor Games; Castle Wolfenstein; Centipede; Chicken; Claim Jumper; Conflict in Vietnam; Crime Buster; Crossbow; Crusade in Europe; David's Midnight Magic; Decision in the Desert; Demon Attack; DesertFalcon; Dig Dug; Donkey Kong; F-15 Strike Eagle; Fight Night; Final Legacy; Five Card Draw Poker-Arcade Pak #2; Football; Frogger; Gateway to Apshai; GATO; GhostBusters; Gorf; HardBall!; Hard Hat Mack; QuestProbe Featuring THE HULK; Journey to the Planets; Joust; Jumpman Junior; Kennedy Approach; K-RAZY SHOOT-OUT; Legionnaire; Lode Runner; Lords of Conquest; Magneto Bugs; Mah Jong; Millipede; Missile Command; Moon Patrol; Napoleon in Russia-Borodino 1812; Necromancer; Ninja; The Official Moon Shuttle; One-on-One; Pacific Coast Hwy; Pac-Man; Paris in Danger; PitStop; Planet Miners; PokerSAM; Pole Position; Preppie!; QIX; Racing Destruction Set; Rescue on Fractalus; Richard Petty's Talladega; Sargon III; Silent Service; SLIME; Soccer; Solar Star; Space Games; Space Invaders; Spite & Malice; Sports Illustrated Boxing/ Computer Title Bout; Sports Illustrated Computer Football Strategy; Star Raiders; Star Raiders II; Star Wars-Return of the Jedi-Death Star Battle; Strategy Simulations; Summer Games; Super Breakout; Superman The Game; TAC-Tactical Armor Command; Tennis; ThunderFox; Top Gunner Collection; Touchdown Football; Video Vegas; Warship; Winter Challenge; Wizard of Wor

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2119. Re: Question re: Program load

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-05 23:00:43 UTC
From: bill@newbreedsoftware.com
Message-ID: <4848701b$0$17238$742ec2ed@news.sonic.net>
Source record: 3208

Russg <russgilb@mungesbcglobal.net> wrote:
> I also wrote a program to salvage
> B SAVEs that no longer LOAD and RUN, similar
> to Jindroush's CHKBAS.

Woah, where!? I wrote a Pac-Man style game that I was
really proud of as a kid, and it stopped loading all of
a sudden. A decade or so later, I learned about this Rev. B BASIC bug,
which is likely what caused it. (I remember my Pac-Man game because
I was obviously very traumatized by the whole thing :^))

I probably (hopefully!) still have that floppy somewhere...

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

2120. Re: Question re: Program load

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-06 02:54:33 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <RE12k.4431$co7.2353@nlpi066.nbdc.sbc.com>
Source record: 3212

"William Kendrick" <> wrote in message news:
> Russg <> wrote:
> > I also wrote a program to salvage
> > B SAVEs that no longer LOAD and RUN, similar
> > to Jindroush's CHKBAS.
>
> Woah, where!? I wrote a Pac-Man style game that I was
> really proud of as a kid, and it stopped loading all of
> a sudden. A decade or so later, I learned about this Rev. B BASIC bug,
> which is likely what caused it. (I remember my Pac-Man game because
> I was obviously very traumatized by the whole thing :^))
>
> I probably (hopefully!) still have that floppy somewhere...
>
> --
> -bill!
> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/
I sent you a copy at the e-mail here, if you pick up
those e-mails. If not, lemme know another e-mail.
I worked with it some this evening in Atari800winplus
3.1. I got a bunch of crashes and failed ENTERs.
You definitely have to edit out the garbage at the
end of the LISTed file that SALVAGEX.BAS
makes, or the ENTER won't work.
If mine doesn't work, then there's Jindroushes CHKBAS
that I haven't use for a while. Seems like CHKBAS
you have to do an ASCII to ATASCII transation.
CHKBAS is a PC utility to do the same thing
my SALVAGEX.BAS does on the Atari, of
course much, much faster.
I did finally do a successful test.

2121. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-06 05:05:56 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/vendev_1212728740@rtfm.mit.edu>
Source record: 3209
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: May 30, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

This document is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

The latest version of this document is posted to the following Usenet
newsgroups every 60 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

You may also request my latest working version at: michael@mcurrent.name

**********************************************************************
* For other 8-bit Atari related FAQs please see the "Welcome FAQ": *
* ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome *
* http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html *
**********************************************************************

UPDATES SINCE PREVIOUS POSTING:
2008.05.30 BAKTRA Software updated (thanks Michael Kalous)
2008.05.25 Christian Groessler: Atari800DC 0.77
2008.05.25 Thomas Richter: atari++ 1.54
2008.04.26 Zdenek Burian: FLOP #51 published
2008.04.26 Piotr Fusik: ASAP 1.2.0
2008.04.23 Ullrich von Bassewitz: cc65 2.12.0
2008.04.16 Fandal: Outlaw, Swapz

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Subject: Introduction
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Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web page address.

Unless explicitly requested by the vendor, no entries will include an email address due to the overwhelming amount of spam that would result.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they

are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Mr. Corey Koltz) 4/06
302 W Dewey St
Cassville WI 53806-9733
USA
Phone: 608-725-2137
http://www.8bitclassics.com/
Vendor: new and used hardware and commercial software

A-ONE Online Magazine 2/07
See: Dana P. Jacobson

ABBUC HAR -- Hannoverschen ABBUC Regionalgruppe 2/07
Hanover
Germany
http://www.bertelmann.org/har/
Vendor: XF351 Upgrade-Kit includes Floppy + Cable + EPROM + Bootdisc,
Used Atari 800 XL PAL, Speedy1050 TDS. Not all items online available--
Ask for more information. Additionally vendor of:
- all items from Frank Heuser Shop
- all items from Wolfram Fischer
Special lower prices for ABBUC members available.

ABBUC Regionalgruppe Frankfurt / Main (RAF) 5/07
Dillenburgerstrabe 61

60439 Frankfurt / Main
Germany
http://www.abbuc-raf.de/
Vendor: MultiJoy8 cable and adapter
Developer: SIO2PC, Network Interface, 2 computer interface (automatic
2 computer switch for use the same peripherie), Schaltnetzteil
(Power supply), 8 channel digital voltmeter, SIO2USB

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated
temperature monitoring station using simple thermisters and the provided
software. Also available: source code listing, temperature data aggregation
utility

Alhart Enterprises Presents (AEP) 8/06
c/o Paul V. Alhart
524 N Z St
Lompoc CA 93436-5019
USA
tel: (805) 736-4624
"encoded" email: OOOp.alhartOOO@OOOverizonOOO.OOOnetOOO
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12
Repair shop: Atari disk drives

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module,
TV/Computer Switch

Art Transfair Berlin (Andre Motzkus) 2/07
Brunsbuetteler Damm 223d
13581 Berlin
Germany
http://www.art-transfair.de/
Vendor: Computer, expansion, Floppy, memory-upgrades up to 16 mb,
Audio A/D changer, additional many other Atari items (16/32/64bit).
Special lower prices for ABBUC members.

Atari800 Development Team 6/06
See also: Mark Grebe
See also: Christian Groessler
See also: Piotr Fusik
See also: Kostas Nakos
See also: Vasyl Tsvirkunov
See also: Ludovic Jacomme
Petr Stehlik (maintainer), Troy Ayers (Playstation 2), Michael Borisov (POKEY
sound), Piotr Fusik (core developer), Mark Grebe (Mac OSX), Christian
Groessler (Sega Dreamcast), Perry McFarlane (cycle-exact ANTIC and GTIA),
Kostas Nakos (Windows CE), Krzysztof Nikiel (Win32), Jacek Poplawski (SDL),
Vasyl Tsvirkunov (Windows CE), James Wilkinson (DOS, BeOS, Win32),
Ludovic Jacomme (PSP)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 2.0.2 - an Atari 400, 800, 600XL, 800XL, 130XE
and 5200 emulator for Unix, Linux, Win32, Amiga, MS-DOS, Atari TT/Falcon,
BeOS, WinCE, Mac OSX, Playstation 2 and other systems

Atari8Warez (Ray) 10/07
Toronto, Ontario
Canada
http://atari8warez.for-the.biz/
Developer: SIO2PC serial interface cable,
10502PC / ProSystem Serial Interface cable

AtariAge (Albert Yarusso, Alex Bilstein) 4/06
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware (includes homebrew project supplies by Pixels Past)
Developer: Beef Drop cartridge (by Ken Siders)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax
Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and
Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World
by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed
Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX)
titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management
Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort,

Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill, Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match, Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics Package, Solitaire, Source Code For Eastern Front (1941), Letterman, Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc, Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage, Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt, Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show, Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing, BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!, Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy, Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler, Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atarimax (Steven J. Tucker) 5/07
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v3.0.2 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS 32-in-1 for XL/XE, APE Warp+ OS 32-in-1 for 1200XL, Imagic 1.06 95/NT - Atari Disk Image Conversion System (ATR/XFD/DCM/SCP), Imagic 1.06 DOS, Atari Terminal Simulator ATS 2.0 (SR2) - ATASCII Telnet/Serial Terminal & Break Movie Player 95/NT, Break Movie Screensaver 95/NT, MaxFlash Flash MultiCart (1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface (RS232 and USB

editions), Atarimax/ABBUC USB Cartridge, MyIDE+Flash IDE Interface Cartridge

Atari Online News, Etc. 2/07
See: Dana P. Jacobson

The Atari Shop (Sandra) 1/07
The Netherlands
http://www.atari-shop.nl/
Vendor: new/used hardware, new/used commercial software

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atlantis Games Group 8/07
(Sal "Kjmann" Esquivel, TJ "Damage X" Edmister, Gary "Rybags" Ryan,
Zdenek "Psuedografx" Eisenhammer, Peter "peteofborg" Meyer
USA
http://www.atlantisgamesgroup.com/
Developer: OutRun Project, Battle Squadron Project

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 6/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 2.2 (Interactive 6502 Disassembler for Win32,
designed to specifically support Atari binary files)

Matthew Bacon 2/07
UK
http://www.myatari.net/
Publisher: MyAtari online magazine (back issues online)

BAKTRA Software (Michael Kalous) 5/08
Czech republic
http://www.baktra.wz.cz/
Developer: TURGEN SYSTEM (converts data to various turbo formats, produces sound or cassette images), Caverns of the lost miner (Game for atari written in C, open source), mmSAP 2 (SAP player for GNU/Linux), DTX Manager (Editor of Atari DOS 2 executables), libataricas (library for atari cassette image manipulation with turbo support)

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced) SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz 4/08
Germany
http://www.cc65.org/
Developer: cc65 2.12.0 - a complete cross development package for 65(C)02 systems, including a macro assembler, a C compiler, linker, librarian and several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 4/07
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out),
IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10, MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0, CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"), ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465

Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 6/07
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: (408) 278-1070 (M-F 1:30pm to 5:00pm PST)
FAX: (408) 278-1092
E-FAX: (815) 364-3703
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch keyboard upgrade for XE computers, Best Light Gun, Best Gold CX40 Joystick PCB, Atari CX40 Joystick Rebuild Kit with Atari Upgraded CX40 Handle and Best Gold CX40 PCB, Atari CX40 Joysticks upgraded with the Best Gold CX40 PCB, Atari Jaguar Power Pad to Other Atari Systems Adapter Cable, Sega Genesis Controllers To Atari Systems Adapter Cable

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 8/06
USA
http://www.bigfivesoftware.com/
Developer: Bounty Bob Emulator for Windows NT, 2000, 98, and ME

BITS (SoLo2) 3/08
http://bits.atari.org/
Developer: Intro #1501 (v20080312), Intro #1502 (v20080314)

Blackened Technologies 10/07
Ken Jones (MetalGuy66), Sergio Larrondo (WareRat), Stephen J. Carden
http://www.blackenedtech.com/
Developer: The "NEW" MIO

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenek Burian 4/08
Marie Majerove 33
Prostejov 6

798 11
Czech Republic
Tel. 582 360 714
http://flop.atari.org/
Publisher: FLOP disk magazine, annual (FLOP 51 published April 2008)

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 8/06
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

Mario Caillahuz ("Allas") 11/07
Lima
Peru
http://atari.limitevisual.com/
Developer: Plague Attack, Voyage to Home, Accion, MULE Wars

James Catalano / Classic 8-Bit Atari / Artacyis Software 1/07
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens: Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/

Publisher: authorized digitized editions of: Antic (1982-1990), STart (1986-1991), Creative Computing (1974-1985), Creative Computing Video & Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/07
1350 Buffalo Rd Ste 2
Rochester NY 14624-1829
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems (include a hard disk, Black Box, power supply, controller, cables, and software), SIO cables, hard disk controllers: Adaptec 4000 SCSI, Adaptec 4070 (RLL) SCSI, Xebec S1410a SASI
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer Cable, Black Box Modem Cable, Floppy board, Super-E Burner, Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus, Quintopus with Switchable Ports, Super Archiver, Super Archiver II, Super Archiver --> SA II Upgrade, XF Single Drive Upgrade, XF Single Drive Upgrade (without Drive Mech), XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech), XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup, Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2, MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Cosine Systems (Exin [Sebastian], Intensity [Arman], Odie [Sean], 1/06
Sack [Adam], Magic Roundabout [Jason])
United Kingdom
http://www.cosine.org.uk/
Developer: demos: C.G.M. UKScene Radio Intro, 1K Party. game: Reaxion

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4 (written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor and more)

CSW-Verlag 2/07
Weidenstrabe 13/1
71364 Winnenden
Germany
tel/FAX: +49 (0) 71 95/6 11 20
http://www.retro-magazin.de/
Publisher: RETRO magazine. Themes: Retro-computing for all systems.
Atari part: approx. 10%. (Not only 8bit) 9.90 euro per magazine, 4
magazines per year for 35 euro.

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine
(1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques (Dan Dotson and Marilyn Saul) 9/06
PO Box 40751
Tucson AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

DGS 11/03
See: Dean Garraghty

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?,
What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS,
D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2,
Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5,
Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system:
Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Digital Force (Mario Trams) 1/07
Germany
http://www.digital-force.net/
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler (Flo) 4/07
Germany
http://www.akk.org/~flo/
Developer: Ice-Hockey (for MultiJoy interface, March/April 2002),
Sheep-Race (for MultiJoy interface, Aug 2002),

CardGrabber (for MultiJoy interface, May-Aug 2002),
Peripheral Test (May-July 2004)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

DLT Ltd. 2/08
See also: trub
http://trub.atari8.info/index.php?ref=sdx_upgrade
Developer: SpartaDOS X 4.41

Draco (Konrad M. Kokoszkiewicz, KMK) 1/08
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: 65C816 XL OS: 65C816 XL OS v. 2.22 (28.II.2007.),
FastRAM Test, QE for Warp/F7, SD-Load, D2D v.0.5, grep, LPOKE/LPEEK.
MultiBASIC: MultiBASIC v.0.33, MultiBASIC Manual.
"KMK/JZ IDE" ATA Interface: IDE BIOS 1.11, User's manual, Utility disk.
SpartaDOS: Eddy v.1.02, HDSC 1.5, CP v.1.3b, SpartaDOS TAR v.1.4a,
SD-Load, DiskRX 1.9a.
Utility programs for (any) Atari 8-bit: DEMON, EYE, RW-Test, SysInfo 2.11.
Patches for: Moon Patrol, Music Protracker v.2.4, Perestroyka Demo,
Prof!'s XDIR.

Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 1/07
PO Box 3365
Spring Hill FL 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware, used commercial software

Emulators (Derek Mihocka) 8/06
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit & Atari ST & Apple
Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 -
8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 -
8-bit Atari emulator for MS-DOS

Epi/Tristesse^O.S. (Adrian Matoga) 3/07
See also: Tristesse
See also: O.S.
Adrian Matoga

ul. Jezdziecka 11
30-698 Krakow
Poland
http://epi.atari8.info/
Developer: NeoTracker Winamp plugin v0.1, TIP Tools v0.3.1 (includes:
TipView 1.0, BMP2TIP 0.21), sapemu v0.1 -
http://asma.atari.org/bin/sapemu.zip , HardCore Assembler v1.0

Raphael Espino 8/07
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility), Atari 8-bit
JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface",
JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg",
JpegShow 0.1 (07Aug01) "A slideshow version",
CpegView 0.5 (18Aug07) "The colour JPEG viewer for Atari 8-bit computers"

Subject: F

Fandal 4/08
Czech Republic
http://atari.fandal.cz/stuff.php
Developer: Sturbon Intro, FreeCellXE, TriPeaksXE, HexxagonXE, Astro Road,
Cubico, The Storm, A Tribute to Quorthon, Bombex, The Steam Train,
Astro4 Road, Mysterion Preview, Mind Blast, Outlaw, Swapz

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for
68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,
Atari 400/800/XL/XE emulation for the PowerMac),

Wolfram Fischer (Mega-Hz) 11/07
See also: ABBUC HAR
Dorfstrasse 1a
28870 Ottersberg
Germany
"encoded" email: OOOmega-hzOOO@OOOt-onlineOOO.OOOdeOOO
http://mega-hz.no-ip.com/Angebote/angebote.html
Vendor: SIO2IDE 3.3, SIO2SD rev.1, SIO2SD rev.2, SIO2PC interface
Developer: Speedy 1050 TDS with track-led, 256KB memory expansion for
800XL.
Special lower prices for ABBUC members.

FLOP disk magazine 5/05
See: Zdenek Burian

Foundation Two 1/07
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks, N!ne)
Germany
http://www.foundationtwo.de/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut, Bremspunkt (Brems.)

Ron Fries 4/07
http://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98), Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" / "0xF" 4/08
See also: Atari800 Development Team
See also: Infinity
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Taquart
See also: Yoomp!
Poland
http://xasm.atari.org/ or http://atariarea.krap.pl/x-asm/
http://asap.sourceforge.net/
Developer: Atari utilities: Professional Copy 2.1, FlashPack 2.1, PowerGraph 1.0, GR8 Logoser 1.1; PC utilities: ASAP (Another Slight Atari Player) 1.2.0, xasm 3.0.1, SAP Maker 5.0, unsap

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Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes International English versions of Power Per Post (PPP) software from Germany; Commercial Software Collection CD-ROM includes: Quick (programming language) V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM) V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer (DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper, Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues 1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain Software Collection CD-ROM includes 191 mostly double-sided disks plus some

bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

Bostjan Gorisek (Gury, Firemover) 6/07
Poland
http://gury.atari8.info/
Developer: Sprite Engine 1.0.3

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force,
Zero War, Menace, Pacland, Moonbase

Mark Grebe 11/07
See also: Atari800 Development Team
USA
http://www.atarimac.com/
Developer: Atari800MacX 3.8.1 (version of Atari800 emulator for Mac OS X),
Sio2OSX 2.0 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 5/08
See Also: Atari800 Development Team
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
http://contiki.cvs.sourceforge.net/contiki/contiki-atari/
Developer: Atari800DC 0.77 (Atari800 emulator for SEGA Dreamcast),
Contiki 1.0 for Atari (a working release of the Contiki web browser for the
Atari 8bit systems)

Subject: H

Lee Hanken 1/07
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atascii/
Developer: ATASCIIView Version 1.3 (ATASCII file viewer for MS-Windows).
web-based Atari 8-bit ATASCII file viewer:
http://www.leehanken.pwp.blueyonder.co.uk/atari/

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research 9/05
40 Wiley Ln

Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,
VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,
CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase,
Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye,
Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

Frank Heuser 2/07
Kappelstrasse 10
67269 Gruenstadt
Germany
http://www.asselheim.de/
Vendor: new hardware expansion items, including: SIO2PC (internal/
external), 1050PC, Midi, Voicebox (Atari Magazin), Function keys,
16-OS-switch, AKI, RAM Expansion, Audio/Video cable and adapter, Videobox.
Special lower prices for ABBUC members.

HiassofT 11/07
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux
kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC
or APE; atarixfer - a small tool to read/write ATR images to an Atari disk
drive connected by a 1050-2-PC or ProSystem cable), AtariDsk V1.2 (read,
write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write
double density ATR-images to Atari floppy disks on your PC; also create
ATR-images of double density floppy disks), MyPicoDos 4.04 (small
"gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS
subdirectories and large disks), MyIDE Tool V0.30 (direct access to
harddrives in MyIDE format on your Linux/Windows PC)

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 2/07
USA
http://cth.dtdns.net/
Developer: The Armorizer (file corruption detector), ATOS (graphical
desktop environment), BrainFork (programming language), Check CRC32, Disk
Fragmentation Utility, The Long Integer Library (CC65 and Action! versions),
M.T.O.S. (Multi-Tasking Operating System), Micro BASIC, Mouse (programming
language), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive
Delete Utility, Shell (for SpartaDOS), Snapshot, The Sound Utility, Term80,
UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your
old computer or dumb terminal to access the internet), CTH Emulator (based
on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet),

Chris Hutt (Sheddy) 8/07
UK
http://www.sheddyshack.co.uk/
Developer: Space Harrier Conversion Project

Subject: I

IEC "Innovative Electronics & Computing" 4/07
6185 E 56th Ave
Commerce City CO 80022-3959
USA
Phone: +1-303-288-5000
(USA) 800-765-4432 Mon-Fri, 8:00AM-6:00PM MT
Fax: +1-303-288-5099
http://www.iec-usa.com/
Developer: Atari connectors: Atari 13 Position Buss Connector for Atari
400 and Atari 800 Computers. Atari cables:
(http://www.connectworld.net/cgi-bin/iec/05MCOlderAtari.html)
Atari Color Monitor Cable 5', Atari Monochrome Monitor Cable 5',
Atari Color Monitor Cable With 2 RCA Plugs 5',

Atari Monitor Cable With 2 RCA Plugs 5', Atari Lefty Joystick Adapter,
Atari IF850 and IF860 Parallel Cable 6', Atari IF850 and IF860 Modem Cable 6',
Atari IF850 and IF860 to Serial Printer Cable 6',
Atari 400 and 800 Bus (SIO) Cable 6'

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari
MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class
(combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000),
Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik,
Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Integrated Logic Systems (ILS - Stephen J. Carden) 4/07
3321 Jonathan Cir
Augusta GA 30906-3829
USA
http://www.tcpipexpress.com/
Developer: Multiplexer (MUX) board Version 1.1 July 21, 2006,
TurBoss O/S (Atari XL/XE O/S Replacement Module), TCPIP Express,
Real.DOS Ver 1.0a Build 0024 2-Oct-06

Subject: J

Jeff Jackson 8/06
USA
http://www.jeff-jackson.com
Developer: JLS BASIC - Jackson Languange System BASIC compiler

Dana P. Jacobson 2/07
USA
http://www.atarinews.org/ or http://people.delphiforums.com/dpj/a-one.htm
Publisher: Atari Online News, Etc. -- A-ONE Online Magazine. weekly

Ludovic Jacomme (Zx-81) 3/07
France
http://zx81.zx81.free.fr/
Developer: PSPAtari v1.0.7: Atari 800/130/5200 Emulator for PSP
(port of Atari800 emulator for PlayStation Portable)

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Shawn Jefferson 11/07
Victoria, BC
Canada
http://www.jeffersonsauctioneering.com/atari/
Developer: MyIDE Config 4.0, MyIDE Image Manager 4.1, MyIDE Image Batcher 1.0

Subject: K

Nick Kennedy 5/07
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://pages.suddenlink.net/wa5bdu/
Developer: SIO2PC 4.21 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari Drive to PC Interface): software, hardware plans, cables, parts (not for Windows-XP), HAM Terminal for Atari, The WA5BDU Computer Keyer 1.5 (morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 7/07
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Krishna Software (Krishnasoft) 1/07
173 Prestwick Way
Edison NJ 08820-4680
USA
http://www.krishnasoft.com/sps.htm
Developer: Multi-platform Distributive Operating System (MPDOS) Standard (version 1.00. simulate joystick, mouse, keyboard with a PC), MPDOS Professional for Atari (version 1.00. simulate Atari disk drive and cassette program recorder), Sound Processing Software (SPS) 1.00 (software for Windows suitable for creating sounds for the Atari)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://hysteria.sk/~mikro/
Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Jakub Kruszona-Zawadzki 11/07
See also: Wolfram Fischer

Poland
http://sio2sd.gucio.pl/
Developer: SIO2SD project

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9,
Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to
connect an 8-bit Atari computer (or any device with a serial port) directly
to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

LaResistance (born, NoiD, powrooz, pr0be, stryker) 3/07
Poland
http://laresistance.pigwa.net/
Developer: edict (intro), Silly Venture 2k4 Invitation, polymatrix (demo),
the shrine (demo)

Derek Ledbetter 8/05
540 Canal St Apt 9
San Rafael CA 94901-4145
USA
Home Phone (415) 256-1931
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator 1.0.7 developement release 3 for MacOS 8.6 and
later, and OS X

Marcin Lewandowski (Jaskier/Taquart) 8/05
See also: Taquart
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
http://atariarea.krap.pl/PLus/index_pl.htm
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM,

MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1, Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM (Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2, 3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick Assembler to PC X-Asm), Atari800Win PLus 4.0 (for Windows, based on Atari800)

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 9/06
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

MadTeam (Tebe, Pajero, Profi, Rage, Psychol, Rocky, KAMM) 3/08
Poland
http://madteam.atari8.info/
http://g2f.atari8.info/
http://mads.atari8.info/
Developer: demos: Happy Demo, MadTeam Intro, The Muppet Movie Show, IGOR, FAJER, SINTRO, Running Cow, LAJF, Journey, Vasco, X, Splash, TIT, ANI, SAMAR Graphics Collection, Kaszel #1, Syzygy #8, Dupland Slideshow. games: Droga Do Duplandu, Mental Age, Dyna Blaster, Getris, Nibbly. Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5, Mathaf****r Editor 3.1, Mathaf****r Reader 1.1, Turbo 2000F, Visage 2.7, XL-Paint 2.5MaX, 2.6MaX, Rip2Max, 2xMPT 8Channel Stereo Project 1.0, Atari Commander 1.81, Via Copy 4.4, SAMAR Hi-res Interlace with Map of Colours (SHIMC) Editor 1.0, LZW Pack 4.2, Squash 1.4, Total Commander ATR Plugin v1.5. PC utilities: Graph2Font 3.8.5.7 (convert graphics to Atari chars and design multicolor graphics for the Atari), MADS 1.8.0 (Mad-Assembler: 4-pass crossassembler designed for 6502 and 65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989), Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

Alex Martin 1/04
P.O. Box 65

00-952 Warszawa
Poland
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static memory expansion and replacement (backed-up with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interface. Under development: ANTIC buffering system, 14 MHz 65c816 CPU with 16 MB static memory

MatoSimi (Martin Simecek) 7/07
Slovakia
http://matosimi.atari.org/
Developer: CMC Musix 1 (demo), CMC MSX Extractor (utility), Plasma4 (intro), Atari FontMaker v1.1 (create ATARI font on PC), Laser Blaster (game), Monex v1.1 (game), Music From Zeus Intro, T2K decoder v.021 (convert programs from cassette tape to disk), Light Up! (game), Belljumper 1k (game)

MCM, an InOne company 5/06
650 Congress Park Dr
Centerville OH 45459-4000
USA
Phone: 1-800-543-4330
Fax: 1-800-765-6960
http://www.mcminone.com/
Developer: 9 Pin Jack For Atari, AC Adaptor Atari 3.5mm 9V DC 500mA

The MESS Team 1/07
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS)-- an emulator of a large number of systems, including the 8-bit Atari computers -- downloads available for Windows, *nix, Mac OS, and DOS

MicroUSB.org - Microprocessor USB Project 1/06
Atari project: Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann
Germany
http://microusb.org/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart (Hardware Cypress SL811, Hardware USBN9602), AtariXLJoypad (Logitech Rumblepad 2 USB Version 2.0), AtariXLJoystick (Competition Pro USB 1.0), AtariXLKeyboard 0.1 BETA, AtariXLMouse (Logitech USB Mouse), AtariXLWheel (Thrustmaster Nascar Pro Digital 2, Logitech Formula GP 1.0, Logitech Vibration Feedback Wheel), USB Device Driver Development Kit 1.2.0, USB Enduser Driver Disk USBTEST Version 0.6, USB HID Base Driver Version 2.0, USBDOS 0.1

Mirage Interactive 6/05
See also: Rewindgames (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html

Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 11/07
Gdansk
Poland
http://www.atariarea.krap.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 3.3a, 4.4, 4.4a (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 2/08
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://morethangames.a8maestro.com/
"encoded" email: mtgYYYY(insert year)"A T"a8maestro.com
Vendor: Many Atari and third party hardware and software items-old/new/used, Supersketch Graphics tablet, AGDA Gamelink based gaming network adapters.
Developer: Audio Video break out box and cables (comp, chroma, luminance, audio), 130XE 4 bit memory upgrade, SPIDER sio port expander, SPEEDIER:19.2K serial port, EASI/O cables to expand SIO, PEEKER:Sio port data monitor, 850 adapters, ATR8000 adapters, SIO Cable Tester. Many more in the works.
Publisher: Atari Game Systems V&D List

Motelsoft 11/07
Germany
http://www.motelsoft.de/
Developer: Caveman II - Caves of Osum (also developed: Der Hexenmeister, Labyrinth, Panzer, Smack-Jack

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

MyAtari 2/07
See: Matthew Bacon

Subject: N

Kostas Nakos 1/06
See also: Atari800 Development Team

Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/
Developer: Pocket Atari 2.0.1

New Breed Software 9/06
c/o Bill Kendrick
2210 Rock St Apt 33
Mountain View CA 94043-2644
USA
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector, MuxChat, SIFE - Super-IRG Font Editor

Nelson Nieves 8/06
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree, TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

Subject: O

Odsiecz Sobieskiego -- O.S. 3/07
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik
See also: Epi
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
Developer: xunzip v2.1 (18 September 2006 -- a ZIP, TAR, GZ and TGZ (TAR.GZ) archives depacker) http://www.atari8.info/stuff/xz21.zip

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit rom dumps

Outland Quest Software 6/06
USA
http://www.outlandquestsoftware.com/
Developer: Ally Attack, Black Sea Silver Fishing, Desert Crossfire, Dungeons of Oti, Empire, Golf Tees, Graphics 8 Painter, Hoss Racing, Korellian Conflict, Lite Show, Mad Libs, Motions Variable, Scattergories, Space Regent, Starbase Alpha, Standoff, Star Maze, Terror Fair, Three-D Force Tic-Tac-Toe, T.I.A.K. - Taking In Accurate Knowledge, Uncle Milton's Million Dollar Mystery Mansion

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Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

Eric Parent (Joyful Coder) 11/07
http://joyfulcoder.com/
Developer: Memo Pad for Windows Release 6 (November 12, 2007) -
read ATASCII files

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

Michal Pasiecznik / "Pasiu" 1/08
Poland
http://hardware.atari8.info/ and http://pasiu.krap.pl/
Developer: 576 kB - 1 MB RAM expansions (based on the Amiga 500 and Amiga
600 RAM expansion modules), 1 MB - 2 MB SIMM Expansion, ROM Changer,
AutoStereo, XF551 LED Track Display, intSDX (an internal SpartaDOS X
upgrade), ARC (Atari Real Clock - an alternative realtime clock), IDEa
Interface (100% compatible with the KMK/JZ IDE interface), Simple 65c816
Processor Adapter, Warp4 (4 MHz 65c816 accelerator card), Warp4 MegaMEMboard
(1 MB of linear RAM for Warp4), Project F7 (16 MHz 65c816 accelerator card).
Software: CD Audio Player 0.9 for KMK/JZ IDE and IDEa Interface.

Pecus and Pirx 6/07
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: OMC65 crossassembler - Our 5oft MaCro assember for 6502
ver. 1.3 (Win32 executable); Scorched Earth for Atari XL/XE build 114,
Chip 8 & SuperChip 8 emulator v1.1

Tomasz Piorek / electron 7/07
See also: Taquart
Poland
http://vbxe.atari8.info/
Developer: VBXE - Video Board XE - project is a programmable, FPGA based
graphics subsystem for Atari XE computers

Pixels Past (Joe Grand) 4/06
2907 Shelter Island Dr Ste 105-169
San Diego CA 92106-2797
USA
Telephone: 619-222-4100

Facsimile: 619-222-1797
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari),
Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/
paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

PP's (Ralf Patschke) 3/08
See also: STARSOFT Berlin
Germany
http://www.ppsberlin.de/
Developer: G2F pictures: bos2002, Brandenburger Tor Sylvester, htlogo,
htlogo2005, joggingsheep, Lotus2_001, Lotus2_003, Lotus_003-1, Lotus2_004,
Lotus2_006, Lotus2_006-1, Lotus2_007, Neujahr 2007, New Year,
rasenspriesssheep, Schneemann, STARSOFT Logo, Venus Express, weihnachtsbaum.
other: Boersenspiel Version vom 11.01.1992

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: R

Werner Raetz 9/06
Postfach 16 40
D-75006 Bretten
Germany
Telefon: 07252/4827 oder 07252/3058
Telefax: 07252/85565
"encoded" email: OOORaetz.SMOOO@OOOt-onlineOOO.OOOdeOOO
Publisher: WASEO-Publisher, WASEO-Designer, WASEO-Triology,
WASEO-Grafinoptikum, WASEO-Labouratorium, WASEO-Practoscope, WASEO
DISK-LINE disk magazine

Burkhard Rau (HCRBurk) 5/06
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

Ready Magazin (Sascha Leidel) 2/07
Germany
http://www.8-bits.de
Publisher: READY. Magazine. Atari part: 100%, only Atari.
2.60 euro per magazine. 6 magazines per year
Special lower prize for ABBUC members available.

READY Technologies (Thomas Smailus) 5/06
254 Nelson Dr Apt U
Baton Rouge LA 70808-5059
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital
hardware systems; design, development, and production of software systems;
software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn
Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering,
Consulting

RETRO magazine 2/07
See: CSW-Verlag

Rewindgames (Fred Meijer) 4/06
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.rewindgames.com/
Vendor: new and used hardware, new and used commercial software including
all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG
titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!,
Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation
Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds,
Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility
Disk

Thomas Richter 5/08
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ Emulator (800/XL/XE/5200 emulator for Unix/Linux/
Solaris/Irix) Stable Release 1.54, CVS Snapshot 1.54, atari++ 1.54 for win32

Markus Roemer / R.I.K. of Kaisersoft 10/06
An der Roehr 6a
55606 Hochstetten-Dhaun
Germany
Publisher: Top Magazin 2006

Pawel Rosowski 4/05
Poland
http://uce.pl/ikplus/
Developer: IK+ C64 to Atari 8-bit Conversion Project (game)
version 0103 (March 2005)

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/ or http://www.schappel.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy),
BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master,
Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings,
ROBOX, Snow Plow, Snow Plow Editor

Subject: S

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire,
Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons,
zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping,
TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II.
XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint,
MultiJoy 16/2 hardware interface

Darren Schebek 6/07
Canada
http://www.schebek.ca/ or http://www.user.dccnet.com/dschebek/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Serious Magazine 5/05
See: Dial Group

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 9/06
The Netherlands
http://members.home.nl/stack/Atari/atari-xlxe-download.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR), XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs 9/06
Kempenlandstraat 8
5211 VN Hertogenbosch
The Netherlands
http://home.planet.nl/~ernest/
http://members.home.nl/stack/Atari/atari-pooldisk.html
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.ksiders.tzo.com/
Developer: Emulators Utilities: ATR/DCM utilities (DOS), AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer, KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler, Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus. Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker, KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish, Circle of Richness

Sikor Soft (Pawel Sikorski) 1/05
See also: Rewindgames (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://sikorsoft.internetdsl.pl/
Developer: 5 x 5, 5 x 5 Editor, ABC, Centurion, Cyborg, Fire Stone, Ketchup, Liga Polska, Magic of Words, Max, Moscow 1993, Neuroid, Nexus, Orto Puzzle, Pilkarski Poker, Sexy Six, Sexy Six Data Disk #1, Sexy Six Data Disk #2, Sexy Six Data Disk #3, Teacher Killer, Tekblast

Mark l. Simonson 9/06
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany

Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 1/06
http://makeatr.atari8.info/
Developer: makeATR v0.06 (software for MS-Windows)

Len Spencer 8/06
USA
http://www.lspenc13.us/Lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely from scratch")

SquoQuo (Hopper, Bugger, Genetic Gemini, Scythoior, Yoda) 4/06
Germany?
http://squoquo.tk/
Developer: Let's Hop, Sh*t Alpin 2005, Ms.Bulimia

STARSOFT Berlin 3/08
See also: PP's
Germany
http://www.ppsberlin.de/
Developer: 1st START Berlin Demo, 2nd STARSOFT Berlin Demo, 3rd STARSOFT Berlin Demo. CCB-Club-Mag: 01/1992, 02/1992, 03/1992, 04/1991, 04/1992, 05/1991. ECS Info-Mag: 01/1991, 02/1991, 03/1991. Gamtro ABBUC-Magazin 73, GFX 0 Scrolls, Multiple GFX 12 Scrollers, New Years Disc 2007, New Years Disc 2008, STARSOFT Berlin TurboBasic Demo, STARSOFT Magazine: 01/1992, 02/1992, 02/1993, 03/1992. TIF2PIC beta, TOP-Magazin Intro

Radek Sterba (Raster/C.P.U.) 5/07
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer: MultiJoy8 (connect 8 joysticks to one Atari), MultiJoy16 (connect 16 joysticks to one Atari), ATADIM v2.05 Beta (Win9x- work with Atari disk images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor), LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8), Multris (Tetris-like game for MultiJoy4), Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4 (Quadro-Tron patched for MultiJoy). utilities: MPE (MIDI Pattern Editor) v2.3, HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4, SA_POKEY (Standalone dynamic DLL library for emulation of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of Atari 6502 processor), Raster Music Tracker (RMT) v1.25 - cross-plaftorm XL/XE

music maker for PC, RMT Player v1.06 (plays *.RMT (Raster Music Tracker) song files on Atari XE/XL computers), Creaxin1 "Create X in 1" (for use with S/XEGS RAMcart 128KB by C.P.U.) v1.03.
games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch), The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS - 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS) PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS, ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine interpreter, original by Steve Wozniak), Infoline for ACTION!

Super Products 4/04
c/o James Bradford
14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 1/07
Czech Republic
http://jirkasuv.duch.cz/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB, Binary load+ (for TURBO 2000 Operating system V4.1), Prochazka v C... ("A walk in C..." text game)

Subject: T

Taquart 1/06
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely' Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru' Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj

'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz,
Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski
See also: Tomasz Piorek
See also: Marcin Zukowski
Poland
http://numen.scene.pl/ and
http://www.s-direktnet.de/homepages/k_nadj/taquart.html
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995),
Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag,
1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro,
Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996),
Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997),
Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997),
Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan) 3/07
See also: Epi
Poland
http://atariki.krap.pl/index.php/Tristesse
Developer: SROLL-demo, TRS-Desktop 0.9d alpha:
http://www.atari8.info/trsdesktop.php (screenshots)
http://trub.atari8.info/sdx_files/TRS_desktop_v09d_alfa.zip (download),
NeoTracker v1.6 : http://epi.atari8.info/files/neotracker-1.6.zip ,

trub 2/08
See also: DLT Ltd.
Poland
http://trub.atari8.info/ or http://trub.sys.net.pl/
Developer: for SDX 4.x: TDPL 2.0 / TD 2.0 (enhanced TD.COM, Polish/
English), XEP.SYS 0.1F (XEP80 device driver), FSTRUCT, RUNEXT 0.5, QE 2.0
(Continuation of the famous Quick Edit - E: and CON: accelerator by KMK).
for SDX+65C816: RAMD816.SYS. for SDX+QMEG OS: OSSIO.SYS. for SDX+SIO2IDE:
S2I Commands 0.8. for SIO2IDE: S2I JukeBox 4.0a. for MS Windows: FIXATR.
for SDX+KMK/JZ IDE: CDPLAY 0.4a. more: ED 2.9, ABASIC, YOGI/YELLYSTONE PARK
Multidrive, XLDisk. SRAMCharger and Indus CP/M project for Atari Indus GT,
LDW Super 2000, and CA-2001 disk drives.

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator, several other programs. (Mainly working these days on HP Alpha (VMS), Sparc (Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 2/07
See also: Atari800 Development Team
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.), SH3/4 (Jornada, etc.)

Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: new hardware, new commercial software (cassette format)

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 4/07
http://retrobits.net/
Developer: Atari810 1.4d -- software for emulating an Atari 8-bit floppy drive or hard disk on your PC (Windows NT/2000/XP)

Video 61 & Atari Sales (Lance Ringquist) 4/06
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
"We service, sell and publish hardware and software"
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developers: Checkers, Hearts, Ultra Translator

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12), commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
USA
http://www.videogametrader.com/
Vendor: new and used commercial software

Vintage Computer Cables 8/07
Fort Lauderdale FL
USA
http://www.vintagecomputercables.com/
Developer: Atari Gold Video Cable, Atari Gold Video Cable (stereo with Y), Atari Gold S-Video Cable (stereo with Y)

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

WASEO 9/06
c/o Thorsten Helbing
Koenigsberger Str. 9
30916 Isernhagen
Germany
tel: +49 175 9982360
FAX: +49 121 258 409 3729
http://www.waseo.de/
Developer: audio CDs: The 20 best ATARI Hits, The 20 most inventive ATARI Songs, The Best of Music Non Stop, The Best of ATARI Game Music, The ATARI Super Soundmix. Titles published by Werner Ratz: WASEO-Publisher (DTP-Programm), WASEO-Designer (Erganzung zum DTP-Programm), WASEO-Triology (Nutzliche Programmsammlung), WASEO-Grafinoptikum (Grafikprogrammsammlung),

WASEO-Labouratorium (Arbeitserleichterungsprogramme), WASEO-Practoscope
(Sammlung praktischer Programme), Demo Disk, Basic Hits, DISK-LINE disk
magazine

B. Watson (Urchlay) 5/07
http://www.urchlay.com/cassio/
Developer: cassio 0.2.2 - A tool for working with Atari 8-bit computer
cassette image (.cas) files on Linux or other UNIX-like systems.

Mark Watson 1/08
http://www.scrameta.net/a800.html
Developer: Atari800 emulator ports: 0.8 for GP32, 1.2 for GP2X,
1.2 for Gizmondo

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/atarixlbox.php
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

----

Subject: Y

Yoomp! 11/07
Marcin "Eru" Zukowski, Lukasz "X-Ray" Sychowicz,
Bartek "BeWu" Wasiel, Piotr "0xF" Fusik
http://yoomp.atari.pl/
Developer: Yoomp!

Subject: Z

Marcin Zukowski (eru/tqa) 5/07
See also: Taquart
See also: Yoomp!
The Netherlands
http://lepix.sourceforge.net/
Developer: LePix v.0.2.0

==========
End of atari-8-bit/vendev

==========

2122. How to switch from full screen in atari800 version 4 back to windowed screen??

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-06 06:41:08 UTC
From: Dan Shyan <danshyan@shaw.ca>
Message-ID: <8_42k.7282$js6.1662@pd7urf1no>
Source record: 3210

When this atari800 emulator boots up...its originally in a windowed screen. I have yet to figure oout how to get it back into windowed mode once it has been running in full screen mode. Alternatively, how do you access the menu commands when atari800 is in full screen mode???

Thanks

2123. Special thanks to Michael Current

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-06 06:43:46 UTC
From: Dan Shyan <danshyan@shaw.ca>
Message-ID: <C052k.9735$C12.7181@pd7urf3no>
Source record: 3211

Recently, Michael took the time to help me greatly with respect to finding, and actually loading this game in the emulator. I have been dying to find my favorite game from 20 years ago! This game I have been trying to find for a while!! Thanks Kindly Michael. Your assistance was greatly appreciated.

2124. Re: How to switch from full screen in atari800 version 4 back to windowed screen??

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-06 17:03:34 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <a5e2k.38$cW3.0@nlpi064.nbdc.sbc.com>
Source record: 3213

"Dan Shyan" <> wrote in message news:
> When this atari800 emulator boots up...its originally in a windowed
screen.
> I have yet to figure oout how to get it back into windowed mode once it
has
> been running in full screen mode. Alternatively, how do you access the
menu
> commands when atari800 is in full screen mode???
>
> Thanks
>
<ALT> <ENTER>

2125. Re: AtariAge

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-07 03:56:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <484a345451beb0@comcast.net>
Source record: 3214

>Hi All
>
>Can everyone get to www.atariage.com just now? Just wanted to confirm
>that it's a problem with my DNS and not the site itself.
>
>Thanks
>paul
>

I got there with no problem.
--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

2126. Atari 7800 controllers with Atari 8-bits &/or Stelladapter?

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-08 00:57:08 UTC
From: bill@newbreedsoftware.com
Message-ID: <484b2e64$0$17203$742ec2ed@news.sonic.net>
Source record: 3215
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

My Stelladapter is put away (Atari boxed up since we're moving soon),
but I was recently given an Atari 7800, and wondered if its two-button
controllers work with Stelladapter, the Atari-controller-to-PC-USB conveter?
How about with the Atari 8-bit computer?

And if it does, with either, what does the right fire-button appear as?
(I've used Sega Genesis controllers with my Atari 8-bit, and the B button
appears as a standard Atari joystick firebutton, and the C button could be
read by checking one of the paddle values. Is the 7800 the same?)

Thanks!

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

2127. Atari Trakball on PCs?

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-08 01:03:42 UTC
From: bill@newbreedsoftware.com
Message-ID: <484b2fee$0$17201$742ec2ed@news.sonic.net>
Source record: 3216

So... I have a wonderful Atari trakball, and I have a Stelladapter.
It just occured to me, I could probably read the joystick input in a program
on my computer (under Linux, Windows, etc.) and do the same pointer
calculations done on the Atari for mice and trackballs.

Does anyone see a problem with this idea? :)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

2128. Trakball bowling

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-08 01:06:35 UTC
From: bill@newbreedsoftware.com
Message-ID: <484b309b$0$17201$742ec2ed@news.sonic.net>
Source record: 3217

Did anyone ever make any bowling games for the Atari 8-bit that utilizes
a trackball?

I saw an arcade cabinet at a Chuck E. Cheese's today that contained
three classic Atari arcade games (Centipede, Millipede and Missile Command),
as well as a modern Infogrames bowling game that LOOKED like it was from
the early 1980s (despite being (c) 2002), so apparently whatever hardware
was in the cabinet wasn't very sophisticated.

However, the bowling game was pretty fun, and I could see it being
implemented on the Atari computer (or, hell, even the 2600!).
Has it been done, and I just haven't seen it yet?

If not, maybe it's time for me to crack out the Action! cartridge and whip
something up. (I don't really grok bowling rules, nor do I care too much,
so I'd probably just release a 'bowling via trackball' engine, and let
someone else finish it up as a real game. ;))

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

2129. Atari history Q

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-08 14:22:58 UTC
From: "Matt J. McCullar" <mccullar@flash.net>
Message-ID: <ZUR2k.4637$uE5.2230@flpi144.ffdc.sbc.com>
Source record: 3218
Cross-posted to: comp.sys.atari.8bit,rec.games.video.arcade.collecting,rec.games.video.atari,rec.games.video.classic

While doing some research into the history of my home town of Arlington, Texas, I ran across a little nugget of Atari history.

In 1982, Atari had some sort of a business operating at 2109 E. Division. I never saw it or knew it had even been there until somewhat recently. Does anyone have any idea what Atari did there? Was it a distribution center, a computer store, a repair depot, a warehouse, or what? Today there is nothing to indicate that Atari had once been there.

Just wondering if anybody can provide any details.

Thanks!!!

Matt J. McCullar
Arlington, TX

2130. Re: Atari history Q

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-08 19:39:04 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <3a63dfd7-d707-4a97-911e-0c488af567b3@e53g2000hsa.googlegroups.com>
Source record: 3219
Cross-posted to: comp.sys.atari.8bit,rec.games.video.arcade.collecting,rec.games.video.atari,rec.games.video.classic

On Jun 8, 10:22 am, "Matt J. McCullar" <mccul...@flash.net> wrote:
> While doing some research into the history of my home town of Arlington,
> Texas, I ran across a little nugget of Atari history.
>
> In 1982, Atari had some sort of a business operating at 2109 E. Division. I
> never saw it or knew it had even been there until somewhat recently. Does
> anyone have any idea what Atari did there? Was it a distribution center, a
> computer store, a repair depot, a warehouse, or what? Today there is
> nothing to indicate that Atari had once been there.
>
> Just wondering if anybody can provide any details.
>
> Thanks!!!
>
> Matt J. McCullar
> Arlington, TX

That used to be the location of one of their 4 regional service
centers. It was listed in some of the VCS manuals, such as Demons to
Diamonds:

http://www.digitpress.com/library/manuals/atari2600/demons_diamonds.pdf
(last page)

2131. Re: Atari history Q

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-08 19:53:42 UTC
From: "Matt J. McCullar" <mccullar@flash.net>
Message-ID: <kLW2k.2017$L_.1596@flpi150.ffdc.sbc.com>
Source record: 3220
Cross-posted to: comp.sys.atari.8bit,rec.games.video.arcade.collecting,rec.games.video.atari,rec.games.video.classic

That used to be the location of one of their 4 regional service
centers. It was listed in some of the VCS manuals, such as Demons to
Diamonds:

http://www.digitpress.com/library/manuals/atari2600/demons_diamonds.pdf
(last page)

Ah! Perfect!!! Thanks ever so much! I work not far from that location,
but until now have never had any reason to see what all is in that area now.
I drive past it fairly often. General Motors has a big manufacturing plant
very close to this area, and the new Dallas Cowboys stadium is being built
close by, too.

In looking at Google Maps, it has a Street View of the building. It's part
of a business park.

Not sure when Atari moved in or moved out. Wish I could have rooted through
their dumpster back then!

Thanks again!

Matt J. McCullar
Arlington, TX

2132. Re: Atari history Q

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-08 20:26:24 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <aba5ff4c-574d-478e-bdcb-4641b22671a3@f63g2000hsf.googlegroups.com>
Source record: 3221
Cross-posted to: comp.sys.atari.8bit,rec.games.video.arcade.collecting,rec.games.video.atari,rec.games.video.classic

On Jun 8, 3:53 pm, "Matt J. McCullar" <mccul...@flash.net> wrote:
> That used to be the location of one of their 4 regional service
> centers. It was listed in some of the VCS manuals, such as Demons to
> Diamonds:
>
> http://www.digitpress.com/library/manuals/atari2600/demons_diamonds.pdf
> (last page)
>
> Ah! Perfect!!! Thanks ever so much! I work not far from that location,
> but until now have never had any reason to see what all is in that area now.
> I drive past it fairly often. General Motors has a big manufacturing plant
> very close to this area, and the new Dallas Cowboys stadium is being built
> close by, too.
>
> In looking at Google Maps, it has a Street View of the building. It's part
> of a business park.
>
> Not sure when Atari moved in or moved out. Wish I could have rooted through
> their dumpster back then!
>
> Thanks again!
>
> Matt J. McCullar
> Arlington, TX

I think the Atari Service thing was shut down when Warner sold Atari.
I doubt Tramiel would have kept it going, but maybe he did for a short
time?

2133. Tape sound mystery

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-08 23:11:29 UTC
From: Simon <nospam@no.spam>
Message-ID: <484c66e5$0$18752$426a74cc@news.free.fr>
Source record: 3222

Hi there,

I'm not an 8-bit Atari user, but I recently got loads of Oric tapes -
and found some unknown-sounding tape signal among them.
See here:
http://mercenarysite.free.fr/oric/tap_inconnu.zip

Can anyone tell me if it's for an 8-bit Atari, would it be some turbo
loader or whatever?

Seems so far it's not standard
Oric/Amstrad/C64/Exelvision/TI99/ZX81/Sharp MZ.

Thanks in advance to anyone helping!
Simon.

2134. Re: Tape sound mystery

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-09 14:59:48 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <Hyb3k.4690$89.1351@nlpi069.nbdc.sbc.com>
Source record: 3223

"Simon" <> wrote in message news:
> Hi there,
>
> I'm not an 8-bit Atari user, but I recently got loads of Oric tapes -
> and found some unknown-sounding tape signal among them.
> See here:
> http://mercenarysite.free.fr/oric/tap_inconnu.zip
>
> Can anyone tell me if it's for an 8-bit Atari, would it be some turbo
> loader or whatever?
>
> Seems so far it's not standard
> Oric/Amstrad/C64/Exelvision/TI99/ZX81/Sharp MZ.
>
> Thanks in advance to anyone helping!
> Simon.

Yep. That's Atari.

2135. Re: Tape sound mystery

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-09 17:34:32 UTC
From: Simon <nospam@no.spam>
Message-ID: <484d6963$0$30894$426a34cc@news.free.fr>
Source record: 3224

Russg wrote:
>>Can anyone tell me if it's for an 8-bit Atari, would it be some turbo
>>loader or whatever?
>
> Yep. That's Atari.

Thanks a lot !
By chance, do you know which model?

I'll try and see what kind of decoders exist.

Cheers.
Simon

2136. Re: Tape sound mystery

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-09 19:29:07 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <9vf3k.4454$N87.4151@nlpi068.nbdc.sbc.com>
Source record: 3225

"Simon" <> wrote in message news:
> Russg wrote:
> >>Can anyone tell me if it's for an 8-bit Atari, would it be some turbo
> >>loader or whatever?
> >
> > Yep. That's Atari.
>
> Thanks a lot !
> By chance, do you know which model?
>
> I'll try and see what kind of decoders exist.
>
> Cheers.
> Simon
Sure, it is any of the 8-bit Ataris, 400, 800,
800XL, 600XL, 130XE, 65XE, 65XEGS,
1200XL, and rare 1400XL.
There is a wav to CAS program, never used it,
but I guess you hook up your analog tape player
to the input of a PC sound card and it will
make a CAS file that can be played on a
Atari 8-bit emulator like Atari800winplus.
The archive site langesite seems down.
Hmm. WAV2CAS is the program, lemme know
if you want me e-mail to you.

2137. Re: Tape sound mystery

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-09 19:32:03 UTC
From: Bill Marcum <marcumbill@bellsouth.net>
Message-ID: <slrng4r19j.827.marcumbill@lark.localnet>
Source record: 3227

On 2008-06-09, Simon <nospam@no.spam> wrote:
>
>
> Russg wrote:
>>>Can anyone tell me if it's for an 8-bit Atari, would it be some turbo
>>>loader or whatever?
>>
>> Yep. That's Atari.
>
> Thanks a lot !
> By chance, do you know which model?
>
It could be any one, you'd never know from the sound of the tape, only
by trying to run it on different models. Some older programs would only
run on 400/800, and there weren't many people using cassettes after the
XL/XE models were introduced. The way the Atari tape system worked, I
don't think turbo loaders were possible, but I could be wrong.

2138. Re: Tape sound mystery

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-09 19:36:05 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <IBf3k.4457$N87.2441@nlpi068.nbdc.sbc.com>
Source record: 3226

http://home.planet.nl/~ernest/atarixle.html

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

get WAV2CAS straight from the author.

2139. Re: Tape sound mystery

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-09 20:39:11 UTC
From: Simon <nospam@no.spam>
Message-ID: <484d94ae$0$10417$426a34cc@news.free.fr>
Source record: 3228

Russg wrote:
> http://home.planet.nl/~ernest/atarixle.html
>
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>
> get WAV2CAS straight from the author.

Thanks a lot for the info.
I tried the conversion program, I'm not quite sure about the result but
it doesn't seem to display too many errors.
I'll have to check some day with an emulator!

Thanks again!
Simon

2140. Re: Tape sound mystery

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-09 20:40:33 UTC
From: Simon <nospam@no.spam>
Message-ID: <484d9500$0$10417$426a34cc@news.free.fr>
Source record: 3229

Bill Marcum wrote:
>>>>Can anyone tell me if it's for an 8-bit Atari, would it be some turbo
>>>>loader or whatever?
>>>
>>>Yep. That's Atari.
>>
>>Thanks a lot !
>>By chance, do you know which model?
>>
>
> It could be any one, you'd never know from the sound of the tape, only
> by trying to run it on different models.

That's nasty ;)
Thanks for the info!

Simon

2141. Re: Tape sound mystery

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-10 02:03:43 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <uhl3k.2685$cW3.1407@nlpi064.nbdc.sbc.com>
Source record: 3230

"Simon" <nospam@no.spam> wrote in message
news:484d9500$0$10417$426a34cc@news.free.fr...
> Bill Marcum wrote:
> >>>>Can anyone tell me if it's for an 8-bit Atari, would it be some turbo
> >>>>loader or whatever?
> >>>
> >>>Yep. That's Atari.
> >>
> >>Thanks a lot !
> >>By chance, do you know which model?
> >>
> >
> > It could be any one, you'd never know from the sound of the tape, only
> > by trying to run it on different models.
>
> That's nasty ;)
> Thanks for the info!
>
> Simon
I think most commercial tapes would work on any
8-bit. Only a few required a translator disk, or
such, for disk software. It is sorta a rule that direct
calls into the OS was bad form, and resulted in
need for the translators, or in the case of tapes, just
wouldn't run.

2142. Archon: Evolution -

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-10 15:41:21 UTC
From: Reppy <replicant2001@yahoo.com>
Message-ID: <c23c975a-76f0-4ea5-8602-57ee96f64149@2g2000hsn.googlegroups.com>
Source record: 3231
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,hr.comp.retro,rec.games.video.classic,rec.games.video.atari

A 100% free Archon remake is available at http://archon.curvenet.co.uk

Its for Windows only at the moment. I'd like to see a Mac release. I *think* it's the evolution of the "Archon 2001" game that was mentioned on here an age ago. Apparently, it uses the same game timings as the original 8-bit versions, but with improved visuals and audio. I'd forgotten how great a game Archon is. Whilst I'd love to see Archon in 3D, this great remake will keep me happy for now...

2143. Re: Tape sound mystery

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-10 20:34:20 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <g2moh7$d6d$2@infosun2.rus.uni-stuttgart.de>
Source record: 3232

Bill Marcum schrieb:
> On 2008-06-09, Simon <nospam@no.spam> wrote:
>>
>> Russg wrote:
>>>> Can anyone tell me if it's for an 8-bit Atari, would it be some turbo
>>>> loader or whatever?
>>> Yep. That's Atari.
>> Thanks a lot !
>> By chance, do you know which model?
>>
> It could be any one, you'd never know from the sound of the tape, only
> by trying to run it on different models. Some older programs would only
> run on 400/800, and there weren't many people using cassettes after the
> XL/XE models were introduced. The way the Atari tape system worked, I
> don't think turbo loaders were possible, but I could be wrong.

The problem with the Atari tape was that while the encoding (data ->
sound) happened in the computer itself, the decoding did take place in
the tape recorder. Which means that any type of turbo loader must modify
the tape hardware. However, I'm aware of at least one modification for
the tape drive that implemented a turbo, but I forgot the name.

Greetings,
Thomas

2144. BUY 3 ATARI 8 BIT GAMES, GET 1 FREE!

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-12 08:51:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0806120147490.9967-100000@onyx.spiritone.com>
Source record: 3233
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Buy any 3 titles of my new in the box games for the Classic Atari 8 Bit Computers, and receive a brand new in the box game. You can qualify for more than 1 free offer by doubling, or tripling, etc. your order.All you have to do is pick a minimum of 4 new in the box games, for each 4 games I'll give you 1 from your list for free! Cut-&-Paste your order from list of NEW games below and E-Mail your list with your Mailing Address so I can expedite your order or call 24/7 @(503)256-9974!

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Ace of Aces; Action Biker; Aliants-The Desperate Battle for Earth!; Archon-The Light And The Dark; Asteroids; Astro Chase; Atlantis; Aztec Challenge; Ballblazer; Barnyard Blaster; Basketball; Beyond Castle Wolfenstein; Bill Budge. Pinball Construction Set; Bismarck*The North Sea Chase; BUG attack; Buzzword; Casino Parlor Games; Castle Wolfenstein; Centipede; Chicken; Claim Jumper; Conflict in Vietnam; Crime Buster; Crossbow; Crusade in Europe; David's Midnight Magic; Decision in the Desert; Demon Attack; DesertFalcon; Dig Dug; Donkey Kong; F-15 Strike Eagle; Fight Night; Final Legacy; Five Card Draw Poker-Arcade Pak #2; Football; Frogger; Gateway to Apshai; GATO; GhostBusters; Gorf; HardBall!; Hard Hat Mack; QuestProbe Featuring THE HULK; Journey to the Planets; Joust; Jumpman Junior; Kennedy Approach; K-RAZY SHOOT-OUT; Legionnaire; Lode Runner; Lords of Conquest; Magneto Bugs; Mah Jong; Millipede; Missile Command; Moon Patrol; Napoleon in Russia-Borodino 1812; Necromancer; Ninja; The Official Moon Shuttle; One-on-One; Pacific Coast Hwy; Pac-Man; Paris in Danger; PitStop; Planet Miners; PokerSAM; Pole Position; Preppie!; QIX; Racing Destruction Set; Rescue on Fractalus; Richard Petty's Talladega; Sargon III; Silent Service; SLIME; Soccer; Solar Star; Space Games; Space Invaders; Spite & Malice; Sports Illustrated Boxing/ Computer Title Bout; Sports Illustrated Computer Football Strategy; Star Raiders; Star Raiders II; Star Wars-Return of the Jedi-Death Star Battle; Strategy Simulations; Summer Games; Super Breakout; Superman The Game; TAC-Tactical Armor Command; Tennis; ThunderFox; Top Gunner Collection; Touchdown Football; Video Vegas; Warship; Winter Challenge; Wizard of Wor

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2145. Re: Archon: Evolution -

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-12 13:29:36 UTC
From: larry@portcommodore.com
Message-ID: <612946e7-a700-4f5f-81d7-757c83443714@l28g2000prd.googlegroups.com>
Source record: 3234
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,hr.comp.retro,rec.games.video.classic,rec.games.video.atari

There's xarchon for Linux and Windows, no Mac port yet..

http://xarchon.seul.org/

2146. DarkForce's winner/prizes for June 2008

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-12 23:06:40 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2008.06.12.23.06.40.810917@suddenlink.net>
Source record: 3235

Greetings everyone!

Here is the lucky winner for May 2008 at The DarkForce! BBS:

June 2008
1. ST Magazine - Doc Clu wins the free 3 mag. subscription

Congratulations to our winner!

Also, here are July's prizes:

July 2008
1. ST Magazine - some lucky Atari caller will win a free 3 magazine
subscription.

2. A complete TOS 2.06 ROM set for your ST, courtesy of Techie_Alison
(thanks Alison!)

Congratulations to our winner, and good luck to this months callers!

:)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

2147. Re: Trakball bowling

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-13 10:25:36 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4852766e17eaf52@comcast.net>
Source record: 3237

I do not think this ever came out. I am a BIG fan of bowling and if this ever came to light I would have nabbed it . If you do find such a thing, post it here.

>Did anyone ever make any bowling games for the Atari 8-bit that utilizes
>a trackball?
>
>I saw an arcade cabinet at a Chuck E. Cheese's today that contained
>three classic Atari arcade games (Centipede, Millipede and Missile Command),
>as well as a modern Infogrames bowling game that LOOKED like it was from
>the early 1980s (despite being (c) 2002), so apparently whatever hardware
>was in the cabinet wasn't very sophisticated.
>
>However, the bowling game was pretty fun, and I could see it being
>implemented on the Atari computer (or, hell, even the 2600!).
>Has it been done, and I just haven't seen it yet?
>
>If not, maybe it's time for me to crack out the Action! cartridge and whip
>something up. (I don't really grok bowling rules, nor do I care too much,
>so I'd probably just release a 'bowling via trackball' engine, and let
>someone else finish it up as a real game. ;))
>

--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

2148. Re: Archon: Evolution -

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-13 12:08:09 UTC
From: Reppy <replicant2001@yahoo.com>
Message-ID: <5b77f9d1-b5e7-43b7-b4c0-87261e419aea@34g2000hsf.googlegroups.com>
Source record: 3236
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,hr.comp.retro,rec.games.video.classic,rec.games.video.atari

On Jun 12, 2:29 pm, la...@portcommodore.com wrote:
> There's xarchon for Linux and Windows, no Mac port yet..
>
> http://xarchon.seul.org/

I tried Xarchon and it just didn't play well. It simply didn't feel
like Archon (and I'm not talking about the rather poor graphics).
Archon: Evolution's engine is apparently based on the original 8-bit
code (source: Wiki), which would explain why it matches the original
so closely.

I really don't like the Sorceress icon in Archon: Evolution though, so
I'm trying to create a new one for it. The developers welcome any
help, as the original artist is no longer on board.

2149. Re: Tape sound mystery

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-13 18:39:18 UTC
From: fsh
Message-ID: <79ff3$4852bef2$4e367bc3$12409@news.usenext.de>
Source record: 3238

> Can anyone tell me if it's for an 8-bit Atari, would it be some turbo
> loader or whatever?

I'm not familiar with any Atari 8 bit turbo tape systems, but this file is definitely NOT the standard Atari tape format. But it does sound like a speeded up version nonetheless.

(Maybe a Photon Emitter will shed some light on this issue, Simon...) (((-;

Cheers,

Frank

2150. Re: Archon: Evolution -

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-14 00:44:39 UTC
From: Son of man <everyone@everywhere.net>
Message-ID: <2pGdnccqfckYic7VnZ2dnUVZ_vSdnZ2d@comcast.com>
Source record: 3239
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,hr.comp.retro,rec.games.video.classic,rec.games.video.atari

"Reppy" <replicant2001@yahoo.com> wrote in message
news:c23c975a-76f0-4ea5-8602-57ee96f64149@2g2000hsn.googlegroups.com...
>A 100% free Archon remake is available at http://archon.curvenet.co.uk
>
> Its for Windows only at the moment. I'd like to see a Mac release. I
> *think* it's the evolution of the "Archon 2001" game that was
> mentioned on here an age ago. Apparently, it uses the same game
> timings as the original 8-bit versions, but with improved visuals and
> audio. I'd forgotten how great a game Archon is. Whilst I'd love to
> see Archon in 3D, this great remake will keep me happy for now...

How about Archon Ultra? I think it's the best PC version.

2151. Re: Archon: Evolution -

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-14 14:38:48 UTC
From: Reppy <replicant2001@yahoo.com>
Message-ID: <4ae4e96b-ee21-4851-bb8f-c681d3ef1d3d@25g2000hsx.googlegroups.com>
Source record: 3240
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,hr.comp.retro,rec.games.video.classic,rec.games.video.atari

On Jun 14, 1:44 am, "Son of man" <every...@everywhere.net> wrote:
> "Reppy" <replicant2...@yahoo.com> wrote in message
>
> news:c23c975a-76f0-4ea5-8602-57ee96f64149@2g2000hsn.googlegroups.com...
>
> >A 100% free Archon remake is available athttp://archon.curvenet.co.uk
>
> > Its for Windows only at the moment. I'd like to see a Mac release. I
> > *think* it's the evolution of the "Archon 2001" game that was
> > mentioned on here an age ago. Apparently, it uses the same game
> > timings as the original 8-bit versions, but with improved visuals and
> > audio. I'd forgotten how great a game Archon is. Whilst I'd love to
> > see Archon in 3D, this great remake will keep me happy for now...
>
> How about Archon Ultra? I think it's the best PC version.

I had high hopes for "Ultra", but the battles are too slooooow.
Everything just feels sluggish when compared with the pace of the
original. I know the developers tried to create a bigger battlefield,
but the switching between resolutions was off putting.

The board looks very nice in Ultra, and I like the idea of the dual
attack though. I just miss the pace of the original. That's probably
why I prefer "Evolution" - It matches the pace of the original exactly.

2152. Re: Archon: Evolution -

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-14 15:33:09 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <zu-dnfhR079Nec7VnZ2dnUVZ_u6dnZ2d@comcast.com>
Source record: 3241
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,hr.comp.retro,rec.games.video.classic,rec.games.video.atari

I don't understand that RapidShare site where you have to download Archon
from.
So far, no download for me. Is that file anywhere else?

Before downloading the web site shows you a code then asks you to enter the
"letters that are attached to a cat".
What the F*** is that??? As far as I can see, all letters have a stupid cat
on them. Whatever I type in doesn't work.

I officially hate that site.

-z-

"Reppy" <replicant2001@yahoo.com> wrote in message
news:c23c975a-76f0-4ea5-8602-57ee96f64149@2g2000hsn.googlegroups.com...
>A 100% free Archon remake is available at http://archon.curvenet.co.uk
>
> Its for Windows only at the moment. I'd like to see a Mac release. I
> *think* it's the evolution of the "Archon 2001" game that was
> mentioned on here an age ago. Apparently, it uses the same game
> timings as the original 8-bit versions, but with improved visuals and
> audio. I'd forgotten how great a game Archon is. Whilst I'd love to
> see Archon in 3D, this great remake will keep me happy for now...

2153. Re: Archon: Evolution -

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-14 16:37:59 UTC
From: Iguana <Iguana^MGT@hi.htnet.hr>
Message-ID: <g30s3v$3u5$1@ss408.t-com.hr>
Source record: 3242
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,hr.comp.retro,rec.games.video.classic,rec.games.video.atari

Z.Beeblebrox wrote:
> I don't understand that RapidShare site where you have to download Archon
> from. So far, no download for me. Is that file anywhere else?
>
> Before downloading the web site shows you a code then asks you to enter the
> "letters that are attached to a cat".
> What the F*** is that??? As far as I can see, all letters have a stupid cat
> on them. Whatever I type in doesn't work.

Only 4 of them have cats. Other have dogs. :) Type only the 4 letters with
the cats. They can be rotated, so look for the round head or tail parallel
with the body (cats). :]

2154. Re: Archon: Evolution -

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-14 17:14:44 UTC
From: "(O)enone" <oenone@nowhere.com>
Message-ID: <50T4k.154011$_c7.94245@newsfe16.ams2>
Source record: 3243
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.classic,rec.games.video.atari

Z.Beeblebrox wrote:
> Before downloading the web site shows you a code then asks you to
> enter the "letters that are attached to a cat".
> What the F*** is that??? As far as I can see, all letters have a
> stupid cat on them. Whatever I type in doesn't work.
>
> I officially hate that site.

I had to go and take a look just to see what you were talking about. The security system is even worse than I expected having read your description!

I stared and stared, and I can't tell which ones have cats attached to the letters either. (In fact I'm not even sure I can read the letters at all, regardless of whether they have cats attached) And all that was after I had to wait 3 minutes before it would even let me attempt to enter a code.

That does indeed appear to be the stupidest security system ever created.

--

(O)enone

2155. FA eBay UK: Atari 800 / Atari 850 / DGS PD Library master disk set

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-14 19:48:10 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1213472906.26696.0@proxy00.news.clara.net>
Source record: 3244

Hello all,

I'm busy moving house at the moment and I'm clearing out some bits of unwanted Atari items on eBay. I have an 850, 800 (for spares - sticky keyboard problem), and a unique opportunity for you to own the master disk set used for our PD library. Most of these items are for the UK only. Here's the link (eBay UK):

http://search.ebay.co.uk/_W0QQsassZdeangarraghty

I may well add more items as I'm clearing out.

Dean Garraghty

2156. Re: Archon: Evolution -

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-15 13:52:35 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <ha2dnYkZU5teg8jVnZ2dnUVZ_vqdnZ2d@comcast.com>
Source record: 3245
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,hr.comp.retro,rec.games.video.classic,rec.games.video.atari

Thanks for the reply. I'll go back to the site and see if I can tell the difference!

I have visions of me doing a screen capture then pasting it into paint shop pro to evaluate cats vs. dogs.

-Z-

"Iguana" <Iguana^MGT@hi.htnet.hr> wrote in message news:g30s3v$3u5$1@ss408.t-com.hr...
> Z.Beeblebrox wrote:
>> I don't understand that RapidShare site where you have to download Archon
>> from. So far, no download for me. Is that file anywhere else?
>>
>> Before downloading the web site shows you a code then asks you to enter
>> the "letters that are attached to a cat".
>> What the F*** is that??? As far as I can see, all letters have a stupid
>> cat on them. Whatever I type in doesn't work.
>
> Only 4 of them have cats. Other have dogs. :) Type only the 4 letters with
> the cats. They can be rotated, so look for the round head or tail parallel
> with the body (cats). :]

2157. Re: Archon: Evolution -

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-15 13:54:29 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <xpWdnaSBfcuogsjVnZ2dnUVZ_t7inZ2d@comcast.com>
Source record: 3246
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.classic,rec.games.video.atari

Yeah, I often have a hard time just picking up the letters on those type
security systems.

-z-

"(O)enone" <oenone@nowhere.com> wrote in message
news:50T4k.154011$_c7.94245@newsfe16.ams2...
> Z.Beeblebrox wrote:
>> Before downloading the web site shows you a code then asks you to
>> enter the "letters that are attached to a cat".
>> What the F*** is that??? As far as I can see, all letters have a
>> stupid cat on them. Whatever I type in doesn't work.
>>
>> I officially hate that site.
>
> I had to go and take a look just to see what you were talking about. The
> security system is even worse than I expected having read your
> description!
>
> I stared and stared, and I can't tell which ones have cats attached to the
> letters either. (In fact I'm not even sure I can read the letters at all,
> regardless of whether they have cats attached) And all that was after I
> had
> to wait 3 minutes before it would even let me attempt to enter a code.
>
> That does indeed appear to be the stupidest security system ever created.
>
> --
>
> (O)enone
>
>
>

2158. Re: Tape sound mystery

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-15 21:55:05 UTC
From: Simon <nospam@no.spam>
Message-ID: <48558f7a$0$4913$426a34cc@news.free.fr>
Source record: 3247

fsh wrote:
>
>> Can anyone tell me if it's for an 8-bit Atari, would it be some turbo
>> loader or whatever?
>
>
> I'm not familiar with any Atari 8 bit turbo tape systems, but this file
> is definitely NOT the standard Atari tape format. But it does sound like
> a speeded up version nonetheless.

Thanks, Frank, I was beginning to have doubts about it myself.
Maybe some SuperTape or something for another computer...

> (Maybe a Photon Emitter will shed some light on this issue, Simon...) (((-;

Oh, maybe it is a Novaload tape ;-)

Simon

2159. FS: ATARI 800XL working (?) incl videocable, monitor is extra for shipping, also cartridge (nonworking?, Citibank unknown applications)

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-16 00:01:17 UTC
From: Mark Licetti <MetalBladeNOJUNK@NOJUNKprodigy.net>
Message-ID: <%Ug5k.8300$jI5.1774@flpi148.ffdc.sbc.com>
Source record: 3248

I have Atari 800XL system, main, CPU or "console" unit - whatever it was called (I am not an expert on vintage computers/games). Owner claims it WORKS FINE, but since Chess Game memory cartridge failed they never used it, chess was the only thing they cared for. There's another cartridge from Citibank and I dont know wha tit does, I am quite sure main unit works. Video cable is included, even monitor is available but I doubt anyone wants a small CRT whitish monitor these days, it's probbaly better to hook up to a modern monitor thru some sort of connector adapter. I have connectorized videocable for it.

Main unit looks like a keyboard integrated with CPU/mainboard, it's clean and owner says it works. Any interest?

Do NOT reply on Newsgroup, email instead and REMOVE "NOJUNK" strings in my address.

Best if transaction is conducted on Ebay 9for safety) - my Ebay feedback is 100% positive, not to mention a DECADE of Newsgroups trading without any complains.

2160. Re: Archon: Evolution -

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-16 00:49:41 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <3-CdndLAS9haJcjVnZ2dnUVZ_qPinZ2d@comcast.com>
Source record: 3249
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,hr.comp.retro,rec.games.video.classic,rec.games.video.atari

Well I eventually got the download.
It was luck, be sure. I went back to the site and it took 3 tries.
But, I never saw the difference between the dogs & cats. In fact, some of
them were so obscured you couldn't tell what animal it was.

I *think* the site probably does this to help convince the user to get a
paid account to avoid that security system.
I'd bet money on it.

Thanks though!

-z-

"Iguana" <Iguana^MGT@hi.htnet.hr> wrote in message
news:g30s3v$3u5$1@ss408.t-com.hr...
> Z.Beeblebrox wrote:
>> I don't understand that RapidShare site where you have to download Archon
>> from. So far, no download for me. Is that file anywhere else?
>>
>> Before downloading the web site shows you a code then asks you to enter
>> the "letters that are attached to a cat".
>> What the F*** is that??? As far as I can see, all letters have a stupid
>> cat on them. Whatever I type in doesn't work.
>
> Only 4 of them have cats. Other have dogs. :) Type only the 4 letters with
> the cats. They can be rotated, so look for the round head or tail parallel
> with the body (cats). :]

2161. Re: Archon: Evolution -

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-16 00:50:38 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <bridna1JfcadJMjVnZ2dnUVZ_gOdnZ2d@comcast.com>
Source record: 3250
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.classic,rec.games.video.atari

I eventually got the download.
It was 90% luck!!! I went back to the site and it took 3 tries.
I never saw the difference between the dogs & cats. In fact, some of them
were so obscured you couldn't tell what animal it was.

I *think* the site probably does this to help convince the user to get a
paid account to avoid that security system.
I'd bet money on it.

Thanks though!

-z-

"(O)enone" <oenone@nowhere.com> wrote in message
news:50T4k.154011$_c7.94245@newsfe16.ams2...
> Z.Beeblebrox wrote:
>> Before downloading the web site shows you a code then asks you to
>> enter the "letters that are attached to a cat".
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>
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> security system is even worse than I expected having read your
> description!
>
> I stared and stared, and I can't tell which ones have cats attached to the
> letters either. (In fact I'm not even sure I can read the letters at all,
> regardless of whether they have cats attached) And all that was after I
> had
> to wait 3 minutes before it would even let me attempt to enter a code.
>
> That does indeed appear to be the stupidest security system ever created.
>
> --
>
> (O)enone
>
>
>

2162. Re: Archon: Evolution -

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-16 07:21:57 UTC
From: Iguana <Iguana^MGT@hi.htnet.hr>
Message-ID: <g354b1ket1@ss408.t-com.hr>
Source record: 3051
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,hr.comp.retro,rec.games.video.classic,rec.games.video.atari

Z.Beeblebrox wrote:
> I *think* the site probably does this to help convince the user to get a
> paid account to avoid that security system.
> I'd bet money on it.

You wouldn't have anyone to bet against, probably. ;)

> Thanks though!

There's another tip for you. Rapidshare has so called "happy hour" mode
when all the security checks as well as waiting with countdowns are
turned off for "free users". Overhere in Europe (GMT+1/2) it's roughly
from midnight till 9 AM or so. I suppose it relates to bandwidth usage
by Rapidshare servers.

P.S. Sorry for off-topic replies to everyone else. :)

--
Remove "^" from e-mail address to correct. (If needed.)

2163. Re: Archon: Evolution -

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-16 12:07:11 UTC
From: Bruno Babic <a@b.c>
Message-ID: <g35ku2$16b$3@ss408.t-com.hr>
Source record: 3052
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,hr.comp.retro,rec.games.video.classic,rec.games.video.atari

Z.Beeblebrox wrote:
> I *think* the site probably does this to help convince the user to get a
> paid account to avoid that security system.
> I'd bet money on it.

Not quite like that. Their problem was in software that was able to OCR
the image and thus allow free users to use unattended download
capability, which is something that they provide for premium users only.

The cats and dogs logic was the only way to stop that particulat
software from functioning :)

--
bbabic(a)globalnet.hr
2b||!2b?

2164. WTB: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-19 02:56:37 UTC
From: Chuck B <Cabacon@cox.net>
Message-ID: <BVj6k.2626$qa5.1690@newsfe13.lga>
Source record: 3053

I am looking for a working 130 XE! Anyone have one?

2165. July ‘08 online Vintage Technology magazine is available

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-19 04:26:27 UTC
From: vintagetechnology@yahoo.co.uk
Message-ID: <f1e98a75-0e67-4302-82d0-1d991e9237dc@t54g2000hsg.googlegroups.com>
Source record: 3054

Go to www.vintagetechnology.co.uk to download latest issue (July '08).
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‘electronica' which could become or already is collectible, be an
enjoyable resource for collectors & historians and celebrate the
history and personalities surrounding this subject.

2166. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-19 05:13:29 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1213852375@rtfm.mit.edu>
Source record: 3055
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 14 days
Last-modified: May 22, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 14 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

E-MAIL LIST
atari8-l, kept by Maciej Grzeszczuk
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l
atari8-l web page: http://www.krap.pl/atari/atari8-l/

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS
http://www.atarimania.com/ "The World's Finest Atari Database"

http://atari.fandal.cz/ Games, Demos

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2167. 25% OFF NEW ATARI 8 BIT GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-19 10:00:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0806190258030.18511-100000@onyx.spiritone.com>
Source record: 3056
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT GAMES & SOFTWARE!

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2168. FREE SOFTWARE DOWNLOAD

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-20 01:49:00 UTC
From: nancygroup3@gmail.com
Message-ID: <ca64b784-2ecd-45ae-9e55-0fe9ede73abf@h1g2000prh.googlegroups.com>
Source record: 3057

FREE SOFTWARE DOWNLOAD ONLINE
http://freesoftwareonlinedownload.blogspot.com

2169. Re: Archon: Evolution -

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-21 03:01:16 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <485c9c067d23a2@comcast.net>
Source record: 3058
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,hr.comp.retro,rec.games.video.classic, rec.games.video.atari

>On Jun 14, 1:44 am, "Son of man" <every...@everywhere.net> wrote:
>> "Reppy" <replicant2...@yahoo.com> wrote in message
>>
>> news:c23c975a-76f0-4ea5-8602-57ee96f64149@2g2000hsn.googlegroups.com...
>>
>> >A 100% free Archon remake is available athttp://archon.curvenet.co.uk
>>
>> > Its for Windows only at the moment. I'd like to see a Mac release. I
>> > *think* it's the evolution of the "Archon 2001" game that was
>> > mentioned on here an age ago. Apparently, it uses the same game
>> > timings as the original 8-bit versions, but with improved visuals and
>> > audio. I'd forgotten how great a game Archon is. Whilst I'd love to
>> > see Archon in 3D, this great remake will keep me happy for now...
>>
>> How about Archon Ultra? I think it's the best PC version.
>
>I had high hopes for "Ultra", but the battles are too slooooow.
>Everything just feels sluggish when compared with the pace of the
>original. I know the developers tried to create a bigger battlefield,
>but the switching between resolutions was off putting.
>
>The board looks very nice in Ultra, and I like the idea of the dual
>attack though. I just miss the pace of the original. That's probably
>why I prefer "Evolution" - It matches the pace of the original exactly.

I will second that about Ultra being too slooooooo. I bought it because of my
love for the 8-bit versions. My kids had played it on the XL and were excited
about Ultra until they played it. The experience was more like a chess game
and not a video game and they got bored with it and so did I.

--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

2170. Question: XL-FIX / Ultraspeed Plus OS

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-21 13:26:37 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <iP2dnaDDFvwQnMDVnZ2dnUVZ_rfinZ2d@giganews.com>
Source record: 3059

Can someone explain the relationship (if any) between these products? I have an 800XL with what I thought was an Ultraspeed update installed, but Bob Puff tells me it's not. I found pictures on the Atariage forum that I think refer to it as an XL-FIX.

There are two circuit boards: A small one that sandwiches under a small DIP IC below the cartridge slot and a large one that goes underneath the ROM chip to the right of that location. There are four wires that solder to pins on other chips and a 3-position switch on the rear panel of the computer. The large board has "Computer Software Services" screened on the bottom of it.

Problem is this thing just doesn't seem to do anything much. In the up switch position, it will eventually bring up the Atari self-test screen. With a disk drive attached, it boots. None of the "hot keys" seem to do anything at all.

In the down position, same thing but no self-test. Also no special functions that I'm able to determine.

In the mid position the machine will not boot - blank screen.

If this is an XL-FIX, where can I find documentation / install instructions for it? What features _should_ it be adding and how can I test/verify them?

Steve

2171. Re: Question: XL-FIX / Ultraspeed Plus OS

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-21 17:11:44 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <5Ca7k.6247$N87.4001@nlpi068.nbdc.sbc.com>
Source record: 3060

"Steven Hirsch" <> wrote in message news:
> Can someone explain the relationship (if any) between these products? I
have
> an 800XL with what I thought was an Ultraspeed update installed, but Bob
Puff
> tells me it's not. I found pictures on the Atariage forum that I think
refer
> to it as an XL-FIX.
>
> There are two circuit boards: A small one that sandwiches under a small
DIP
> IC below the cartridge slot and a large one that goes underneath the ROM
chip
> to the right of that location. There are four wires that solder to pins
on
> other chips and a 3-position switch on the rear panel of the computer.
The
> large board has "Computer Software Services" screened on the bottom of it.
>
> Problem is this thing just doesn't seem to do anything much. In the up
switch
> position, it will eventually bring up the Atari self-test screen. With a
disk
> drive attached, it boots. None of the "hot keys" seem to do anything at
all.
>
> In the down position, same thing but no self-test. Also no special
functions
> that I'm able to determine.
>
> In the mid position the machine will not boot - blank screen.
>
> If this is an XL-FIX, where can I find documentation / install
instructions
> for it? What features _should_ it be adding and how can I test/verify
them?
>
> Steve
You talked to Bob Puff, so that puzzles me as I'm only
aware of one OS ROM from CSS, the US+ ROM.
You might want to go to CSS site
http://www.nleaudio.com/css/
and find out more about the Ultraspeed OS.
The four wires are like the US+. I can't find any

documentation on the US+ OS.
The site says there is a configuration menu.
Maybe if you tried to hold SELECT on boot you might
get a menu. I believe the US+ is three OS. One is
for ultraspeed disk IO. One is for 800 compatablility
and I don't know the third.

2172. Re: Question: XL-FIX / Ultraspeed Plus OS

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-21 18:20:01 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <bYKdnU9BI54d28DVnZ2dnUVZ_j2dnZ2d@earthlink.com>
Source record: 3061

Steven Hirsch wrote:
> Can someone explain the relationship (if any) between these products? I
> have an 800XL with what I thought was an Ultraspeed update installed,
> but Bob Puff tells me it's not. I found pictures on the Atariage forum
> that I think refer to it as an XL-FIX.
>
> There are two circuit boards: A small one that sandwiches under a small
> DIP IC below the cartridge slot and a large one that goes underneath the
> ROM chip to the right of that location. There are four wires that
> solder to pins on other chips and a 3-position switch on the rear panel
> of the computer. The large board has "Computer Software Services"
> screened on the bottom of it.
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> switch position, it will eventually bring up the Atari self-test
> screen. With a disk drive attached, it boots. None of the "hot keys"
> seem to do anything at all.
>
> In the down position, same thing but no self-test. Also no special
> functions that I'm able to determine.
>
> In the mid position the machine will not boot - blank screen.
>
> If this is an XL-FIX, where can I find documentation / install
> instructions for it? What features _should_ it be adding and how can I
> test/verify them?
>
> Steve

Good luck in your search. Sorry I can't be of more help but as much as I
can remember ~25 years ago reading the advertising blurb, hardware XL
Fix was a copy protection defeater.

More then you need to know, but way back when, there was a program to
copy carts on an 800. All you would do is plug a pencil or toothpick
into the cover interlock switch so you pull and plug in carts with the
computer on.

Sooooo... a couple of things went down. That particular 'CARTCOPY'
program used an illegal jump to the OS which was changed in the XL. Cart
manufacturers used different techniques to make sure you weren't running
their programs from RAM such as writing to the CART address space.

IIRC what the XL fix did was replace the XL OS with one that is ~more
800 OS compatible and allow you to defeat the carts with copy protection

by changing the ability to write to cart address space.

This conversation comes up about once or twice a year. It's been less frequent lately since ~10 years ago I posted a program to change the illegal address to something that will work with an XL and lots of people are using the emulators which means they can just switch to 800 emulation. I don't know just how much software there is available from archives that still has the problem. Most of the hacked cart to binary load files were hacked right, it was only the ones made with 'CARTCOPY' that needed fixing. Seemed like it used to be all of them but over the years they have been patched and fixed.

So if you have a disk file that doesn't run, I don't know like Missile Command binary maybe, try flipping the switch and see if it runs. For pratical purposes, the problems addressed by your hardware modification were addressed by programmers such that it isn't necessary anymore.

Rick

2173. Re: Question: XL-FIX / Ultraspeed Plus OS

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-22 02:50:19 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <_oCdnemCW8J2IMDVnZ2dnUVZ_rfinZ2d@giganews.com>
Source record: 3062

Rick Cortese wrote:

>> Can someone explain the relationship (if any) between these products?
>> I have an 800XL with what I thought was an Ultraspeed update
>> installed, but Bob Puff tells me it's not. I found pictures on the
>> Atariage forum that I think refer to it as an XL-FIX.
>>
>> There are two circuit boards: A small one that sandwiches under a
>> small DIP IC below the cartridge slot and a large one that goes
>> underneath the ROM chip to the right of that location. There are four
>> wires that solder to pins on other chips and a 3-position switch on
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>> Software Services" screened on the bottom of it.
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>>
>> If this is an XL-FIX, where can I find documentation / install
>> instructions for it? What features _should_ it be adding and how can

> Good luck in your search. Sorry I can't be of more help but as much as I
> can remember ~25 years ago reading the advertising blurb, hardware XL
> Fix was a copy protection defeater.
>
> More then you need to know, but way back when, there was a program to
> copy carts on an 800. All you would do is plug a pencil or toothpick
> into the cover interlock switch so you pull and plug in carts with the
> computer on.

Ah, so this isn't supposed to have all the nice hot-key activated menus and
feature? Very confusing.

2174. Gauntlet & Gauntletak (Donald R. Lebeau shoot'em up game)

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-24 21:56:07 UTC
From: bill@newbreedsoftware.com
Message-ID: <48616d77$0$17223$742ec2ed@news.sonic.net>
Source record: 3063

I saw this over at AtariAge:

http://www.atariage.com/forums/index.php?showtopic=100537

And it looks like someone has dug up the 'registered version' of
Donald R. Lebeau's "Gauntlet" space shooter game (which in the end was
called "Gauntletak" to avoid conflict with Atari Games' arcade game)
and it's now available for download!

http://atarimania.com/detail_soft.php?MENU=8&VERSION_ID=20465

I look forward to giving it a try. I really enjoyed Gauntlet, and
always wondered what the reg'd version was like. AtariMania has a PDF scan
of the printed manual, too!

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
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2175. Bob Ryan still around?

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-26 15:51:33 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9AC978A5E5EF9emuslor@216.196.97.136>
Source record: 3064

Anyone here happen to have current contact info for Bob? You can email to
me directly by reversing each segment of my public email address.

thanks!

--
James
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2176. 25% OFF NEW ATARI 8 BIT GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-26 21:32:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0806261429550.29737-100000@onyx.spiritone.com>
Source record: 3065
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2177. ATARI 1200 XL WANTED FOR PRODUCT R&D!

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-26 23:03:33 UTC
From: ramswell <shifty_butch@hotmail.com>
Message-ID: <6d7e084a-35d2-4048-8057-fcebb0281852@v1g2000pra.googlegroups.com>
Source record: 3066

Anyone out there have an Atari 1200 XL for sale for a "reasonable
price ($20-$50)" for research and development of new interfaces and
cables?

Any and all help is greatly appreciated!

Have a great weekend everybody!

Charles>8-Bit Designs

http://www.8bitdesigns.ath.cx

2178. Favorite Atari 8 Bit Games??

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-29 04:09:46 UTC
From: Dan Shyan <danshyan@shaw.ca>
Message-ID: <eWD9k.34322$kx.31593@pd7urf3no>
Source record: 3067

Could you guys please let me know what some really good atari 8 bit games are to play? I just know 1 or 2....

Thanks

2179. Re: Favorite Atari 8 Bit Games??

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-29 08:50:56 UTC
From: Marcin <martin.mr.death@gmail.com>
Message-ID: <3328ea09-fc0f-4074-a290-d603fce073d2@t54g2000hsg.googlegroups.com>
Source record: 3068

On Jun 29, 6:09 am, "Dan Shyan" <dansh...@shaw.ca> wrote:
> Could you guys please let me know what some really good atari 8 bit games
> are to play? I just know 1 or 2....
>
> Thanks

Just to point out few from different ages:

1. recent:
http://atari.online.pl/v01/index.phtml?ct=katalog&sub=C&tg=Crownland#Crownland
http://atari.online.pl/v01/index.phtml?ct=katalog&sub=Y&tg=Yoomp%21#Yoomp!

2. 90's:
http://atari.online.pl/v01/index.phtml?ct=katalog&sub=R&tg=Robbo+%28v1%29#Robbo_(v1)
http://atari.online.pl/v01/index.phtml?ct=katalog&sub=M&tg=Mission+Shark#Mission_Shark
http://atari.online.pl/v01/index.phtml?ct=katalog&sub=F&tg=Fred#Fred

3. Old timers:
http://atari.online.pl/v01/index.phtml?ct=katalog&sub=M&tg=Montezuma%27s+Revenge#Montezuma's_Revenge
http://atari.online.pl/v01/index.phtml?ct=katalog&sub=R&tg=Raid+Over+Moscow#Raid_Over_Moscow
http://atari.online.pl/v01/index.phtml?ct=katalog&sub=M&tg=Miner+2049er#Miner_2049er

Have fun!

2180. Re: Favorite Atari 8 Bit Games??

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-29 17:32:02 UTC
From: Philsan <XXXfilsanXXX@XXXtiscaliXXX.it>
Message-ID: <4867c727$1_5@news.bluewin.ch>
Source record: 3069

http://www.atarimania.com/top100.php?TYPE_CODE=G&TYPE_TOP=D&MENU=8&OK=OK&btn_sauver=Search

2181. atari8-l mailing list still around?

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-29 23:12:05 UTC
From: Christian Groessler <chris@groessler.NOSPAM.org>
Message-ID: <486816C5.4080406@groessler.NOSPAM.org>
Source record: 3070

Hi,

I was subscribed to this mailing list until dec-2006, that's the time
of the last message I received.

I had some email account problems at that time and thought I was kicked
off because of too many bounces to my email address.

I've tried the instructions at http://krap.pl/atari/atari8-l to
subscrive, but I don't get any response.

Also a mail to the moderator didn't get a response.

So, has it died?

regards,
chris

2182. Re: atari8-l mailing list still around?

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-30 13:44:50 UTC
From: Marcin <martin.mr.death@gmail.com>
Message-ID: <45a2a684-2fc7-4837-a6c4-f5831c734650@25g2000hsx.googlegroups.com>
Source record: 3071

```
Chris,
Atariki -- http://atariki.krap.pl/index.php/Atari8-l -- says that
this group "is dying". Whatever it means.
```

2183. a Retro Gaming expo, Austin,TX

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-30 15:36:26 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <4868FD7A.6A9F4C1E@a8maestro.com>
Source record: 3072

a Retro Gaming expo, Austin,TX
Hello,

The last retro, classic, arcade, console gaming show was in 2003, and there has been no word on another one, so I have also decided to have the show NOW! after a couple of years looking for interest. I will not wait anymore. If this succeeds, then I will have more. I really need vendors and interest from others in systems other than Atari(I have that started).

Gamer Expo
Classic, retro, arcade, console, and computer gaming show
August 9, 2008 10A-5P
Austin, TX Northcross Mall

See site for latest info.....http://gamer.a8maestro.com

Thanks,
RickD.

DO NOT REPLY TO a8maestro"a t"a8maestro.com.
Use gamer2k8 " a t " a8maestro.com instead.

2184. SIO2USB - is it worth $200+USD?

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-30 19:06:17 UTC
From: bill@newbreedsoftware.com
Message-ID: <48692ea9$0$17198$742ec2ed@news.sonic.net>
Source record: 3073

So I have the chance to pre-order an SIO2USB from ABBUC.
Including shipping and handling and a small non-ABBUC-member charge,
it looks like it'll cost over $200.

I was eyeing the SIO2SD, and it looks like a fine device that could be
had for closer to $60USD, I _think_. But... who can provide one to me?

Damnit, what do I _do_!?

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2185. Re: SIO2USB - is it worth $200+USD?

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-30 19:26:54 UTC
From: Marcin <martin.mr.death@gmail.com>
Message-ID: <c5379075-6d6e-45ad-9a16-b85e93fa1975@y38g2000hsy.googlegroups.com>
Source record: 3074

On 30 Cze, 21:06, b...@newbreedsoftware.com (William Kendrick) wrote:
> So I have the chance to pre-order an SIO2USB from ABBUC.
> Including shipping and handling and a small non-ABBUC-member charge,
> it looks like it'll cost over $200.
>
> I was eyeing the SIO2SD, and it looks like a fine device that could be
> had for closer to $60USD, I _think_. But... who can provide one to me?
>
> Damnit, what do I _do_!?
>
> --
> -bill!
> "Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
> Download it today! http://www.tuxpaint.org/

Try this: http://sio2sd.gucio.pl/index_en.html
or contact the author through email: http://marcinprusisz.pl/?p=p_20&sName=kontakt
On http://atari.online.pl/v01/index.phtml?subaction=showfull&id=1211543044&archive=&start_from=&ucat=9&ct=stragan
you can find info that the interface costs ~40 euro

Hope it helps.

P.S.
It seems that Atarians over the World should learn Polish or find a
good translator ;-)

2186. Re: SIO2USB - is it worth $200+USD?

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-30 20:25:25 UTC
From: bill@newbreedsoftware.com
Message-ID: <48694135$0$17227$742ec2ed@news.sonic.net>
Source record: 3075

Marcin <martin.mr.death@gmail.com> wrote:
> Try this: http://sio2sd.gucio.pl/index_en.html

I saw that. It's unclear whether he sells them, pre-assembled, though. :)

<snip>
> you can find info that the interface costs ~40 euro

Google reports that, right now, that comes out to about $62USD.
Not sure what shipping would be from Poland. In any case, it seems a lot
more reasonable than SIO2USB, and I think I'm perfectly fine having JUST
support for SD cards. (My laptop has a built-in reader, and we have both an
SD and microSD (plus converter) floating around.)

<snip>
> It seems that Atarians over the World should learn Polish or find a
> good translator ;-)

I've thought that ever since 1992. :^D

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2187. Re: SIO2USB - is it worth $200+USD?

Newsgroup: comp.sys.atari.8bit
Date: 2008-06-30 20:31:22 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9ACDA8166149Cemuslor@216.196.97.136>
Source record: 3076

Despite all prevention efforts, bill@newbreedsoftware.com (William Kendrick) wrote in news:48694135$0$17227$742ec2ed@news.sonic.net:

> Marcin <martin.mr.death@gmail.com> wrote:
>> Try this: http://sio2sd.gucio.pl/index_en.html
>
> I saw that. It's unclear whether he sells them, pre-assembled,
> though. :)
>
>

Bill - I would not hesitate to purchase one of these from Marcin. He does excellent work (yes, pre-assembled) and ships very quickly. I got one for myself a while back, another one recently for someone else, and I also purchased a IDEA/KMK hard drive adapter from him a little while back as well, and I had zero issues with any of the 3 purchases. Oh, and I use the SIO2SD ALL the time.

James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

2188. Re: atari8-l mailing list still around?

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-01 02:08:08 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.udlb8cnmgaat7c@mdc>
Source record: 3077

On Sun, 29 Jun 2008 18:12:05 -0500, Christian Groessler
<chris@groessler.nospam.org> wrote:

> So, has it died?

Seems so to me. I guess I subscribed for the life of the list, but
several messages I sent to it last night disappeared into the ether. It
certainly had been dormant for a long time, but until now I assumed it was
still there.

I'll remove mention of it in the 'Welcome FAQ'.

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

2189. Re: SIO2USB - is it worth $200+USD?

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-01 02:14:36 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.udlcimqqgaat7c@mdc>
Source record: 3078

On Mon, 30 Jun 2008 14:06:17 -0500, William Kendrick
<bill@newbreedsoftware.com> wrote:

> So I have the chance to pre-order an SIO2USB from ABBUC.
> Including shipping and handling and a small non-ABBUC-member charge,
> it looks like it'll cost over $200.
>
> I was eyeing the SIO2SD, and it looks like a fine device that could be
> had for closer to $60USD, I _think_. But... who can provide one to me?

I'm in the same place. The SIO2USB sounds so amazing, but for so much
money..

What does SIO2USB do that SIO2SD doesn't do? Someone want to speak up for
SIO2USB?

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

2190. Re: SIO2USB - is it worth $200+USD?

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-01 07:04:48 UTC
From: Marcin <martin.mr.death@gmail.com>
Message-ID: <2a00d566-d0f3-4b7b-91bc-6860857ea2a5@25g2000hsx.googlegroups.com>
Source record: 3079

> Google reports that, right now, that comes out to about $62USD.
> Not sure what shipping would be from Poland.

Information I've found on atari.online.pl says that shipping, a
manual, a DVD with software and PayPal fees are included. But it would
be better to ask the author of sio2sd if it is still valid.

2191. Re: SIO2USB - is it worth $200+USD?

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-01 07:38:36 UTC
From: Philsan <XXXfilsanXXX@XXXtiscaliXXX.it>
Message-ID: <4869df05$1_2@news.bluewin.ch>
Source record: 3080

> Bill - I would not hesitate to purchase one of these from Marcin.
I too have bought SIO2SD from Marcin.

2192. Re: SIO2USB - is it worth $200+USD?

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-01 20:40:43 UTC
From: bill@newbreedsoftware.com
Message-ID: <486a964b$0$17207$742ec2ed@news.sonic.net>
Source record: 3081

Philsan <XXXfilsanXXX@xxxtiscalixxx.it> wrote:
> > Bill - I would not hesitate to purchase one of these from Marcin.
> I too have bought SIO2SD from Marcin.

Ok! Once I can scrounge up the money (we just dropped a large deposit
on a house to rent in the fall), I'll paypal him!

(I'm also accepting paypal donations of $1 from all my friends to help
me buy this completely guilt-free. Hee-hee)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2193. eBay: Atari 130XE system with 50 games

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-02 15:38:59 UTC
From: Ted <nobody@pseudo.borked.net>
Message-ID: <8dc574a008bf1017c3d90d30828ada47@pseudo.borked.net>
Source record: 3082
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

http://easyurl.net/Atari130XE

2194. How to load games off the 1050 Disk Drive?

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-03 06:49:56 UTC
From: s18
Message-ID: <1JedndQhHsYJ6_HVnZ2dnUVZ_gadnZ2d@giganews.com>
Source record: 3083

Ive forgotten due to time how to load games off the 1050 disk drive.

I have a bunch of disks with games. I remember the games were OBJ
files, but how do we execute an OBJ file? What are the commands to
load OBJ files from a disk drive?

Thanks

--
---------- --- -- -
Posted with NewsLeecher v3.7 Final
Web @ http://www.newsleecher.com/?usenet
---------- ----- ---- -- -

2195. Re: How to load games off the 1050 Disk Drive?

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-03 06:54:30 UTC
From: Mark Bedingfield <atari030@nomorespamplease.optusnet.com.au>
Message-ID: <GI_ak.16725$IK1.11004@news-server.bigpond.net.au>
Source record: 3084

s@342ad.com wrote:
> Ive forgotten due to time how to load games off the 1050 disk drive.
>
> I have a bunch of disks with games. I remember the games were OBJ
> files, but how do we execute an OBJ file? What are the commands to
> load OBJ files from a disk drive?
>
> Thanks
>
>
> --
> ---------- --- -- -
> Posted with NewsLeecher v3.7 Final
> Web @ http://www.newsleecher.com/?usenet
> ---------- ----- ---- -- -
>

Object files? From DOS iirc, do you have a copy of 2.5?

Mark

2196. 25% off ATARI! XMAS in JULY!

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-03 09:30:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0807030228120.8215-100000@onyx.spiritone.com>
Source record: 3085
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

25% off Games/Software-Hardware & Books for Classic Atari 8 Bit & Atari ST! Many items I have One, Two or Too Few of! Questions? Atari@aracnet.com or call 24/7@(503)256-9974! 1st Come, 1st Serve!

http://BensCatalogs.Atari.org Ben's Atari Catalogs & Website!
http://www.aracnet.com/~atari/specials.htm Atari Sale Details!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2197. Re: How to load games off the 1050 Disk Drive?

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-03 10:47:51 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <g4iabe$9ta$1@infosun2.rus.uni-stuttgart.de>
Source record: 3086

s@342ad.com schrieb:
> Ive forgotten due to time how to load games off the 1050 disk drive.
>
> I have a bunch of disks with games. I remember the games were OBJ
> files, but how do we execute an OBJ file? What are the commands to
> load OBJ files from a disk drive?

The easiest option is to install a game DOS (like S. Bauke's NDos) on the drive, and then simply boot from the disk.

So long,
Thomas

2198. Re: How to load games off the 1050 Disk Drive?

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-03 14:43:02 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <ftKdnRYulcQRePHVnZ2dnUVZ_tDinZ2d@earthlink.com>
Source record: 3087

s@342ad.com wrote:
> Ive forgotten due to time how to load games off the 1050 disk drive.
>
> I have a bunch of disks with games. I remember the games were OBJ
> files, but how do we execute an OBJ file? What are the commands to
> load OBJ files from a disk drive?
>
> Thanks
>
>
> --
> ---------- --- -- -
> Posted with NewsLeecher v3.7 Final
> Web @ http://www.newsleecher.com/?usenet
> ---------- ----- ---- -- -
>

If it is an 800/400, remove any carts. If it is an XL or XE with stock OS, hold down the option key while booting a disk with DOS on it. IIRC From the menu choose 'L for load binary, give it the full file name i.e. GORF.OBJ, and it should run if it was properly saved.

If it wasn't properly saved, you may have to choose a run address with 'M option. First guess would be it could be a cart image with A000 for the run address.

There are other things you can do, like a binary save 'K with run/init address to patch those in and make it a load and go file if that is the problem. Maybe menu option 'B for run cart would work.

Most of us can piece together what the thing should do from a few bytes perpended and/or appended to the file.

Rick

2199. Re: How to load games off the 1050 Disk Drive?

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-03 14:56:45 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <nN5bk.6323$LG4.2346@nlpi065.nbdc.sbc.com>
Source record: 3088

Howdy,
"s18" <> wrote in message news:
> Ive forgotten due to time how to load games off the 1050 disk drive.
>
> I have a bunch of disks with games. I remember the games were OBJ
> files, but how do we execute an OBJ file? What are the commands to
> load OBJ files from a disk drive?
>
> Thanks

OK, You've hooked the 1050 to the SIO
port. You turn the computer on. If the computer
is a XL/XE, you hold OPTION until the disk
starts booting.
Now, you get a DOS menu screen, with DOS
2/2.5. Or you get a game screen if the disk is
a game menu disk. If a game menu disk, it
is simply hit the letter of the game you want.
But probably it is a DOS 2/2.5 disk, and you
get the DUP menu. Pick 'L' for load file.
Uh-oh, you don't know what is on the disk.
You hit 'A' Return Return to get a directory
listing of D1: Now you can see the files on
the disk. Now type 'L' Return and type
D:FILENAME.EXT (PACMAN.OBJ eg.).
and the game will load and run.
Some games require a game load disk, but
that should be on your disk. If you get
the BASIC READY prompt when you boot,
you didn't successfully hold OPTION on boot,
try again.
If the game doesn't run, or the screen goes blank,
it may be a menu disk loader program. A very
few programs will require BASIC, so you don't
hold OPTION for those.
Russg

2200. Archimedes Spiral "hat" demo (graphics 8)

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-03 19:29:09 UTC
From: Jon Bailey <hobart@gmail.com>
Message-ID: <c37e7d73-5575-4c80-a3e5-4daf367df231@m45g2000hsb.googlegroups.com>
Source record: 3089

I've skimmed the 'net every few years for this one to no avail, I
figure it may strike a chord with someone. :-)

There was a VERY short (but dense) Atari Basic demo that took hours to
run. When it completed, it would show, drawn in graphics mode 8+16,
from a three-quarters perspective, a 3D surface, with hidden lines
removed. The final image looked rather like a hat.

I seem to remember it being referred to as "Archimedes Spiral" in the
demo.

I recall the article with the program listing had some suggested
modifications (disabling hidden line removal made the program run
faster) -- I remember the bracketed editor's quote "[It still looks
like a hat to me --Ed.]".

I grew up in Michigan, this could conceivably have been from the
M.A.C.E. Journal newsletter...

Allen MacroWare's "Printwiz" used the image as their title screen
(http://hobart.googlepages.com/printwiz.jpg)

Anyone recall this one?

Cheers,
-Jon Bailey
Boulder CO
Atari 400, 800, 800XL - 1983-1988
Atari 520STfmd - 1990 - 1992

2201. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-04 05:02:18 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1215147699@rtfm.mit.edu>
Source record: 3090
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 14 days
Last-modified: June 30, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 14 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS
http://www.atarimania.com/ "The World's Finest Atari Database"

http://atari.fandal.cz/ Games, Demos

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2202. Re: Favorite Atari 8 Bit Games??

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-04 08:26:18 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <486e0af81153772@comcast.net>
Source record: 3091

>Could you guys please let me know what some really good atari 8 bit games
>are to play? I just know 1 or 2....
>
>Thanks
>

Any of the Ultima games, Castle Wolfenstein 1&2, Rescue From Fractalus, Ball
Blazer...
--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

2203. Re: Favorite Atari 8 Bit Games??

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-05 14:21:54 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <39fe88d0-b6a6-444d-bfb1-1dc6490bb067@a70g2000hsh.googlegroups.com>
Source record: 3092

On Jun 29, 12:09 am, "Dan Shyan" <dansh...@shaw.ca> wrote:
> Could you guys please let me know what some really good atari 8 bit games
> are to play? I just know 1 or 2....
>
> Thanks

Some of the best arcade translations from the 80's were done on the 8bit, some notable ones: Donkey Kong, Joust, Defender, Mr Do, Ms Pac Man, Arkanoid, Popeye, Frogger, Missle Command, Gyruss, Galaxians, Centipede (2 versions the latter version is better), and many more I am forgetting...

Other games off the top of my head:

Star Raiders, Zybex, K-razy Shootout, Shamus, Blue Max, MULE, Ultima series, Jumpman/Jumpman JR, Bruce Lee, Ballblazer, Rescue on Fractalus, Dropzone, Fort Apocalpse, Miner 2049'er, Montezuma's Revenge, Quasimodo, Rainbow walker, Necromancer, Archon, Gateway to Apshai, Zone Ranger....

that should get you started.

-Kev

2204. Re: Archimedes Spiral "hat" demo (graphics 8)

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-06 02:48:11 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <qoWbk.31462$ZE5.21227@nlpi061.nbdc.sbc.com>
Source record: 3093

```
"Jon Bailey" <> wrote in message news:
> I've skimmed the 'net every few years for this one to no avail, I
> figure it may strike a chord with someone. :-)
>
> There was a VERY short (but dense) Atari Basic demo that took hours to
> run. When it completed, it would show, drawn in graphics mode 8+16,
> from a three-quarters perspective, a 3D surface, with hidden lines
> removed. The final image looked rather like a hat.
>
> I seem to remember it being referred to as "Archimedes Spiral" in the
> demo.
>
> I recall the article with the program listing had some suggested
> modifications (disabling hidden line removal made the program run
> faster) -- I remember the bracketed editor's quote "[It still looks
> like a hat to me --Ed.]".
>
> I grew up in Michigan, this could conceivably have been from the
> M.A.C.E. Journal newsletter...
>
> Allen MacroWare's "Printwiz" used the image as their title screen
> ( http://hobart.googlepages.com/printwiz.jpg )
>
> Anyone recall this one?
Nobody replied now for a couple days.
I looked for it in my archives. I bet I have it,
maybe just can't find it. I searched for
'gr8' and 'archi' and some gr8 pic disks.
I just want you to know I looked, and I don't
remember it. I have about 2.8 gigs of files,
I bet it is in there somewhere.
You got any other search ideas?
```

2205. Re: Archimedes Spiral "hat" demo (graphics 8)

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-07 16:05:12 UTC
From: Jon Bailey <hobart@gmail.com>
Message-ID: <318cc6c9-b52a-4438-ad7d-1e994a78c36e@34g2000hsf.googlegroups.com>
Source record: 3094

On Jul 5, 8:48 pm, "Russg" <russg...@MUNGEsbcyahoo.net> wrote:
> "Jon Bailey" <> wrote in message news:
> > There was a VERY short (but dense) Atari Basic demo that took hours to
> > run. When it completed, it would show, drawn in graphics mode 8+16,
> > from a three-quarters perspective, a 3D surface, with hidden lines
> > removed. The final image looked rather like a hat.
> > I seem to remember it being referred to as "Archimedes Spiral" in the
> > demo.
> > Allen MacroWare's "Printwiz" used the image as their title screen
> > (http://hobart.googlepages.com/printwiz.jpg)
>
> Nobody replied now for a couple days.
> I looked for it in my archives. I bet I have it,
> maybe just can't find it. I searched for
> 'gr8' and 'archi' and some gr8 pic disks.
> I just want you to know I looked, and I don't
> remember it. I have about 2.8 gigs of files,
> I bet it is in there somewhere.
> You got any other search ideas?

I don't recall any text that may have been in the program other than
(potentially) Archimedes Spiral. It's been suggested that it may have
been from COMPUTE! magazine, that's about it. (Thanks for looking!)

-jon

2206. Re: Archimedes Spiral "hat" demo (graphics 8)

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-07 22:04:18 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <gqwck.13378$xZ.3582@nlpi070.nbdc.sbc.com>
Source record: 3095

"Jon Bailey" <> wrote in message news:
On Jul 5, 8:48 pm, "Russg" wrote...

snip

> > (http://hobart.googlepages.com/printwiz.jpg)

>

snip

> You got any other search ideas?

I don't recall any text that may have been in the program other than
(potentially) Archimedes Spiral. It's been suggested that it may have
been from COMPUTE! magazine, that's about it. (Thanks for looking!)

-jon

I looked some more. In Compute stuff.
I found a program called 'Spralizer' in Oct.
83 Compute by Chayim Avinor. Now there's
a name you might remember. I ran it, it is slow.
It asks for three or four criteria, then starts drawing
ovals that end up like the atomic energy logo.
It could be it would make that hat with the right
criteria, but it doesn't look like it. I found no
reference to Archimedes in the BASIC program
listing.

2207. Re: How to load games off the 1050 Disk Drive?

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-08 10:34:44 UTC
From: s18
Message-ID: <sLSdnYZcP8ZZ3-7VnZ2dnUVZ_uadnZ2d@comcast.com>
Source record: 3096

Russg - Thanks a million for the exact in depth walk through.

Ive printed your answer out and put inside the Atari box so I never
have to forget. Thanks a bunch!

--
---------- --- -- -
Posted with NewsLeecher v3.7 Final
Web @ http://www.newsleecher.com/?usenet
---------- ----- ---- -- -

2208. where can I get a good deal on SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-08 10:51:02 UTC
From: s18
Message-ID: <KI2dnS8BcMIL2-7VnZ2dnUVZ_vzinZ2d@comcast.com>
Source record: 3097

Where can I get a good deal on an SIO2PC, I dont have 50 bucks to
spend like the ones I find on ebay cost.

And silly question, but can I download games thru the internet and
save onto the Atari Disk Drive and later play them thru my atari

--
---------- --- -- -
Posted with NewsLeecher v3.7 Final
Web @ http://www.newsleecher.com/?usenet
---------- ----- ---- -- -

2209. Re: where can I get a good deal on SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-08 13:32:26 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <E-6dnVfHA8r38e7VnZ2dnUVZ_oLinZ2d@giganews.com>
Source record: 3098

s@342ad.com wrote:
> Where can I get a good deal on an SIO2PC, I dont have 50 bucks to
> spend like the ones I find on ebay cost.

Simple: Avoid eBay and buy it from Steven Tucker:

http://www.atarimax.com/sio2pc/documentation/

If you want to sacrifice an SIO cable by cutting the end off, an SIO2PC with screw terminals is $24.95. Otherwise, figure on $29.99 with onboard SIO jack. Shipping on top of that, too, but they're very lightweight.

Works great. Just bought one myself last month.

Steve

2210. Re: where can I get a good deal on SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-08 14:59:35 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <5iLck.14586$mh5.13189@nlpi067.nbdc.sbc.com>
Source record: 3099

"s18" <> wrote in message news:
> Where can I get a good deal on an SIO2PC, I dont have 50 bucks to
> spend like the ones I find on ebay cost.
>
Somebody suggests www.atarimax.com for
a really good SIO2PC/APE/PRO interface.
The PRO interface will allow you to load and
run PRO images, but you can do with that feature.
There are instructions online to make your own
SIO2PC interface with a 1482 chip a diode
and a couple resistors, and of course the
PC serial cable and SIO cable you would have
to sacrifice/cut in half.
So, there you have a few choices. I think the
instructions or link to them are on atarimax as well.

> And silly question, but can I download games thru the internet and
> save onto the Atari Disk Drive and later play them thru my atari
>
Yes, you can download from internet and
use on your Atari. That would require some
software to run your SIO2PC. Again, atarimax
has free software, called APE, to do that. APE
comes as trial, somewhat disabled, Windows and
DOS versions. I think writing to Atari disk drive
from PC is one of the disabled features. You
can get the original SIO2PC/Nick Kennedy
software, I haven't used that, it is free.
If you have an APE interface and APE software,
you can pretty much retire your Atari 1050/etc.
It can be faster and more convenient.

2211. Re: where can I get a good deal on SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-09 13:10:32 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <Afednfa0y89VJenVnZ2dnUVZ_rfinZ2d@giganews.com>
Source record: 3100

Russg wrote:

> Yes, you can download from internet and
> use on your Atari. That would require some
> software to run your SIO2PC. Again, atarimax
> has free software, called APE, to do that. APE
> comes as trial, somewhat disabled, Windows and
> DOS versions. I think writing to Atari disk drive
> from PC is one of the disabled features. You
> can get the original SIO2PC/Nick Kennedy
> software, I haven't used that, it is free.

Just to mention: The Linux port, "atarisio", is fully functional and free. Perhaps a bit more difficult to use (since it lacks the pointy-clicky GUI front end) but can support operation in both directions.

The 'atarixfer' utility lets you transfer data to and from an Atari diskette drive. 'atariserver' lets the Linux box offer up Atari diskette images (in several popular formats) as if they were physical drives.

The author is engaged, willing to answer questions and has already fixed a bug I reported. Can't ask for more!

Steve

2212. Re: where can I get a good deal on SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-09 22:33:02 UTC
From: bill@newbreedsoftware.com
Message-ID: <48753c9e$0$17214$742ec2ed@news.sonic.net>
Source record: 3151

Steven Hirsch <snhirsch@gmail.com> wrote:
> Just to mention: The Linux port, "atarisio", is fully functional and free.
> Perhaps a bit more difficult to use (since it lacks the pointy-clicky GUI
> front end) but can support operation in both directions.

> The 'atarixfer' utility lets you transfer data to and from an Atari diskette
> drive. 'atariserver' lets the Linux box offer up Atari diskette images (in
> several popular formats) as if they were physical drives.

> The author is engaged, willing to answer questions and has already fixed a bug
> I reported. Can't ask for more!

I have an SIO2PC from Steve Tucker (AtariMax). I ... can't use that
with 'atarixfer', can I ???

(And yes, Hias is very responsive, and his code has been easy to tweak,
when I need to (i.e., major Linux Kernel updates incompatible with an
older version of atarisio :^)))

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2213. 25% off ATARI! XMAS in JULY!

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-10 08:54:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0807100149260.29426-100000@onyx.spiritone.com>
Source record: 3152
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

25% off Games/Software-Hardware & Books for Classic Atari 8 Bit & Atari ST! Many items I have One, Two or Too Few of! Questions? Atari@aracnet.com or call 24/7@(503)256-9974! 1st Come, 1st Serve!

http://BensCatalogs.Atari.org Ben's Atari Catalogs & Website!
http://www.aracnet.com/~atari/specials.htm Atari Sale Details!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2214. Re: where can I get a good deal on SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-10 17:07:39 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <gdSdnfjdFtBB3OvVnZ2dnUVZ_tPinZ2d@giganews.com>
Source record: 3153

William Kendrick wrote:
> Steven Hirsch <snhirsch@gmail.com> wrote:
>> Just to mention: The Linux port, "atarisio", is fully functional and free.
>> Perhaps a bit more difficult to use (since it lacks the pointy-clicky GUI
>> front end) but can support operation in both directions.
>
>> The 'atarixfer' utility lets you transfer data to and from an Atari diskette
>> drive. 'atariserver' lets the Linux box offer up Atari diskette images (in
>> several popular formats) as if they were physical drives.
>
>> The author is engaged, willing to answer questions and has already fixed a bug
>> I reported. Can't ask for more!
>
> I have an SIO2PC from Steve Tucker (AtariMax). I ... can't use that
> with 'atarixfer', can I ???

Why not? That's how I'm setup here and it's just fine. Not sure the USB
version would be compatible, but the serial port adapter is ok.

Steve

2215. Re: where can I get a good deal on SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-10 20:38:12 UTC
From: bill@newbreedsoftware.com
Message-ID: <48767334$0$17151$742ec2ed@news.sonic.net>
Source record: 3154

Steven Hirsch <snhirsch@gmail.com> wrote:
> > I have an SIO2PC from Steve Tucker (AtariMax). I ... can't use that
> > with 'atarixfer', can I ???

> Why not? That's how I'm setup here and it's just fine. Not sure the USB
> version would be compatible, but the serial port adapter is ok.

Well shoot! I didn't realize! :^P I'll need to try it out!
That'd probably be a lot easier way of backing up all my old floppies!

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2216. Re: where can I get a good deal on SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-12 12:05:29 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <KpudnYgwgvWXA-XVnZ2dnUVZ_sninZ2d@giganews.com>
Source record: 3155

William Kendrick wrote:
> Steven Hirsch <snhirsch@gmail.com> wrote:
>>> I have an SIO2PC from Steve Tucker (AtariMax). I ... can't use that
>>> with 'atarixfer', can I ???
>
>> Why not? That's how I'm setup here and it's just fine. Not sure the USB
>> version would be compatible, but the serial port adapter is ok.
>
> Well shoot! I didn't realize! :^P I'll need to try it out!
> That'd probably be a lot easier way of backing up all my old floppies!

Just pay close attention to the atarixfer docs: There's a special command
line switch (-p) required when using the Tucker SIO2PC.

2217. Re: Bensan hinta ja ajonopeudet

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-14 05:47:15 UTC
From: Ville <ville.harju@lennot.com>
Message-ID: <4877d8f3$0$14994$4f793bc4@gcre-23-104-122-11.sgv.sep.ss.com>
Source record: 3156

Eik&#65533; tosiaan kaltaiseni asiaa ja kunnollista ja v&#65533;h&#65533;ist&#65533; materiaalia tuottava saa olla heid&#65533;n h&#65533;irik&#65533;inneilt&#65533;&#65533;n vapaata nettisivustoa en&#65533;&#65533; mist&#65533;&#65533;n?
Eik&#65533; tosiaan saada n&#65533;it&#65533; ties mit&#65533; torimyyntikokouksiaan pit&#65533;vi&#65533; "Fallstr&#65533;m&kump" padottua pois tai edes rajattua asiaankuulumattominme juttuhaahuiluine nyyssiin.

Heill&#65533; kun tuntuu olevan SUOPO-verorahoitteinen luulo siit&#65533;, ett&#65533; saavat h&#65533;irik&#65533;id&#65533; asiaa-aiheisiin kuulumattomilla kirjoituksillaan nettiaiheosastoissa miss&#65533; vaan! Onko tosiaan nettimme valjastettu t&#65533;llaisten "rahasta sensuuriohjelmiaan ja ties mit&#65533; moskansa" myyvien, tyrkytt&#65533;vien trollien

Ja minusta on viimeist&#65533;&#65533;n nyt pantava my&#65533;s valtioneuvostossa huomioon, ettei heid&#65533;n h&#65533;irint&#65533;ns&#65533; rajoitu en&#65533;&#65533; edes nettiin. Vaan ovat hyv&#65533;kk&#65533;&#65533;t alkaneet ottaa laajastin hampaisiinsa asiallisen ydinkritiikin YVA-TEM tiedostojen kaltaista valtion materiaalia my&#65533;s. Terveiset nyt suoraan Sis&#65533;minmisteri&#65533;&#65533;n asti! Niin kauan kun t&#65533;ss&#65533; ydin-SUPO turvottamassa Suomessamme on demokratialle tilaa on syyt&#65533; panna t&#65533;llaiselle sikailukehitystaantumiselle tiukat suitset. Kun maamme oikeusministeri Tuija Brax haikailee maamme saattamiseksi takaisin demokratian uomaan jokainen ymm&#65533;rt&#65533;&#65533;, ett&#65533; t&#65533;llaisia edell&#65533;mainittuja ydinpainostusrypp&#65533;it&#65533; ei saa antaa mellastaa kuin siat pellossa!

2218. Re: Bensan hinta ja ajonopeudet

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-15 17:36:49 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <Ye5fk.32577$ZE5.4888@nlpi061.nbdc.sbc.com>
Source record: 3157

'Price of petrol and driving speeds.' is the title.
It is Finnish. I don't think this is for Atari at all.

2219. Re: Bensan hinta ja ajonopeudet

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-15 17:39:43 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <Fh5fk.32578$ZE5.12898@nlpi061.nbdc.sbc.com>
Source record: 3158

```
"Russg" <> wrote in message news:
> 'Price of petrol and driving speeds.' is the title.
> It is Finnish. I don't think this is for Atari at all.
>
And it is formed funny. Responds to a funny
non-existant newsgroup. You have to type in
comp.sys.atari.8bit to respond here, at least
with Outlook Express.
```

2220. 348 GPS Wholesale Pricing 34857

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-16 21:27:15 UTC
From: Morales <ermorales@yahoo.com>
Message-ID: <L4Hfk.258102$6i4.121645@en-nntp-03.dc1.easynews.com>
Source record: 3159
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy

```
======================================
Get A GPS Today At A Low Price!!
http://www.GPSTakesYou.com
======================================

GPS Devices www.gpstakesyou.com

======================================

2X[k \p\)Q\]wCIm @4n&
```

2221. 25% off ATARI! XMAS in JULY!

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-17 12:44:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0807170541560.21865-100000@onyx.spiritone.com>
Source record: 3160
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

25% off Games/Software-Hardware & Books for Classic Atari 8 Bit & Atari ST! Many items I have One, Two or Too Few of! Questions? Atari@aracnet.com or call 24/7@(503)256-9974! 1st Come, 1st Serve!

http://BensCatalogs.Atari.org Ben's Atari Catalogs & Website!
http://www.aracnet.com/~atari/specials.htm Atari Sale Details!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2222. Send your Atari WantList to Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-18 05:02:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0807172201440.20900-100000@onyx.spiritone.com>
Source record: 3161
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari that you want for your Atari are in my Catalogs! Many I havent added! Do yourself a favor, add your WantList of Atari Treasures to my WantLists! Be specific! Make the Subject: "Wantlist" and E-Mail your lists to Atari@aracnet.com or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References! FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2223. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-18 05:11:37 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1216357861@rtfm.mit.edu>
Source record: 3162
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 14 days
Last-modified: June 30, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 14 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS
http://www.atarimania.com/ "The World's Finest Atari Database"

http://atari.fandal.cz/ Games, Demos

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2224. Torrent of Jellystone Park and Closer to Home Archives

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-18 07:15:03 UTC
From: Zaphod <zaphodb777@gmail.com>
Message-ID: <ed9c2404-ca54-40c4-b672-0d23a0a23ecd@s21g2000prm.googlegroups.com>
Source record: 3163

They are not gone!

Please see http://www.demonoid.com/files/details/1552228/

Will be seeding till the end of the weekend!

2225. Re: Torrent of Jellystone Park and Closer to Home Archives

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-18 16:23:23 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <ft3gk.5183$np7.5045@flpi149.ffdc.sbc.com>
Source record: 3164

"Zaphod" <zaphodb777@gmail.com> wrote in

I guess this is P2P stuff. Need educating on it.

I didn't see mention of the excellent ftp archive
at www.pigwa.net . It has Holmes archive
and lots of stuff (98 gigs!) I'm not familiar with.
Holme's archive is one of the best.

2226. Re: Torrent of Jellystone Park and Closer to Home Archives

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-18 20:21:22 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <eX6gk.30522$co7.17377@nlpi066.nbdc.sbc.com>
Source record: 3165

"Russg" <>
> "Zaphod" <zaphodb777@gmail.com> wrote in
>
> I guess this is P2P stuff. Need educating on it.
>
> I didn't see mention of the excellent ftp archive
> at www.pigwa.net . It has Holmes archive
> and lots of stuff (98 gigs!) I'm not familiar with.
> Holme's archive is one of the best.
Well, better ftp.pigwa.net for the archives.

2227. Shredz64 and PSX64

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-18 21:45:25 UTC
From: bill@newbreedsoftware.com
Message-ID: <48810ef5$0$17235$742ec2ed@news.sonic.net>
Source record: 3166

Here are a pair of videos of "Shredz64", a Guitar Hero style game
for the C=64 that uses the PlayStation controllers via an adapter
by the same folks:

http://www.youtube.com/watch?v=WyCMM6e1Lbo
http://www.youtube.com/watch?v=52gcC3Sn-Gw

Here's a link to the adapter, which apparently should also work on
Commodore Amigas, Sega Genesis, and Atari 2600 (so I assume also Atari 8-bit
and Atari ST):

http://www.synthdreams.com/psx64.php

Enjoy!

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2228. games transfer to pc

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-19 01:42:14 UTC
From: snafuone@earthlink.net
Message-ID: <f063508b-8dbf-4c26-95e1-49ee959f2cca@w39g2000prb.googlegroups.com>
Source record: 3167

Hello. Are there ways of transferring Atari 8-bit Games to PC? I
have a ton from the 80's on floppies. I wanna play them on my pc.
Can i do it? If so, how?

2229. Re: games transfer to pc

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-19 02:13:40 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <E6cgk.5253$np7.3719@flpi149.ffdc.sbc.com>
Source record: 3168

<snafuone> wrote in message news:
> Hello. Are there ways of transferring Atari 8-bit Games to PC? I
> have a ton from the 80's on floppies. I wanna play them on my pc.
> Can i do it? If so, how?
Hmm.. Lemme see.
Get a APE interface and cables.
Use disk communicator by Bob Puff to
make a .DCM file of your floppy.
Use imagic by Steve Tucker to make
.ATR out of the DCM file.
Now you can load and play your .ATR
on an emulator, I prefer Atari800winplus,
but there are others.
There may be a direct disk to .ATR maker.
The key is the APE/SIO2PC interface.
There's probably other ways. For instance
there are archives that have about every game
made. There are still vendors that will sell
you any game you want.
Russg

2230. Re: games transfer to pc

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-19 06:09:25 UTC
From: snafuone@earthlink.net
Message-ID: <329ee549-6fe3-43fe-be70-64bcd9d3830c@i20g2000prf.googlegroups.com>
Source record: 3169

On Jul 18, 7:13 pm, "Russg" <russg...@MUNGEsbcyahoo.net> wrote:
> <snafuone> wrote in message news:
> > Hello. Are there ways of transferring Atari 8-bit Games to PC? I
> > have a ton from the 80's on floppies. I wanna play them on my pc.
> > Can i do it? If so, how?
>
> Hmm.. Lemme see.
> Get a APE interface and cables.
> Use disk communicator by Bob Puff to
> make a .DCM file of your floppy.
> Use imagic by Steve Tucker to make
> .ATR out of the DCM file.
> Now you can load and play your .ATR
> on an emulator, I prefer Atari800winplus,
> but there are others.
> There may be a direct disk to .ATR maker.
> The key is the APE/SIO2PC interface.
> There's probably other ways. For instance
> there are archives that have about every game
> made. There are still vendors that will sell
> you any game you want.
> Russg

thanks for the info. Will dig deeper, and see if i can find the
easiest way. I wanna play Joust! I have a 130xe and a 1050 drive,
and could get out the disk and play, but would rather play on the
pc.

2231. DarkForce! prize winners for June 2008

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-19 13:14:00 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2008.07.19.13.14.00.344497@suddenlink.net>
Source record: 3170

Greetings everyone!

Here are the lucky winners for June 2008 at The DarkForce! BBS:

June 2008
1. ST Magazine - Leehanken wins the free 3 mag. subscription

2. TOS 2.06 ROMs - Orion_ wins this for his Atari ST!

Congratulations to our winners!

Also, here are July's prizes:

July 2008

1. A complete TOS 2.06 ROM set for your ST, courtesy of Techie_Alison
(thanks Alison!)

Congratulations to our winners, and good luck to this months callers!

:)

PS Sorry about being late this month folks, vacation and all that :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

2232. Re: games transfer to pc

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-19 14:43:21 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <v5ngk.5313$np7.5255@flpi149.ffdc.sbc.com>
Source record: 3171

<snafuone> wrote in message news:
On Jul 18, 7:13 pm, "Russg" <
> Russg

thanks for the info. Will dig deeper, and see if i can find the
easiest way. I wanna play Joust! I have a 130xe and a 1050 drive,
and could get out the disk and play, but would rather play on the
pc.
Ah. The easiest way to play joust on pc is
download the joust .ATR or file and play it
on an emulator, forget APE.
You can find Joust at Vietnam site. You might
have to fiddle with Imageman or Xdir to get
the joust file onto an .ATR.
If you have an original Joust disk, it would
be problematic getting that protected disk
over to a .PRO image. And I don't think
emulators use .PRO images.
The ATR image is a file for emulating an
Atari disk.

2233. Re: games transfer to pc

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-20 12:40:08 UTC
From: snafuone@earthlink.net
Message-ID: <f8e0c26c-3681-457a-b962-218ccc7217fe@f1g2000prb.googlegroups.com>
Source record: 3172

On Jul 19, 7:43 am, "Russg" <russg...@MUNGEsbcyahoo.net> wrote:
> <snafuone> wrote in message news:
>
> On Jul 18, 7:13 pm, "Russg" <
>
> > Russg
>
> thanks for the info. Will dig deeper, and see if i can find the
> easiest way. I wanna play Joust! I have a 130xe and a 1050 drive,
> and could get out the disk and play, but would rather play on the
> pc.
> Ah. The easiest way to play joust on pc is
> download the joust .ATR or file and play it
> on an emulator, forget APE.
> You can find Joust at Vietnam site. You might
> have to fiddle with Imageman or Xdir to get
> the joust file onto an .ATR.
> If you have an original Joust disk, it would
> be problematic getting that protected disk
> over to a .PRO image. And I don't think
> emulators use .PRO images.
> The ATR image is a file for emulating an
> Atari disk.

hi. What's vietnam site? What's the url? thanks. Have a ton of
games. I also wanna play dig dug, super pac-man, miner 2049er,
zaxxon, etc. damn! what nostalgia!! i just have Joust as an .exe.
Will need to get out the 130xe and 1050 later today, and see if i can
convert some games to .ATR.

thanks!

2234. Re: Torrent of Jellystone Park and Closer to Home Archives

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-20 13:21:47 UTC
From: Zaphod <zaphodb777@gmail.com>
Message-ID: <9d3bef61-d6a8-4cf1-bec5-95eb17eebfb5@v1g2000pra.googlegroups.com>
Source record: 3173

On Jul 18, 10:23 am, "Russg" <russg...@MUNGEsbcyahoo.net> wrote:
> "Zaphod" <zaphodb...@gmail.com> wrote in
>
> I guess this is P2P stuff. Need educating on it.
>
> I didn't see mention of the excellent ftp archive
> atwww.pigwa.net . It has Holmes archive
> and lots of stuff (98 gigs!) I'm not familiar with.
> Holme's archive is one of the best.

Being P2P places the traffic load on the downloaders. Also, there was never more than, at the outside guess, 2 gigs of Atari 8-bit material ever.

I took a look at that archive, and saw a bunch of ST stuff. I am not into 16 bit C=64s ala Tramiel (Although I have a 1040ST, it's mothballed.)

I stuck with Jay Miner machines, the Atari 8-bits and the Amigas.

Although dated, my torrent is pure 8-bit Atari (Except for the emulators, and the hardware adaptors like SIO2PC and APE), it's also had most of the compressed files decompressed internally, to make use in Atari800Win+ easier.

BUT... Thanks for the ftp link! It is worthy. Sad thing is, I don't see any of the atari pages (Including a search for archives on atari.org) linking to pigwa. Will check again, and fix if not there.

Zap

Kudos to you!

2235. Re: games transfer to pc

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-20 15:05:01 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <quqdnYyTdaGIyB7VnZ2dnUVZ_oninZ2d@comcast.com>
Source record: 3174

Hi.

You can find .ATR images of just about any Atari 8-bit game on the web.
So all you'd need is to download Atari800win.

Go here:
http://www.atarimania.com/detail_soft.php?MENU=8&VERSION_ID=2690

Download "joust.zip". Unzip it to "joust.rom". In Atari800Win, choose
"File -> Attach Cartridge". Pick joust.rom.
Pick standard cartridge (default). Start playing!!!

You can download AtariWin800 4.0 from: http://www.a800win.atari-area.prv.pl/

-Mr. Z-

<snafuone@earthlink.net> wrote in message
news:f8e0c26c-3681-457a-b962-218ccc7217fe@f1g2000prb.googlegroups.com...
> On Jul 19, 7:43 am, "Russg" <russg...@MUNGEsbcyahoo.net> wrote:
>> <snafuone> wrote in message news:
>>
>> On Jul 18, 7:13 pm, "Russg" <
>>
>> > Russg
>>
>> thanks for the info. Will dig deeper, and see if i can find the
>> easiest way. I wanna play Joust! I have a 130xe and a 1050 drive,
>> and could get out the disk and play, but would rather play on the
>> pc.
>> Ah. The easiest way to play joust on pc is
>> download the joust .ATR or file and play it
>> on an emulator, forget APE.
>> You can find Joust at Vietnam site. You might
>> have to fiddle with Imageman or Xdir to get
>> the joust file onto an .ATR.
>> If you have an original Joust disk, it would
>> be problematic getting that protected disk
>> over to a .PRO image. And I don't think
>> emulators use .PRO images.
>> The ATR image is a file for emulating an
>> Atari disk.
>
> hi. What's vietnam site? What's the url? thanks. Have a ton of
> games. I also wanna play dig dug, super pac-man, miner 2049er,
> zaxxon, etc. damn! what nostalgia!! i just have Joust as an .exe.
> Will need to get out the 130xe and 1050 later today, and see if i can

> convert some games to .ATR.
>
> thanks!
>
>
>

2236. Re: games transfer to pc

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-20 15:09:03 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <JdOdnd1V18yMyx7VnZ2dnUVZ_vSdnZ2d@comcast.com>
Source record: 3175

Good emulation FAQ site:

http://gury.atari8.info/emulation.htm

-z-

<snafuone@earthlink.net> wrote in message
news:f8e0c26c-3681-457a-b962-218ccc7217fe@f1g2000prb.googlegroups.com...
> On Jul 19, 7:43 am, "Russg" <russg...@MUNGEsbcyahoo.net> wrote:
>> <snafuone> wrote in message news:
>>
>> On Jul 18, 7:13 pm, "Russg" <
>>
>> > Russg
>>
>> thanks for the info. Will dig deeper, and see if i can find the
>> easiest way. I wanna play Joust! I have a 130xe and a 1050 drive,
>> and could get out the disk and play, but would rather play on the
>> pc.
>> Ah. The easiest way to play joust on pc is
>> download the joust .ATR or file and play it
>> on an emulator, forget APE.
>> You can find Joust at Vietnam site. You might
>> have to fiddle with Imageman or Xdir to get
>> the joust file onto an .ATR.
>> If you have an original Joust disk, it would
>> be problematic getting that protected disk
>> over to a .PRO image. And I don't think
>> emulators use .PRO images.
>> The ATR image is a file for emulating an
>> Atari disk.
>
> hi. What's vietnam site? What's the url? thanks. Have a ton of
> games. I also wanna play dig dug, super pac-man, miner 2049er,
> zaxxon, etc. damn! what nostalgia!! i just have Joust as an .exe.
> Will need to get out the 130xe and 1050 later today, and see if i can
> convert some games to .ATR.
>
> thanks!
>
>
>

2237. Faqs.Org is up (FAQs available in Multipart editions again)

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-20 15:17:35 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.ueljf2pggaat7c@mdc>
Source record: 3176

I was quite surprised recently to notice that www.faqs.org seems to have
been resurrected. That site had not been mirroring the latest FAQ
versions since spring 2004.

This means that, after 4 years without them, we now have auto-generated
Multipart versions of the latest editions of the Atari 8-bit FAQ and
Vendor Lists again:

http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

2238. Re: games transfer to pc

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-20 15:47:36 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <x6Jgk.33493$ZE5.7059@nlpi061.nbdc.sbc.com>
Source record: 3177

snip
>> hi. What's vietnam site? What's the url? thanks. Have a ton of
My apologies. Don't go to that Vietnam site.
It has adware and maybe other malware.
www.atarimania.com is OK. Then there's
the ftp site ftp.pigwa.net probably hard to navigate, but has lots of
stuff.

2239. Re: games transfer to pc

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-20 17:16:56 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <KoKgk.18104$Ri.6317@flpi146.ffdc.sbc.com>
Source record: 3178

"> snip
>>> hi. What's vietnam site? What's the url? thanks. Have a ton of
> My apologies. Don't go to that Vietnam site.
> It has adware and maybe other malware.
> www.atarimania.com is OK. Then there's
> the ftp site ftp.pigwa.net probably hard to navigate, but has lots of
> stuff.
>
I tried Joust. The binary load ones I found
wouldn't work in atari800winplus 3.1.
I finally got Joust to work from a download
from the Vietnam site, which didn't seem to
be loading stuff and poping up a 'adware downloader' program this time.
You can try the Vietnam site, I guess it is
OK. There's a Joust.ATR there.
http://vjetnam.hopto.org/

The game isn't much fun with the emulator keyboard
joystick emulation, but I don't know how you'd get
a PC joystick working.

The ftp.pigwa.net site is difficult to navigate, unless
you know which directories to go to. I think
goto 'stuff' 'collections' 'holmes cd' then you can
find atari executables and atrs. Best would be
if there's a index for Holmes there to search before
you start hunting.

2240. Re: games transfer to pc

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-20 23:57:15 UTC
From: snafuone@earthlink.net
Message-ID: <89c47cf7-074f-429c-92c7-d0a1ac2340ee@h1g2000prh.googlegroups.com>
Source record: 3179

On Jul 20, 8:05 am, "Z.Beeblebrox" <the.z....@comcast.net> wrote:
> Hi.
>
> You can find .ATR images of just about any Atari 8-bit game on the web.
> So all you'd need is to download Atari800win.
>
> Go here:http://www.atarimania.com/detail_soft.php?MENU=8&VERSION_ID=2690
>
> Download "joust.zip". Unzip it to "joust.rom". In Atari800Win, choose
> "File -> Attach Cartridge". Pick joust.rom.
> Pick standard cartridge (default). Start playing!!!
>
> You can download AtariWin800 4.0 from:http://www.a800win.atari-area.prv.pl/
>
> -Mr. Z-
>
> <snafu...@earthlink.net> wrote in message
>
> news:f8e0c26c-3681-457a-b962-218ccc7217fe@f1g2000prb.googlegroups.com...
>
>
>
> > On Jul 19, 7:43 am, "Russg" <russg...@MUNGEsbcyahoo.net> wrote:
> >> <snafuone> wrote in message news:
>
> >> On Jul 18, 7:13 pm, "Russg" <
>
> >> > Russg
>
> >> thanks for the info. Will dig deeper, and see if i can find the
> >> easiest way. I wanna play Joust! I have a 130xe and a 1050 drive,
> >> and could get out the disk and play, but would rather play on the
> >> pc.
> >> Ah. The easiest way to play joust on pc is
> >> download the joust .ATR or file and play it
> >> on an emulator, forget APE.
> >> You can find Joust at Vietnam site. You might
> >> have to fiddle with Imageman or Xdir to get
> >> the joust file onto an .ATR.
> >> If you have an original Joust disk, it would
> >> be problematic getting that protected disk
> >> over to a .PRO image. And I don't think
> >> emulators use .PRO images.
> >> The ATR image is a file for emulating an

> >> Atari disk.
>
> > hi. What's vietnam site? What's the url? thanks. Have a ton of
> > games. I also wanna play dig dug, super pac-man, miner 2049er,
> > zaxxon, etc. damn! what nostalgia!! i just have Joust as an .exe.
> > Will need to get out the 130xe and 1050 later today, and see if i can
> > convert some games to .ATR.
>
> > thanks!- Hide quoted text -
>
> - Show quoted text -

hi. I am having trouble with Atari800Win Plus. It keeps on giving an
error, saying that "A ROM load error prevented ATari800Win Plus from
booting, you should check the ROM Settings under "Atari/Rom Images"
menu. Then i go there, input joust as a cartridge, and click ok.
Then it keeps going back to that error again. Got any ideas?

2241. Re: games transfer to pc

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-21 00:43:23 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <PYQgk.15860$mh5.8389@nlpi067.nbdc.sbc.com>
Source record: 3180

<snafuone

snip

hi. I am having trouble with Atari800Win Plus. It keeps on giving an
error, saying that "A ROM load error prevented ATari800Win Plus from
booting, you should check the ROM Settings under "Atari/Rom Images"
menu. Then i go there, input joust as a cartridge, and click ok.
Then it keeps going back to that error again. Got any ideas?

You don't have the system ROMs,
BASIC, OSA, OSB, XL/XE.
http://ftp.pigwa.net/stuff/collections/holmes%20cd/Holmes%202/PC%20Atari%20Emulators%20Old
/index.html
atariroms.zip

Lemme see. That probably won't copy and paste.

stuff/collections/holmes cd/pc atari emulators old/atariromx.zip

You need ataribas.rom, atariosa.rom and atarixl.rom and put them in a ROM
directory in your
atari800winplus directory.

2242. Re: games transfer to pc

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-21 00:52:19 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <n6Rgk.5475$np7.80@flpi149.ffdc.sbc.com>
Source record: 3181

snip

> You need ataribas.rom, atariosa.rom and atarixl.rom and put them in a ROM
> directory in your
> atari800winplus directory.
>
I believe that is a ROMS directory, not ROM.
Maybe there is a documentation to atari800winplus 3.1?

2243. Re: games transfer to pc

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-21 00:55:12 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <39Rgk.5476$np7.2537@flpi149.ffdc.sbc.com>
Source record: 3182

snip
> You don't have the system ROMs,
> BASIC, OSA, OSB, XL/XE.
> http://ftp.pigwa.net/stuff/collections/holmes%20cd/Holmes%202/PC%20Atari%20Emulators%20O
ld/index.html
> atariroms.zip
>
> Lemme see. That probably won't copy and paste.
>
> stuff/collections/holmes cd/pc atari emulators old/atariromx.zip
>
> You need ataribas.rom, atariosa.rom and atarixl.rom and put them in a ROM
> directory in your
> atari800winplus directory.
>
roms directory. the atariroms.zip is at the
bottom of the pigwa url I give, not in alphabet order.
It has the ones you need, the atarixl.rom, ataribas.rom and atariosa.rom.
Probably won't use the 800 ROMs (atariosa.rom and atariosb.rom).
Then there's a 5200 ROM too, but I haven't used that.

2244. Re: games transfer to pc

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-21 01:04:19 UTC
From: snafuone@earthlink.net
Message-ID: <c3ce3415-38ae-463b-8b4d-7170cd9295c9@j1g2000prb.googlegroups.com>
Source record: 3183

On Jul 20, 5:43 pm, "Russg" <russg...@MUNGEsbcyahoo.net> wrote:
> <snafuone
>
> snip
>
> hi. I am having trouble with Atari800Win Plus. It keeps on giving an
> error, saying that "A ROM load error prevented ATari800Win Plus from
> booting, you should check the ROM Settings under "Atari/Rom Images"
> menu. Then i go there, input joust as a cartridge, and click ok.
> Then it keeps going back to that error again. Got any ideas?
>
> You don't have the system ROMs,
> BASIC, OSA, OSB,
XL/XE.http://ftp.pigwa.net/stuff/collections/holmes%20cd/Holmes%202/PC%20At...
> atariroms.zip
>
> Lemme see. That probably won't copy and paste.
>
> stuff/collections/holmes cd/pc atari emulators old/atariromx.zip
>
> You need ataribas.rom, atariosa.rom and atarixl.rom and put them in a ROM
> directory in your
> atari800winplus directory.

so inside the folder for Atari800win plus, there should be a folder
named "ROM"? Then i should put the 3 ROMS in the atarirom.zip file
inside that "ROM" folder?

please clarify. thanks

2245. Re: games transfer to pc

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-21 01:07:31 UTC
From: snafuone@earthlink.net
Message-ID: <41d10470-a58c-44c2-95f9-2862b8f03b22@c2g2000pra.googlegroups.com>
Source record: 3184

On Jul 20, 5:55 pm, "Russg" <russg...@MUNGEsbcyahoo.net> wrote:
> snip> You don't have the system ROMs,
> > BASIC, OSA, OSB, XL/XE.
> >http://ftp.pigwa.net/stuff/collections/holmes%20cd/Holmes%202/PC%20At...
> > > atariroms.zip
>
> > Lemme see. That probably won't copy and paste.
>
> > stuff/collections/holmes cd/pc atari emulators old/atariromx.zip
>
> > You need ataribas.rom, atariosa.rom and atarixl.rom and put them in a ROM
> > directory in your
> > atari800winplus directory.
>
> roms directory. the atariroms.zip is at the
> bottom of the pigwa url I give, not in alphabet order.
> It has the ones you need, the atarixl.rom, ataribas.rom and atariosa.rom.
> Probably won't use the 800 ROMs (atariosa.rom and atariosb.rom).
> Then there's a 5200 ROM too, but I haven't used that.

ok i should name it ROMS. I'll try that. thanks! wish me luck!

2246. Re: games transfer to pc

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-21 01:49:12 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <0VRgk.6305$cn7.5022@flpi145.ffdc.sbc.com>
Source record: 3185

snip.

so inside the folder for Atari800win plus, there should be a folder
named "ROM"? Then i should put the 3 ROMS in the atarirom.zip file
inside that "ROM" folder?

please clarify. thanks

Right. ROMS or roms folder inside the
folder you put the a800wp in.

Yes, good luck. You're just getting started,
which takes some time and effort.

2247. Re: a Retro Gaming expo, Austin,TX

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-21 14:26:02 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <48849C7A.7688F948@a8maestro.com>
Source record: 3186

GAMER EXPO is on the verge of cancellation!

Interest level/deadline ratio=40%(down)

Do you want this show? Do you want the other shows listed below? I am NOT getting enough responses for this show to go on. After Two years, even my interest in classic, retro gaming/computing is falling! Cancellation deadline is approaching...9 days left! Reserve, buy, email NOW!!!!

Other Meetings, Events, and Expos
Do you want these types of meetings/expos?
Then sign up at the show or send an email to "forum at a8maestro.com".
Possible dates are October 11, 2008 or March 14, 2009.

* Board and Card Gaming
* Comic and Graphic Novel
* Gaming Network
* Interested in connecting with a classic console and /or computer gaming network(i.e. Midi maze on the Atari ST or Maze of Agdagon on the Atari 8 bit, among others)?
* Modern Gaming/Computer
* Monthly Saturday surplus Computers and Electronics Swap Meet
* Science Fiction/Fantasy

EMAIL NOW!!!!!!gamer2k8@a8maestro.com - - - reservations@a8maestro.com

Rick D

Rick D wrote:

> a Retro Gaming expo, Austin,TX
> Hello,
>
> The last retro, classic, arcade, console gaming show was in 2003, and
> there has been no word on another one, so I have also decided to have
> the show NOW! after a couple of years looking for interest. I will not
> wait anymore. If this succeeds, then I will have more. I really need
> vendors and interest from others in systems other than Atari(I have that
> started).
>
> Gamer Expo
> Classic, retro, arcade, console, and computer gaming show
> August 9, 2008 10A-5P
> Austin, TX Northcross Mall
>
> See site for latest info.....http://gamer.a8maestro.com
>

> Thanks,
> RickD.
>
> DO NOT REPLY TO a8maestro"a t"a8maestro.com.
> Use gamer2k8 " a t " a8maestro.com instead.

2248. Re: Faqs.Org is up (FAQs available in Multipart editions again)

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-21 17:58:23 UTC
From: bill@newbreedsoftware.com
Message-ID: <4884ce3f$0$17181$742ec2ed@news.sonic.net>
Source record: 3187

Michael Current <michael@mcurrent.name> wrote:
> This means that, after 4 years without them, we now have auto-generated
> Multipart versions of the latest editions of the Atari 8-bit FAQ and
> Vendor Lists again:

Woo! Yeah, I was always irritated when I'd Google for the c.s.a.8 FAQ
and land there. "Crap, where's the ORIGINAL stored, again?" :)

(I know, I should just look at Usenet)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2249. 25% off ATARI! XMAS in JULY!

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-24 18:41:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0807241140120.17892-100000@onyx.spiritone.com>
Source record: 3188
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

25% off Games/Software-Hardware & Books for Classic Atari 8 Bit & Atari ST! Many items I have One, Two or Too Few of! Questions? Atari@aracnet.com or call 24/7@(503)256-9974! 1st Come, 1st Serve!

http://BensCatalogs.Atari.org Ben's Atari Catalogs & Website!
http://www.aracnet.com/~atari/specials.htm Atari Sale Details!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2250. Send your Atari WantList to Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-24 18:44:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0807241142040.17892-100000@onyx.spiritone.com>
Source record: 3189
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari that you want for your Atari are in my Catalogs! Many I havent added! Do yourself a favor, add your WantList of Atari Treasures to my WantLists! Be specific! Make the Subject: "Wantlist" and E-Mail your lists to Atari@aracnet.com or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References! FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2251. Introduction

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-24 22:01:14 UTC
From: electrokraft@optonline.net
Message-ID: <f21df561-b2af-4e03-b25d-4840d599bf0b@b30g2000prf.googlegroups.com>
Source record: 3190

Hi,

My name is Tony. I began study a little 6502 in Feb. I would love to make a cartridge for the 800xl. (I did previously make a cart for the Nintendo NES, a very simple program that I was helped with from the people at the NESDEV forum.

I want to learn to make programs for the Atari 800xl, make cart. I am planning to write the code on a on 800xl and then transfer my program to my pc using the SIO2PC and APE from AtariAge.

The one thing that is eluding me is finding a real example of 6502 assemble code for the autoboot cartridge header.

I want to be able to pop in the cart and have it boot up my program automatically.

Could anyone refer me to any real ASM code examples? Are there other ways of having your cart boot when plugged into the 800xl?

Thanks for any help.

Tony

2252. Re: Introduction

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-24 23:17:32 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <TMadnS8L5YQ_kBTVnZ2dnUVZ_hOdnZ2d@earthlink.com>
Source record: 3191

electrokraft@optonline.net wrote:
> Hi,
>
> My name is Tony. I began study a little 6502 in Feb. I would love to
> make a cartridge for the 800xl. (I did previously make a cart for the
> Nintendo NES, a very simple program that I was helped with from the
> people at the NESDEV forum.
>
> I want to learn to make programs for the Atari 800xl, make cart. I am
> planning to write the code on a on 800xl and then transfer my program
> to my pc using the SIO2PC and APE from AtariAge.
>
> The one thing that is eluding me is finding a real example of 6502
> assemble code for the autoboot cartridge header.
>
> I want to be able to pop in the cart and have it boot up my program
> automatically.
>
> Could anyone refer me to any real ASM code examples? Are there other
> ways of having your cart boot when plugged into the 800xl?
>
> Thanks for any help.
>
> Tony

It is easier then that. There are two locations in the cart that the OS will transfer control to. Typically for an 8k cart it would be memory mapped in the range $A000-$BFFF for the INIT would be at $BFFE=$BFFF and START at $BFFA-$BFFB.

A good ref is http://www.atariarchives.org/mapping/

Most people just point the init to a RTS command somewhere in the cart or OS address space. The INIT can be used but it is mainly there for taking control of the computer early before the rest of the OS boot routines run.

The start address is just low byte/high byte of your code start address. i.e. if you have a program assembled to run starting at $A000 you would have a $00 at $BFFA and an $A0 at $BFFB.

BUT the way you do it is up to you. I've had programs that ran from low ram. I just put a move routine that relocated the code to low memory then jumped to it. I've also done programs that allowed DOS boot and transfer to DUP. I seem to recall using provisions in my EPROM programmer to fill in the START and INIT data as well as boot flags.

For laughs and giggles since you have an XL, peek those locations to see what they are and where they point. IIRC you can use the DUP Run from location to transfer control to them from DUP.

Rick

2253. Re: Introduction

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-25 01:18:09 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <tR9ik.18945$N87.3829@nlpi068.nbdc.sbc.com>
Source record: 3192

You didn't mention you have an eprom burner that
will work with the Atari.
As Rick says, put the address of a RTS at
BFFE/F. Put a pointer to the run address
at BFFA/B.
Something like

```
10 *=$BFFE
20 .BYTE. 0,6
30 *=$BFFA
40 BYTE. 0,$a0
50 *=$600
60 RTS
70 *=$A000
80 START
90 LDA #0
100 STA $600
110 RTS
120 .END
```

Maybe something like that. Assemble it and
then burn it to the eprom.
Rick..... Did I get that?

2254. Re: Introduction

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-25 03:11:31 UTC
From: electrokraft@optonline.net
Message-ID: <03985aed-708a-4742-916a-f3c06efdaf75@z16g2000prn.googlegroups.com>
Source record: 3193

On Jul 24, 9:18 pm, "Russg" <russg...@MUNGEsbcyahoo.net> wrote:
> You didn't mention you have an eprom burner that
> will work with the Atari.
> As Rick says, put the address of a RTS at
> BFFE/F. Put a pointer to the run address
> at BFFA/B.
> Something like
>
> 10 *=$BFFE
> 20 .BYTE. 0,6
> 30 *=$BFFA
> 40 BYTE. 0,$a0
> 50 *=$600
> 60 RTS
> 70 *=$A000
> 80 START
> 90 LDA #0
> 100 STA $600
> 110 RTS
> 120 .END
>
> Maybe something like that. Assemble it and
> then burn it to the eprom.
> Rick..... Did I get that?

I have a Willem programmer that I've been using to burn chips for NES
carts. Going to read these replies through and see what I can do.
Thanks very much for the info, appreciate it.

Tony

2255. Re: Introduction

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-25 15:28:12 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <PfGdnffkvvm7bBTVnZ2dnUVZ_i2dnZ2d@earthlink.com>
Source record: 3194

Russg wrote:
> You didn't mention you have an eprom burner that
> will work with the Atari.
> As Rick says, put the address of a RTS at
> BFFE/F. Put a pointer to the run address
> at BFFA/B.
> Something like
>
> 10 *=$BFFE
> 20 .BYTE. 0,6
> 30 *=$BFFA
> 40 BYTE. 0,$a0
> 50 *=$600
> 60 RTS
> 70 *=$A000
> 80 START
> 90 LDA #0
> 100 STA $600
> 110 RTS
> 120 .END
>
> Maybe something like that. Assemble it and
> then burn it to the eprom.
> Rick..... Did I get that?
>
>

It is close for an Atari burner but after our posts Tony posted that he is using a Willem programmer which changes things. I believe the Willem programmer is for an IBM so it expects a binary image of a ROM and wouldn't understand the load address header of Atari files. Segmented files<?> are way beyond it too. Even if you do a binary load and suppress the start/init to get rid of segmented files, you would still put that six byte header on when you did a binary save to clean it up.

So Tony, the files created with an Atari DOS/DUP or most of the existing carts converted to binary files will have those overhead bytes. Easy way to clean them up on the Atari is just read the first 6 bytes of a file and toss them, then read the rest of the bytes and save them. Another way of doing it would be to use your EPROM burner's monitor to start burning 6 bytes past the start of the file, i.e. something like give it address $005 to $1005 to the range of the file to burn. I'm not familiar with your particular burner so I don't know and am having a brain fart this morning.

Anyway, a reasonable thing to practice with would be doing a binary save
of the built in BASIC, $A000, $BFFF and taking a look at that. The
header will be
$FF
$FF
;tells DOS binary load file so the next bytes will be
$00
$A0
;Start address of load
$FF
$1F
;$1FFF or 8191 bytes? Or should it be $00 $20? Been too long.
;from here on is the actual cart image.

Another way to insure the overhead bytes won't get into your file would
be to write it on an IBM with something like TASM. If you want the file
to run on an Atari you can set up the header bytes doing something
similar to what Russ did to place them there with the .byte directive.

2256. Re: Introduction

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-25 20:02:47 UTC
From: electrokraft@optonline.net
Message-ID: <571c0c5a-4947-41f3-aef0-22d19dbf31f2@c65g2000hsa.googlegroups.com>
Source record: 3195

On Jul 25, 11:28 am, Rick Cortese <ricor...@earthlink.net> wrote:
> Russg wrote:
> > You didn't mention you have an eprom burner that
> > will work with the Atari.
> > As Rick says, put the address of a RTS at
> > BFFE/F. Put a pointer to the run address
> > at BFFA/B.
> > Something like
>
> > 10 *=$BFFE
> > 20 .BYTE. 0,6
> > 30 *=$BFFA
> > 40 BYTE. 0,$a0
> > 50 *=$600
> > 60 RTS
> > 70 *=$A000
> > 80 START
> > 90 LDA #0
> > 100 STA $600
> > 110 RTS
> > 120 .END
>
> > Maybe something like that. Assemble it and
> > then burn it to the eprom.
> > Rick..... Did I get that?
>
> It is close for an Atari burner but after our posts Tony posted that he
> is using a Willem programmer which changes things. I believe the Willem
> programmer is for an IBM so it expects a binary image of a ROM and
> wouldn't understand the load address header of Atari files. Segmented
> files<?> are way beyond it too. Even if you do a binary load and
> suppress the start/init to get rid of segmented files, you would still
> put that six byte header on when you did a binary save to clean it up.
>
> So Tony, the files created with an Atari DOS/DUP or most of the existing
> carts converted to binary files will have those overhead bytes. Easy way
> to clean them up on the Atari is just read the first 6 bytes of a file
> and toss them, then read the rest of the bytes and save them. Another
> way of doing it would be to use your EPROM burner's monitor to start
> burning 6 bytes past the start of the file, i.e. something like give it
> address $005 to $1005 to the range of the file to burn. I'm not familiar
> with your particular burner so I don't know and am having a brain fart
> this morning.
>

> Anyway, a reasonable thing to practice with would be doing a binary save
> of the built in BASIC, $A000, $BFFF and taking a look at that. The
> header will be
> $FF
> $FF
> ;tells DOS binary load file so the next bytes will be
> $00
> $A0
> ;Start address of load
> $FF
> $1F
> ;$1FFF or 8191 bytes? Or should it be $00 $20? Been too long.
> ;from here on is the actual cart image.
>
> Another way to insure the overhead bytes won't get into your file would
> be to write it on an IBM with something like TASM. If you want the file
> to run on an Atari you can set up the header bytes doing something
> similar to what Russ did to place them there with the .byte directive.

Well, I'm really going to write the code on an 800xl and the port the code to my pc, and then burn it to a chip using the willem programmer.

I'll be porting the "assembled code" to my pc, (I'll be using Mac/65 assembler.)

Are there any examples of the autoboot header code on the web? I would like to see how it looks in a real program.

Thanks again, I appreciate it.
Tony

2257. Re: Introduction

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-25 20:20:27 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <nAqik.16356$uE5.15660@flpi144.ffdc.sbc.com>
Source record: 3196

```
snip
> Are there any examples of the autoboot header code on the web? I would
> like to see how it looks in a real program.
>
> Thanks again, I appreciate it.
> Tony
Hi, Tony. I don't believe there is any 'autoboot header' for Atari carts.
The EPROM just has
the INIT and RUN locations that the OS looks
at on powerup. Disk programs have a header,
like Rick described, but that header isn't in
the Atari cart.
You have to burn to $BFFE/F and $BFFA/B
the pointers to INIT and RUN. Atari needs
no further info to function.
Writing the OBJ/COM file from Mac/65, you'd
have to simply get rid of the 6 byte header that
M65 produces, which would be easy. Can
do with a BASIC program to your .OBJ file.
eg.
10 CLOSE #1:CLOSE #2
20 OPEN #1,4,0,"D:FILE.OBJ"
22 OPEN #2,8,0,"D:OUTFILE.ROM"
30 TRAP 100
40 FOR N=1 TO 6
50 GET #1,X:REM DISCARD 6 BYTES
60 NEXT N
70 GET #1,X:REM GET REST OF FILE
80 PUT #2,X:REM WILL ERROR AT END OF FILE
90 GOTO 70
100 TRAP 40000:REM TURN OFF TRAP
110 CLOSE #1:CLOSE #2:END
```

2258. Re: Introduction

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-25 20:32:48 UTC
From: electrokraft@optonline.net
Message-ID: <53e603ae-a3f1-46de-a559-4ee7f8a2db31@w7g2000hsa.googlegroups.com>
Source record: 3197

```
On Jul 25, 4:20 pm, "Russg" <russg...@MUNGEsbcyahoo.net> wrote:
> snip> Are there any examples of the autoboot header code on the web? I would
> > like to see how it looks in a real program.
>
> > Thanks again, I appreciate it.
> > Tony
>
> Hi, Tony. I don't believe there is any 'autoboot header' for Atari carts.
> The EPROM just has
> the INIT and RUN locations that the OS looks
> at on powerup. Disk programs have a header,
> like Rick described, but that header isn't in
> the Atari cart.
> You have to burn to $BFFE/F and $BFFA/B
> the pointers to INIT and RUN. Atari needs
> no further info to function.
> Writing the OBJ/COM file from Mac/65, you'd
> have to simply get rid of the 6 byte header that
> M65 produces, which would be easy. Can
> do with a BASIC program to your .OBJ file.
> eg.
> 10 CLOSE #1:CLOSE #2
> 20 OPEN #1,4,0,"D:FILE.OBJ"
> 22 OPEN #2,8,0,"D:OUTFILE.ROM"
> 30 TRAP 100
> 40 FOR N=1 TO 6
> 50 GET #1,X:REM DISCARD 6 BYTES
> 60 NEXT N
> 70 GET #1,X:REM GET REST OF FILE
> 80 PUT #2,X:REM WILL ERROR AT END OF FILE
> 90 GOTO 70
> 100 TRAP 40000:REM TURN OFF TRAP
> 110 CLOSE #1:CLOSE #2:END

I see. How would this above code look in assembly language?

I appreciate the help and info.
```

2259. Re: Introduction

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-25 21:11:52 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <zkrik.17262$89.12013@nlpi069.nbdc.sbc.com>
Source record: 3198

```
snip
> I see. How would this above code look in assembly language?
>
> I appreciate the help and info.

I can't translate it easily, that's why BASIC is
useful. But here's a small example of Assembler
that moves the screen memory and display list
down below $A000, so that you can load
a cart into $A000-$BFFF. Just a short
example of Atari assembler.

10 CIOV=$E456
20 IOCB=$350
30 RAMTOP=$6A
32 *=$600
40 LDA #$0C
50 STA IOCB+2
52 LDX #$10
60 JSR CIOV
70 LDA #$79
80 STA RAMTOP
0110 LDA #03
0120 STA IOCB+2
0130 L1
0140 LDA EDITOR
0150 LDA L1+1
0160 STA IOCB+4
0170 LDA L1+2
0180 STA IOCB+5
0190 LDA #$08
0200 STA IOCB+$0A
0210 LDX #$10
0220 JSR CIOV
0230 LDA #$0C
0240 STA IOCB+2
0250 LDX #$10
0260 JSR CIOV
0262 LDA #$79
0264 STA $6A
0270 RTS
0280 EDITOR
0290 .BYTE "E:",155
0310 *=$2E2
0320 .BYTE 0,6
```

```
0330 .END
```

2260. Re: Introduction

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-25 21:23:00 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <25KdnYPPIvHM2RfVnZ2dnUVZ_v_inZ2d@earthlink.com>
Source record: 3199

electrokraft@optonline.net wrote:
> On Jul 25, 11:28 am, Rick Cortese <ricor...@earthlink.net> wrote:
>
>>Russg wrote:
<snip>
> Well, I'm really going to write the code on an 800xl and the port the
> code to my pc, and then burn it to a chip using the willem
> programmer.
>
> I'll be porting the "assembled code" to my pc, (I'll be using Mac/65
> assembler.)

This really helps. One more thing, are you using the cartridge or file version that was distributed on the free version of SparatDOS?

You see if you are using the cart, it will occupy the $A000-$BFFF address space you want your code to run from. This leaves you the option of assembling to disk which means you would have to use a program like Russ gave to strip the header.

I don't have a set up Atari set up at the moment: I tried to get my SDX cart back from phantom but he doesn't respond to my emails or posts to the newsgroup. Going from memory I used the byte directive and mem sav. I also wrote all my code to be compatible with the Atari ASM/ED which meant I didn't take advantage of the Mac special features. SOOOO what should work is:

```
10 *=$A000; Start of cart address space
20 START; 16 bit label equal to $A000 in this case
30 RTS; OK, It doesn't do much Your LDA #0 stuff goes here.
40 INIT; Ditto except will be one byte more because of the RTS
50 RTS; Still not doing anything!
60 *=$BFFA; Move program counter to CART START address
70 .WORD START; will put the START $A000 at $BFFA-B
80 *=$BFFE; Same thing for INIT
90 .WORD INIT
```

You also have to set the cart flag for if you want to allow things like DOS to boot. If you are writing a word processor for example, you would want that to happen so you could save and load files.

Now from there what you want to do is boot w/o a cart installed, lower ram top to under $A000, use binary load to load the file. Now do a binary save of address space $A000-$BFFF and strip the first six bytes like Russ showed and it should be a pure binary ready to burn.

You see if the burner were on an Atari, those extra steps would not be necessary since when you loaded the file it would be in a contiguous memory block with the header not taking up space. I think MAC allows you to assemble with an offset so you can have the actual code at say $4000, but I never used that feature.
>
> Are there any examples of the autoboot header code on the web? I would
> like to see how it looks in a real program.
>
> Thanks again, I appreciate it.
> Tony

Rick

2261. Re: Introduction

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-25 21:57:30 UTC
From: electrokraft@optonline.net
Message-ID: <83fbfaf2-170c-4b18-8090-71d1e4faaad9@d1g2000hsg.googlegroups.com>
Source record: 3200

On Jul 25, 5:23 pm, Rick Cortese <ricor...@earthlink.net> wrote:
> electrokr...@optonline.net wrote:
> > On Jul 25, 11:28 am, Rick Cortese <ricor...@earthlink.net> wrote:
>
> >>Russg wrote:
> <snip>
> > Well, I'm really going to write the code on an 800xl and the port the
> > code to my pc, and then burn it to a chip using the willem
> > programmer.
>
> > I'll be porting the "assembled code" to my pc, (I'll be using Mac/65
> > assembler.)
>
> This really helps. One more thing, are you using the cartridge or file
> version that was distributed on the free version of SparatDOS?
>
> You see if you are using the cart, it will occupy the $A000-$BFFF
> address space you want your code to run from. This leaves you the option
> of assembling to disk which means you would have to use a program like
> Russ gave to strip the header.
>
> I don't have a set up Atari set up at the moment: I tried to get my SDX
> cart back from phantom but he doesn't respond to my emails or posts to
> the newsgroup. Going from memory I used the byte directive and mem sav.
> I also wrote all my code to be compatible with the Atari ASM/ED which
> meant I didn't take advantage of the Mac special features. SOOOO what
> should work is:
>
> 10 *=$A000; Start of cart address space
> 20 START; 16 bit label equal to $A000 in this case
> 30 RTS; OK, It doesn't do much Your LDA #0 stuff goes here.
> 40 INIT; Ditto except will be one byte more because of the RTS
> 50 RTS; Still not doing anything!
> 60 *=$BFFA; Move program counter to CART START address
> 70 .WORD START; will put the START $A000 at $BFFA-B
> 80 *=$BFFE; Same thing for INIT
> 90 .WORD INIT
>
> You also have to set the cart flag for if you want to allow things like
> DOS to boot. If you are writing a word processor for example, you would
> want that to happen so you could save and load files.
>
> Now from there what you want to do is boot w/o a cart installed, lower
> ram top to under $A000, use binary load to load the file. Now do a

> binary save of address space $A000-$BFFF and strip the first six bytes
> like Russ showed and it should be a pure binary ready to burn.
>
> You see if the burner were on an Atari, those extra steps would not be
> necessary since when you loaded the file it would be in a contiguous
> memory block with the header not taking up space. I think MAC allows you
> to assemble with an offset so you can have the actual code at say $4000,
> but I never used that feature.
>
>
>
> > Are there any examples of the autoboot header code on the web? I would
> > like to see how it looks in a real program.
>
> > Thanks again, I appreciate it.
> > Tony
>
> Rick

Thanks. I am using the cart version of MAC/65. I will read through
this info, try to absorb and re-post.
Thanks again,
Tony

2262. Re: Introduction

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-26 08:00:53 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <a3875c27-1c41-4e30-a018-374f155bf9cf@t54g2000hsg.googlegroups.com>
Source record: 3001

```
On Jul 25, 3:57 pm, electrokr...@optonline.net wrote:
> On Jul 25, 5:23 pm, Rick Cortese <ricor...@earthlink.net> wrote:
>
>
>
>
>
> > electrokr...@optonline.net wrote:
> > > On Jul 25, 11:28 am, Rick Cortese <ricor...@earthlink.net> wrote:
>
> > >>Russg wrote:
> > <snip>
> > > Well, I'm really going to write the code on an 800xl and the port the
> > > code to my pc, and then burn it to a chip using the willem
> > > programmer.
>
> > > I'll be porting the "assembled code" to my pc, (I'll be using Mac/65
> > > assembler.)
>
> > This really helps. One more thing, are you using the cartridge or file
> > version that was distributed on the free version of SparatDOS?
>
> > You see if you are using the cart, it will occupy the $A000-$BFFF
> > address space you want your code to run from. This leaves you the option
> > of assembling to disk which means you would have to use a program like
> > Russ gave to strip the header.
>
> > I don't have a set up Atari set up at the moment: I tried to get my SDX
> > cart back from phantom but he doesn't respond to my emails or posts to
> > the newsgroup. Going from memory I used the byte directive and mem sav.
> > I also wrote all my code to be compatible with the Atari ASM/ED which
> > meant I didn't take advantage of the Mac special features. SOOOO what
> > should work is:
>
> > 10 *=$A000; Start of cart address space
> > 20 START; 16 bit label equal to $A000 in this case
> > 30 RTS; OK, It doesn't do much Your LDA #0 stuff goes here.
> > 40 INIT; Ditto except will be one byte more because of the RTS
> > 50 RTS; Still not doing anything!
> > 60 *=$BFFA; Move program counter to CART START address
> > 70 .WORD START; will put the START $A000 at $BFFA-B
> > 80 *=$BFFE; Same thing for INIT
> > 90 .WORD INIT
>
```

> > You also have to set the cart flag for if you want to allow things like
> > DOS to boot. If you are writing a word processor for example, you would
> > want that to happen so you could save and load files.
>
> > Now from there what you want to do is boot w/o a cart installed, lower
> > ram top to under $A000, use binary load to load the file. Now do a
> > binary save of address space $A000-$BFFF and strip the first six bytes
> > like Russ showed and it should be a pure binary ready to burn.
>
> > You see if the burner were on an Atari, those extra steps would not be
> > necessary since when you loaded the file it would be in a contiguous
> > memory block with the header not taking up space. I think MAC allows you
> > to assemble with an offset so you can have the actual code at say $4000,
> > but I never used that feature.
>
> > > Are there any examples of the autoboot header code on the web? I would
> > > like to see how it looks in a real program.
>
> > > Thanks again, I appreciate it.
> > > Tony
>
> > Rick
>
> Thanks. I am using the cart version of MAC/65. I will read through
> this info, try to absorb and re-post.
> Thanks again,
> Tony- Hide quoted text -
>
> - Show quoted text -

One thing you should keep in mind with MAC/65 is that it creates
heavily segmented output files. I believe there will be a file
segment every 80 bytes of actual data output and if I remember
correctly, the file segments will have full headers of their own. In
other words, within the file there will be:

FF
FF
00
30
7F
30
and then $7Fdata bytes here to be loaded from $3000 thru $307F and
then:
FF
FF
80
30
FF
30
again $7Fof data here for $3080 thru $30FF and then:

FF
FF
00
31
7F
31
again $7Fof data here for $3100 thru $317F and so until the end of
contigious code generation.

Short file headers also exist and are just as vaild, they only contain
the start and end code loading destination bytes without the double FF
"binary file type announcer" bytes.

Just something else to complicate things for you...

2263. Re: games transfer to pc

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-26 09:58:23 UTC
From: snafuone@earthlink.net
Message-ID: <9c13fa29-7bc3-4e64-ba3b-d40f761c88b3@a2g2000prm.googlegroups.com>
Source record: 3002

On Jul 20, 6:49 pm, "Russg" <russg...@MUNGEsbcyahoo.net> wrote:
> snip.
>
> so inside the folder for Atari800win plus, there should be a folder
> named "ROM"? Then i should put the 3 ROMS in the atarirom.zip file
> inside that "ROM" folder?
>
> please clarify. thanks
>
> Right. ROMS or roms folder inside the
> folder you put the a800wp in.
>
> Yes, good luck. You're just getting started,
> which takes some time and effort.

well, somethings wrong. I still can't get super pacman to load in. I have put the ROMS folder in the Atari800win folder, but still getting an error. wonder what could be happening. going to uninstall and reinstall atari800win. wish me luck!

2264. Re: Introduction

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-26 13:49:41 UTC
From: electrokraft@optonline.net
Message-ID: <779994e8-a7c1-4602-af9c-c0b755d3cad3@i76g2000hsf.googlegroups.com>
Source record: 3003

```
On Jul 26, 4:00 am, Lee <mel...@my-deja.com> wrote:
> On Jul 25, 3:57 pm, electrokr...@optonline.net wrote:
>
>
>
> > On Jul 25, 5:23 pm, Rick Cortese <ricor...@earthlink.net> wrote:
>
> > > electrokr...@optonline.net wrote:
> > > > On Jul 25, 11:28 am, Rick Cortese <ricor...@earthlink.net> wrote:
>
> > > >>Russg wrote:
> > > <snip>
> > > > Well, I'm really going to write the code on an 800xl and the port the
> > > > code to my pc, and then burn it to a chip using the willem
> > > > programmer.
>
> > > > I'll be porting the "assembled code" to my pc, (I'll be using Mac/65
> > > > assembler.)
>
> > > This really helps. One more thing, are you using the cartridge or file
> > > version that was distributed on the free version of SparatDOS?
>
> > > You see if you are using the cart, it will occupy the $A000-$BFFF
> > > address space you want your code to run from. This leaves you the option
> > > of assembling to disk which means you would have to use a program like
> > > Russ gave to strip the header.
>
> > > I don't have a set up Atari set up at the moment: I tried to get my SDX
> > > cart back from phantom but he doesn't respond to my emails or posts to
> > > the newsgroup. Going from memory I used the byte directive and mem sav.
> > > I also wrote all my code to be compatible with the Atari ASM/ED which
> > > meant I didn't take advantage of the Mac special features. SOOOO what
> > > should work is:
>
> > > 10 *=$A000; Start of cart address space
> > > 20 START; 16 bit label equal to $A000 in this case
> > > 30 RTS; OK, It doesn't do much Your LDA #0 stuff goes here.
> > > 40 INIT; Ditto except will be one byte more because of the RTS
> > > 50 RTS; Still not doing anything!
> > > 60 *=$BFFA; Move program counter to CART START address
> > > 70 .WORD START; will put the START $A000 at $BFFA-B
> > > 80 *=$BFFE; Same thing for INIT
> > > 90 .WORD INIT
>
```

> > > You also have to set the cart flag for if you want to allow things like
> > > DOS to boot. If you are writing a word processor for example, you would
> > > want that to happen so you could save and load files.
>
> > > Now from there what you want to do is boot w/o a cart installed, lower
> > > ram top to under $A000, use binary load to load the file. Now do a
> > > binary save of address space $A000-$BFFF and strip the first six bytes
> > > like Russ showed and it should be a pure binary ready to burn.
>
> > > You see if the burner were on an Atari, those extra steps would not be
> > > necessary since when you loaded the file it would be in a contiguous
> > > memory block with the header not taking up space. I think MAC allows you
> > > to assemble with an offset so you can have the actual code at say $4000,
> > > but I never used that feature.
>
> > > > Are there any examples of the autoboot header code on the web? I would
> > > > like to see how it looks in a real program.
>
> > > > Thanks again, I appreciate it.
> > > > Tony
>
> > > Rick
>
> > Thanks. I am using the cart version of MAC/65. I will read through
> > this info, try to absorb and re-post.
> > Thanks again,
> > Tony- Hide quoted text -
>
> > - Show quoted text -
>
> One thing you should keep in mind with MAC/65 is that it creates
> heavily segmented output files. I believe there will be a file
> segment every 80 bytes of actual data output and if I remember
> correctly, the file segments will have full headers of their own. In
> other words, within the file there will be:
>
> FF
> FF
> 00
> 30
> 7F
> 30
> and then $7Fdata bytes here to be loaded from $3000 thru $307F and
> then:
> FF
> FF
> 80
> 30
> FF
> 30

> again $7Fof data here for $3080 thru $30FF and then:
> FF
> FF
> 00
> 31
> 7F
> 31
> again $7Fof data here for $3100 thru $317F and so until the end of
> contigious code generation.
>
> Short file headers also exist and are just as vaild, they only contain
> the start and end code loading destination bytes without the double FF
> "binary file type announcer" bytes.
>
> Just something else to complicate things for you...

If I posted a very simple program that was assembled with mac/65 would
someone be able to add the code necessary to make a bootable eprom?

Very confused right now.

Thanks again for the info.

Tony

2265. Re: games transfer to pc

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-26 14:37:35 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <iFGik.14790$cW3.9603@nlpi064.nbdc.sbc.com>
Source record: 3004

snip

well, somethings wrong. I still can't get super pacman to load in. I
have put the ROMS folder in the Atari800win folder, but still getting
an error. wonder what could be happening. going to uninstall and
reinstall atari800win. wish me luck!

What error are you getting? Can you get
the BASIC READY prompt?

2266. Re: Introduction

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-26 14:53:40 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <UqCdnSneqLUIpxbVnZ2dnUVZ_sTinZ2d@earthlink.com>
Source record: 3005

electrokraft@optonline.net wrote:
> On Jul 26, 4:00 am, Lee <mel...@my-deja.com> wrote:
>
>>On Jul 25, 3:57 pm, electrokr...@optonline.net wrote:
<snip>
> If I posted a very simple program that was assembled with mac/65 would
> someone be able to add the code necessary to make a bootable eprom?
>
> Very confused right now.
>
> Thanks again for the info.
>
> Tony

Probably. Kind of a lot to absorb but it will become second nature after a few looks at what goes on.

MAC/65 is a great assembler but it does have its quirks. I want you to know that you are getting a lot of options thrown at you because there are a lot of options for getting it done. We are kind of a liberal group here so you may get a few but won't get a lot of 'My way or the highway!!!' type posts.

There are even several ways to clean up the output that Lee mentioned. There was a program published by ANALOG<?> and you can use a MEMSAV disk which creates a file 'memory image' on your floppy so DOS and DUP don't bump into your code when they function.

Rick

2267. Adapter for Dell monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-28 00:00:08 UTC
From: James Vipond <jvipond@boxbe.com>
Message-ID: <jvipond-1467BD.19000827072008@news.isp.giganews.com>
Source record: 3006

My stepsister and her family want to give me a Dell color monitor for my old Atari 130XE. Unfortunately, the connector is the wrong shape for the computer's monitor port.

Does a suitable adapter exist? I have searched Yahoo! Shopping and eBay without success. I would be grateful for any help.

--
Web site: http://wat.midco.net/jvipond/
Send email to username@webhost

2268. Re: Adapter for Dell monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-28 01:19:55 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <a99jk.17433$89.5536@nlpi069.nbdc.sbc.com>
Source record: 3007

"James Vipond" <> wrote in message news:
> My stepsister and her family want to give me a Dell color monitor for my
> old Atari 130XE. Unfortunately, the connector is the wrong shape for the
> computer's monitor port.
>
> Does a suitable adapter exist? I have searched Yahoo! Shopping and eBay
> without success. I would be grateful for any help.
>
Is that a VGA monitor?
The Atari can do composite and S3 with
the correct cable. Can't do VGA, unless
some adapter I don't know about.

2269. Re: Adapter for Dell monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-28 01:40:58 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.uezay1eygaat7c@mdc>
Source record: 3008

On Sun, 27 Jul 2008 20:19:55 -0500, Russg <russgilb@mungesbcyahoo.net>
wrote:

> "James Vipond" <> wrote in message news:
>> My stepsister and her family want to give me a Dell color monitor for my
>> old Atari 130XE. Unfortunately, the connector is the wrong shape for the
>> computer's monitor port.
>>
>> Does a suitable adapter exist? I have searched Yahoo! Shopping and eBay
>> without success. I would be grateful for any help.
>>
> Is that a VGA monitor?
> The Atari can do composite and S3 with
> the correct cable. Can't do VGA, unless
> some adapter I don't know about.

AV Toolbox makes some adapters.
http://www.avtoolbox.com/upconpage.shtml
But with prices starting at $90 this would be an expensive way to go.

In short, it turns out to be a lot of trouble to try to use a PC monitor
with the Atari XE computer.
--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

2270. Re: games transfer to pc

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-28 05:12:59 UTC
From: snafuone@earthlink.net
Message-ID: <2c66406d-6adb-42e8-b484-827762426d13@w1g2000prk.googlegroups.com>
Source record: 3009

On Jul 26, 7:37 am, "Russg" <russg...@MUNGEsbcyahoo.net> wrote:
> snip
>
> well, somethings wrong. I still can't get super pacman to load in. I
> have put the ROMS folder in the Atari800win folder, but still getting
> an error. wonder what could be happening. going to uninstall and
> reinstall atari800win. wish me luck!
>
> What error are you getting? Can you get
> the BASIC READY prompt?

I finally got it to run! Thanks for your help! I need a joystick
now. Other than that, i can play joust. thanks again!

2271. Re: Adapter for Dell monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-28 16:24:07 UTC
From: James Vipond <jvipond@boxbe.com>
Message-ID: <jvipond-FF0137.11240728072008@news.isp.giganews.com>
Source record: 3010

In article <op.uezay1eygaat7c@mdc>,
"Michael Current" <michael@mcurrent.name> wrote:

> On Sun, 27 Jul 2008 20:19:55 -0500, Russg <russgilb@mungesbcyahoo.net>
> wrote:
>
> > "James Vipond" <> wrote in message news:
> >> My stepsister and her family want to give me a Dell color monitor for my
> >> old Atari 130XE. Unfortunately, the connector is the wrong shape for the
> >> computer's monitor port.
> >>
> >> Does a suitable adapter exist? I have searched Yahoo! Shopping and eBay
> >> without success. I would be grateful for any help.
> >>
> > Is that a VGA monitor?
> > The Atari can do composite and S3 with
> > the correct cable. Can't do VGA, unless
> > some adapter I don't know about.
>
> AV Toolbox makes some adapters.
> http://www.avtoolbox.com/upconpage.shtml
> But with prices starting at $90 this would be an expensive way to go.
>
> In short, it turns out to be a lot of trouble to try to use a PC monitor
> with the Atari XE computer.

Thank you both, but I've taken care of the issue. I just attached an old
General Electric color TV set to the 130XE, and it works splendidly.

--
Web site: http://wat.midco.net/jvipond/
Send email to username@webhost

2272. Re: Adapter for Dell monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-28 20:35:06 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <44qjk.17466$jl5.11392@flpi148.ffdc.sbc.com>
Source record: 3011

"James Vipond" <> wrote in message news:

snip

to use a PC monitor
>> with the Atari XE computer.
>
> Thank you both, but I've taken care of the issue. I just attached an old
> General Electric color TV set to the 130XE, and it works splendidly.
>
If that's a RF connection, I recommend a
composite connection, the monitor jack on
the XE and two RCA, one composite, the other
audio, to your TV.
The RF connection is the single RCA jack on
the XE.

2273. Re: games transfer to pc

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-28 22:19:12 UTC
From: bill@newbreedsoftware.com
Message-ID: <488e45e0$0$17204$742ec2ed@news.sonic.net>
Source record: 3012

snafuone@earthlink.net wrote:
> I finally got it to run! Thanks for your help! I need a joystick
> now. Other than that, i can play joust. thanks again!

If you want to emulate a real Atari experience, you can get
Stelladapter, which lets you connect Atari 8-bit joysticks to PC USB. :)

That reminds me ...

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2274. Stelladapter + Atari Trakball as mouse input on PC?

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-28 22:21:11 UTC
From: bill@newbreedsoftware.com
Message-ID: <488e4657$0$17204$742ec2ed@news.sonic.net>
Source record: 3013

I love my Atari 8-bit Trakball. Is there a way to use it on a PC
(specifically Linux... the apple doesn't fall far) via Stelladapter?

I imagine all it would need is some driver that read the specific
joystick bits as they flew in from the Trakball. (Regular ball mice work
more-or-less the same.)

I should ask my Linux friends while I'm at it. :)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2275. Re: Stelladapter + Atari Trakball as mouse input on PC?

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-28 22:57:01 UTC
From: bill@newbreedsoftware.com
Message-ID: <488e4ebd$0$17143$742ec2ed@news.sonic.net>
Source record: 3014

Bill Kendrick <bill@newbreedsoftware.com> wrote:
> I love my Atari 8-bit Trakball. Is there a way to use it on a PC
> (specifically Linux... the apple doesn't fall far) via Stelladapter?

Man, talk about scatterbrained. I already asked this a coupla months ago. :)
But... I saw Quantum at California Extreme the other day, and am hankering
to make a similar game for Linux. A trackball would be the preferred way
of playing, IMO. :)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2276. games transfer from PC to disk

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-29 18:39:55 UTC
From: RetroC64 <stedetro@yahoo.com>
Message-ID: <488f6406$0$20944$607ed4bc@cv.net>
Source record: 3015

Hello everyone,

I just purchased an Atari 65xe game system, which I hope is compatible with Atari 65 XE hardware and software.A recent post asked how to get a disk converted to pc image file. Is it possible to go the other way? Can I get a disk image transfered to an actual Atari disk?

2277. Re: games transfer from PC to disk

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-29 20:47:18 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <BILjk.2865$yn5.1851@newsfe08.iad>
Source record: 3016

"RetroC64" <stedetro@yahoo.com> wrote in message
news:488f6406$0$20944$607ed4bc@cv.net...
> Hello everyone,
>
> I just purchased an Atari 65xe game system, which I hope is compatible
> with Atari 65 XE hardware and software.A recent post asked how to get a
> disk converted to pc image file. Is it possible to go the other way? Can I
> get a disk image transfered to an actual Atari disk?

Hi,
Here is a search via google.com:

http://www.google.com/search?hl=en&rlz=1G1GGLQ_ENUS284&q=atari+sio2pc

this should answer most if not all of your questions.

RoyE

2278. Re: Introduction

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-29 21:16:57 UTC
From: Mark Keates <news@mkeates.f9.co.uk>
Message-ID: <ecSdnXKxwPdRFRLVnZ2dnUVZ8s7inZ2d@posted.plusnet>
Source record: 3017

<electrokraft@optonline.net> wrote in message
news:571c0c5a-4947-41f3-aef0-22d19dbf31f2@c65g2000hsa.googlegroups.com...
> Well, I'm really going to write the code on an 800xl and the port the
> code to my pc, and then burn it to a chip using the willem
> programmer.
>
> I'll be porting the "assembled code" to my pc, (I'll be using Mac/65
> assembler.)

Wouldn't your best bet be to develop on the PC, test the cart image file
using emulation and then when happy burn this to chip and test it on a real
Atari?

You recently posted to the AtariAge forum but didn't follow-up there. Here
are two useful threads relating to cart development:
http://www.atariage.com/forums/index.php?showtopic=67762&mode=linear
http://www.atariage.com/forums/index.php?showtopic=115771&mode=linear

2279. EARN MONEY $2500-10000 PER WEEK

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-30 08:20:54 UTC
From: roja <rojaaa07@gmail.com>
Message-ID: <01d71db8-b5ae-4818-9440-c33b8dd4b553@i24g2000prf.googlegroups.com>
Source record: 3018

EARN MONEY $2500-10000 PER WEEK
SIMPLE ONLINE SURVEY
OTHER DETAILS LOGONTO
****
http://www.AWSurveys.com/HomeMain.cfm?RefID=sivaicici

http://www.AWSurveys.com/HomeMain.cfm?RefID=sivaicici

http://www.AWSurveys.com/HomeMain.cfm?RefID=sivaicici

****

2280. Re: Adapter for Dell monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2008-07-31 03:34:18 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <d46dnRJfQ455rgzVnZ2dnUVZ_gCdnZ2d@comcast.com>
Source record: 3019

I knew nothing about this when I started, but like you I wanted to use my
existing pc video monitor w/ my atari.
I bought a cheesebox - probably 2 yrs ago - and it's really good.

http://www.amazon.com/Unknown-Cheese-Box-video-converter/dp/images/B0000668GZ

Just "google" it & find a site that sells it or a similar product!

-z-

"James Vipond" <jvipond@boxbe.com> wrote in message
news:jvipond-1467BD.19000827072008@news.isp.giganews.com...
> My stepsister and her family want to give me a Dell color monitor for my
> old Atari 130XE. Unfortunately, the connector is the wrong shape for the
> computer's monitor port.
>
> Does a suitable adapter exist? I have searched Yahoo! Shopping and eBay
> without success. I would be grateful for any help.
>
> --
> Web site: http://wat.midco.net/jvipond/
> Send email to username@webhost

2281. BACK 2 SCHOOL ATARI BOOK SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-01 06:07:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0807312306060.26669-100000@onyx.spiritone.com>
Source record: 3020
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Heres your excuse to buy Books for your Atari! Classic Atari 8 Bit & Atari ST for 20% off in this Back 2 School Atari Book Sale!

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and some I have 1 or 2 left!I have more Atari Books than anywhere else. Atari, one of the most well documented Computers ever! I have them Both for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my Atari Books, 20% off. E-Mail Atari@aracnet.com or call Ben 24/7 @(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ALL ATARI 8BIT BOOKS!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ALL ATARI ST BOOKS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2282. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-01 06:08:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0807312307340.26669-100000@onyx.spiritone.com>
Source record: 3021
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save on Gas and Take a staycation on your Atari.
Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or
look for Atari games at http://BensCatalogs.Atari.org Games Starting at $5
and Up! Cheaper than Gas! The Name everyone knows for Gaming Fun? Have you
Played Atari Today? Classic Atari 8 Bit & ST Games! Daily Gaming avoids
Hardening of the Ataris! E-Mail: Atari@aracnet.com or Call (503)256-9974!

$60.00 Software purchase Gets you a $20.00 Game for FREE! Spend $60.00 and
get a FREE GAME for your ST as a FREE GIFT, pretty much your choice! Or a
FREE GAME for your 8 Bit! For the 8 Bit Choose from 8 Games: Ballblazer,
Gato, Hardball, One on One Basketball, Star Wars-Return of the Jedi,
Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!

http://BensCatalogs.Atari.org Ben's Atari WebSite
http://www.aracnet.com/~atari/specials.htm Today's Atari Special!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2283. Atari WantList!

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-01 06:10:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0807312309000.26669-100000@onyx.spiritone.com>
Source record: 3022
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "Wantlist" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2284. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-02 05:07:47 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1217653628@rtfm.mit.edu>
Source record: 3023
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 14 days
Last-modified: July 20, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 14 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

Atari SAP Music Archive, http://asma.atari.org/

http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

SOFTWARE DOWNLOADS
http://www.atarimania.com/ "The World's Finest Atari Database"

http://atari.fandal.cz/ Games, Demos

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2285. looking for david paterson

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-03 03:00:03 UTC
From: Daniel Chartier <danielspam@hotmail.com>
Message-ID: <Mc9lk.17287$mX.25126@weber.videotron.net>
Source record: 3024

Hello, Dave.

It's Daniel from Montreal. If you can, reply to this email. Thanks!

2286. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-05 05:13:41 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/vendev_1217913209@rtfm.mit.edu>
Source record: 3025
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: July 20, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

This document is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

The latest version of this document is posted to the following Usenet
newsgroups every 60 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (Multipart ed.)

You may also request my latest working version at: michael@mcurrent.name

**********************************************************************
* For other 8-bit Atari related FAQs please see the "Welcome FAQ": *
* ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome *
* http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html *
* http://www.faqs.org/faqs/atari-8-bit/welcome/ *
**********************************************************************

UPDATES SINCE PREVIOUS POSTING:
2008.07.20 preamble: added links to resurrected faqs.org
2008.07.11 updated: epi, including TipConv 1.0.0
2008.07.09 Yoomp!: version 1.1
2008.07.09 added: Atari Fan Store (thanks Irek)
2008.07.07 HiassofT: Highspeed SIO patch for XL/XE OS and MyIDE OS V1.10
2008.07.07 MatoSimi: Fireball 1k
2008.06.09 MadTeam: Graph2Font 3.8.6.0, MADS 1.8.2.7
```

Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web page address.

Unless explicitly requested by the vendor, no entries will include an email address due to the overwhelming amount of spam that would result.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Mr. Corey Koltz) 4/06
302 W Dewey St
Cassville WI 53806-9733
USA
Phone: 608-725-2137
http://www.8bitclassics.com/
Vendor: new and used hardware and commercial software

A-ONE Online Magazine 2/07
See: Dana P. Jacobson

ABBUC HAR -- Hannoverschen ABBUC Regionalgruppe 2/07
Hanover
Germany
http://www.bertelmann.org/har/
Vendor: XF351 Upgrade-Kit includes Floppy + Cable + EPROM + Bootdisc,
Used Atari 800 XL PAL, Speedy1050 TDS. Not all items online available--
Ask for more information. Additionally vendor of:
- all items from Frank Heuser Shop
- all items from Wolfram Fischer
Special lower prices for ABBUC members available.

ABBUC Regionalgruppe Frankfurt / Main (RAF) 5/07
Dillenburgerstrabe 61
60439 Frankfurt / Main
Germany
http://www.abbuc-raf.de/
Vendor: MultiJoy8 cable and adapter
Developer: SIO2PC, Network Interface, 2 computer interface (automatic
2 computer switch for use the same peripherie), Schaltnetzteil
(Power supply), 8 channel digital voltmeter, SIO2USB

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated
temperature monitoring station using simple thermisters and the provided
software. Also available: source code listing, temperature data aggregation
utility

Alhart Enterprises Presents (AEP) 8/06
c/o Paul V. Alhart
524 N Z St
Lompoc CA 93436-5019
USA
tel: (805) 736-4624
"encoded" email: OOOp.alhartOOO@OOOverizonOOO.OOOnetOOO
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12
Repair shop: Atari disk drives

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module,

TV/Computer Switch

Art Transfair Berlin (Andre Motzkus) 2/07
Brunsbuetteler Damm 223d
13581 Berlin
Germany
http://www.art-transfair.de/
Vendor: Computer, expansion, Floppy, memory-upgrades up to 16 mb,
Audio A/D changer, additional many other Atari items (16/32/64bit).
Special lower prices for ABBUC members.

Atari800 Development Team 6/06
See also: Mark Grebe
See also: Christian Groessler
See also: Piotr Fusik
See also: Kostas Nakos
See also: Vasyl Tsvirkunov
See also: Ludovic Jacomme
Petr Stehlik (maintainer), Troy Ayers (Playstation 2), Michael Borisov (POKEY
sound), Piotr Fusik (core developer), Mark Grebe (Mac OSX), Christian
Groessler (Sega Dreamcast), Perry McFarlane (cycle-exact ANTIC and GTIA),
Kostas Nakos (Windows CE), Krzysztof Nikiel (Win32), Jacek Poplawski (SDL),
Vasyl Tsvirkunov (Windows CE), James Wilkinson (DOS, BeOS, Win32),
Ludovic Jacomme (PSP)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 2.0.2 - an Atari 400, 800, 600XL, 800XL, 130XE
and 5200 emulator for Unix, Linux, Win32, Amiga, MS-DOS, Atari TT/Falcon,
BeOS, WinCE, Mac OSX, Playstation 2 and other systems

Atari8Warez (Ray) 10/07
Toronto, Ontario
Canada
http://atari8warez.for-the.biz/
Developer: SIO2PC serial interface cable,
10502PC / ProSystem Serial Interface cable

AtariAge (Albert Yarusso, Alex Bilstein) 4/06
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware (includes homebrew project supplies by Pixels Past)
Developer: Beef Drop cartridge (by Ken Siders)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax
Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and
Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World
by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed
Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX)

titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort, Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill, Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match, Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics Package, Solitaire, Source Code For Eastern Front (1941), Letterman, Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc, Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage, Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt, Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show, Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing, BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!, Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy, Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler, Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atari Fan Store (Irek) 7/08
New York NY
USA
http://afs.atari.org/
Vendor: Polish hardware products, including: SIO2IDE, SIO2SD, KMK/JZ/IDEa IDE Interface

Atarimax (Steven J. Tucker) 5/07
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329

http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v3.0.2 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS 32-in-1 for XL/XE, APE Warp+ OS 32-in-1 for 1200XL, Imagic 1.06 95/NT - Atari Disk Image Conversion System (ATR/XFD/DCM/SCP), Imagic 1.06 DOS, Atari Terminal Simulator ATS 2.0 (SR2) - ATASCII Telnet/Serial Terminal & Break Movie Player 95/NT, Break Movie Screensaver 95/NT, MaxFlash Flash MultiCart (1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface (RS232 and USB editions), Atarimax/ABBUC USB Cartridge, MyIDE+Flash IDE Interface Cartridge

Atari Online News, Etc. 2/07
See: Dana P. Jacobson

The Atari Shop (Sandra) 1/07
The Netherlands
http://www.atari-shop.nl/
Vendor: new/used hardware, new/used commercial software

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atlantis Games Group 8/07
(Sal "Kjmann" Esquivel, TJ "Damage X" Edmister, Gary "Rybags" Ryan,
Zdenek "Psuedografx" Eisenhammer, Peter "peteofborg" Meyer
USA
http://www.atlantisgamesgroup.com/
Developer: OutRun Project, Battle Squadron Project

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 6/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502

Developer: Dis6502 2.2 (Interactive 6502 Disassembler for Win32,
designed to specifically support Atari binary files)

Matthew Bacon 2/07
UK
http://www.myatari.net/
Publisher: MyAtari online magazine (back issues online)

BAKTRA Software (Michael Kalous) 5/08
Czech republic
http://www.baktra.wz.cz/
Developer: TURGEN SYSTEM (converts data to various turbo formats, produces
sound or cassette images), Caverns of the lost miner (Game for atari written
in C, open source), mmSAP 2 (SAP player for GNU/Linux), DTX Manager (Editor
of Atari DOS 2 executables), libataricas (library for atari cassette image
manipulation with turbo support)

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator
for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced)
SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz 4/08
Germany
http://www.cc65.org/
Developer: cc65 2.12.0 - a complete cross development package for 65(C)02
systems, including a macro assembler, a C compiler, linker, librarian and
several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 4/07
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out),
IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10,
MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0,
CDREAD.COM V1.4, IMG2DISK.COM V1.00.

Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"),
ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 6/07
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: (408) 278-1070 (M-F 1:30pm to 5:00pm PST)
FAX: (408) 278-1092
E-FAX: (815) 364-3703
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch keyboard upgrade for XE computers, Best Light Gun,
Best Gold CX40 Joystick PCB, Atari CX40 Joystick Rebuild Kit with Atari
Upgraded CX40 Handle and Best Gold CX40 PCB, Atari CX40 Joysticks upgraded
with the Best Gold CX40 PCB, Atari Jaguar Power Pad to Other Atari Systems
Adapter Cable, Sega Genesis Controllers To Atari Systems Adapter Cable

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk
drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 8/06
USA
http://www.bigfivesoftware.com/
Developer: Bounty Bob Emulator for Windows NT, 2000, 98, and ME

BITS (SoLo2) 3/08
http://bits.atari.org/
Developer: Intro #1501 (v20080312), Intro #1502 (v20080314)

Blackened Technologies 10/07
Ken Jones (MetalGuy66), Sergio Larrondo (WareRat), Stephen J. Carden
http://www.blackenedtech.com/
Developer: The "NEW" MIO

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA

tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenek Burian 4/08
Marie Majerove 33
Prostejov 6
798 11
Czech Republic
Tel. 582 360 714
http://flop.atari.org/
Publisher: FLOP disk magazine, annual (FLOP 51 published April 2008)

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 8/06
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

Mario Caillahuz ("Allas") 11/07
Lima
Peru
http://atari.limitevisual.com/
Developer: Plague Attack, Voyage to Home, Accion, MULE Wars

James Catalano / Classic 8-Bit Atari / Artacyis Software 1/07
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens: Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart
(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/07
1350 Buffalo Rd Ste 2
Rochester NY 14624-1829
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems (include a hard disk, Black Box, power supply,
controller, cables, and software), SIO cables, hard disk controllers:
Adaptec 4000 SCSI, Adaptec 4070 (RLL) SCSI, Xebec S1410a SASI
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Cosine Systems (Exin [Sebastian], Intensity [Arman], Odie [Sean], 1/06
Sack [Adam], Magic Roundabout [Jason])
United Kingdom
http://www.cosine.org.uk/
Developer: demos: C.G.M. UKScene Radio Intro, 1K Party. game: Reaxion

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file

analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4 (written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor and more)

CSW-Verlag 2/07
Weidenstrabe 13/1
71364 Winnenden
Germany
tel/FAX: +49 (0) 71 95/6 11 20
http://www.retro-magazin.de/
Publisher: RETRO magazine. Themes: Retro-computing for all systems. Atari part: approx. 10%. (Not only 8bit) 9.90 euro per magazine, 4 magazines per year for 35 euro.

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine (1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques (Dan Dotson and Marilyn Saul) 9/06
PO Box 40751
Tucson AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

DGS 11/03
See: Dean Garraghty

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?, What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS, D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2, Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5, Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system: Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Digital Force (Mario Trams) 1/07
Germany
http://www.digital-force.net/

Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler (Flo) 4/07
Germany
http://www.akk.org/~flo/
Developer: Ice-Hockey (for MultiJoy interface, March/April 2002),
Sheep-Race (for MultiJoy interface, Aug 2002),
CardGrabber (for MultiJoy interface, May-Aug 2002),
Peripheral Test (May-July 2004)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

DLT Ltd. 2/08
See also: trub
http://trub.atari8.info/index.php?ref=sdx_upgrade
Developer: SpartaDOS X 4.41

Draco (Konrad M. Kokoszkiewicz, KMK) 1/08
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: 65C816 XL OS: 65C816 XL OS v. 2.22 (28.II.2007.),
FastRAM Test, QE for Warp/F7, SD-Load, D2D v.0.5, grep, LPOKE/LPEEK.
MultiBASIC: MultiBASIC v.0.33, MultiBASIC Manual.
"KMK/JZ IDE" ATA Interface: IDE BIOS 1.11, User's manual, Utility disk.
SpartaDOS: Eddy v.1.02, HDSC 1.5, CP v.1.3b, SpartaDOS TAR v.1.4a,
SD-Load, DiskRX 1.9a.
Utility programs for (any) Atari 8-bit: DEMON, EYE, RW-Test, SysInfo 2.11.
Patches for: Moon Patrol, Music Protracker v.2.4, Perestroyka Demo,
Prof!'s XDIR.

Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 1/07
PO Box 3365
Spring Hill FL 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware, used commercial software

Emulators (Derek Mihocka) 8/06
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit & Atari ST & Apple

Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 -
8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 -
8-bit Atari emulator for MS-DOS

Epi/Tristesse^O.S. (Adrian Matoga) 7/08
See also: Tristesse
See also: O.S.
Adrian Matoga
ul. Jezdziecka 11
30-698 Krakow
Poland
http://epi.atari8.info/
Developer: NeoTracker 1.7, NeoTracker Winamp plugin v0.2, TipConv 1.0.0,
TIP Tools 0.3.1 includes TipView 1.0 and BMP2TIP 0.21, xunzip 2.1,
sapemu 0.1 (http://asma.atari.org/bin/sapemu.zip),
HardCore Assembler (hcasm) 1.0, brULlwurFeL, TDC Hack Demou,
Sztab Malopolska #3 Invitation

Raphael Espino 8/07
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility), Atari 8-bit
JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface",
JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg",
JpegShow 0.1 (07Aug01) "A slideshow version",
CpegView 0.5 (18Aug07) "The colour JPEG viewer for Atari 8-bit computers"

Subject: F

Fandal 4/08
Czech Republic
http://atari.fandal.cz/stuff.php
Developer: Sturbon Intro, FreeCellXE, TriPeaksXE, HexxagonXE, Astro Road,
Cubico, The Storm, A Tribute to Quorthon, Bombex, The Steam Train,
Astro4 Road, Mysterion Preview, Mind Blast, Outlaw, Swapz

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for
68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,
Atari 400/800/XL/XE emulation for the PowerMac),

Wolfram Fischer (Mega-Hz) 11/07
See also: ABBUC HAR

Dorfstrasse 1a
28870 Ottersberg
Germany
"encoded" email: OOOmega-hzOOO@OOOt-onlineOOO.OOOdeOOO
http://mega-hz.no-ip.com/Angebote/angebote.html
Vendor: SIO2IDE 3.3, SIO2SD rev.1, SIO2SD rev.2, SIO2PC interface
Developer: Speedy 1050 TDS with track-led, 256KB memory expansion for
800XL.
Special lower prices for ABBUC members.

FLOP disk magazine 5/05
See: Zdenek Burian

Foundation Two 1/07
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks,
N!ne)
Germany
http://www.foundationtwo.de/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut,
Bremspunkt (Brems.)

Ron Fries 4/07
http://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" / "0xF" 4/08
See also: Atari800 Development Team
See also: Infinity
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Taquart
See also: Yoomp!
Poland
http://xasm.atari.org/ or http://atariarea.krap.pl/x-asm/
http://asap.sourceforge.net/
Developer: Atari utilities: Professional Copy 2.1, FlashPack 2.1,
PowerGraph 1.0, GR8 Logoser 1.1; PC utilities: ASAP (Another Slight Atari
Player) 1.2.0, xasm 3.0.1, SAP Maker 5.0, unsap

Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)

http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes International English versions of Power Per Post (PPP) software from Germany; Commercial Software Collection CD-ROM includes: Quick (programming language) V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM) V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer (DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper, Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues 1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain Software Collection CD-ROM includes 191 mostly double-sided disks plus some bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

Bostjan Gorisek (Gury, Firemover) 6/07
Poland
http://gury.atari8.info/
Developer: Sprite Engine 1.0.3

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force, Zero War, Menace, Pacland, Moonbase

Mark Grebe 11/07
See also: Atari800 Development Team
USA
http://www.atarimac.com/
Developer: Atari800MacX 3.8.1 (version of Atari800 emulator for Mac OS X), Sio2OSX 2.0 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 5/08
See Also: Atari800 Development Team
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
http://contiki.cvs.sourceforge.net/contiki/contiki-atari/
Developer: Atari800DC 0.77 (Atari800 emulator for SEGA Dreamcast), Contiki 1.0 for Atari (a working release of the Contiki web browser for the Atari 8bit systems)

Subject: H

Lee Hanken 1/07
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atascii/
Developer: ATASCIIView Version 1.3 (ATASCII file viewer for MS-Windows).

web-based Atari 8-bit ATASCII file viewer:
http://www.leehanken.pwp.blueyonder.co.uk/atari/

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,
VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,
CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase,
Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye,
Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

Frank Heuser 2/07
Kappelstrasse 10
67269 Gruenstadt
Germany
http://www.asselheim.de/
Vendor: new hardware expansion items, including: SIO2PC (internal/
external), 1050PC, Midi, Voicebox (Atari Magazin), Function keys,
16-OS-switch, AKI, RAM Expansion, Audio/Video cable and adapter, Videobox.
Special lower prices for ABBUC members.

HiassofT 7/08
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux

kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC or APE; atarixfer - a small tool to read/write ATR images to an Atari disk drive connected by a 1050-2-PC or ProSystem cable), AtariDsk V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPicoDos V4.04 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks), MyIDE Tool V0.30 (direct access to harddrives in MyIDE format on your Linux/Windows PC), Highspeed SIO patch for XL/XE OS and MyIDE OS V1.10 (extends the SIO routine of the OS to support: Ultra speed (Happy 1050, Speedy, SIO2PC, ...), 1050 Turbo, XF551, and Warp speed (Happy 810))

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 2/07
USA
http://cth.dtdns.net/
Developer: The Armorizer (file corruption detector), ATOS (graphical desktop environment), BrainFork (programming language), Check CRC32, Disk Fragmentation Utility, The Long Integer Library (CC65 and Action! versions), M.T.O.S. (Multi-Tasking Operating System), Micro BASIC, Mouse (programming language), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell (for SpartaDOS), Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet),

Chris Hutt (Sheddy) 8/07
UK
http://www.sheddyshack.co.uk/
Developer: Space Harrier Conversion Project

Subject: I

IEC "Innovative Electronics & Computing" 4/07
6185 E 56th Ave
Commerce City CO 80022-3959
USA
Phone: +1-303-288-5000
(USA) 800-765-4432 Mon-Fri, 8:00AM-6:00PM MT
Fax: +1-303-288-5099
http://www.iec-usa.com/
Developer: Atari connectors: Atari 13 Position Buss Connector for Atari
400 and Atari 800 Computers. Atari cables:
(http://www.connectworld.net/cgi-bin/iec/05MCOlderAtari.html)
Atari Color Monitor Cable 5', Atari Monochrome Monitor Cable 5',
Atari Color Monitor Cable With 2 RCA Plugs 5',
Atari Monitor Cable With 2 RCA Plugs 5', Atari Lefty Joystick Adapter,
Atari IF850 and IF860 Parallel Cable 6', Atari IF850 and IF860 Modem Cable 6',
Atari IF850 and IF860 to Serial Printer Cable 6',
Atari 400 and 800 Bus (SIO) Cable 6'

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari
MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class
(combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000),
Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik,
Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Integrated Logic Systems (ILS - Stephen J. Carden) 4/07
3321 Jonathan Cir
Augusta GA 30906-3829
USA
http://www.tcpipexpress.com/
Developer: Multiplexer (MUX) board Version 1.1 July 21, 2006,
TurBoss O/S (Atari XL/XE O/S Replacement Module), TCPIP Express,
Real.DOS Ver 1.0a Build 0024 2-Oct-06

Subject: J

Jeff Jackson 8/06
USA

http://www.jeff-jackson.com
Developer: JLS BASIC - Jackson Languange System BASIC compiler

Dana P. Jacobson 2/07
USA
http://www.atarinews.org/ or http://people.delphiforums.com/dpj/a-one.htm
Publisher: Atari Online News, Etc. -- A-ONE Online Magazine. weekly

Ludovic Jacomme (Zx-81) 3/07
France
http://zx81.zx81.free.fr/
Developer: PSPAtari v1.0.7: Atari 800/130/5200 Emulator for PSP
(port of Atari800 emulator for PlayStation Portable)

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not
complete version)

Shawn Jefferson 11/07
Victoria, BC
Canada
http://www.jeffersonsauctioneering.com/atari/
Developer: MyIDE Config 4.0, MyIDE Image Manager 4.1,
MyIDE Image Batcher 1.0

Subject: K

Nick Kennedy 5/07
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://pages.suddenlink.net/wa5bdu/
Developer: SIO2PC 4.21 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari
Drive to PC Interface): software, hardware plans, cables, parts (not for
Windows-XP), HAM Terminal for Atari, The WA5BDU Computer Keyer 1.5
(morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 7/07
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Krishna Software (Krishnasoft) 1/07
173 Prestwick Way
Edison NJ 08820-4680
USA
http://www.krishnasoft.com/sps.htm

Developer: Multi-platform Distributive Operating System (MPDOS) Standard
(version 1.00. simulate joystick, mouse, keyboard with a PC),
MPDOS Professional for Atari (version 1.00. simulate Atari disk drive and
cassette program recorder), Sound Processing Software (SPS) 1.00 (software
for Windows suitable for creating sounds for the Atari)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://hysteria.sk/~mikro/
Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite
editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR
in double density to XFD format)

Jakub Kruszona-Zawadzki 11/07
See also: Wolfram Fischer
Poland
http://sio2sd.gucio.pl/
Developer: SIO2SD project

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9,
Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to
connect an 8-bit Atari computer (or any device with a serial port) directly
to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

LaResistance (born, NoiD, powrooz, pr0be, stryker) 3/07
Poland
http://laresistance.pigwa.net/
Developer: edict (intro), Silly Venture 2k4 Invitation, polymatrix (demo),
the shrine (demo)

Derek Ledbetter 8/05
540 Canal St Apt 9
San Rafael CA 94901-4145
USA

Home Phone (415) 256-1931
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator 1.0.7 developement release 3 for MacOS 8.6 and later, and OS X

Marcin Lewandowski (Jaskier/Taquart) 8/05
See also: Taquart
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
http://atariarea.krap.pl/PLus/index_pl.htm
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM, MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1, Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM (Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2, 3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick Assembler to PC X-Asm), Atari800Win PLus 4.0 (for Windows, based on Atari800)

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 9/06
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

MadTeam (Tebe, Pajero, Profi, Rage, Psychol, Rocky, KAMM) 6/08
Poland
http://madteam.atari8.info/
http://g2f.atari8.info/
http://mads.atari8.info/
Developer: demos: Happy Demo, MadTeam Intro, The Muppet Movie Show, IGOR, FAJER, SINTRO, Running Cow, LAJF, Journey, Vasco, X, Splash, TIT, ANI, SAMAR Graphics Collection, Kaszel #1, Syzygy #8, Dupland Slideshow. games: Droga Do Duplandu, Mental Age, Dyna Blaster, Getris, Nibbly. Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5, Mathaf****r Editor 3.1, Mathaf****r Reader 1.1, Turbo 2000F, Visage 2.7, XL-Paint 2.5MaX, 2.6MaX, Rip2Max, 2xMPT 8Channel Stereo Project 1.0,

Atari Commander 1.81, Via Copy 4.4, SAMAR Hi-res Interlace with Map of Colours (SHIMC) Editor 1.0, LZW Pack 4.2, Squash 1.4, Total Commander ATR Plugin v1.5. PC utilities: Graph2Font 3.8.6.0 (convert graphics to Atari chars and design multicolor graphics for the Atari), MADS 1.8.2.7 (Mad-Assembler: 4-pass crossassembler designed for 6502 and 65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989), Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

Alex Martin 1/04
P.O. Box 65
00-952 Warszawa
Poland
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static memory expansion and replacement (backed-up with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interface. Under development: ANTIC buffering system, 14 MHz 65c816 CPU with 16 MB static memory

MatoSimi (Martin Simecek) 7/08
Slovakia
http://matosimi.atari.org/
Developer: CMC Musix 1 (demo), CMC MSX Extractor (utility), Plasma4 (intro), Atari FontMaker v1.1 (create ATARI font on PC), Laser Blaster (game), Monex v1.1 (game), Music From Zeus Intro, T2K decoder v.021 (convert programs from cassette tape to disk), Light Up! (game), Belljumper 1k (game), Fireball 1k (game)

MCM, an InOne company 5/06
650 Congress Park Dr
Centerville OH 45459-4000
USA
Phone: 1-800-543-4330
Fax: 1-800-765-6960
http://www.mcminone.com/
Developer: 9 Pin Jack For Atari, AC Adaptor Atari 3.5mm 9V DC 500mA

The MESS Team 1/07
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS)-- an emulator of a large number of systems, including the 8-bit Atari computers -- downloads available for Windows, *nix, Mac OS, and DOS

MicroUSB.org - Microprocessor USB Project 1/06
Atari project: Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann
Germany
http://microusb.org/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two

USB Slots). software: AtariUSBCart (Hardware Cypress SL811, Hardware USBN9602), AtariXLJoypad (Logitech Rumblepad 2 USB Version 2.0), AtariXLJoystick (Competition Pro USB 1.0), AtariXLKeyboard 0.1 BETA, AtariXLMouse (Logitech USB Mouse), AtariXLWheel (Thrustmaster Nascar Pro Digital 2, Logitech Formula GP 1.0, Logitech Vibration Feedback Wheel), USB Device Driver Development Kit 1.2.0, USB Enduser Driver Disk USBTEST Version 0.6, USB HID Base Driver Version 2.0, USBDOS 0.1

Mirage Interactive 6/05
See also: Rewindgames (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 11/07
Gdansk
Poland
http://www.atariarea.krap.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 3.3a, 4.4, 4.4a (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 2/08
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://morethangames.a8maestro.com/
"encoded" email: mtgYYYY(insert year)"A T"a8maestro.com
Vendor: Many Atari and third party hardware and software items-old/new/used, Supersketch Graphics tablet, AGDA Gamelink based gaming network adapters.
Developer: Audio Video break out box and cables (comp, chroma, luminance, audio), 130XE 4 bit memory upgrade, SPIDER sio port expander, SPEEDIER:19.2K serial port, EASI/O cables to expand SIO, PEEKER:Sio port data monitor, 850 adapters, ATR8000 adapters, SIO Cable Tester. Many more in the works.
Publisher: Atari Game Systems V&D List

Motelsoft 11/07
Germany
http://www.motelsoft.de/

Developer: Caveman II - Caves of Osum (also developed: Der Hexenmeister, Labyrinth, Panzer, Smack-Jack

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

MyAtari 2/07
See: Matthew Bacon

Subject: N

Kostas Nakos 1/06
See also: Atari800 Development Team
Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/
Developer: Pocket Atari 2.0.1

New Breed Software 9/06
c/o Bill Kendrick
2210 Rock St Apt 33
Mountain View CA 94043-2644
USA
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector, MuxChat, SIFE - Super-IRG Font Editor

Nelson Nieves 8/06
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree, TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

Subject: O

Odsiecz Sobieskiego -- O.S. 3/07
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik
See also: Epi
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
Developer: xunzip v2.1 (18 September 2006 -- a ZIP, TAR, GZ and TGZ (TAR.GZ) archives depacker) http://www.atari8.info/stuff/xz21.zip

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit rom dumps

Outland Quest Software 6/06
USA
http://www.outlandquestsoftware.com/
Developer: Ally Attack, Black Sea Silver Fishing, Desert Crossfire, Dungeons of Oti, Empire, Golf Tees, Graphics 8 Painter, Hoss Racing, Korellian Conflict, Lite Show, Mad Libs, Motions Variable, Scattergories, Space Regent, Starbase Alpha, Standoff, Star Maze, Terror Fair, Three-D Force Tic-Tac-Toe, T.I.A.K. - Taking In Accurate Knowledge, Uncle Milton's Million Dollar Mystery Mansion

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Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989), Page 6 Atari User (1989), New Atari User (1989-1998)

Eric Parent (Joyful Coder) 11/07
http://joyfulcoder.com/
Developer: Memo Pad for Windows Release 6 (November 12, 2007) - read ATASCII files

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

Michal Pasiecznik / "Pasiu" 1/08
Poland
http://hardware.atari8.info/ and http://pasiu.krap.pl/
Developer: 576 kB - 1 MB RAM expansions (based on the Amiga 500 and Amiga 600 RAM expansion modules), 1 MB - 2 MB SIMM Expansion, ROM Changer, AutoStereo, XF551 LED Track Display, intSDX (an internal SpartaDOS X upgrade), ARC (Atari Real Clock - an alternative realtime clock), IDEa Interface (100% compatible with the KMK/JZ IDE interface), Simple 65c816 Processor Adapter, Warp4 (4 MHz 65c816 accelerator card), Warp4 MegaMEMboard (1 MB of linear RAM for Warp4), Project F7 (16 MHz 65c816 accelerator card). Software: CD Audio Player 0.9 for KMK/JZ IDE and IDEa Interface.

Pecus and Pirx 6/07
Poland

http://www.future-net.pl/~10vg3b/scorch/
Developers: OMC65 crossassembler - Our 5oft MaCro assember for 6502
ver. 1.3 (Win32 executable); Scorched Earth for Atari XL/XE build 114,
Chip 8 & SuperChip 8 emulator v1.1

Tomasz Piorek / electron 7/07
See also: Taquart
Poland
http://vbxe.atari8.info/
Developer: VBXE - Video Board XE - project is a programmable, FPGA based
graphics subsystem for Atari XE computers

Pixels Past (Joe Grand) 4/06
2907 Shelter Island Dr Ste 105-169
San Diego CA 92106-2797
USA
Telephone: 619-222-4100
Facsimile: 619-222-1797
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari),
Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/
paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

PP's (Ralf Patschke) 3/08
See also: STARSOFT Berlin
Germany
http://www.ppsberlin.de/
Developer: G2F pictures: bos2002, Brandenburger Tor Sylvester, htlogo,
htlogo2005, joggingsheep, Lotus2_001, Lotus2_003, Lotus_003-1, Lotus2_004,
Lotus2_006, Lotus2_006-1, Lotus2_007, Neujahr 2007, New Year,
rasenspriesssheep, Schneemann, STARSOFT Logo, Venus Express, weihnachtsbaum.
other: Boersenspiel Version vom 11.01.1992

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: R

Werner Raetz 9/06
Postfach 16 40
D-75006 Bretten
Germany
Telefon: 07252/4827 oder 07252/3058
Telefax: 07252/85565
"encoded" email: OOORaetz.SMOOO@OOOt-onlineOOO.OOOdeOOO
Publisher: WASEO-Publisher, WASEO-Designer, WASEO-Triology,
WASEO-Grafinoptikum, WASEO-Labouratorium, WASEO-Practoscope, WASEO
DISK-LINE disk magazine

Burkhard Rau (HCRBurk) 5/06
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

Ready Magazin (Sascha Leidel) 2/07
Germany
http://www.8-bits.de
Publisher: READY. Magazine. Atari part: 100%, only Atari.
2.60 euro per magazine. 6 magazines per year
Special lower prize for ABBUC members available.

READY Technologies (Thomas Smailus) 5/06
254 Nelson Dr Apt U
Baton Rouge LA 70808-5059
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital
hardware systems; design, development, and production of software systems;
software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn
Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering,
Consulting

RETRO magazine 2/07
See: CSW-Verlag

Rewindgames (Fred Meijer) 4/06
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.rewindgames.com/
Vendor: new and used hardware, new and used commercial software including all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!, Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds, Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility Disk

Thomas Richter 5/08
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ Emulator (800/XL/XE/5200 emulator for Unix/Linux/ Solaris/Irix) Stable Release 1.54, CVS Snapshot 1.54, atari++ 1.54 for win32

Markus Roemer / R.I.K. of Kaisersoft 10/06
An der Roehr 6a
55606 Hochstetten-Dhaun
Germany
Publisher: Top Magazin 2006

Pawel Rosowski 4/05
Poland
http://uce.pl/ikplus/
Developer: IK+ C64 to Atari 8-bit Conversion Project (game) version 0103 (March 2005)

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/ or http://www.schappel.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy), BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master, Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings, ROBOX, Snow Plow, Snow Plow Editor

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Subject: S

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire, Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons, zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping, TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II. XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint,

MultiJoy 16/2 hardware interface

Darren Schebek 6/07
Canada
http://www.schebek.ca/ or http://www.user.dccnet.com/dschebek/
Developer: Envision (character editor & screen editor), Solitaire Game, Yahtzee Game

Serious Magazine 5/05
See: Dial Group

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 9/06
The Netherlands
http://members.home.nl/stack/Atari/atari-xlxe-download.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR), XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs 9/06
Kempenlandstraat 8
5211 VN Hertogenbosch
The Netherlands
http://home.planet.nl/~ernest/
http://members.home.nl/stack/Atari/atari-pooldisk.html
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.ksiders.tzo.com/
Developer: Emulators Utilities: ATR/DCM utilities (DOS), AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer, KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler, Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus. Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker, KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish, Circle of Richness

Sikor Soft (Pawel Sikorski) 1/05
See also: Rewindgames (Fred Meijer)
ul. 1-go Sierpnia 28 m 64

02-134 Warszawa
Poland
http://sikorsoft.internetdsl.pl/
Developer: 5 x 5, 5 x 5 Editor, ABC, Centurion, Cyborg, Fire Stone,
Ketchup, Liga Polska, Magic of Words, Max, Moscow 1993, Neuroid, Nexus, Orto
Puzzle, Pilkarski Poker, Sexy Six, Sexy Six Data Disk #1, Sexy Six Data Disk
#2, Sexy Six Data Disk #3, Teacher Killer, Tekblast

Mark l. Simonson 9/06
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 1/06
http://makeatr.atari8.info/
Developer: makeATR v0.06 (software for MS-Windows)

Len Spencer 8/06
USA
http://www.lspenc13.us/Lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black
Box interfaces), FoReM-XE Professional BBS Version 5.4

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely
from scratch")

SquoQuo (Hopper, Bugger, Genetic Gemini, Scythoior, Yoda) 4/06
Germany?
http://squoquo.tk/
Developer: Let's Hop, Sh*t Alpin 2005, Ms.Bulimia

STARSOFT Berlin 3/08
See also: PP's
Germany
http://www.ppsberlin.de/
Developer: 1st START Berlin Demo, 2nd STARSOFT Berlin Demo,
3rd STARSOFT Berlin Demo. CCB-Club-Mag: 01/1992, 02/1992, 03/1992, 04/1991,
04/1992, 05/1991. ECS Info-Mag: 01/1991, 02/1991, 03/1991.
Gamtro ABBUC-Magazin 73, GFX 0 Scrolls, Multiple GFX 12 Scrollers,
New Years Disc 2007, New Years Disc 2008, STARSOFT Berlin TurboBasic Demo,
STARSOFT Magazine: 01/1992, 02/1992, 02/1993, 03/1992. TIF2PIC beta,

TOP-Magazin Intro

Radek Sterba (Raster/C.P.U.) 5/07
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer: MultiJoy8 (connect 8 joysticks to one Atari), MultiJoy16 (connect 16 joysticks to one Atari), ATADIM v2.05 Beta (Win9x- work with Atari disk images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor), LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8), Multris (Tetris-like game for MultiJoy4), Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4 (Quadro-Tron patched for MultiJoy). utilities: MPE (MIDI Pattern Editor) v2.3, HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4, SA_POKEY (Standalone dynamic DLL library for emulation of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of Atari 6502 processor), Raster Music Tracker (RMT) v1.25 - cross-plaftorm XL/XE music maker for PC, RMT Player v1.06 (plays *.RMT (Raster Music Tracker) song files on Atari XE/XL computers), Creaxin1 "Create X in 1" (for use with S/XEGS RAMcart 128KB by C.P.U.) v1.03.
games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch), The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS - 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS) PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS, ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine interpreter, original by Steve Wozniak), Infoline for ACTION!

Super Products 4/04
c/o James Bradford
14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712

Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 1/07
Czech Republic
http://jirkasuv.duch.cz/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..." text game)

Subject: T

Taquart 1/06
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely'
Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru'
Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj
'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz,
Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski
See also: Tomasz Piorek
See also: Marcin Zukowski
Poland
http://numen.scene.pl/ and
http://www.s-direktnet.de/homepages/k_nadj/taquart.html
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995),
Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag,
1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro,
Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996),
Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997),
Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997),
Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan) 3/07
See also: Epi
Poland
http://atariki.krap.pl/index.php/Tristesse
Developer: SROLL-demo, TRS-Desktop 0.9d alpha:
http://www.atari8.info/trsdesktop.php (screenshots)

http://trub.atari8.info/sdx_files/TRS_desktop_v09d_alfa.zip (download),
NeoTracker v1.6 : http://epi.atari8.info/files/neotracker-1.6.zip ,

trub 2/08
See also: DLT Ltd.
Poland
http://trub.atari8.info/ or http://trub.sys.net.pl/
Developer: for SDX 4.x: TDPL 2.0 / TD 2.0 (enhanced TD.COM, Polish/
English), XEP.SYS 0.1F (XEP80 device driver), FSTRUCT, RUNEXT 0.5, QE 2.0
(Continuation of the famous Quick Edit - E: and CON: accelerator by KMK).
for SDX+65C816: RAMD816.SYS. for SDX+QMEG OS: OSSIO.SYS. for SDX+SIO2IDE:
S2I Commands 0.8. for SIO2IDE: S2I JukeBox 4.0a. for MS Windows: FIXATR.
for SDX+KMK/JZ IDE: CDPLAY 0.4a. more: ED 2.9, ABASIC, YOGI/YELLYSTONE PARK
Multidrive, XLDisk. SRAMCharger and Indus CP/M project for Atari Indus GT,
LDW Super 2000, and CA-2001 disk drives.

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs. (Mainly working these days on HP Alpha (VMS), Sparc
(Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 2/07
See also: Atari800 Development Team
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: new hardware, new commercial software (cassette format)

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable
perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 4/07
http://retrobits.net/
Developer: Atari810 1.4d -- software for emulating an Atari 8-bit floppy
drive or hard disk on your PC (Windows NT/2000/XP)

Video 61 & Atari Sales (Lance Ringquist) 4/06
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
"We service, sell and publish hardware and software"
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developers: Checkers, Hearts, Ultra Translator

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12),
commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
USA
http://www.videogametrader.com/
Vendor: new and used commercial software

Vintage Computer Cables 8/07
Fort Lauderdale FL
USA
http://www.vintagecomputercables.com/
Developer: Atari Gold Video Cable, Atari Gold Video Cable (stereo with Y),
Atari Gold S-Video Cable (stereo with Y)

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

WASEO 9/06
c/o Thorsten Helbing
Koenigsberger Str. 9
30916 Isernhagen
Germany
tel: +49 175 9982360
FAX: +49 121 258 409 3729
http://www.waseo.de/
Developer: audio CDs: The 20 best ATARI Hits, The 20 most inventive ATARI Songs, The Best of Music Non Stop, The Best of ATARI Game Music, The ATARI Super Soundmix. Titles published by Werner Ratz: WASEO-Publisher (DTP-Programm), WASEO-Designer (Erganzung zum DTP-Programm), WASEO-Triology (Nutzliche Programmsammlung), WASEO-Grafinoptikum (Grafikprogrammsammlung), WASEO-Labouratorium (Arbeitserleichterungsprogramme), WASEO-Practoscope (Sammlung praktischer Programme), Demo Disk, Basic Hits, DISK-LINE disk magazine

B. Watson (Urchlay) 5/07
http://www.urchlay.com/cassio/
Developer: cassio 0.2.2 - A tool for working with Atari 8-bit computer cassette image (.cas) files on Linux or other UNIX-like systems.

Mark Watson 1/08
http://www.scrameta.net/a800.html
Developer: Atari800 emulator ports: 0.8 for GP32, 1.2 for GP2X, 1.2 for Gizmondo

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/atarixlbox.php
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

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Subject: Y

Yoomp! 7/08
Marcin "Eru" Zukowski, Lukasz "X-Ray" Sychowicz,
Bartek "BeWu" Wasiel, Piotr "0xF" Fusik
http://yoomp.atari.pl/
Developer: Yoomp! version 1.1

Subject: Z

Marcin Zukowski (eru/tqa) 5/07
See also: Taquart
See also: Yoomp!
The Netherlands
http://lepix.sourceforge.net/
Developer: LePix v.0.2.0

==========
End of atari-8-bit/vendev
==========

2287. Micropalooza '08 this Thursday and Friday! (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-05 11:12:40 UTC
From: RobertB <rbernardo@value.net>
Message-ID: <7e2fd118-6d28-493e-8dcf-3eaa34c1231e@h17g2000prg.googlegroups.com>
Source record: 3026

---------- Original Message ----------
Subject: Micropalooza '08 this Thursday and Friday!
From: "Ground Kontrol Classic Arcade"
<tower@groundkontrol.com>
Date: Tue, August 5, 2008 3:05 am

Ground Kontrol is pleased to announce the
return of Micropalooza, Portland's first 2-Day
Chiptune Music Festival! Chiptune music is made
using video games such as the the Atari 2600,
the Nintendo Gameboy and NES, as well as 8-bit
computers such as the Commodore C64. Though
more popular in Europe, Chiptune music is
quickly catching on in the US.

Ground Kontrol has been hosting 8-bit musicians
for years, including Micropalooza I and the
International Chiptune Resistance tour. This
year's Micropalooza features musicians from
all over, including Sweden! There were too many
artists to fit on one bill, so we made this year's
Micropalooza a 2-day event.

Schedule for Thursday, August 7:

DJ Moonchild is going to kick things off at
5:00pm and will be spinning in-between all of
the sets.

Kids Get Hit By Buses (Everett, WA) 5:55pm-6:25pm

Fighter X (Everett, WA) 6:40pm-7:10pm

Wyatt Gurp (San Francisco, CA) 7:25pm-7:55pm

Harbour (San Francisco, CA) 8:25pm-9:00pm

Trash80 (San Diego, CA) 9:15pm-9:50pm

Starpause (San Francisco, CA) 10:05pm-10:40pm

Two Playa Game (Sacramento, CA) 11:10pm-11:50pm

Square Wail (Seattle, WA) 12:05am-12:45am

Covox (Stockholm, Sweden) 1:00am-2:00am

Admission: $10, or $15 for a two-day bracelet!

Schedule for Friday, August 8:

DJ Moonchild kicks it at 6:00pm and will be
spinning in-between all of the sets.

Spamtron (Portland, OR) 7:00pm-7:40pm

Operation Mission (Portland, OR) 7:55pm-8:35pm

MC Firedrill (Olympia, WA) 8:50pm-9:30pm

Air Fortress (Portland, OR) 10:00pm-10:40pm

Leeni (Seattle, WA) 10:55pm-11:35pm

ComputeHer (Los Angeles, CA) 11:50pm-12:30am

8 Bit Weapon (Los Angeles, CA) 1:00am-2:00am

Admission: $10, or $15 for a two-day bracelet!

2288. Market for New Games

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-06 13:21:28 UTC
From: RetroC64 <stedetro@yahoo.com>
Message-ID: <4899a5b7$0$7345$607ed4bc@cv.net>
Source record: 3027

Hi all,

What are you thoughts about the market for new games for the Atari 8-bit? Do you think people would still want them? Would they sell or do you think they would need to be free? Should they target a 64k or 128k Atari?

I still desire to make some CRPGs and would love to make something for the Atari 8-bits. Anyone else already doing this?

2289. Re: Market for New Games

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-06 16:33:56 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <sLOdnUFWbbo6TwTVnZ2dnUVZ_sninZ2d@earthlink.com>
Source record: 3028

RetroC64 wrote:
> Hi all,
>
> What are you thoughts about the market for new games for the Atari
> 8-bit? Do you think people would still want them? Would they sell or do
> you think they would need to be free? Should they target a 64k or 128k
> Atari?
>
> I still desire to make some CRPGs and would love to make something for
> the Atari 8-bits. Anyone else already doing this?
>

IMO It would be a tough sell. CRPG players are in the minority in Atari fans compared to action games like River Raid or Star Raiders. There's also several fine games out there like Alternate Reality The Dungeon and Ultima III that you would have to compete with.

I still play Rogue and am a member of an MMPOG. I like the genre but it is a niche in my life. When I want a quick game while downloading something I may choose Rogue over solitare to burn a couple of minutes. I play the MMPOG when I want some interaction. It would be tough to find a niche that would make me consider setting up an Atari or booting an emulator.

I did start a CRPG years ago and it was one of a few projects that did not get finished. I had the 3d type view, character set, monster editor, et cetera finished for my part and was told by the person I was working with I had to switch to Rembrantt and a different character set. Twenty years later I am still waiting for them to finish the first picture and character set. ;)

Rick

2290. BACK 2 SCHOOL ATARI BOOK SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-07 12:03:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0808070500430.23294-100000@onyx.spiritone.com>
Source record: 3029
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Heres your excuse to buy Books for your Atari! Classic Atari 8 Bit & Atari ST for 20% off in this Back 2 School Atari Book Sale!

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and some I have 1 or 2 left!I have more Atari Books than anywhere else. Atari, one of the most well documented Computers ever! I have them Both for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my Atari Books, 20% off. E-Mail Atari@aracnet.com or call Ben 24/7 @(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ALL ATARI 8BIT BOOKS!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ALL ATARI ST BOOKS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2291. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-07 12:06:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0808070503290.23294-100000@onyx.spiritone.com>
Source record: 3030
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save on Gas and Take a staycation on your Atari.
Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or
look for Atari games at http://BensCatalogs.Atari.org Games Starting at $5
and Up! Cheaper than Gas! The Name everyone knows for Gaming Fun? Have you
Played Atari Today? Classic Atari 8 Bit & ST Games! Daily Gaming avoids
Hardening of the Ataris! E-Mail: Atari@aracnet.com or Call (503)256-9974!

$60.00 Software purchase Gets you a $20.00 Game for FREE! Spend $60.00 and
get a FREE GAME for your ST as a FREE GIFT, pretty much your choice! Or a
FREE GAME for your 8 Bit! For the 8 Bit Choose from 8 Games: Ballblazer,
Gato, Hardball, One on One Basketball, Star Wars-Return of the Jedi,
Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!

http://BensCatalogs.Atari.org Ben's Atari WebSite
http://www.aracnet.com/~atari/specials.htm Today's Atari Special!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2292. Atari WantList!

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-07 12:09:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0808070506250.23294-100000@onyx.spiritone.com>
Source record: 3031
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "Wantlist" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2293. Re: Market for New Games

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-07 20:17:42 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <bb9b6b13-f602-47f4-8e53-937abb7abff3@34g2000hsh.googlegroups.com>
Source record: 3032

On Aug 6, 9:21 am, "RetroC64" <stede...@yahoo.com> wrote:
> Hi all,
>
> What are you thoughts about the market for new games for the Atari 8-bit? Do
> you think people would still want them? Would they sell or do you think they
> would need to be free? Should they target a 64k or 128k Atari?
>
> I still desire to make some CRPGs and would love to make something for the
> Atari 8-bits. Anyone else already doing this?

I think a 64k Atari would be your best bet, since it would run on
nearly every system. I wouldn't go into it expecting to make a lot
of money, but I you might sell a few games if it's really good. Try
Atariage.com

2294. Re: ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-08 07:11:37 UTC
From: The Space Boss <drsmith666@aol.com>
Message-ID: <08819059-6298-4f14-8efa-2c2bfca98d44@b1g2000hsg.googlegroups.com>
Source record: 3033
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

On Aug 7, 6:06 am, Bravo Sierra Computers <at...@aracnet.com> wrote:
> Cant afford a vacation? Save on Gas and Take a staycation on your Atari.
> Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or
> look for Atari games athttp://BensCatalogs.Atari.orgGames Starting at $5
> and Up! Cheaper than Gas! The Name everyone knows for Gaming Fun? Have you
> Played Atari Today? Classic Atari 8 Bit & ST Games! Daily Gaming avoids
> Hardening of the Ataris! E-Mail: At...@aracnet.com or Call (503)256-9974!
>
> $60.00 Software purchase Gets you a $20.00 Game for FREE! Spend $60.00 and
> get a FREE GAME for your ST as a FREE GIFT, pretty much your choice! Or a
> FREE GAME for your 8 Bit! For the 8 Bit Choose from 8 Games: Ballblazer,
> Gato, Hardball, One on One Basketball, Star Wars-Return of the Jedi,
> Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!
>
> http://BensCatalogs.Atari.org Ben's Atari
WebSitehttp://www.aracnet.com/~atari/specials.htm Today's Atari Special!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. Customers love the speedy service! I have
> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>
> Please Direct all Replies Through E-Mail to: BenSe...@Atari.org or
> At...@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
> FREE Catalogs @http://BenSells.Atari.orgorhttp://BensCatalogs.Atari.orgor
> Catalogs Requested by E-Mail at At...@aracnet.com or BenSe...@Atari.org and
> Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

"Staycation"? I love it.

I don't think Bravo Sierra Computers gets enough recognition for some
of the best Atari marketing continuing in the tradition of the classic
Atari commercials.

2295. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-12 05:09:39 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1218517744@rtfm.mit.edu>
Source record: 3034
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: July 20, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"

http://atari.fandal.cz/ Games, Demos

http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2296. BACK 2 SCHOOL ATARI BOOK SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-14 11:06:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0808140404150.32742-100000@onyx.spiritone.com>
Source record: 3035
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and some I have 1 or 2 left!I have more Atari Books than anywhere else. Atari, one of the most well documented Computers ever! I have them Both for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my Atari Books, 20% off. E-Mail Atari@aracnet.com or call Ben 24/7 @(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ALL ATARI 8BIT BOOKS!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ALL ATARI ST BOOKS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2297. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-14 11:07:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0808140406151.32742-100000@onyx.spiritone.com>
Source record: 3036
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save on Gas and Take a staycation on your Atari.
Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or
look for Atari games at http://BensCatalogs.Atari.org Games Starting at $5
and Up! Cheaper than Gas! The Name everyone knows for Gaming Fun? Have you
Played Atari Today? Classic Atari 8 Bit & ST Games! Daily Gaming avoids
Hardening of the Ataris! E-Mail: Atari@aracnet.com or Call (503)256-9974!

$60.00 Software purchase Gets you a $20.00 Game for FREE! Spend $60.00 and
get a FREE GAME for your ST as a FREE GIFT, pretty much your choice! Or a
FREE GAME for your 8 Bit! For the 8 Bit Choose from 8 Games: Ballblazer,
Gato, Hardball, One on One Basketball, Star Wars-Return of the Jedi,
Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!

http://BensCatalogs.Atari.org Ben's Atari WebSite
http://www.aracnet.com/~atari/specials.htm Today's Atari Special!

I've got a fast turnaround rate. Usually, Once I receive payment your
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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2298. Atari WantList!

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-14 11:09:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0808140407540.32742-100000@onyx.spiritone.com>
Source record: 3037
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "Wantlist" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2299. Re: SIO2USB - is it worth $200+USD?

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-14 20:22:16 UTC
From: cas_news@strotmann.de
Message-ID: <cone.1218745336.474436.30601.1000@csmobile2>
Source record: 3038

Hi Bill,

the SIO2USB was designed to be a real 'end user' device, with a professional case (brushed metal with engraved labeling for the buttons), a firmware that can be re-programmed from within the device and will even survive if you detach power while reprogramming.

The SIO2SD is also a fine device (I have both, SIO2SD and SIO2USB). If you know how to work with computer hardware like a normal Atari geek (and I guess you can), the SIO2SD is probably the same function for less money.

But for my grandma, or someone like 80+ year old Atari users like Dieter Gretschel aka Old Men Tower, the SIO2USB is the better 'ease of use' device.

Maybe it is like self-assembled PC vs. Apple Mac. Both do their job, The SIO2USB even comes in Atari XL like packaing, for the real 'un-boxing' feeling.

Sure, the US$ vs Euro rates does not help, I guess it is much more expensive in US then it is here.

Carsten

William Kendrick writes:

> So I have the chance to pre-order an SIO2USB from ABBUC.
> Including shipping and handling and a small non-ABBUC-member charge,
> it looks like it'll cost over $200.
>
> I was eyeing the SIO2SD, and it looks like a fine device that could be
> had for closer to $60USD, I _think_. But... who can provide one to me?
>
>
> Damnit, what do I _do_!?
>
> --
> -bill!
> "Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
> Download it today! http://www.tuxpaint.org/

2300. comp.graphics.apps.paint-shop-pro dose

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-14 23:18:03 UTC
From: Evan.Magers@Gmail.com
Message-ID: <341dd756.52843770@Gmail.com>
Source record: 3039
Cross-posted to: comp.graphics.apps.paint-shop-pro,comp.sys.atari.8bit

http://ruling.googlebong.com

2301. Re: SIO2USB - is it worth $200+USD?

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-15 19:26:25 UTC
From: bill@newbreedsoftware.com
Message-ID: <48a5d861$0$17148$742ec2ed@news.sonic.net>
Source record: 3040

cas_news@strotmann.de wrote:
> The SIO2SD is also a fine device (I have both, SIO2SD and SIO2USB). If you
> know how to work with computer hardware like a normal Atari geek (and I
> guess you can), the SIO2SD is probably the same function for less money.

The SIO2SD looks like it should suit me, and for less than 1/3rd the cost
of SIO2USB. My needs aren't very high-tech. I've survived a long time
with, first a homemade SIO2PC that someone built for me, then more recently
one from AtariMax (caseless, and screwed up onto the wall behind my monitor).
I'm also a relatively technical user, when it comes to the Atari.

So I'm sure the SIO2USB is well worth the price, but I really think it's
way more than _I_ need.

Thanks for everyone's comments and suggestions!

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2302. DarkForce winners/prizes for July/August

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-15 20:24:38 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2008.08.15.20.24.37.767417@suddenlink.net>
Source record: 3041

Greetings everyone!

Here is the lucky winner for July 2008 at The DarkForce! BBS:

July 2008
1. TOS 2.06 chipset - jimarm wins this for his ST!

Also, here is the prize for August:

August 2008
1) A Mega STE motherboard (partially populated). This will
include a TOS 2.06 chipset - courtesy of Techie_Allison!

Check AtariAge and the AtariForums for a picture.

Congratulations to our winner, and good luck to this months callers!

:)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

2303. A request from the DarkForce! BBS

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-15 20:30:46 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2008.08.15.20.30.45.769959@suddenlink.net>
Source record: 3042

Folks, I've been unable to deliver last months prize, despite repeated attempts. The user "Cedric" posted an invalid address to his account.

Now I understand everyone's need for privacy these days, and it doesn't bother me a bit if a user starts an account with bogus information, like their age, phone number, birthday, etc, etc...

BUT...if you're expecting to win *and* receive a prize from us, then the least you can do is have an accurate address. I have a full time job, 84 hours every 2 weeks/12 hour nightshifts, plus a family of 5 and honestly, I don't have the time to chase everyone down. I've left e-mail with Cedric on the BBS and I hope he gets and returns it. Until then, there's nothing else I can do.

Just for the record - DarkForce has never lost any user information, due to being hacked, nor have we ever give out information to a third party.

Nor shall we ever.

Thanks to all our dedicated users and the Atari community.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

2304. A DarkForce request...

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-15 20:34:06 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2008.08.15.20.34.06.752439@suddenlink.net>
Source record: 3043

Folks, I've been unable to deliver last months prize, despite repeated attempts. The user "Cedric" posted an invalid address to his account.

Now I understand everyone's need for privacy these days, and it doesn't bother me a bit if a user starts an account with bogus information, like their age, phone number, birthday, etc, etc...

BUT...if you're expecting to win *and* receive a prize from us, then the least you can do is have an accurate address. I have a full time job, 84 hours every 2 weeks/12 hour nightshifts, plus a family of 5 and honestly, I don't have the time to chase everyone down. I've left e-mail with Cedric on the BBS and I hope he gets and returns it. Until then, there's nothing else I can do.

Just for the record - DarkForce has never lost any user information, due to being hacked, nor have we ever give out information to a third party.

Nor shall we ever.

Thanks to all our dedicated users and the Atari community.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

2305. Re: A request from the DarkForce! BBS

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-15 20:47:29 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2008.08.15.20.47.29.538719@suddenlink.net>
Source record: 3044

On Fri, 15 Aug 2008 16:30:46 -0400, Ronald J. Hall wrote:

>
> Folks, I've been unable to deliver last months prize, despite repeated
> attempts. The user "Cedric" posted an invalid address to his account.

Apologies for the double posting folks. Not sure what happened there. :(

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

2306. Re: SIO2USB - is it worth $200+USD?

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-15 23:03:18 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <48A60B36.B911E01F@a8maestro.com>
Source record: 3045

Completely off topic....

Bill Kendrick wrote:

>
> --
> -bill!
> "Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
> Download it today! http://www.tuxpaint.org/

My local news station just had a segment on this software.

Rick D.
DO NOT REPLY TO a8maestro"a t"a8maestro.com.
Use rld2008" a t " a8maestro.com instead.

2307. FS:Clearance Sale at More Than Games

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-15 23:06:37 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <48A60BFD.A66F682B@a8maestro.com>
Source record: 3046

Now that the Gamer Expo 08 is over, I am having a clearance sale of 90%
of the misc stuff I have.

Go to: morethangames.a8maestro.com/ Click on the Clearance links.

8 bit and game systems now. ST soon.

Thanks,

Rick D.
MTG
DO NOT REPLY TO a8maestro"a t"a8maestro.com as above.
Use mtg2008 " a t " a8maestro.com instead.

2308. Re: SIO2USB - is it worth $200+USD?

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-15 23:14:56 UTC
From: bill@newbreedsoftware.com
Message-ID: <48a60df0$0$17225$742ec2ed@news.sonic.net>
Source record: 3047

Rick D <a8maestro@a8maestro.com> wrote:
> > "Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
> > Download it today! http://www.tuxpaint.org/

> My local news station just had a segment on this software.

Gasp! Tell me more!

(PS - I often mention Atari 8-bit and C=64 art software as influences :))

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2309. Announcing : 64JPX - JoyPad eXpander

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-16 02:14:49 UTC
From: RobertB <rbernardo@value.net>
Message-ID: <040b6cf1-625e-4b31-aadf-94fb2d12ff54@v16g2000prc.googlegroups.com>
Source record: 3048

----------Forwarded----------
Nick (at) 64HDD
Aug 12, 10:42 am

Hi All,
I've been quietly working on a small interface to
adapt joypads and enhance their functionality
for Commodore and Atari users. Currently
support is for Sega Genesis/Megadrive and
PC analog controllers, and am finalising support
for SNES joypads. For details visit
http://www.64hdd.com/64jpx/

The enhancement modes I've included allow
you to "cheat" or enhance your experience in
a range of games such as racing, sport, platform
and blasters. I'm not so familiar with "beat'em
up" type games where you have combination
moves that may be simulated by 64JPX - any
info/help/suggestions appreciated ;)

Whether the interface becomes a "product"
depends on interest and feedback over the
next couple weeks.

Cheers,
Nick

2310. BACK 2 SCHOOL ATARI BOOK SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-21 13:03:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0808210600420.31895-100000@onyx.spiritone.com>
Source record: 3049
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Heres your excuse to buy Books for your Atari! Classic Atari 8 Bit & Atari ST for 20% off in this Back 2 School Atari Book Sale!

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and some I have 1 or 2 left!I have more Atari Books than anywhere else. Atari, one of the most well documented Computers ever! I have them Both for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my Atari Books, 20% off. E-Mail Atari@aracnet.com or call Ben 24/7 @(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ALL ATARI 8BIT BOOKS!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ALL ATARI ST BOOKS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2311. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-21 13:06:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0808210603400.31895-100000@onyx.spiritone.com>
Source record: 3050
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save on Gas and Take a staycation on your Atari.
Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or
look for Atari games at http://BensCatalogs.Atari.org Games Starting at $5
and Up! Cheaper than Gas! The Name everyone knows for Gaming Fun? Have you
Played Atari Today? Classic Atari 8 Bit & ST Games! Daily Gaming avoids
Hardening of the Ataris! E-Mail: Atari@aracnet.com or Call (503)256-9974!

$60.00 Software purchase Gets you a $20.00 Game for FREE! Spend $60.00 and
get a FREE GAME for your ST as a FREE GIFT, pretty much your choice! Or a
FREE GAME for your 8 Bit! For the 8 Bit Choose from 8 Games: Ballblazer,
Gato, Hardball, One on One Basketball, Star Wars-Return of the Jedi,
Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!

http://BensCatalogs.Atari.org Ben's Atari WebSite
http://www.aracnet.com/~atari/specials.htm Today's Atari Special!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2312. Atari WantList!

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-21 13:08:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0808210606540.31895-100000@onyx.spiritone.com>
Source record: 3101
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "Wantlist" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2313. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-23 05:11:12 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1219468211@rtfm.mit.edu>
Source record: 3102
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: July 20, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"

http://atari.fandal.cz/ Games, Demos

http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2314. Newbie Question

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-26 02:19:29 UTC
From: "Ed.Orbea@gmail.com" <Ed.Orbea@gmail.com>
Message-ID: <359fba7c-5af8-4f5e-a9a8-f4ee38e907ff@r15g2000prd.googlegroups.com>
Source record: 3103

I'm getting back into th eold 8-bit computers. I just bought an Atari
800XL with disk drive and am in the process of reading all the FAQS.
My question, which I don't seem to have found an answer for yet is:
Will game cartridges for an Atari 800 work in an Atart 800XL?

Thanks

2315. Re: Newbie Question

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-26 11:29:24 UTC
From: local_68k@cogeco.net
Message-ID: <1im9ra4.183fkpu4cj8uoN%local_68k@cogeco.net>
Source record: 3104

Ed.Orbea@gmail.com <Ed.Orbea@gmail.com> wrote:

> I'm getting back into th eold 8-bit computers. I just bought an Atari
> 800XL with disk drive and am in the process of reading all the FAQS.
> My question, which I don't seem to have found an answer for yet is:
> Will game cartridges for an Atari 800 work in an Atart 800XL?
>
> Thanks

Yes.

--
Posted from killer.local.lan

2316. Re: Newbie Question

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-26 13:22:07 UTC
From: RED <redodd@REMOVEcomcast.net>
Message-ID: <XYKdnXN2BOkfninVnZ2dnUVZ_h-dnZ2d@comcast.com>
Source record: 3105

<Ed.Orbea@gmail.com> wrote in message
news:359fba7c-5af8-4f5e-a9a8-f4ee38e907ff@r15g2000prd.googlegroups.com...
> I'm getting back into th eold 8-bit computers. I just bought an Atari
> 800XL with disk drive and am in the process of reading all the FAQS.
> My question, which I don't seem to have found an answer for yet is:
> Will game cartridges for an Atari 800 work in an Atart 800XL?
>
> Thanks

Hello,

Check out section 8.4. The translator disk doesn't work for cartridges.

Ralph

http://www.faqs.org/faqs/atari-8-bit/faq/

2317. Re: Newbie Question

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-26 17:16:29 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <94GdnbEC7OIdpynVnZ2dnUVZ_qLinZ2d@earthlink.com>
Source record: 3106

Ed.Orbea@gmail.com wrote:

> I'm getting back into th eold 8-bit computers. I just bought an Atari
> 800XL with disk drive and am in the process of reading all the FAQS.
> My question, which I don't seem to have found an answer for yet is:
> Will game cartridges for an Atari 800 work in an Atart 800XL?
>
> Thanks

The only two carts that don't work I can think of off hand are GORF and
~Escape from Cyginx 7. There is also a specialty programming tool cart
called Monkey Wrench that needs to be plugged into the right slot which
an 800XL physically doesn't have.

Rick

2318. Re: Newbie Question

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-27 02:04:20 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.ugiv1ze2gaat7c@mdc>
Source record: 3107

Hi Rick,

On Tue, 26 Aug 2008 12:16:29 -0500, Rick Cortese <ricortes@earthlink.net>
wrote:

> The only two carts that don't work I can think of off hand are GORF and
> ~Escape from Cyginx 7. There is also a specialty programming tool cart
> called Monkey Wrench that needs to be plugged into the right slot which
> an 800XL physically doesn't have.

What's that second one, Escape...? I don't have it mentioned in the FAQ,
and I don't see it at AtariMania either. Who published it?

Any chance you were thinking of "Attack at EP-CYG-4" ??? A somewhat
similar title anyway.

http://www.faqs.org/faqs/atari-8-bit/faq/section-70.html

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

2319. Re: Announcing : 64JPX - JoyPad eXpander

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-27 02:32:05 UTC
From: RobertB <rbernardo@value.net>
Message-ID: <be254947-6538-44d3-9514-622bde7929e3@v13g2000pro.googlegroups.com>
Source record: 3108

```
--------------Forwarded--------------------
From: Nick(at)64HDD
Date: Tue, August 26, 2008 1:12 pm

Hi All,

The PCB has gone out for manufacture. The
final PCB ended up being very similar in
size to the prototype shown.

Now I need to finalise orders for the parts;
the micro being the most expensive - and so I
am hoping to avoid ending up with a huge
stockpile of them!

Plans are to support a variety of versions
based on feedback. Currently on the list to
offer are:

Sega only
Sega/PCanalog combo
Sega/SNES/NES combo
SNES/NES enhanced combo

I was surprised by the interest in the older
NES controller since it doesn't have many extra
buttons, but due to the interest I have decided
to support.

Note: SNES/NES controllers have a specialised
connector. The cheapest hack is to splice a DB9
connector into the original controller cable.
Instructions will be supplied for this, but
will require some soldering skills. eBay has
SNES/NES extension cables for sale. I have a
limited number which I can also provide as
pre-made pin-adaptors on a first-come-first-
served basis.

I will be working on finalising the software
whilst I await the components from suppliers.
Last chance for some brainstorming if people
want extra enhancement functions!

A dual-ported version worked out to be more
expensive than two individual interfaces, so
has been dropped.
```

Website has been updated with some extra
pictures.
http://www.64hdd.com/64jpx/

Discount pricing will be given to those that
pre-order by 28Aug2008. The early pre-order
information you supply will help me estimate
and budget for the parts that need to be
purchased.

Cheers,
Nick

2320. Re: Atari Users Groups in the World

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-27 03:41:00 UTC
From: local_68k@cogeco.net
Message-ID: <1imazny.1j7d2tz14chpdsN%local_68k@cogeco.net>
Source record: 3110

Edward S. Baiz Jr. <edbaizjr@comcast.net> wrote:

> That is ok Steve. In 1987 I was not doing too much with the club and did not
> come to ever meeting. I was more involved with my own Atari stuff. I saw Don
> Turnock about 2 years ago He is into PC's now and even put together my wife's
> setup. I have alot of the club's old 8-bit stuff, so I enjoy myself there. I
> will see what Steve has to say about getting you a copy of the newsletter. I
> do not care myself, but Steve would want you to become a member first. Dues
> are $10 a year which is reasonable. I did forward you last email to me to
> Steve, so he knows. I will see what he has to say at the next meeting in
> February. Take care..

I would be interested in getting the email version of your newsletter as
well. I have no problem with becoming a member and paying the $10
annual fee if that is a prerequisite. Please provide more details about
your group and newsletter.

--
Posted from killer.local.lan

2321. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-27 03:41:00 UTC
From: local_68k@cogeco.net
Message-ID: <1imaz6p.t5ohtz12xjbriN%local_68k@cogeco.net>
Source record: 3111
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

sinclap@yahoo.com <sinclap@yahoo.com> wrote:

>
> All former shareholders should attend to grill him for explanations!
> I bet he uses a Dell today..

If he even uses a computer at all, he probably uses a Mac. Wonder if he
ever actually used an ST/e/Mega/TT/Falcon?

--
Posted from killer.local.lan

2322. Re: Clarence Dyson's page

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-27 03:41:01 UTC
From: local_68k@cogeco.net
Message-ID: <1imb0bb.fz06xjji3kcuN%local_68k@cogeco.net>
Source record: 3109

Jurek Dudek <a@b.c> wrote:

> Does anyone have a copy of Clarence Dyson's webpage about Atari mods?
> http://www.geocities.com/atari
> do not work.
>

I don't have a copy of that one, but I've begun mirroring some of the
Atari sites for personal use. Seems some of the really good ones have a
habit of disappearing from the Net.

--
Posted from killer.local.lan

2323. Re: Newbie Question

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-27 14:07:53 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <tJSdnRaxKJVMwijVnZ2dnUVZ_tzinZ2d@earthlink.com>
Source record: 3112

Michael Current wrote:
> Hi Rick,
>
> On Tue, 26 Aug 2008 12:16:29 -0500, Rick Cortese
> <ricortes@earthlink.net> wrote:
>
>> The only two carts that don't work I can think of off hand are GORF
>> and ~Escape from Cyginx 7. There is also a specialty programming tool
>> cart called Monkey Wrench that needs to be plugged into the right
>> slot which an 800XL physically doesn't have.
>
>
> What's that second one, Escape...? I don't have it mentioned in the
> FAQ, and I don't see it at AtariMania either. Who published it?
>
> Any chance you were thinking of "Attack at EP-CYG-4" ??? A somewhat
> similar title anyway.
>
> http://www.faqs.org/faqs/atari-8-bit/faq/section-70.html
>

Thanks Michael, that is the one I was thinking of. It was one of only
two or three carts that has ever went out on me so I haven't seen it in
20 years.

Rick

2324. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-27 14:30:51 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <8LadnbG0Itii-CjVnZ2dnUVZ_hSdnZ2d@earthlink.com>
Source record: 3113
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

killer.local.lan wrote:

> sinclap@yahoo.com <sinclap@yahoo.com> wrote:
>
>
>>All former shareholders should attend to grill him for explanations!
>>I bet he uses a Dell today..
>
>
> If he even uses a computer at all, he probably uses a Mac. Wonder if he
> ever actually used an ST/e/Mega/TT/Falcon?
>

His sons were computer savvy and undoubtably used them.

FWIW: A president/CEO using a computer in the 1980s would have been considered something like handing George Bush a shovel to fix New Orleans.<Not that it isn't a reasonable idea but for punitive value>

The computer tasks available like word processing or spreadsheets would have been considered a waste of a CEO's time. That is what they have minions for; secretaries, bean counters, that kind of thing. Least we forget, there were Atari PCs so there is a good chance they were in play as opposed to STs.

CEOs only look at distilled data if they are doing their job. Balance sheets vs. individual accounts or paychecks.

Rick

2325. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-27 20:21:57 UTC
From: local_68k@cogeco.net
Message-ID: <1imcak2.phwgv8scviscN%local_68k@cogeco.net>
Source record: 3114
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Rick Cortese <ricortes@earthlink.net> wrote:

> FWIW: A president/CEO using a computer in the 1980s would have been
> considered something like handing George Bush a shovel to fix New
> Orleans.<Not that it isn't a reasonable idea but for punitive value>
>
> The computer tasks available like word processing or spreadsheets would
> have been considered a waste of a CEO's time. That is what they have
> minions for; secretaries, bean counters, that kind of thing. Least we
> forget, there were Atari PCs so there is a good chance they were in play
> as opposed to STs.

Good point. I forget that things like the WWW and email weren't a part
of the corporate head's arsenal of business tools back then. I'm sure
corporate heads use computers for more than communication (email) now
though.

--
Posted from killer.local.lan

2326. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-27 21:12:40 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <SfOdne8EzfKyXijVnZ2dnUVZ_gOdnZ2d@comcast.com>
Source record: 3115
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"killer.local.lan" <local_68k@cogeco.net> wrote in message
news:1imcak2.phwgv8scviscN%local_68k@cogeco.net...
> Rick Cortese <ricortes@earthlink.net> wrote:
>
>
>> FWIW: A president/CEO using a computer in the 1980s would have been
>> considered something like handing George Bush a shovel to fix New
>> Orleans.<Not that it isn't a reasonable idea but for punitive value>
>>
>> The computer tasks available like word processing or spreadsheets would
>> have been considered a waste of a CEO's time. That is what they have
>> minions for; secretaries, bean counters, that kind of thing. Least we
>> forget, there were Atari PCs so there is a good chance they were in play
>> as opposed to STs.
>
> Good point. I forget that things like the WWW and email weren't a part
> of the corporate head's arsenal of business tools back then. I'm sure
> corporate heads use computers for more than communication (email) now
> though.

Yep, they use them for looking at porn. LMAO!!!!!

Bill Garber from GS-Electronics
http://www.garberstreet.com

2327. Re: Newbie Question

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-27 22:52:50 UTC
From: Elmo <ghostlymo@yahoo.com>
Message-ID: <Xns9B07C09CE5344ghostlymoyahoocom@216.196.97.131>
Source record: 3116

Rick Cortese <ricortes@earthlink.net> wrote in
news:tJSdnRaxKJVMwijVnZ2dnUVZ_tzinZ2d@earthlink.com:

> Michael Current wrote:
>> Hi Rick,
>>
>> On Tue, 26 Aug 2008 12:16:29 -0500, Rick Cortese
>> <ricortes@earthlink.net> wrote:
>>
>>> The only two carts that don't work I can think of off hand are
GORF
>>> and ~Escape from Cyginx 7. There is also a specialty programming
tool
>>> cart called Monkey Wrench that needs to be plugged into the right
>>> slot which an 800XL physically doesn't have.
>>
>>
>> What's that second one, Escape...? I don't have it mentioned in
the
>> FAQ, and I don't see it at AtariMania either. Who published it?
>>
>> Any chance you were thinking of "Attack at EP-CYG-4" ??? A somewhat
>> similar title anyway.
>>
>> http://www.faqs.org/faqs/atari-8-bit/faq/section-70.html
>>
>
> Thanks Michael, that is the one I was thinking of. It was one of
only
> two or three carts that has ever went out on me so I haven't seen it
in
> 20 years.
>
> Rick
>

Don't forget 'Demon Attack' will only work on the 400/800 AFAIK

2328. BACK 2 SCHOOL ATARI BOOK SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-28 13:29:00 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0808280627430.2177-100000@onyx.spiritone.com>
Source record: 3117
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Heres your excuse to buy Books for your Atari! Classic Atari 8 Bit & Atari ST for 20% off in this Back 2 School Atari Book Sale!

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and some I have 1 or 2 left!I have more Atari Books than anywhere else. Atari, one of the most well documented Computers ever! I have them Both for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my Atari Books, 20% off. E-Mail Atari@aracnet.com or call Ben 24/7 @(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ALL ATARI 8BIT BOOKS!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ALL ATARI ST BOOKS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2329. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-28 13:30:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0808280629150.2177-100000@onyx.spiritone.com>
Source record: 3118
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save on Gas and Take a staycation on your Atari.
Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or
look for Atari games at http://BensCatalogs.Atari.org Games Starting at $5
and Up! Cheaper than Gas! The Name everyone knows for Gaming Fun? Have you
Played Atari Today? Classic Atari 8 Bit & ST Games! Daily Gaming avoids
Hardening of the Ataris! E-Mail: Atari@aracnet.com or Call (503)256-9974!

$60.00 Software purchase Gets you a $20.00 Game for FREE! Spend $60.00 and
get a FREE GAME for your ST as a FREE GIFT, pretty much your choice! Or a
FREE GAME for your 8 Bit! For the 8 Bit Choose from 8 Games: Ballblazer,
Gato, Hardball, One on One Basketball, Star Wars-Return of the Jedi,
Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!

http://BensCatalogs.Atari.org Ben's Atari WebSite
http://www.aracnet.com/~atari/specials.htm Today's Atari Special!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2330. Re: Introduction

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-28 20:23:30 UTC
From: Elmo <ghostlymo@yahoo.com>
Message-ID: <Xns9B08A7492E6B1ghostlymoyahoocom@216.196.97.131>
Source record: 3119

"Mark Keates" <news@mkeates.f9.co.uk> wrote in
news:ecSdnXKxwPdRFRLVnZ2dnUVZ8s7inZ2d@posted.plusnet:

>
> <electrokraft@optonline.net> wrote in message
> news:571c0c5a-4947-41f3-aef0-22d19dbf31f2
@c65g2000hsa.googlegroups.com.
> ..
>> Well, I'm really going to write the code on an 800xl and the port
the
>> code to my pc, and then burn it to a chip using the willem
>> programmer.
>>
>> I'll be porting the "assembled code" to my pc, (I'll be using
Mac/65
>> assembler.)
>
> Wouldn't your best bet be to develop on the PC, test the cart image
> file using emulation and then when happy burn this to chip and test
it
> on a real Atari?
>
> You recently posted to the AtariAge forum but didn't follow-up
there.
> Here are two useful threads relating to cart development:
> http://www.atariage.com/forums/index.php?showtopic=67762&mode=linear
> http://www.atariage.com/forums/index.php?showtopic=115771
&mode=linear
>
>
>

There's a lil paperback book I found that describes in detail how to
make bootable carts and tapes.
It's called
HACKERBOOK for your atari computer, tips+tricks
by H.C.Wagner, Elcomp publishing 1983

A very handy book indeed, check Ebay!

~Mo

2331. Re: Market for New Games

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-29 03:11:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <48b7a02e6bd282@comcast.net>
Source record: 3120

>Hi all,
>
>What are you thoughts about the market for new games for the Atari 8-bit? Do
>you think people would still want them? Would they sell or do you think they
>would need to be free? Should they target a 64k or 128k Atari?
>
>I still desire to make some CRPGs and would love to make something for the
>Atari 8-bits. Anyone else already doing this?

I am always looking for new Atari 8-bit games, especially adventure/rpg games.

--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

2332. Re: SIO2USB - is it worth $200+USD?

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-29 18:53:38 UTC
From: bill@newbreedsoftware.com
Message-ID: <48b845b2$0$17225$742ec2ed@news.sonic.net>
Source record: 3121

Bill Kendrick <bill@newbreedsoftware.com> wrote:
> The SIO2SD looks like it should suit me, and for less than 1/3rd the cost
> of SIO2USB.

I got mine yesterday, had a little time to play with it. It was very
professionally made, the little buttons and screen are easy to use, and
I ran out and got a 1GB SD card from Radio Shack for $10.

Very cool. :) Now to hook up my old desktop PC and get my disk images
copied over to my laptop.

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2333. Re: SIO2USB - is it worth $200+USD?

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-29 19:04:38 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <qIXtk.23232$N87.9921@nlpi068.nbdc.sbc.com>
Source record: 3122

"Bill Kendrick" <> wrote in message news:
> Bill Kendrick <> wrote:
> > The SIO2SD looks like it should suit me, and for less than 1/3rd the
cost
> > of SIO2USB.
>
> I got mine yesterday, had a little time to play with it. It was very
> professionally made, the little buttons and screen are easy to use, and
> I ran out and got a 1GB SD card from Radio Shack for $10.
>
> Very cool. :) Now to hook up my old desktop PC and get my disk images
> copied over to my laptop.
>
> --
> -bill!
> "Tux Paint" - free children's drawing software for Windows / Mac OS X /
Linux!
> Download it today! http://www.tuxpaint.org/

I don't understand what you're going to do with the
SIO2SD. Comes with an OS, right? You are
going to bring things from old PC to laptop.
What's that got to do with the SIO2SD?

2334. Re: SIO2USB - is it worth $200+USD?

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-29 21:10:13 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <VAZtk.14821$Fr1.9908@newsfe03.iad>
Source record: 3123

"Russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:qIXtk.23232$N87.9921@nlpi068.nbdc.sbc.com...
>
> "Bill Kendrick" <> wrote in message news:
>> Bill Kendrick <> wrote:
>> > The SIO2SD looks like it should suit me, and for less than 1/3rd the
> cost
>> > of SIO2USB.
>>
>> I got mine yesterday, had a little time to play with it. It was very
>> professionally made, the little buttons and screen are easy to use, and
>> I ran out and got a 1GB SD card from Radio Shack for $10.
>>
>> Very cool. :) Now to hook up my old desktop PC and get my disk images
>> copied over to my laptop.
>>
>> --
>> -bill!
>> "Tux Paint" - free children's drawing software for Windows / Mac OS X /
> Linux!
>> Download it today! http://www.tuxpaint.org/
>
> I don't understand what you're going to do with the
> SIO2SD. Comes with an OS, right? You are
> going to bring things from old PC to laptop.
> What's that got to do with the SIO2SD?
>
SIO2SD is the modern version of the 1050, but instead of using floppies you
use an SD memory card to hold your programs. And you load the SD card with
Atari ATR's. The atr's are on his older desktop which doesn't have USB or
SD card reader capabilities.

RoyE

2335. Re: SIO2USB - is it worth $200+USD?

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-30 00:54:32 UTC
From: bill@newbreedsoftware.com
Message-ID: <48b89a48$0$17225$742ec2ed@news.sonic.net>
Source record: 3124

Russg <russgilb@mungesbcglobal.net> wrote:
> I don't understand what you're going to do with the
> SIO2SD. Comes with an OS, right? You are
> going to bring things from old PC to laptop.
> What's that got to do with the SIO2SD?

What I'm saying is: a lot of my ATR disk images are sitting on a hard
drive inside a Linux PC that's currently 'sleeping' in the garage.
I need to copy them over to my laptop, so they're on a more 'active' computer,
and so I can copy them over to my SD card. (No card reader on the old
desktop, but the laptop came with one built-in. Thank you, Dell!)

Just to clear up any confusion... :)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2336. Re: SIO2USB - is it worth $200+USD?

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-30 02:40:02 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <nn2uk.19527$jI5.14347@flpi148.ffdc.sbc.com>
Source record: 3125

OK, I see what you're doing.
One more question.
You have a 1 gig SD card. How does the 8-bit
access that? As far as I know the OS can only
handle 256 byte sectors and 16 meg 'partitions'/hard drive. I guess it
means you also put a different OS
in the OS chip place. 1 gig is ~62,000x16 meg.
Some OS ability.

2337. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2008-08-31 04:24:21 UTC
From: Tom Tom <sometomtom@tomtom.com>
Message-ID: <V1puk.143$1a2.90@trnddc04>
Source record: 3126
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Bill Garber" <willy46pa@comcast.net> wrote in message
news:SfOdne8EzfKyXijVnZ2dnUVZ_gOdnZ2d@comcast.com...
>
> "killer.local.lan" <local_68k@cogeco.net> wrote in message
> news:1imcak2.phwgv8scviscN%local_68k@cogeco.net...
>> Rick Cortese <ricortes@earthlink.net> wrote:
>>
>>
>>> FWIW: A president/CEO using a computer in the 1980s would have been
>>> considered something like handing George Bush a shovel to fix New
>>> Orleans.<Not that it isn't a reasonable idea but for punitive value>
>>>
>>> The computer tasks available like word processing or spreadsheets would
>>> have been considered a waste of a CEO's time. That is what they have
>>> minions for; secretaries, bean counters, that kind of thing. Least we
>>> forget, there were Atari PCs so there is a good chance they were in play
>>> as opposed to STs.
>>
>> Good point. I forget that things like the WWW and email weren't a part
>> of the corporate head's arsenal of business tools back then. I'm sure
>> corporate heads use computers for more than communication (email) now
>> though.
>
>
> Yep, they use them for looking at porn. LMAO!!!!!

Yep, I can at least attest to this with Leonard. Found a few JPEG pictures
stored on his hard drive. But then again, other male employees at Atari did
this too on TT030 workstations.

2338. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-03 05:03:29 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1220418172@rtfm.mit.edu>
Source record: 3127
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: July 20, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"

http://atari.fandal.cz/ Games, Demos

http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2339. Re: SIO2USB - is it worth $200+USD?

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-03 06:27:54 UTC
From: bill@newbreedsoftware.com
Message-ID: <48be2e6a$0$17149$742ec2ed@news.sonic.net>
Source record: 3128

Russg <russgilb@mungesbcglobal.net> wrote:
> OK, I see what you're doing.
> One more question.
> You have a 1 gig SD card. How does the 8-bit
> access that? As far as I know the OS can only
> handle 256 byte sectors and 16 meg 'partitions'/hard drive. I guess it
> means you also put a different OS
> in the OS chip place. 1 gig is ~62,000x16 meg.
> Some OS ability.

The Atari doesn't actually see the SD card as a disk, which is, in
my opinion, good. :) The SIO2SD, for me, replaces a PC (Linux, Windows or DOS)
running SIO2PC-style software (SIO2PC, APE, AtariSIO). No hardware changes
necessary, no special OS necessary. Anyone with an Atari 400 can come to
my house and boot up off what's on my SD card. :)

With the little backlit LCD screen and various buttons on the device,
I can attach and detach disk images (e.g., ATR files), as well as (apparently)
stand-alone EXEs, which the Atari then boots into.

So I don't have 1GB of space available. I'm still limited to, what, 16MB
per disk, and 8 drives (D1: through D8:). But no more laptop is necessary.

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2340. FS: Atari 850 + Telelink cart

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-03 18:25:33 UTC
From: bill@newbreedsoftware.com
Message-ID: <48bed69d$0$17227$742ec2ed@news.sonic.net>
Source record: 3129

I received this from a friend, and sadly have no real use for it...

I've got an Atari 850, photocopy of the operator's manual
(with a note stapled to it: "We have included a photocopy of the
Operator's Manual in order to expedite initial delivery of the product.")

I also have a "Telelink I" cartridge that I have no use for.

I don't believe I have a spare power supply for the 850, though.

Asking $20USD plus shipping. Email me privately if you're
intererested. Thanks!

(Craiglist idiots decided an Atari 850 was not appropriate for the
'computers & tech' category. >:^P)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2341. Re: FS: Atari 850 + Telelink cart [SOLD!]

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-03 21:42:47 UTC
From: bill@newbreedsoftware.com
Message-ID: <48bf04d7$0$17153$742ec2ed@news.sonic.net>
Source record: 3130

Bill Kendrick <bill@newbreedsoftware.com> wrote:
> I've got an Atari 850, photocopy of the operator's manual
> (with a note stapled to it: "We have included a photocopy of the
> Operator's Manual in order to expedite initial delivery of the product.")

Well, that went quick. :)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2342. Re: where can I get a good deal on SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-04 01:30:41 UTC
From: Mauricio Manterola <manterola@hotmail.lodesiempre>
Message-ID: <g9ndfp$1mo$1@grapevine.wam.umd.edu>
Source record: 3131

Steven Hirsch wrote:

[deleted]

I'm using sio2linux. This program is an "executable" just compile and run. It is usb-serial friendly, because it just needs to pass the 'device' in the command line, in my case /dev/ttyUSB0 o something like that. I really recommended.

Regards

MM

2343. FA: Atari ST - Large lot - Assorted boxed software and books

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-05 22:09:09 UTC
From: Jeff <jefftnc@vistatech.net>
Message-ID: <37b92f0a-6dc9-4181-a71e-8c3abbdfd5e8@z66g2000hsc.googlegroups.com>
Source record: 3132

My system is gone...I think this is the last of my Atari ST items:

Software:
Temple of Apshai Trilogy by Epyx
Nigel Mansell's World Championship w/32" x 22" color poster
F-15 Strike Eagle by Microprose
Red Alert by Antic
Atari ST Scholastic Series Geometry Vol. 1

Books:
The Atari ST Companion by Jeremy Vine - shrinkwrapped
Compute!'s Technical Reference Guide - Atari ST Volume 2
Start Magazine Fall 1987 Vol.2 No. 2

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=230287281289

Thanks for looking,
Jeff

2344. Re: Update on Jack Tramiel at CHM - Dec. 10 !!!

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-06 17:11:28 UTC
From: Dave Wade <g8mqw@yahoo.com>
Message-ID: <y4mdnWpkfoxfJF_VnZ2dnUVZ8qydnZ2d@eclipse.net.uk>
Source record: 3133
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"killer.local.lan" <local_68k@cogeco.net> wrote in message
news:1imaz6p.t5ohtz12xjbriN%local_68k@cogeco.net...
> sinclap@yahoo.com <sinclap@yahoo.com> wrote:
>
>>
>> All former shareholders should attend to grill him for explanations!
>> I bet he uses a Dell today..
>
> If he even uses a computer at all, he probably uses a Mac. Wonder if he
> ever actually used an ST/e/Mega/TT/Falcon?

I don't see why not. When the ST was launched there was a good range of
office software, including databases and spread sheets.

>
> --
> Posted from killer.local.lan

2345. atari launcher

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-07 01:41:45 UTC
From: T0M <viepriv&#65533;e@fra.invalid>
Message-ID: <o5c6c4lj461a2eks606it1v8c4cke20rsg@4ax.com>
Source record: 3134

I'm sure a lot of you may know this application but I personaly "find
it" looking for another program from Sourceforge.

Sound very intersting. Just download it, haven't still try it.

T0M

<QUOTE>
A front end for the various Atari hardware emulators, primarily the
Atari800WinPlus emulator. The Atari Launcher allows lists of program
images to be sorted and managed, as well it stores and sets individual
emulator settings for each image.
</QUOTE>

http://sourceforge.net/projects/atarilauncher/

2346. FA: Atari Remote Control VCS 2700 (Atari 2700) wireless prototype (circa 1981)

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-07 02:21:24 UTC
From: DC <nobody@pseudo.borked.net>
Message-ID: <cd55c47abbb87a026be21b61971fcdd8@pseudo.borked.net>
Source record: 3135
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy

http://snipr.com/VCS2700

2347. Re: SIO2USB - is it worth $200+USD?

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-08 03:58:42 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <Sp1xk.42099$9u1.17205@newsfe09.iad>
Source record: 3136

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:48b845b2$0$17225$742ec2ed@news.sonic.net...
> Bill Kendrick <bill@newbreedsoftware.com> wrote:
>> The SIO2SD looks like it should suit me, and for less than 1/3rd the cost
>> of SIO2USB.
>
> I got mine yesterday, had a little time to play with it. It was very
> professionally made, the little buttons and screen are easy to use, and
> I ran out and got a 1GB SD card from Radio Shack for $10.
>
> Very cool. :) Now to hook up my old desktop PC and get my disk images
> copied over to my laptop.
>
> --
> -bill!
> "Tux Paint" - free children's drawing software for Windows / Mac OS X /
> Linux!
> Download it today! http://www.tuxpaint.org/

Hi Bill,

Who was the seller and does he have any more of these? Do you have any
contact information? And a heads up on the cost.

Thanks
RoyE

2348. Re: SIO2USB - is it worth $200+USD?

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-08 05:03:20 UTC
From: bill@newbreedsoftware.com
Message-ID: <48c4b218$0$17162$742ec2ed@news.sonic.net>
Source record: 3137

RoyE <r-dean@ cox.net> wrote:
> Who was the seller and does he have any more of these? Do you have any
> contact information? And a heads up on the cost.

I bought mine from Marcin Prusisz (Pigula/Shpoon), at the suggestion of
Jakub Kruszona-Zawadzki, who designed it
(http://sio2sd.gucio.pl/index_en.html).

Marcin has a page here: http://marcinprusisz.pl/?p=p_22&sName=sio2sd
but it's in Polish.

But I just emailed him directly, paid him via PayPal, and received
a fully assembled and working SIO2SD, a CDROM of Atari software
(which I _accidentally sent to Netflix_ instead of the latest movie we had!!?)
and a nice color manual (in English; I guess it used to only be in Polish :))
I believe it was 45Euro, which came about to about $70 USD. That included
shipping, btw.

It also included a cable (SIO on one end, small plug that goes into the
SIO2SD on the other). I bought a 1GB SD card at Radio Shack for ~$10USD.

I've had very little time to enjoy it, so far. Busy working, tending
a baby, having my car totalled by an idiot who ran a stop sign, and
just moved across town. But -- it rocks.

I think I need to (sadly) sell my MyIDE. No use for it. This is a way
better soloution for me. (Smaller, easier to use, compatible w/ all software,
way easier to get disks on... pretty much kills my need for SIO2PC, too!)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2349. Atari 400 video hookup to a Commodore 1702 monitor

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-10 00:30:44 UTC
From: personable85 <personable85@hotmail.com>
Message-ID: <a7d89e86-5f90-4ff3-96a0-24ef5ebe785d@59g2000hsb.googlegroups.com>
Source record: 3138

Does anyone know how I can hook up an Atari 400 to a Commodore 1702 monitor? I'd like to avoid using a RF box as part of the hookup if possible. Any help would be greatly appreciated!

Thanks!

Mark

2350. Re: Atari 400 video hookup to a Commodore 1702 monitor

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-10 04:53:58 UTC
From: bill@newbreedsoftware.com
Message-ID: <48c752e6$0$17204$742ec2ed@news.sonic.net>
Source record: 3139

personable85 <personable85@hotmail.com> wrote:
> Does anyone know how I can hook up an Atari 400 to a Commodore 1702
> monitor? I'd like to avoid using a RF box as part of the hookup if
> possible. Any help would be greatly appreciated!

Googling around, it sounds like the 400 lacked the composite video out
that you'd need to hook it up to a C= monitor. :^/

It might be hackable, but I'm more of an XL person, so I dunno offhand. :)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2351. Re: Atari 400 video hookup to a Commodore 1702 monitor

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-10 06:32:25 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <kP2dnUdF04d-9FrVnZ2dnUVZ_tPinZ2d@comcast.com>
Source record: 3140

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:48c752e6$0$17204$742ec2ed@news.sonic.net...
> personable85 <personable85@hotmail.com> wrote:
>> Does anyone know how I can hook up an Atari 400 to a Commodore 1702
>> monitor? I'd like to avoid using a RF box as part of the hookup if
>> possible. Any help would be greatly appreciated!
>
> Googling around, it sounds like the 400 lacked the composite video out
> that you'd need to hook it up to a C= monitor. :^/
>
> It might be hackable, but I'm more of an XL person, so I dunno offhand. :)

Yes, it can be done, but, the 400 is built like a tank.
I think I have the schematics here, but, I need to dig
them out and see what's what in there. Give me a few.

Bill Garber from GS-Electronics
http://www.garberstreet.com

2352. Re: Atari 400 video hookup to a Commodore 1702 monitor

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-10 06:40:56 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <BrGdnSMNj_d_9lrVnZ2dnUVZ_qninZ2d@comcast.com>
Source record: 3141

Mark,

I emailed the drawing to you. Just to
simplify what's what, on the Din-5 jack,
Pin4 is composite video, and Pin2 ground.

Good Luck.

Bill Garber from GS-Electronics
http://www.garberstreet.com

2353. Re: Atari 400 video hookup to a Commodore 1702 monitor

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-11 01:12:02 UTC
From: personable85 <personable85@hotmail.com>
Message-ID: <0dd57540-8b3e-4365-adac-660a8b40fda7@s50g2000hsb.googlegroups.com>
Source record: 3142

Thank you everyone for all your help!
It is much appreciated!

Mark

2354. Re: Atari 400 video hookup to a Commodore 1702 monitor

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-11 05:01:02 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <OsCdnWUoPMqbO1XVnZ2dnUVZ_uednZ2d@comcast.com>
Source record: 3144

"RetroJess" <rjhamilton@pldi.net> wrote in message
news:C7KdnahPeohuD1XVnZ2dnUVZ_gCdnZ2d@posted.pioneerinternet2...
> Sorry, Bill;
> The 400 does not have a DIN5 audio/video jack :-(
> only that pigtail with the 75 ohm RF signal...

I'd apologize, but, my posts don't claim that the 400
has that connection. Only that that connection has
those signals on it. Read, don't skim, thanks.

I emailed him the drawing from within the 400 that
shows where the composite video is.

Bill Garber from GS-Electronics
http://www.garberstreet.com

2355. Re: Atari 400 video hookup to a Commodore 1702 monitor

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-11 05:39:28 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <C7KdnahPeohuD1XVnZ2dnUVZ_gCdnZ2d@posted.pioneerinternet2>
Source record: 3143

Sorry, Bill;
The 400 does not have a DIN5 audio/video jack :-(
only that pigtail with the 75 ohm RF signal...

Jess

"Bill Garber" <willy46pa@comcast.net> wrote in message
news:BrGdnSMNj_d_9lrVnZ2dnUVZ_qninZ2d@comcast.com...
>
> Mark,
> I emailed the drawing to you. Just to simplify what's what, on the Din-5
> jack, Pin4 is composite video, and Pin2 ground.
> Good Luck.
> Bill Garber from GS-Electronics
> http://www.garberstreet.com

2356. BACK 2 SCHOOL ATARI BOOK SALE! EXTENDED!

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-11 10:21:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0809110317410.9810-100000@onyx.spiritone.com>
Source record: 3145
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Heres your excuse to buy Books for your Atari! Classic Atari 8 Bit & Atari ST for 20% off in this Back 2 School Atari Book Sale!

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and some I have 1 or 2 left!I have more Atari Books than anywhere else. Atari, one of the most well documented Computers ever! I have them Both for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my Atari Books, 20% off. E-Mail Atari@aracnet.com or call Ben 24/7 @(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ALL ATARI 8BIT BOOKS!
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I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2357. FS: JOYSTICKS & ATARI HARDWARE 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-11 10:24:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0809110321140.9810-100000@onyx.spiritone.com>
Source record: 3146
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have lots of Joysticks for sale! Atari. Epyx 500XJ. Wico 500XJ. GemStik. Kraft.Mindscapes PowerPlayer. Pointmaster. Prostick II. SpectraVideo. Lots of Suncom. A whole lot of Wico! And a Questar Adjustable Speed Blaster to speed up and Auto-Fire any of these Atari compatable Joysticks.

Classic Atari 8 Bit and Atari ST Hardware and Accessories are 20% off this September! Including Joysticks! Joysticks work with Atari 2600/7800/8-Bit/ ST/Commodore/Amiga/ColecoVision and FlashBack 2 Recently made by Atari!

http://BensCatalogs.Atari.org Ben's Atari WebSite
http://www.aracnet.com/~atari/specials.htm Today's Atari Special!
http://www.aracnet.com/~atari/8bt_hard.htm Joysticks & 8 Bit Hardware!
http://www.aracnet.com/~atari/st_hard.htm Joysticks & ST Hardware!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2358. Atari WantList!

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-11 10:25:45 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0809110324320.9810-100000@onyx.spiritone.com>
Source record: 3147
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "Wantlist" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2359. Re: Atari 400 video hookup to a Commodore 1702 monitor

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-11 22:31:07 UTC
From: Dragos <mgladson@gmail.com>
Message-ID: <98284109-d838-44eb-8c4c-99cdfbeb832c@w7g2000hsa.googlegroups.com>
Source record: 3148

http://www.atarimagazines.com/v3n1/littlebrother.html

2360. Re: Atari 400 video hookup to a Commodore 1702 monitor

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-12 01:50:49 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <FLOdnaZK449oV1TVnZ2dnUVZ_tninZ2d@comcast.com>
Source record: 3149

Nice, thanks. Where were ya Tuesday? ;-)

Bill Garber from GS-Electronics
http://www.garberstreet.com

"Dragos" <mgladson@gmail.com> wrote in message
news:98284109-d838-44eb-8c4c-99cdfbeb832c@w7g2000hsa.googlegroups.com...

> http://www.atarimagazines.com/v3n1/littlebrother.html

2361. atari++ 1.55 beta released

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-12 18:04:36 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <gaeauisfo1@infosun2.rus.uni-stuttgart.de>
Source record: 3150

Hi folks,

please find a new release of the atari++ emulator at its usual location

http://www.math.tu-berlin.de/~thor/atari++/

for download. This time a beta-version only, and - since unfortunately
one of my machines broke down - for Linux only. There will be a windows
version as soon as my primary development machine comes back from the
repair, and as soon as this version has been tested more carefully than
a single person can do.

What's new this time - the major thing is probably a fully compatible
Atari replacement Os (also available separately on the above page)
including the math-pack, but there are other news:

- Fixed a couple of bugs in the disk emulation, thanks to
Konrad Kokoszkiewicz for finding them. Specifically,
- Read and write capacity (815 commands) did not check for
all supported disk layout types and hard-disk partitions,
- Speedy commands were recognized and interfered even if
the speedy emulation was turned off,
- Disk status wasn't returned correctly for high-density
drives
- Fixed a parsing/error handling bug if the initial con-
figuration files were incorrect.
- Fixed the implementation of ZFR1 in the mathpack patch.
- Fixed the implementation of FFRAC in mathpack patch.
- Added constants required by BASIC for the patch.
- This release comes with a new release of Os++, the
emulator operating system. For the first time, this
release is complete and includes a math-pack whose
functions should be both faster and more precise than the
original implementation. Thanks to B. Watson for
continuously pushing me - it's done now.
- Minor streamlining in the CIO implementation in Os++.

Again, special thanks goes to the contributers!

So long,
Thomas

2362. Atari Cartridges or disks?

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-12 19:36:39 UTC
From: ramswell <shifty_butch@hotmail.com>
Message-ID: <f39e7442-c8ba-4bec-9465-21214deb4711@o40g2000prn.googlegroups.com>
Source record: 2951

Anyone have a surplus of Atari Cartridges or disks that they want to
donate or sell for a reasonable price?

If so, please feel free to let me know.

Have a great day!

Charles

2363. FS: Atari "Indy 500" controller and some joysticks

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-12 22:12:29 UTC
From: bill@newbreedsoftware.com
Message-ID: <48cae94d$0$33512$742ec2ed@news.sonic.net>
Source record: 2952
Cross-posted to: ucd.swap,comp.sys.atari.8bit,rec.games.video.atari,alt.atari-jaguar.discussion

I have a few Atari 2600 era joysticks (various brands/models) available
here in Davis, CA for free. Email me if you'd like to come pick them up.

I've also got an Atari 2600 "Indy 500" rotary controller (you can dismantle
it to create a controller for Tempest 2000 on the Atari Jaguar...) that I
think I can part with. Asking $7 (plus shipping, if you're not in Davis).

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2364. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-13 05:03:41 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1221282183@rtfm.mit.edu>
Source record: 2953
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: July 20, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"

http://atari.fandal.cz/ Games, Demos

http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2365. Re: FS: Atari "Indy 500" controller and some joysticks

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-14 00:44:55 UTC
From: bill@newbreedsoftware.com
Message-ID: <48cc5e87$0$33513$742ec2ed@news.sonic.net>
Source record: 2954
Cross-posted to: ucd.swap,comp.sys.atari.8bit,rec.games.video.atari,alt.atari-jaguar.discussion

In alt.atari-jaguar.discussion Bill Kendrick <bill@newbreedsoftware.com> wrote:
> I have a few Atari 2600 era joysticks (various brands/models) available
> here in Davis, CA for free. Email me if you'd like to come pick them up.

They went quick. :)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2366. Free: Delta Drawing, Assembler Editor & AtariMax USB cart

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-14 00:54:51 UTC
From: bill@newbreedsoftware.com
Message-ID: <48cc60db$0$33513$742ec2ed@news.sonic.net>
Source record: 2955

I'm getting old. I have a baby. I think I don't have much use, these days, for an Assembler Editor cartridge or Spinnaker's "Delta Drawing" learning program. (Kind of like Logo's turtle graphics programming, but single keypresses for commands, and more interactive.) (FYI, I've had Delta Drawing since 1983, when I first got my 1200XL :))

I've also got an AtariMax USB cartridge that MIGHT BE BROKEN (damnit!). Last I recall trying to use it, it didn't seem to work right (this was about 2 years ago now?), and it _sounds_ like something's giggling around inside. :(

Will send one or more of them to you for the cost of shipping.

(Finally, I think I'm done purging old software. Oh wait, I've got some PlayStation 2 magazine demo discs I should rid myself of. :))

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2367. In search of Bob Woolley

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-14 00:57:06 UTC
From: bill@newbreedsoftware.com
Message-ID: <48cc6162$0$33513$742ec2ed@news.sonic.net>
Source record: 2956

Has anyone been in contact with Bob Woolley? Yeaaars ago he took my 1200XL
to add a hard disk and do some other upgrades to it. (Nowadays, I mostly
miss the 1200XL due to the keyboard, and with SIO2SD and SIO2PC I have little
use for much of the fancy upgrades Bob's into. :))

I had his number in Alameda, Calif., and a few years ago tried contacting
him a few times, but my calls and emails were never returned. I admit
I haven't tried recently, but thought I'd ask here in case anyone out there's
already in contact with him.

Thanks,

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2368. Re: In search of Bob Woolley

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-14 02:38:21 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <xO_yk.4526$rV4.3317@newsfe03.iad>
Source record: 2957

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:48cc6162$0$33513$742ec2ed@news.sonic.net...
>
> Has anyone been in contact with Bob Woolley? Yeaaars ago he took my
> 1200XL
> to add a hard disk and do some other upgrades to it. (Nowadays, I mostly
> miss the 1200XL due to the keyboard, and with SIO2SD and SIO2PC I have
> little
> use for much of the fancy upgrades Bob's into. :))
>
> I had his number in Alameda, Calif., and a few years ago tried contacting
> him a few times, but my calls and emails were never returned. I admit
> I haven't tried recently, but thought I'd ask here in case anyone out
> there's
> already in contact with him.
>
> Thanks,
>
> --
> -bill!
> "Tux Paint" - free children's drawing software for Windows / Mac OS X /
> Linux!
> Download it today! http://www.tuxpaint.org/

Check out www.atariage.com/forums under the Atari 8bit discussions.

I think that I have seen him post there sometimes..

2369. << FREE HELP DESK SOFTWARE >>

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-14 10:30:39 UTC
From: roseeeiiii@gmail.com
Message-ID: <b8ea7191-7668-4ef4-841d-61b0ce0979de@s20g2000prd.googlegroups.com>
Source record: 2958
Cross-posted to: comp.databases.sybase,comp.ai.nat-lang,comp.music.midi,comp.sys.atari.8bit,comp.lang.apl

==========

http://helpdesksoftware21.blogspot.com

2370. Re: WTB: INSHAPE

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-14 15:28:38 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <48cd2da9$0$4042$bbae4d71@news.suddenlink.net>
Source record: 2959
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:wISdnYS65I0171HVnZ2dnUVZ_qPinZ2d@earthlink.com...
> phantomm_1 wrote:
>> Looking for the TT/Falcon 030 program "InShape".
>> Must have original manual and software disks.
>> Perfer last version and any software updates/modules, etc.
>>
>>
>>
>
> Time to try again. You said you would return my SDX as soon as you found
> another one. It has now been over three years and I know you have at least
> two from your posts.
>
> Rick

Packed it up and ready to ship, same address or has it changed?

2371. Re: WTB: INSHAPE

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-14 16:00:46 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <68ednYpnTICvqFDVnZ2dnUVZ_vSdnZ2d@earthlink.com>
Source record: 2960
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

phantomm_1 wrote:
> "Rick Cortese" <ricortes@earthlink.net> wrote in message
> news:wISdnYS65I0171HVnZ2dnUVZ_qPinZ2d@earthlink.com...
>
>>phantomm_1 wrote:
>>
>>>Looking for the TT/Falcon 030 program "InShape".
>>>Must have original manual and software disks.
>>>Perfer last version and any software updates/modules, etc.
>>>
>>>
>>>
>>
>>Time to try again. You said you would return my SDX as soon as you found
>>another one. It has now been over three years and I know you have at least
>>two from your posts.
>>
>>Rick
>
>
> Packed it up and ready to ship, same address or has it changed?
>
>

Same, Los Gatos

2372. SF Bay proximity (was: WTB: INSHAPE)

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-15 02:20:25 UTC
From: bill@newbreedsoftware.com
Message-ID: <48cdc669$0$33529$742ec2ed@news.sonic.net>
Source record: 2961

In comp.sys.atari.8bit Rick Cortese <ricortes@earthlink.net> wrote:
> Same, Los Gatos

Dude! I just moved back to Davis from Mtn View a bit over a year ago.
Why did we never get together for coffee? :)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2373. Re: SF Bay proximity

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-15 03:08:43 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <fc2dnV3PlJhYTFDVnZ2dnUVZ_uCdnZ2d@earthlink.com>
Source record: 2962

Bill Kendrick wrote:
> In comp.sys.atari.8bit Rick Cortese <ricortes@earthlink.net> wrote:
>
>>Same, Los Gatos
>
>
> Dude! I just moved back to Davis from Mtn View a bit over a year ago.
> Why did we never get together for coffee? :)
>

Probably because I am getting to fat and old to be seen in public!

I was thinking about you and your 1200XL predicament. Story goes something like: San Jose Computer sold out 1200XL motherboards only at maybe $6 or $12 each. I'm 100% sure Bob gave me one, not to sure I ever paid him or returned the favor. I think I gave him something he didn't really want or need, J/S RS232 or something.<grin>

I may or may not have a keyboard or plastic to go with it but I may be able to piece together something. Probably no RF shield available.

I think I have mentioned back to back significant others who raged against my Atari hobby. So tomorrow the little woman is going on a day trip with her parents. That should give me 6-8 hours of unfettered rumaging to see what if anything is left. No promises but I think you can see the circle here. Bob gave me one, you gave Bob one, my turn to close the circle.

I'll post tomorrow night if I am not caught in the act.

Rick

2374. RARE???

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-15 23:16:26 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <n-2dnaBf4b8gcVPVnZ2dnUVZ_tLinZ2d@comcast.com>
Source record: 2963

How RARE does it need to be to ask more than $8.95 for it. ;-)

http://cgi.ebay.com/Ghostbusters-Atari-2600-RARE-Blue-Lable-Works-GREAT_W0QQitemZ380064225327QQcmdZViewItem?hash=item380064225327&_trkparms=72%3A1163%7C39%3A1%7C66%3A2%7C65%3A12%7C240%3A1318&_trksid=p3286.c0.m14

Bill Garber from GS-Electronics
http://www.garberstreet.com

"If you wish to forget anything on the spot,
make a note that this thing is to be remembered."
(Edgar Allen Poe)

2375. Re: SF Bay proximity

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-16 06:00:33 UTC
From: bill@newbreedsoftware.com
Message-ID: <48cf4b81$0$33555$742ec2ed@news.sonic.net>
Source record: 2964

Rick Cortese <ricortes@earthlink.net> wrote:
> Bob gave me one, you gave Bob one, my turn to
> close the circle.

> I'll post tomorrow night if I am not caught in the act.

Hah, cool. I'll have to hide it somewhere, from my wife (and baby...
damn if he doesn't love to slam on keyboards :))

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2376. Re: SF Bay proximity

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-16 17:38:41 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <rtmdncPn6pupclLVnZ2dnUVZ_gmdnZ2d@earthlink.com>
Source record: 2965

Bill Kendrick wrote:
> Rick Cortese <ricortes@earthlink.net> wrote:
>
>>Bob gave me one, you gave Bob one, my turn to
>>close the circle.
>
>
>>I'll post tomorrow night if I am not caught in the act.
>
>
> Hah, cool. I'll have to hide it somewhere, from my wife (and baby...
> damn if he doesn't love to slam on keyboards :))
>

OK, kind of caught in the act but got nothing but evil "I thought I told you no Atari in my sight" look. I need to fix a power supply, I just had a piece of solder replacing a fuse, and see if any are mother boards booting. I have ~3 keyboards so I am pretty sure something will work. I'm kind of leaning towards a stock OS 1200XL with 256k Rambo if that is OK with you. Top and bottom plastic is there but little piece that covers the J/S, cart port, and power switch is no where to be found.

Found my Action! cart. Apparently it was in the cartridge port of one of the computers she sent cartwheeling down the stairs! I have one IMHO nice 1200XL with dual OS, 256k, built in basic, et cetera that I haven't been able to get to yet. If I dig it out I may try setting it up in a little 100^2' cabin I built on my property: S.O. never goes there! If You need anything like Omnimon I may be able to clone that one. If you are happy with a 256k 1200XL just send me your address and I will get it to you in my normal 2-3 weeks of waiting to find the right size box and making a trip to the post office. I'm getting slow too, probably take a week to solder that one fuse and hack up a monitor cable to test the MBs.

Rick

2377. Re: WTB: INSHAPE

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-16 18:05:27 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <48cff56b$0$4018$bbae4d71@news.suddenlink.net>
Source record: 2966
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:I_KdnURToY7YxlDVnZ2dnUVZ_vWdnZ2d@earthlink.com...
> phantomm_1 wrote:
>> "Rick Cortese" <ricortes@earthlink.net> wrote in message
>> news:9sCdnZX01dDjpFDVnZ2dnUVZ_sDinZ2d@earthlink.com...
>>
>>>phantomm_1 wrote:
>>>
>>>
>>>>STALKER
>>>>.
>>>>
>>>>"Rick Cortese" <ricortes@earthlink.net> wrote in message
>>>>news:wISdnYS65I0171HVnZ2dnUVZ_qPinZ2d@earthlink.com...
>>>>
>>>>
>>>>>phantomm_1 wrote:
>>>>>
>>>>>
>>>>>>Looking for the TT/Falcon 030 program "InShape".
>>>>>>Must have original manual and software disks.
>>>>>>Perfer last version and any software updates/modules, etc.
>>>>>>
>>>>>>
>>>>>>
>>>>>
>>>>>Time to try again. You said you would return my SDX as soon as you
>>>>>found another one. It has now been over three years and I know you have
>>>>>at least two from your posts.
>>>>>
>>>>>Rick
>>>>
>>>>
>>>>
>>>Sigh.
>>>
>>>It is against my principles to post your private emails to a public
>>>forem. People in the Atari communitee have known me for over 20 years and
>>>I have met many of them face to face in user group meetings. My
>>>personality is not in question.
>>>
>>>If you would like, I will pull up one of your own posts where you said
>>>you preferred my SDX to a later version. If it is so damaged, I don't see

>>>why you never returned it. You told me all it needed was the contacts
>>>cleaned. Now your telling me you want to pay you to fix it before you
>>>return it?
>>>
>>>Look if you busted my cart just admit it and return it. I don't hold
>>>grudges for stuff like that as I am sure it was unintentional but drop
>>>the insults.
>>>
>>>Rick
>>
>>
>> Well it's not against my principles when TRUTH is being distorted.
>> I'm not asking you to pay anything. Because I refuse to work on it.
>> It has been in a box for along time. I did attempt to clean it and it did
>> work for awhile but due to the rust and water damage it was not
>> stable to use. Why you think I bought another one.
>
> You need to check your email on the topic since your memory seems to be
> failing. IIRC: You did not buy a new one, you tried to get an upgrade ROM
> and when it didn't work, Mike sent you a free SDX cartridge.

I did check my e-mail. 8-)
If you are refering to Mike of FTE, that was back years before I even
had internet access. I am glad to hear that you are so interested in
my past business. And you seem to know it so well too.

>>
>> I can reburn the chip or replace the chip, which is the problem.
>> But that will cost you if I do it. Which I am not going to do for free
>> and then simply return it to you.
>>
>> I'll send you the cartridge as it arrived to me, No charge for the
>> cleaning.
>> I really don't know why you have made such a big deal over it.
>> You knew it was damaged when you sent it.
>>
>> BTW,
>> I've put up with your cross posting this matter into newsgroups.
>> The matter should have been kept in E-mail. Things would have
>> went much smoother.
>> If you have 20 years experience in the Atari commuity, then you
>> should know better than to start crap in a Public Forem.
>>
>
> I only asked in the two Atari newsgroups which isn't exactly wild cross
> posting.
>
> You really need to take a deep breath and count to 10. Like I said, you
> told me you would return the borrowed cart to me as soon as you got a
> replacement. Once again, you said you have a replacement that Mike sent
> you in July 2005, so what is the problem with returning my cart? I would

> venture to guess that most people would consider me to be rather patient
> under the circumstances. I will warn you that you are quickly running out
> of my good will.

No Rick, your words were keep it for a year or so.
I did buy another one after you sent yours so update your records.
You didn't seem to want it and I just put it in a box.
You will need to give me your addess again if you want it returned.
I know you have mine.

I don't know of what Mike you are speaking of in July 2005.
Do post that E-mail as I don't seem to have that one.
You seem eager to drag other people into to this.
I've nothing to hide.

I don't fancy threats, however.

2378. Re: WTB: INSHAPE

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-16 19:13:57 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <eOKdnSU3Ho8UmE3VnZ2dnUVZ_judnZ2d@earthlink.com>
Source record: 2967
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

phantomm_1 wrote:

Look, you are really being a jerk here and I am getting tired of your
insults. You can see from your email you are wrong here. I expect an
apology and I expect you won't give one.

> "Rick Cortese" <ricortes@earthlink.net> wrote in message
> news:I_KdnURToY7YxlDVnZ2dnUVZ_vWdnZ2d@earthlink.com...
<snip>
>
> No Rick, your words were keep it for a year or so.
> I did buy another one after you sent yours so update your records.
> You didn't seem to want it and I just put it in a box.
> You will need to give me your addess again if you want it returned.
> I know you have mine.
>
> I don't know of what Mike you are speaking of in July 2005.
> Do post that E-mail as I don't seem to have that one.
> You seem eager to drag other people into to this.
> I've nothing to hide.
>
> I don't fancy threats, however.
email
****

----- Original Message -----
From: "Rick Cortese" <ricortes@earthlink.net>
To: "Phantom" <phantomm@bellsouth.net>
Sent: Saturday, July 09, 2005 1:34 AM
Subject: Re: What's Sparta DOS X?

>> I knew that but along with my Atari stuff my Tandy TX1000 <IIRC> where
>> my EPROM burner resides did the stair dance too. I actually went by
>> FTE's office a couple of times to buy the upgrade chip but Mike had
>> hit the wall by then so nobody home.

Mike sent me a 4.21 upgrade chip that didn;t work. He finally ended up
sending me a complete 4.21 cart. I was very greatful for that.

But ya know, I really didn't see the difference in day to day use.
Unless it was something that I normally didn"t use.

>>
>> I think SDX 4.21 ROMs are out there in cyberspace but I don't know
>> where. It would take a major effort on my part to get the Tandy set up

>> and files to it anyway. I used to have a couple of Syquest drives
>> hooked up to each of my computers and a shell account so I could
>> get/put files.

I just ordered a Willem Programmer, that does Eproms, EEproms and
a bunch of other chips. It works on a PC. I ordered it especially
for Atari 8 and 16 projects. But I will need to order a cheap adapter
to do 16 bit Eproms.

I should have it in about a week. Maybe I can burn a 4.21 chip?
I have a copy of the ROM Image.

>>
>
>>>>If I don't do this, I am afraid that a possible short will happen and
>>>>ruin the
>>>>chip if it isn't already bad.
>>>>
>>>>
>
>> I've always worked on the theory moisture causes a galvonic reaction
>> that can throw the signals off a volt or two. My most frequent advice
>> when someone would say the Atari computer they just brought home from
>> a thrift shop won't boot was to leave it on overnight. Suprising how
>> many that seemed to fix.

I can see how that would work. However, on the SDX chip, there were
actually
some rust and corosion that was touching other pins.

I just took a pencil eraser and gently clean that off.

I think it will be ok, I will try it out today.

If the wife doesn't throw a fit.
Dam she hates Computers!

>> No. Only two computers are allowed in the living space. Mine which
>> serves as a gateway and my S.O.'s. I Just tried setting an extra
>> printer on my work desk and it was set by the door. I assume this was
>> because the garbage can was full.<grin>
>>

WOW, almost sounds like my situation at times.

BTW is she on Anti-Depression medication?

My wife like to play hide and seek with my computer stuff.

She will hide it, and I'll have to seek it out. Especially with
anything new that I get it. As I have a room full of stuff.

Hopefully this Fall, this will change. I have a building beside
of my dads business, that i plan to move all my computer

stuff into, so that I can do as I please without the
disruptions.
My kid will be in school, so I will have sometime for projects
and stuff.

My wife is pretty cool about stuff, It's just she wants no more
computers and things of that sort in the house.
Big waste of time in her opinion.

I have lost a Falcon 14meg memory board, PowerSupply and
a few other goodies that I know she must have threw out as
I can find anywhere. I have backups but God those can be
hard to find and expensive.

>> I found it. Some water damage/mold but none of the pages are stuck
>> together. I'll try and send it out next week. Same deal; use it as
>> long as you want and send it back when you are done. Kind of black
>> humor but I be thinking she is a 49 year old chain smoking alcoholic.
>> I'll probably be able to pick up my Atari hobby shortly!
>>

Great about the manual! That will be a big help.

Ahaa haa hee hee, thats funny.

Want to play with her mind? Start hiding her panties and personal
things. She will go nutts!!!

Anyway, I'll take care of the SDX cart for ya. And if all goes well I'll
try it out
today. I need to hook my 8-bit up to a TV as my monitor went out on me.
I think I can fix it, but I found a similar one forsale cheap and bought
it.
It will be a week or so before it arrives.

If ya need anything or just want to chat, just hollar.

Barry
phantomm@bellsouth.net

>
>

2379. Re: WTB: INSHAPE

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-16 19:23:22 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <Is2dnfDXBcwFmk3VnZ2dnUVZ_rmdnZ2d@comcast.com>
Source record: 2968
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I guess your wife would rather you
spent your free time in front of the
TV scratching your arse, and eating
chips and sucking soda pop. ;-)

Don't mess with her stuff, because
then she'll do more than hide yours,
she'll destroy it.

This is just one more reason that I don't
have a partner living with me. ;-)

Bill Garber from GS-Electronics
http://www.garberstreet.com

"If you wish to forget anything on the spot,
make a note that this thing is to be remembered."
(Edgar Allen Poe)

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:eOKdnSU3Ho8UmE3VnZ2dnUVZ_judnZ2d@earthlink.com...
> phantomm_1 wrote:
>
> Look, you are really being a jerk here and I am getting tired of your
> insults. You can see from your email you are wrong here. I expect an
> apology and I expect you won't give one.
>
>> "Rick Cortese" <ricortes@earthlink.net> wrote in message
>> news:I_KdnURToY7YxlDVnZ2dnUVZ_vWdnZ2d@earthlink.com...
> <snip>
>>
>> No Rick, your words were keep it for a year or so.
>> I did buy another one after you sent yours so update your records.
>> You didn't seem to want it and I just put it in a box.
>> You will need to give me your addess again if you want it returned.
>> I know you have mine.
>>
>> I don't know of what Mike you are speaking of in July 2005.
>> Do post that E-mail as I don't seem to have that one.
>> You seem eager to drag other people into to this.
>> I've nothing to hide.
>>
>> I don't fancy threats, however.
> email
> **********

>
> ----- Original Message -----
> From: "Rick Cortese" <ricortes@earthlink.net>
> To: "Phantom" <phantomm@bellsouth.net>
> Sent: Saturday, July 09, 2005 1:34 AM
> Subject: Re: What's Sparta DOS X?
>
>
> >> I knew that but along with my Atari stuff my Tandy TX1000 <IIRC> where
> >> my EPROM burner resides did the stair dance too. I actually went by
> >> FTE's office a couple of times to buy the upgrade chip but Mike had
> >> hit the wall by then so nobody home.
> >
> >
> Mike sent me a 4.21 upgrade chip that didn;t work. He finally ended up
> sending me a complete 4.21 cart. I was very greatful for that.
>
> But ya know, I really didn't see the difference in day to day use.
> Unless it was something that I normally didn"t use.
>
>
> >>
> >> I think SDX 4.21 ROMs are out there in cyberspace but I don't know
> >> where. It would take a major effort on my part to get the Tandy set up
> >> and files to it anyway. I used to have a couple of Syquest drives
> >> hooked up to each of my computers and a shell account so I could
> >> get/put files.
> >
> >
> I just ordered a Willem Programmer, that does Eproms, EEproms and
> a bunch of other chips. It works on a PC. I ordered it especially
> for Atari 8 and 16 projects. But I will need to order a cheap adapter
> to do 16 bit Eproms.
>
> I should have it in about a week. Maybe I can burn a 4.21 chip?
> I have a copy of the ROM Image.
>
>
> >>
> > >
> > >>>>If I don't do this, I am afraid that a possible short will happen and
> > >>>>ruin the
> > >>>>chip if it isn't already bad.
> > >>>>
> > >>>>
> > >
> > >> I've always worked on the theory moisture causes a galvonic reaction
> > >> that can throw the signals off a volt or two. My most frequent advice
> > >> when someone would say the Atari computer they just brought home from
> > >> a thrift shop won't boot was to leave it on overnight. Suprising how

> >> many that seemed to fix.
>
>
> I can see how that would work. However, on the SDX chip, there were
> actually
> some rust and corosion that was touching other pins.
>
> I just took a pencil eraser and gently clean that off.
>
> I think it will be ok, I will try it out today.
>
> If the wife doesn't throw a fit.
> Dam she hates Computers!
>
>
> >> No. Only two computers are allowed in the living space. Mine which
> >> serves as a gateway and my S.O.'s. I Just tried setting an extra
> >> printer on my work desk and it was set by the door. I assume this was
> >> because the garbage can was full.<grin>
> >>
>
>
> WOW, almost sounds like my situation at times.
>
> BTW is she on Anti-Depression medication?
>
> My wife like to play hide and seek with my computer stuff.
>
> She will hide it, and I'll have to seek it out. Especially with
> anything new that I get it. As I have a room full of stuff.
>
> Hopefully this Fall, this will change. I have a building beside
> of my dads business, that i plan to move all my computer
> stuff into, so that I can do as I please without the
> disruptions.
> My kid will be in school, so I will have sometime for projects
> and stuff.
>
> My wife is pretty cool about stuff, It's just she wants no more
> computers and things of that sort in the house.
> Big waste of time in her opinion.
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> I have lost a Falcon 14meg memory board, PowerSupply and
> a few other goodies that I know she must have threw out as
> I can find anywhere. I have backups but God those can be
> hard to find and expensive.
>
>
>
>

> >> I found it. Some water damage/mold but none of the pages are stuck
> >> together. I'll try and send it out next week. Same deal; use it as
> >> long as you want and send it back when you are done. Kind of black
> >> humor but I be thinking she is a 49 year old chain smoking alcoholic.
> >> I'll probably be able to pick up my Atari hobby shortly!
> >>
>
>
> Great about the manual! That will be a big help.
>
> Ahaa haa hee hee, thats funny.
>
> Want to play with her mind? Start hiding her panties and personal
> things. She will go nutts!!!
>
> Anyway, I'll take care of the SDX cart for ya. And if all goes well I'll
> try it out
> today. I need to hook my 8-bit up to a TV as my monitor went out on me.
> I think I can fix it, but I found a similar one forsale cheap and bought
> it.
> It will be a week or so before it arrives.
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> If ya need anything or just want to chat, just hollar.
>
> Barry
> phantomm@bellsouth.net
>
>
>
>
>
>>
>>

2380. Re: WTB: INSHAPE

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-16 21:31:01 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <48d02598$0$4024$bbae4d71@news.suddenlink.net>
Source record: 2969
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Very funny.
Anyone can edit a e-mail and post it.
It's a shame you have nothing better to do
than post lies about someone.
About what I expected,

I'll tell you what, instead of me mailing the cartridge,
How about I come in person and deliver it.

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:eOKdnSU3Ho8UmE3VnZ2dnUVZ_judnZ2d@earthlink.com...
> phantomm_1 wrote:
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> Look, you are really being a jerk here and I am getting tired of your
> insults. You can see from your email you are wrong here. I expect an
> apology and I expect you won't give one.
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>> "Rick Cortese" <ricortes@earthlink.net> wrote in message
>> news:I_KdnURToY7YxlDVnZ2dnUVZ_vWdnZ2d@earthlink.com...
> <snip>
>>
>> No Rick, your words were keep it for a year or so.
>> I did buy another one after you sent yours so update your records.
>> You didn't seem to want it and I just put it in a box.
>> You will need to give me your addess again if you want it returned.
>> I know you have mine.
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>> I don't know of what Mike you are speaking of in July 2005.
>> Do post that E-mail as I don't seem to have that one.
>> You seem eager to drag other people into to this.
>> I've nothing to hide.
>>
>> I don't fancy threats, however.
> email
> **********
>
> ----- Original Message -----
> From: "Rick Cortese" <ricortes@earthlink.net>
> To: "Phantom" <phantomm@bellsouth.net>
> Sent: Saturday, July 09, 2005 1:34 AM
> Subject: Re: What's Sparta DOS X?
>
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> >> I knew that but along with my Atari stuff my Tandy TX1000 <IIRC> where

> >> my EPROM burner resides did the stair dance too. I actually went by
> >> FTE's office a couple of times to buy the upgrade chip but Mike had
> >> hit the wall by then so nobody home.
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> Mike sent me a 4.21 upgrade chip that didn;t work. He finally ended up
> sending me a complete 4.21 cart. I was very greatful for that.
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> But ya know, I really didn't see the difference in day to day use.
> Unless it was something that I normally didn"t use.
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> >>
> >> I think SDX 4.21 ROMs are out there in cyberspace but I don't know
> >> where. It would take a major effort on my part to get the Tandy set up
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> >> hooked up to each of my computers and a shell account so I could
> >> get/put files.
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> for Atari 8 and 16 projects. But I will need to order a cheap adapter
> to do 16 bit Eproms.
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> I should have it in about a week. Maybe I can burn a 4.21 chip?
> I have a copy of the ROM Image.
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> >> that can throw the signals off a volt or two. My most frequent advice
> >> when someone would say the Atari computer they just brought home from
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> >> many that seemed to fix.
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> WOW, almost sounds like my situation at times.
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> BTW is she on Anti-Depression medication?
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> I can find anywhere. I have backups but God those can be
> hard to find and expensive.
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> >> I found it. Some water damage/mold but none of the pages are stuck
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> >> long as you want and send it back when you are done. Kind of black
> >> humor but I be thinking she is a 49 year old chain smoking alcoholic.
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> Barry
> phantomm@bellsouth.net
>
>
>
>
>
>>

2381. Re: WTB: INSHAPE

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-16 22:06:02 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <GaudndSwrslCsE3VnZ2dnUVZ_vKdnZ2d@earthlink.com>
Source record: 2970
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Bill Garber wrote:

>
> I guess your wife would rather you spent your free time in front of the
> TV scratching your arse, and eating chips and sucking soda pop. ;-)
> Don't mess with her stuff, because then she'll do more than hide yours,
> she'll destroy it.
> This is just one more reason that I don't have a partner living with
> me. ;-)
> Bill Garber from GS-Electronics
> http://www.garberstreet.com

For some strange reason it is only my Atari stuff. I mean she is sort'a tolerant of my other stuff. I have several motorcyles, two boats, a dog, fishing poles, , tools, garden, what have you. Something with an Atari logo on it is like waving a red flag in front of a bull! It ain't natural.

Rick

2382. Re: WTB: INSHAPE

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-16 22:47:00 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <rbGdnfZwyLbkqk3VnZ2dnUVZ_tudnZ2d@earthlink.com>
Source record: 2971
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

phantomm_1 wrote:

> Very funny.
> Anyone can edit a e-mail and post it.
> It's a shame you have nothing better to do
> than post lies about someone.
> About what I expected,
>

Here is a post on the internet from you:
http://newsgroups.derkeiler.com/Archive/Comp/comp.sys.atari.8bit/2006-02/msg00034.html

Over a year after you said my 4.19 version was flaky and unusable. Can't
fake Google archive. Sorry, you lose.
> I'll tell you what, instead of me mailing the cartridge,
> How about I come in person and deliver it.

LOL! Look, here is my problem. There are only two options here

1) You are going through dementia for one reason or another. I suspect
drugs and alcohol. In that case I should let it slide since my friends
in RL and the newsgroup who know me expect me to be a bigger person.
Beating up on an obvious mental defective would be out of character for me.

2) Terry Ortman has gotten out of prison and is using

Barry Shortridge
P.O. Box 210
Mouth Card KY 41548

As a new identity.

In any event, Terry Ortman or Terry Ortman work alike, people will
consider this a fair warning not to deal with you. Our unofficial policy
is not to feed the trolls or reply to the Terry Ortmans of this world.

You have no intention of giving me my cartridge back, I've figured that
much out. You're just a small time liar and petty thief, not John Gotti.
You have no intention of showing up here as at this stage I doubt if you
have a drivers license, car, or money for air fare. You don't evoke any
response from me but pity. I wish you much healing from whatever daemons
are plaguing you.

Rick

2383. Re: WTB: INSHAPE

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-17 00:30:51 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <ns2dnUXw7c460k3VnZ2dnUVZ_qPinZ2d@comcast.com>
Source record: 2972
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:GaudndSwrslCsE3VnZ2dnUVZ_vKdnZ2d@earthlink.com...
> Bill Garber wrote:
>
>> I guess your wife would rather you spent your free time in front of the
>> TV scratching your arse, and eating chips and sucking soda pop. ;-)
>> Don't mess with her stuff, because then she'll do more than hide yours,
>> she'll destroy it.
>> This is just one more reason that I don't have a partner living with
>> me. ;-)
>> Bill Garber from GS-Electronics
>> http://www.garberstreet.com
>
> For some strange reason it is only my Atari stuff. I mean she is sort'a
> tolerant of my other stuff. I have several motorcyles, two boats, a dog,
> fishing poles, , tools, garden, what have you. Something with an Atari
> logo on it is like waving a red flag in front of a bull! It ain't natural.
>
> Rick

You're right. There is something whacked out there.
Have you tried to discuss that with her? Does she say
something like "I don't know, it just makes me nuts?"

Bill Garber from GS-Electronics
http://www.garberstreet.com

"If you wish to forget anything on the spot,
make a note that this thing is to be remembered."
(Edgar Allen Poe)

2384. Re: RARE???

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-17 04:34:01 UTC
From: proteanthread <rtdos@rtdos.com>
Message-ID: <e69d497f-ee14-4024-9298-9755d8670cf8@z11g2000prl.googlegroups.com>
Source record: 2973

On Sep 15, 5:16 pm, "Bill Garber" <willy4...@comcast.net> wrote:
> How RARE does it need to be to ask more than $8.95 for it. ;-)
>
> http://cgi.ebay.com/Ghostbusters-Atari-2600-RARE-Blue-Lable-Works-GRE...
>
> Bill Garber from GS-Electronicshttp://www.garberstreet.com
>
> "If you wish to forget anything on the spot,
> make a note that this thing is to be remembered."
> (Edgar Allen Poe)

It's so rare I even have one! Nice to see you again Bill. :-)

2385. Re: RARE???

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-17 04:38:20 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <tsqdnch6mZA1FE3VnZ2dnUVZ_rPinZ2d@comcast.com>
Source record: 2974

"proteanthread" <rtdos@rtdos.com> wrote in message
news:e69d497f-ee14-4024-9298-9755d8670cf8@z11g2000prl.googlegroups.com...
> On Sep 15, 5:16 pm, "Bill Garber" <willy4...@comcast.net> wrote:
>> How RARE does it need to be to ask more than $8.95 for it. ;-)
>>
>> http://cgi.ebay.com/Ghostbusters-Atari-2600-RARE-Blue-Lable-Works-GRE...
>
> It's so rare I even have one! Nice to see you again Bill. :-)

Not sure what all I have, but, I think I do, too.

Hey guy, I'm always lurking around, for now, until
Comcast kills newsgroups again. Next month. :-(

Bill Garber from GS-Electronics
http://www.garberstreet.com

"If you wish to forget anything on the spot,
make a note that this thing is to be remembered."
(Edgar Allen Poe)

2386. Re: FA: Atari Remote Control VCS 2700 (Atari 2700) wireless prototype (circa 1981)

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-17 13:55:17 UTC
From: DC <nobody@pseudo.borked.net>
Message-ID: <7db640e0fd4660e223367c26de3ad571@pseudo.borked.net>
Source record: 2975
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article
<cd55c47abbb87a026be21b61971fcdd8@pseudo.borked.net>
DC <nob...@pseudo.borked.net> wrote:
>
> http://snipr.com/VCS2700

Winning bid $5,102

2387. Re: In search of Bob Woolley

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-17 14:31:20 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.uhmqmzc4gaat7c@mdc>
Source record: 2976

On Sat, 13 Sep 2008 19:57:06 -0500, Bill Kendrick
<bill@newbreedsoftware.com> wrote:

> Has anyone been in contact with Bob Woolley? Yeaaars ago he took my
> 1200XL

http://www.atariage.com/forums/index.php?showuser=14708

Pretty sure that's him.

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

2388. Re: WTB: INSHAPE

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-17 17:11:12 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <q9SdnYI-iMjRp0zVnZ2dnUVZ_vWdnZ2d@earthlink.com>
Source record: 2977
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Bill Garber wrote:
>
> "Rick Cortese" <ricortes@earthlink.net> wrote in message
> news:GaudndSwrslCsE3VnZ2dnUVZ_vKdnZ2d@earthlink.com...
>
>> Bill Garber wrote:
>>
>>> I guess your wife would rather you spent your free time in front of
>>> the TV scratching your arse, and eating chips and sucking soda pop.
>>> ;-) Don't mess with her stuff, because then she'll do more than hide
>>> yours, she'll destroy it.
>>> This is just one more reason that I don't have a partner living with
>>> me. ;-) Bill Garber from GS-Electronics
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>>
>> For some strange reason it is only my Atari stuff. I mean she is
>> sort'a tolerant of my other stuff. I have several motorcyles, two
>> boats, a dog, fishing poles, , tools, garden, what have you. Something
>> with an Atari logo on it is like waving a red flag in front of a bull!
>> It ain't natural.
>>
>> Rick
>
>
> You're right. There is something whacked out there. Have you tried to
> discuss that with her? Does she say something like "I don't know, it
> just makes me nuts?"

More like "The topic is not even open for discussion"

I figure it is something primal like ~nest building. She needs her
beading room, although she has not beaded anything in maybe 10 years and
a sewing table, although she has not sewn anything in 7 years. We both
get computer desks in her scheme of things but I am limited to my
Windows computer.

When I built a small cabin for her "beading and sewing" hobbies in the
hope I could use some of the freed up room in the house for hobbies I
actually do, I kind of got read the riot act about how clueless I am.
Something about how I'm subverting the whole point of being together.

It's probably one of those things you have to be a woman to understand.
I mean if someone would have spent weeks and thousand of dollars

building me an extra room for my hobbies I would have been tickled pink! But then I am a guy so I am not familiar with the ways of a woman. Near as I can figure out is we are supposed to have male and female hobbies and exercise them in the same general area. Almost seems to make sense in some Martha Stewart/Good Housekeeping type ethos. I know of at least one other Atarian certainly better known and more talented then myself that is relegated to his attic.

But heck, I will occupy the cabin and see if my ST still boots and get at least one of my 8 bits running. I know there is something that will jump up and bite me, like I was supposed to build his and her cabins because of the Martha Stewart togetherness thing.<grin>

Rick

2389. Re: WTB: INSHAPE

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-17 17:43:53 UTC
From: bill@newbreedsoftware.com
Message-ID: <48d141d9$0$33550$742ec2ed@news.sonic.net>
Source record: 2978
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In comp.sys.atari.8bit Rick Cortese <ricortes@earthlink.net> wrote:
> More like "The topic is not even open for discussion"

Fortunately my wife understands that Atari was my first love, so while she does suggest culling things now and then, she actually prevents me from getting rid of some stuff sometimes. (Why I still have an Atari 2600 TV Paddle Games.)

Right now, though, mostly because of our baby, my Atari computer is living inside a drawer under the TV. And mostly it's the baby's poking at things that prevents me from using it much right now. When he grows up a bit, and can actually enjoy video games (more than the amazingly fun power switch), I think he and I will both enjoy all my old toys. :)

BTW - There was an article in some magazine recently about how men need their "man cave" in their home... be it the underground bar and pool room, or the computer dungeon, or the workshop in the garage. I guess my 'man cave' is my laptop + local coffee shop, for now. :)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2390. Re: WTB: INSHAPE

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-17 19:17:02 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <9JcAk.652$Ws1.308@nlpi064.nbdc.sbc.com>
Source record: 2979
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Bill Kendrick" <> wrote in message news:
> In comp.sys.atari.8bit Rick Cortese <> wrote:
>> More like "The topic is not even open for discussion"
>
> Fortunately my wife understands that Atari was my first love, so while
> she does suggest culling things now and then, she actually prevents me
> from getting rid of some stuff sometimes. (Why I still have
> an Atari 2600 TV Paddle Games.)
>
> Right now, though, mostly because of our baby, my Atari computer is
> living inside a drawer under the TV. And mostly it's the baby's poking
> at things that prevents me from using it much right now. When he grows up
> a bit, and can actually enjoy video games (more than the amazingly fun
> power switch), I think he and I will both enjoy all my old toys. :)
>
>
> BTW - There was an article in some magazine recently about how men need
> their "man cave" in their home... be it the underground bar and pool room,
> or the computer dungeon, or the workshop in the garage. I guess my 'man
> cave'
> is my laptop + local coffee shop, for now. :)
>
> --
> -bill!
> "Tux Paint" - free children's drawing software for Windows / Mac OS X /
> Linux!
> Download it today! http://www.tuxpaint.org/

I"ve been married forty-five years, and feel I should
share some experienced wisdom here.
However, all I can say is 'I know nothing.' in
a Charles Shulz sorta way (Hogan's heros).
I can say I enjoyed my Ataris more with my
grandson than I did with my son. My grandson
went through about a 6 month investigation of
Atari, and got me to give him a 1200XL, and
an old notebook to APE with. He used it some,
but the Wii and internet real-time games are the
present interest, along with Magic cards (1000s of
them.)
I hope I've given you some sound information.
?:).

2391. Re: WTB: INSHAPE

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-17 19:28:34 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <ZTcAk.653$Ws1.510@nlpi064.nbdc.sbc.com>
Source record: 2980
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Russg" <snip>.
> ?:).
>
I need to give my son credit for getting an Atari in
the first place. I got three Coleco Adams and
all of them smoked, and my son told me to get
an Atari, which I did, and the odyessey began.
This was January, 1984.

2392. Re: WTB: INSHAPE

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-17 19:29:53 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <dVcAk.654$Ws1.49@nlpi064.nbdc.sbc.com>
Source record: 2981
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

odyssey.

2393. Re: WTB: INSHAPE

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-17 20:03:20 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <kodAk.439$Rx.277@flpi144.ffdc.sbc.com>
Source record: 2982
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Me, again.
Uhm.. I think Charles Shultz is Peanuts author.
I meant Shultz, the guard in Hogan's Heros.
You know, Colonel Klink, et. al.

2394. BACK 2 SCHOOL ATARI BOOK SALE! EXTENDED!

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-18 07:36:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0809180034090.547-100000@onyx.spiritone.com>
Source record: 2983
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Heres your excuse to buy Books for your Atari! Classic Atari 8 Bit & Atari ST for 20% off in this Back 2 School Atari Book Sale!

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and some I have 1 or 2 left!I have more Atari Books than anywhere else. Atari, one of the most well documented Computers ever! I have them Both for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my Atari Books, 20% off. E-Mail Atari@aracnet.com or call Ben 24/7 @(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ALL ATARI 8BIT BOOKS!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ALL ATARI ST BOOKS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2395. FS: JOYSTICKS & ATARI HARDWARE 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-18 07:38:16 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0809180036330.547-100000@onyx.spiritone.com>
Source record: 2984
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have lots of Joysticks for sale! Atari. Epyx 500XJ. Wico 500XJ. GemStik. Kraft.Mindscapes PowerPlayer. Pointmaster. Prostick II. SpectraVideo. Lots of Suncom. A whole lot of Wico! And a Questar Adjustable Speed Blaster to speed up and Auto-Fire any of these Atari compatable Joysticks.

Classic Atari 8 Bit and Atari ST Hardware and Accessories are 20% off this September! Including Joysticks! Joysticks work with Atari 2600/7800/8-Bit/ ST/Commodore/Amiga/ColecoVision and FlashBack 2 Recently made by Atari!

http://BensCatalogs.Atari.org Ben's Atari WebSite
http://www.aracnet.com/~atari/specials.htm Today's Atari Special!
http://www.aracnet.com/~atari/8bt_hard.htm Joysticks & 8 Bit Hardware!
http://www.aracnet.com/~atari/st_hard.htm Joysticks & ST Hardware!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2396. Atari WantList!

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-18 07:40:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0809180038400.547-100000@onyx.spiritone.com>
Source record: 2985
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "Wantlist" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2397. Re: RARE???

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-18 13:31:50 UTC
From: proteanthread <rtdos@rtdos.com>
Message-ID: <01c27007-788b-4cec-b3d8-02d00e4fbac9@k37g2000hsf.googlegroups.com>
Source record: 2986

On Sep 16, 10:38 pm, "Bill Garber" <willy4...@comcast.net> wrote:
> "proteanthread" <rt...@rtdos.com> wrote in message
>
> news:e69d497f-ee14-4024-9298-9755d8670cf8@z11g2000prl.googlegroups.com...
>
> > On Sep 15, 5:16 pm, "Bill Garber" <willy4...@comcast.net> wrote:
> >> How RARE does it need to be to ask more than $8.95 for it. ;-)
>
> >>http://cgi.ebay.com/Ghostbusters-Atari-2600-RARE-Blue-Lable-Works-GRE...
>
> > It's so rare I even have one! Nice to see you again Bill. :-)
>
> Not sure what all I have, but, I think I do, too.
>
> Hey guy, I'm always lurking around, for now, until
> Comcast kills newsgroups again. Next month. :-(
>
> Bill Garber from GS-Electronicshttp://www.garberstreet.com
>
> "If you wish to forget anything on the spot,
> make a note that this thing is to be remembered."
> (Edgar Allen Poe)

Here, Bill, try these links:

http://www.google.com/search?hl=en&q=list+of+free+news+servers&btnG=Google+Search&aq=2&oq=list+of+free+news

http://www.teranews.com/

http://www.newzbot.com/

http://en.wikipedia.org/wiki/News_server

http://ecalame.tripod.com/free.html

http://schmidt.devlib.org/usenet/free-news-servers.html

http://www.newsgroupservers.net/usenet_groups/free_newsgroup_servers.htm

http://freenews.maxbaud.net/

http://www.elfqrin.com/hacklab/pages/nntpserv.php

http://www.newsparrot.co.uk/

textnews: textnews.news.cambrium.nl
aioe: news.aioe.org

Remember, they are free so you get what you pay for. :-)

2398. Atari stuff for the taking, NJ

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-19 15:46:37 UTC
From: frsolis@webtv.net
Message-ID: <26595-48D3C95D-743@storefull-3233.bay.webtv.net>
Source record: 2987

For any Atari enthusiast near or around the Philadelphia, South New Jersey area I have loads of 8-bit Atari equipment for the taking. Disk drives, printer, monitor, over 300 discs in disc storage cases, documentation for programs, about six keyboards, etc.

For pick-up in a week or it all gets disposed of. Reply to this post or frsolis@msn.com or phone 856-845-3080.

Frank

2399. Re: WTB: INSHAPE

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-19 17:46:00 UTC
From: Iain
Message-ID: <memo.20080919184612.6684F@ioi.zen.co.uk>
Source record: 2988

In article <q9SdnYI-iMjRp0zVnZ2dnUVZ_vWdnZ2d@earthlink.com>, ricortes@earthlink.net (Rick Cortese) wrote:
> More like "The topic is not even open for discussion"
BTDT :-(

> I mean if someone would have spent weeks and thousand
> of dollars building me an extra room for my hobbies I would have
> been tickled pink!
That's where you went wrong. Women want to be understood, men like to fix problems. She said 'I'd love to have a nice place to sew'. At this point the Correct Answer would have been 'I understand that, wouldn't it be great, you could do x,y and z and have all your stuff there'. She'd then be happy. Instead you built it for her, not what she wanted at all. Now your several weeks and $K down and she sees it as you trying to get her out the way so you can get up to nefarious things.

Iain
www.pcbookreview.com

2400. Re: WTB: INSHAPE

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-19 17:56:34 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <Nu-dnfCMZb0wek7VnZ2dnUVZ_hSdnZ2d@comcast.com>
Source record: 2989

<Iain (Iain)> wrote in message news:memo.20080919184612.6684F@ioi.zen.co.uk...
> In article <q9SdnYI-iMjRp0zVnZ2dnUVZ_vWdnZ2d@earthlink.com>, ricortes@earthlink.net
> (Rick Cortese) wrote:
>> More like "The topic is not even open for discussion"
> BTDT :-(
>
>> I mean if someone would have spent weeks and thousand
>> of dollars building me an extra room for my hobbies I would have
>> been tickled pink!
> That's where you went wrong. Women want to be understood, men like to fix problems.
> She said 'I'd love to have a nice place to sew'. At this point the Correct Answer
> would have been 'I understand that, wouldn't it be great, you could do x,y and z
> and have all your stuff there'. She'd then be happy. Instead you built it for her,
> not what she wanted at all. Now your several weeks and $K down and she sees it as
> you trying to get her out the way so you can get up to nefarious things.
>
> Iain
> www.pcbookreview.com

Well put. Women actually just want to be acknowledged,
and to know that you still care. After that you will
be free to go on and do what you like.

FYI, a single Rose is better than 2 dozen.

Bill Garber from GS-Electronics
http://www.garberstreet.com

"If you wish to forget anything on the spot,
make a note that this thing is to be remembered."
(Edgar Allen Poe)

2401. Re: WTB: INSHAPE

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-20 06:26:38 UTC
From: heuser.marcus@freenet.de
Message-ID: <15698378-4ad5-4e66-9ead-a050ed339232@34g2000hsh.googlegroups.com>
Source record: 2990

On Sep 19, 7:56 pm, "Bill Garber" <willy4...@comcast.net> wrote:

Hi Bill!

> Well put. Women actually just want to be acknowledged,
> and to know that you still care. After that you will
> be free to go on and do what you like.

"Women don't want to hear men's opinions. They only want to
hear their own opinion in a deeper voice."

> FYI, a single Rose is better than 2 dozen.

Only a rose deserves one.

bye
Marcus

2402. Re: Free: Delta Drawing, Assembler Editor & AtariMax USB cart

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-20 16:53:49 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9B1F82DAC5BF2emuslor@216.196.97.136>
Source record: 2991

Despite all prevention efforts, bill@newbreedsoftware.com (Bill
Kendrick) wrote in news:48cc60db$0$33513$742ec2ed@news.sonic.net:

> I'm getting old. I have a baby. I think I don't have much use, these
> days, for an Assembler Editor cartridge or Spinnaker's "Delta Drawing"
> learning program. (Kind of like Logo's turtle graphics programming,
> but single keypresses for commands, and more interactive.) (FYI, I've
> had Delta Drawing since 1983, when I first got my 1200XL :))
>
> I've also got an AtariMax USB cartridge that MIGHT BE BROKEN
> (damnit!). Last I recall trying to use it, it didn't seem to work
> right (this was about 2 years ago now?), and it _sounds_ like
> something's giggling around inside. :(
>
> Will send one or more of them to you for the cost of shipping.
>
>
> (Finally, I think I'm done purging old software. Oh wait, I've got
> some PlayStation 2 magazine demo discs I should rid myself of. :))
>

You have any of these left? If so, I'll pay shipping.

thanks

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

2403. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-23 05:06:18 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1222146330@rtfm.mit.edu>
Source record: 2992
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: July 20, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"

http://atari.fandal.cz/ Games, Demos

http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2404. 64JPX now available (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-24 03:27:39 UTC
From: RobertB <rbernardo@value.net>
Message-ID: <642182a1-566d-4c42-87d0-6172094b7fff@a70g2000hsh.googlegroups.com>
Source record: 2993

From: Nick @ 64HDD
Date: Sep 23, 10:29 am

Hi all,

64JPX is now available for sale from the www.64hdd.com
website. For those who haven't been following developments,
64JPX is a micro based interface which allows connection of
Sega, SNES, NES and/or PCanalog controllers to be used
with Commodore and Atari compatible systems. In addition
to doing the signal conversion, the interface offers a number
of "enhancement" modes tailored to various game genre.
http://www.64hdd.com/64jpx/ has all the info.

Enjoy,
Nick

2405. atari++ 1.55 final released

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-24 16:04:58 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <gbdofa$tg6$1@infosun2.rus.uni-stuttgart.de>
Source record: 2994

Hi folks,

please find the final 1.55 release of the Atari 8-bit emulator "atari++" at its usual location at:

http://www.math.tu-berlin.de/~thor/atari++/

Basically, bug-fixes from the 1.55 beta release announced a couple of days ago. Mainly, a couple of pokey issues have been fixed, one issue in the disassembler, and a couple of issues in Os++, the built-in freestanding operating system you'll also find on this page in source form.

From the history:

Atari++ 1.55
- Fixed a couple of bugs in the disk emulation, thanks to Konrad Kokoszkiewicz for finding them. Specifically,
- Read and write capacity (815 commands) did not check for all supported disk layout types and hard-disk partitions,
- Speedy commands were recognized and interfered even if the speedy emulation was turned off,
- Disk status wasn't returned correctly for high-density drives
- Fixed a parsing/error handling bug if the initial con-figuration files were incorrect.
- Fixed the implementation of ZFR1 in the mathpack patch.
- Fixed the implementation of FFRAC in mathpack patch.
- Added constants required by BASIC for the patch.
- This release comes with a new release of Os++, the emulator operating system. For the first time, this release is complete and includes a math-pack whose functions should be both faster and more precise than the original implementation. Thanks to B. Watson for continuously pushing me - it's done now.
- Minor streamlining in the CIO implementation in Os++.
- This release adds a STDIO interface to atari++, allowing it to read keyboard or editor input from the command line, and echo-ing output to stdout. This feature can be used for batch-processing.
- Compared to the beta release, this version fixes one bug in the BCDToInt math pack routine (also known as FPI) which did not handle carry-over correctly.
- Writing 0 to SKCTL now also resets the pokey timers as it emulates the POKEY soft reset.
- Pokey STIMER also resets the poly-counters now, as it should.

- Os++ includes minor fixes for the cursor rendering and interaction of S: with E:. Writing to S: now shields the cursor correctly.

Greetings,

Thomas

2406. Re: atari++ 1.55 final released

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-24 18:20:23 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <HxvCk.15605$Il.1355@newsfe09.iad>
Source record: 2995

"Thomas Richter" <thor@math.tu-berlin.de> wrote in message
news:gbdofa$tg6$1@infosun2.rus.uni-stuttgart.de...
> Hi folks,
>
> please find the final 1.55 release of the Atari 8-bit emulator "atari++"
> at its usual
> location at:
>
> http://www.math.tu-berlin.de/~thor/atari++/
>
> Basically, bug-fixes from the 1.55 beta release announced a couple of days
> ago. Mainly, a couple of pokey issues have been fixed, one issue in the
> disassembler, and a couple of issues in Os++, the built-in freestanding
> operating system you'll also find on this page in source form.
>
> From the history:
>
> Atari++ 1.55
> - Fixed a couple of bugs in the disk emulation, thanks to
> Konrad Kokoszkiewicz for finding them. Specifically,
> - Read and write capacity (815 commands) did not check for
> all supported disk layout types and hard-disk partitions,
> - Speedy commands were recognized and interfered even if
> the speedy emulation was turned off,
> - Disk status wasn't returned correctly for high-density
> drives
> - Fixed a parsing/error handling bug if the initial con-
> figuration files were incorrect.
> - Fixed the implementation of ZFR1 in the mathpack patch.
> - Fixed the implementation of FFRAC in mathpack patch.
> - Added constants required by BASIC for the patch.
> - This release comes with a new release of Os++, the
> emulator operating system. For the first time, this
> release is complete and includes a math-pack whose
> functions should be both faster and more precise than the
> original implementation. Thanks to B. Watson for
> continuously pushing me - it's done now.
> - Minor streamlining in the CIO implementation in Os++.
> - This release adds a STDIO interface to atari++, allowing
> it to read keyboard or editor input from the command line,
> and echo-ing output to stdout. This feature can be used
> for batch-processing.
> - Compared to the beta release, this version fixes one bug
> in the BCDToInt math pack routine (also known as FPI) which

> did not handle carry-over correctly.
> - Writing 0 to SKCTL now also resets the pokey timers as it
> emulates the POKEY soft reset.
> - Pokey STIMER also resets the poly-counters now, as it
> should.
> - Os++ includes minor fixes for the cursor rendering and
> interaction of S: with E:. Writing to S: now shields the
> cursor correctly.
>
> Greetings,
>
> Thomas

Thanks for the update..

2407. Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-25 06:52:27 UTC
From: joecassara@mac.com
Message-ID: <a9ceb282-ba09-4a1c-aa0f-a439cad97b12@z66g2000hsc.googlegroups.com>
Source record: 2996
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

If anyone has photographs of computer retail setups from the 80s and early 90s, I urge you to post them to the web somewhere. It would be particularly nice to see the old Sears setups and the showrooms of stores local to your home town, for nostalgia.

2408. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-25 07:13:43 UTC
From: Hg <hg@hg2.hg>
Message-ID: <HSGCk.62487$E41.43843@text.news.virginmedia.com>
Source record: 2997
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

On Wed, 24 Sep 2008 23:52:27 -0700, joecassara wrote:

> If anyone has photographs of computer retail setups from the 80s and
> early 90s, I urge you to post them to the web somewhere. It would be
> particularly nice to see the old Sears setups and the showrooms of
> stores local to your home town, for nostalgia.

Guess those displays must have been a happier memory for people in the States,
were you allowed to use the computers on display?

Here in the UK a particular consumer electronics chain put a bunch of systems
ready to use within easy access of people, and then the store assistants
were told to go ballistic if anyone even touched the things.
How sad is that?

2409. 20% OFF ALL NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-25 07:43:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0809250040450.3620-100000@onyx.spiritone.com>
Source record: 2998
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

NEW GAMES 20% OFF!NEW GAMES 20% OFF! NEW GAMES 20% OFF!NEW GAMES 20% OFF!

ORDERS OVER $50 GETS 20% OFF ALL NEW CLASSIC ATARI 8 BIT & ATARI ST GAMES!
ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF NEW ATARI
GAMES!Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask
for Atari catalogs. Cut-&-Paste your order and E-Mail your list with your
Shipping Address so I can expedite your order or call 24/7 @(503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT GAMES & SOFTWARE!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST GAMES & SOFTWARE!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2410. FS: JOYSTICKS & ATARI HARDWARE 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-25 07:45:41 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0809250043120.3620-100000@onyx.spiritone.com>
Source record: 2999
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have lots of Joysticks for sale! Atari. Epyx 500XJ. Wico 500XJ. GemStik. Kraft.Mindscapes PowerPlayer. Pointmaster. Prostick II. SpectraVideo. Lots of Suncom. A whole lot of Wico! And a Questar Adjustable Speed Blaster to speed up and Auto-Fire any of these Atari compatable Joysticks.

Classic Atari 8 Bit and Atari ST Hardware and Accessories are 20% off this September! Including Joysticks! Joysticks work with Atari 2600/7800/8-Bit/ ST/Commodore/Amiga/ColecoVision and FlashBack 2 Recently made by Atari!

http://BensCatalogs.Atari.org Ben's Atari WebSite
http://www.aracnet.com/~atari/specials.htm Today's Atari Special!
http://www.aracnet.com/~atari/8bt_hard.htm Joysticks & 8 Bit Hardware!
http://www.aracnet.com/~atari/st_hard.htm Joysticks & ST Hardware!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2411. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-25 07:47:45 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0809250045520.3620-100000@onyx.spiritone.com>
Source record: 3000
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "Wantlist" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2412. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-25 13:23:26 UTC
From: David Murray <adric22@yahoo.com>
Message-ID: <fcb11ef6-4eac-4cc0-b7a9-78b07b893cc5@2g2000hsn.googlegroups.com>
Source record: 2801
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

> Guess those displays must have been a happier memory for people in the States,
> were you allowed to use the computers on display?

I live in the USA and as I recall, we were always allowed to play with the machines. I specifically remember playing with them in Sears, Radio Shack, BEST, Service Merchandise, Electronics Boutique, and Target. Although, most of the Targets did not have the machines operational. I also remember seeing the machines in Toys R Us, but I can't remember if they could be touched or not.

In fact, I would venture to say that as a kid, my favorite store to go to was Service Merchandise. The reason is that they actually had computer tables setup with chairs and everything where you could comfortably sit down and use the computers. They stores weren't busy usually, and there were very few kids. So unlike today with the game machines, there were no fights over who was going to play on them next. I sat down in front of the machines for hours sometimes while my parents shopped around. The employees never seemed to car as long as I was just sitting there typing. They had 3 or 4 different desks and computers setup. Usually they had a Commodore 128, a Commodore Colt, and some other kind of PC setup on a different table that had VGA graphics as I recall. That was the setup for the longest time.

Unfortunately, none of the stores ever had any software running on them, so I usually just played in BASIC on the Commodore units. Sometimes I'd write programs and leave them running for other customers to find.

I do recall that Electronics Boutique had Amigas on display and they would actually have games running on them.

2413. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-25 14:11:58 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2008.09.25.14.11.58.235683@suddenlink.net>
Source record: 2802
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Thu, 25 Sep 2008 07:13:43 +0000, Hg wrote:

> On Wed, 24 Sep 2008 23:52:27 -0700, joecassara wrote:

<snip>

> Guess those displays must have been a happier memory for people in the States,
> were you allowed to use the computers on display?

Yes.

> Here in the UK a particular consumer electronics chain put a bunch of systems
> ready to use within easy access of people, and then the store assistants
> were told to go ballistic if anyone even touched the things.
> How sad is that?

Our local Atari dealer was Software Alternatives. Had a really great guy
for the owner - encouraged everyone coming through the door to grab stuff
and play with it. He sold hardware, software, and did repairs. One time, I
managed to blow parts of a SC1224 monitor and my ST's sound chip up, when
I tried to put stereo speakers in the monitor. I took it to him for
repairs and he had it done the next day - he asked me if I had tried to
hook the monitor up to an Amiga...I laughed so hard I almost cried. :)

One of the saddest days ever for me, when he announced he was closing up
shop. Still, it was a happy ending of sorts. This guy made a small fortune
off Atari, and when he read the writing on the wall, he managed to get out
while the getting was good and retired to somewhere in Florida. Last I
heard, he was still doing great. I'm always glad to hear those kinds of
stories, instead of the usual "I lost xxx money with Atari" kind. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

2414. Re: WTB: INSHAPE

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-25 17:54:53 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <48dbd076$0$5482$bbae4d71@news.suddenlink.net>
Source record: 2803
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

>"Rick Cortese" <ricortes@earthlink.net> wrote in message>

Trash Taken Out

>You have no intention of giving me my cartridge back,
> Rick

*
I've done a little research, apparently you thought I didn't know anyone
or anything.
Last time I am going to attempt to return this cartridge to you.
If you want it returned then you must send me your snail mail address.
Call it a Security Measure or what-ever you want.
I will not return it without you providing a address.
If you do not send/post the address then you can blame no one
but yourself. I'm done with this.
*

2415. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-25 19:17:35 UTC
From: winston19842005 <bjjlyates@NOSPAMbellsouth.net>
Message-ID: <C5015C0F.8CF6%bjjlyates@NOSPAMbellsouth.net>
Source record: 2804
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

On 9/25/08 9:23 AM, in article
fcb11ef6-4eac-4cc0-b7a9-78b07b893cc5@2g2000hsn.googlegroups.com, "David
Murray" <adric22@yahoo.com> wrote:

>
>> Guess those displays must have been a happier memory for people in the
>> States,
>> were you allowed to use the computers on display?
>
> I live in the USA and as I recall, we were always allowed to play with
> the machines. I specifically remember playing with them in Sears,
> Radio Shack, BEST, Service Merchandise, Electronics Boutique, and
> Target. Although, most of the Targets did not have the machines
> operational. I also remember seeing the machines in Toys R Us, but I
> can't remember if they could be touched or not.
>
> In fact, I would venture to say that as a kid, my favorite store to go
> to was Service Merchandise. The reason is that they actually had
> computer tables setup with chairs and everything where you could
> comfortably sit down and use the computers. They stores weren't busy
> usually, and there were very few kids. So unlike today with the game
> machines, there were no fights over who was going to play on them
> next. I sat down in front of the machines for hours sometimes while
> my parents shopped around. The employees never seemed to car as long
> as I was just sitting there typing. They had 3 or 4 different desks
> and computers setup. Usually they had a Commodore 128, a Commodore
> Colt, and some other kind of PC setup on a different table that had
> VGA graphics as I recall. That was the setup for the longest time.
>
> Unfortunately, none of the stores ever had any software running on
> them, so I usually just played in BASIC on the Commodore units.
> Sometimes I'd write programs and leave them running for other
> customers to find.
>
> I do recall that Electronics Boutique had Amigas on display and they
> would actually have games running on them.

I liked the Kmart - they had nice kiosks of Commodore and TI equipment.
And this was '82, when TI hired nice-looking young ladies to demo their
equipment! I remember the one at our Kmart gave me her home phone number!

Stupid me, being the uber-geek I was, I called her alright! To ask her more
about the TI-99! (argh!)

I, too, liked to key in programs on unattended displays, like a FOR-NEXT loop that would give me long enough to vacate the store, then a CALL SOUND with all the voices set to full blast. I'd turn the volume up on the monitor/tv just as I left...

I don't remember Service Merchandise having computers - ISTR that the one in our area closed about two years after I got my telescope through them (this was probably 1979).

I did a lot of shopping at Toys-R-Us (got my Extended Basic cartridge there - $99) and Eckerd's (got Tunnels of Doom there, for $29, it was supposed to be $60 but my friend at the register sold it to me for a sale price that did NOT apply to Tunnels of Doom)...

These days you can walk into a Best Buy and play with the computers, but it isn't the same. The computers are too much alike, and their demo videos are way too boring.

And their "extras" are too "end-user", meaning I was shopping for either a NAS hard drive solution or USB/Firewire. Only the $300+ NAS one was RAID capable, the others were not. I'd like to find a store with hard drive enclosures that offer RAID or not that would allow me to insert my hard drives of choice and do some configuration. We are not *all* blooming idiots these days, some of us still like to choose!

2416. Re: WTB: INSHAPE

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-25 19:26:26 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <irqdncRXGLKee0bVnZ2dnUVZ_o7inZ2d@earthlink.com>
Source record: 2805
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

phantomm_1 wrote:

>>"Rick Cortese" <ricortes@earthlink.net> wrote in message>
>
>
> *Trash Taken Out*
>
>
>>You have no intention of giving me my cartridge back,
>>Rick
>
>
> *
> I've done a little research, apparently you thought I didn't know anyone
> or anything.
> Last time I am going to attempt to return this cartridge to you.
> If you want it returned then you must send me your snail mail address.
> Call it a Security Measure or what-ever you want.
> I will not return it without you providing a address.
> If you do not send/post the address then you can blame no one
> but yourself. I'm done with this.
> *

Rick Cortese
20802 Laurel Drive
Los Gatos, CA 95033

2417. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-25 19:33:14 UTC
From: David Murray <adric22@yahoo.com>
Message-ID: <54ecc47f-fa59-46e9-ab33-60f14ea1cf25@l64g2000hse.googlegroups.com>
Source record: 2806
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

> These days you can walk into a Best Buy and play with the computers, but it
> isn't the same. The computers are too much alike, and their demo videos are
> way too boring.

Definately. I never play on demo computers. I mean, once you've
played with Windows on one computer, there isn't much difference on a
different one. I used to like to play on the computers in the stores
because the only platform I knew was the C64 and Vic-20 and so this is
how I first played with MS-DOS, the C128, and even the Amiga for that
matter. Can't remember ever seeing any Apples or Macs on store
displays, but we had those at school and I didn't like them at the
time. I also briefly played with some Atari 8-bit computers at some
store, but I can't remember which store it was. Never could do much
more than type in a few rudimentary BASIC programs, though.

2418. Re: WTB: INSHAPE

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-25 19:48:21 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <XqidnbujfbXcdkbVnZ2dnUVZ_sednZ2d@comcast.com>
Source record: 2807
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:irqdncRXGLKee0bVnZ2dnUVZ_o7inZ2d@earthlink.com...
> phantomm_1 wrote:
>
>>>"Rick Cortese" <ricortes@earthlink.net> wrote in message>
>>
>> *Trash Taken Out*
>>
>>>You have no intention of giving me my cartridge back,
>>>Rick
>> *
>> I've done a little research, apparently you thought I didn't know anyone
>> or anything.
>> Last time I am going to attempt to return this cartridge to you.
>> If you want it returned then you must send me your snail mail address.
>> Call it a Security Measure or what-ever you want.
>> I will not return it without you providing a address.
>> If you do not send/post the address then you can blame no one
>> but yourself. I'm done with this.
>> *
> Rick Cortese
> 20802 Laurel Drive
> Los Gatos, CA 95033

WTG!

Now your SS# if you please. ;-) Just kiddin'

Bill Garber from GS-Electronics
http://www.garberstreet.com

"If you wish to forget anything on the spot,
make a note that this thing is to be remembered."
(Edgar Allen Poe)

2419. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-25 19:54:34 UTC
From: joe.j.cassara@gmail.com
Message-ID: <da26b171-e0da-4cbb-92be-7a277df85c88@k30g2000hse.googlegroups.com>
Source record: 2808
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

On Sep 25, 9:23 am, David Murray <adri...@yahoo.com> wrote:
> I also remember seeing the machines in Toys R Us, but I
> can't remember if they could be touched or not.

The machines were usually behind clear plastic locked doors, mounted on giant racks. Remember plucking the cards off of their rings and waiting in line at the merchandise booth to pick up your goods? There was fun in that anticipation, lost in this age of instant gratification!

> In fact, I would venture to say that as a kid, my favorite store to go
> to was Service Merchandise.

Ditto!

> Unfortunately, none of the stores ever had any software running on
> them, so I usually just played in BASIC on the Commodore units.
> Sometimes I'd write programs and leave them running for other
> customers to find.

I spent a summer writing, in BASIC, demonstration software for the C64 and C128 that I would slip into any machines that happened to be running. A curious SM floor manager accosted me, in a very friendly fashion mind you, to ask what I was up to. After I explained myself, he was so delighted he gave me my choice of any piece of software for free. I think they ran my demo until the very last day they sold 8-bit machines.

2420. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-25 21:39:13 UTC
From: Impmon <impmon@tds.net>
Message-ID: <s21od41a2kgq2ne2fbt3f59qhj24pakdvk@4ax.com>
Source record: 2809
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

On Thu, 25 Sep 2008 07:13:43 GMT, Hg <hg@hg2.hg> wrote:

>On Wed, 24 Sep 2008 23:52:27 -0700, joecassara wrote:
>
>> If anyone has photographs of computer retail setups from the 80s and
>> early 90s, I urge you to post them to the web somewhere. It would be
>> particularly nice to see the old Sears setups and the showrooms of
>> stores local to your home town, for nostalgia.
>
>
>Guess those displays must have been a happier memory for people in the States,
>were you allowed to use the computers on display?
>
>Here in the UK a particular consumer electronics chain put a bunch of systems
>ready to use within easy access of people, and then the store assistants
>were told to go ballistic if anyone even touched the things.
>How sad is that?

I remember back then, anyone could touch it and even play with it a
bit. Game carts were chained in to prevent theft but the main systems
were often not chained so if you had bulky coat you could probably
grab a free C64 back then.

The last time I saw any Commodore stuff at Sears, it was the newer
C64-C and a 1541-II drive missing the disk latch lever.

Stores still leave the PCs out on display today but they are often
password protected to prevent software tampering and the keyboard and
mouse were strapped down. Laptops were also bolted in a security case
that allows only the keyboard to be touched.

2421. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-25 21:41:20 UTC
From: Impmon <impmon@tds.net>
Message-ID: <o91od4labdm819b70smjc1nfnd1bclnauh@4ax.com>
Source record: 2810
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

On Thu, 25 Sep 2008 06:23:26 -0700 (PDT), David Murray
<adric22@yahoo.com> wrote:

> BEST, Service Merchandise,

Now those were decent stores with hands on displays. Shame both went
out of business long ago.

Tell me if the Best store in Ann Arbor/Ypsilanti area on Carpenter
road still have their sign up by the road? it was still up 3 years
ago, a good 20 years after the store closed.

2422. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-25 22:12:37 UTC
From: bill@newbreedsoftware.com
Message-ID: <48dc0cd5$0$33535$742ec2ed@news.sonic.net>
Source record: 2811
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

In comp.sys.atari.8bit Impmon <impmon@tds.net> wrote:
> Tell me if the Best store in Ann Arbor/Ypsilanti area on Carpenter
> road still have their sign up by the road? it was still up 3 years
> ago, a good 20 years after the store closed.

Was that the same BEST as this?

http://www.best-electronics-ca.com/

They're still down in San Jose. I sadly failed to go visit them during
business hours during the coupla years I lived near SJ.

There's also B & C ComputerVisions, who are still around, and moved out
to El Dorado, California.

http://www.myatari.com/

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2423. XL diagnostics

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-26 01:24:31 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <a24cf500-223c-4308-9706-7323b273cd9d@s9g2000prg.googlegroups.com>
Source record: 2812

Having a rough day. Mozzilla on my main computer lost its mind and XP
now thinks it is a new install and wants to be registered.

I mention this only because I am posting from google in case anyone
wonders.

I have hacked every OS on my 800XLs so the only one I have that is
stock is a recently returned to service 800XL with the bottom sticker
ATARI
WORKING SAMPLE FOR
ATARI 800XL COMPUTER
Chelco Group of Companies
Anyway, above the standard qwerty layout for the keyboard test there
are the letters
R Ss01234HAB

Is this a standard thing for self test? A ROM I.D. or something?

Rick

2424. Re: XL diagnostics

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-26 01:49:16 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <2sCdne0xp88BokHVnZ2dnUVZ_jSdnZ2d@comcast.com>
Source record: 2813

"ricortes" <ricortes@earthlink.net> wrote in message
news:a24cf500-223c-4308-9706-7323b273cd9d@s9g2000prg.googlegroups.com...
> Having a rough day. Mozzilla on my main computer lost its mind and XP
> now thinks it is a new install and wants to be registered.
>
> I mention this only because I am posting from google in case anyone
> wonders.
>
> I have hacked every OS on my 800XLs so the only one I have that is
> stock is a recently returned to service 800XL with the bottom sticker
> ATARI
> WORKING SAMPLE FOR
> ATARI 800XL COMPUTER
> Chelco Group of Companies
> Anyway, above the standard qwerty layout for the keyboard test there
> are the letters
> R Ss01234HAB
>
> Is this a standard thing for self test? A ROM I.D. or something?
>
> Rick
>

This looks like the abbreviations for the labels of the top key row on a
1200XL:

R Ss01234HAB =

Reset
Start
Select
Option
F1
F2
F3
F4
Help
Atari Key (Inverse Video)
Break

2425. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-26 02:01:12 UTC
From: Mike Paull <mikey351@removethis.gmail.com>
Message-ID: <02god4lt61h38ga2843iksql076tofc5n7@4ax.com>
Source record: 2814
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

On Wed, 24 Sep 2008 23:52:27 -0700 (PDT), joecassara@mac.com wrote:

>If anyone has photographs of computer retail setups from the 80s and
>early 90s, I urge you to post them to the web somewhere. It would be
>particularly nice to see the old Sears setups and the showrooms of
>stores local to your home town, for nostalgia.
>

Here in Melbourne Australia where I live, back in the 80s we used to ride our bikes down to Myers (massive dept store) where they had most of the 8bit machines in display. The TI, Sega and Spectrum computers mattered little to us because we were C64 owners and were there to check out the latest game(s) that came in stock. The display computers were all powered up and functioning and the staff almost never left the counter, i guess they figured kids weren't going to buy the hardware so why bother. They would happily open a software package for us to "try" if they thought there was a sale in it though.

What they didn't realise is we often went down there with a copy of Fast Hack'Em, asked to see the latest game then copied it and went home :)

In earlier times before I got my C64, I would go to K-Mart with my parents and while they sought out whatever it was they were going to buy I sat myself down in front of the demo C64 and kept myself busy. After a full year or so of doing that one turned up for Christmas :)

Mike

2426. Re: XL diagnostics

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-26 02:05:45 UTC
From: bill@newbreedsoftware.com
Message-ID: <48dc4379$0$33540$742ec2ed@news.sonic.net>
Source record: 2815

Jason Harmon <jharmon@us.net> wrote:
> This looks like the abbreviations for the labels of the top key row on a
> 1200XL:

> R Ss01234HAB =

Yep.

I always wondered why the left it layed out like that (and with the Fn keys),
when none of the other XLs had them. Weird.

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2427. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-26 02:14:11 UTC
From: "Matt J. McCullar" <mccullar@flash.net>
Message-ID: <VwXCk.1544$be.609@nlpi061.nbdc.sbc.com>
Source record: 2816
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

<joecassara@mac.com> wrote in message
news:a9ceb282-ba09-4a1c-aa0f-a439cad97b12@z66g2000hsc.googlegroups.com...
> If anyone has photographs of computer retail setups from the 80s and
> early 90s, I urge you to post them to the web somewhere. It would be
> particularly nice to see the old Sears setups and the showrooms of
> stores local to your home town, for nostalgia.

Don't have pictures but do have plenty of memories.

The store called Video Concepts in Hulen Mall in southwest Fort Worth always had an Atari 800 system set up in the rear of the store, hooked up to a big projection TV with _Star Raiders_ playing. This was in the early to mid 1980s. They also kept the ceiling lights dimmed back there to enhance the effect. I think this is the same store where I also saw audio CDs for sale for the very first time, when they were brand-new. Extremely expensive then. I never bought anything at this store because they were so expensive.

ComputerCraft was a rather large store in a shopping center a couple of miles down the road. They had a few high-end PCs or clones on display there. It was geared more towards the professional business computer user and not kids. The entire store was carpeted and resembled an office environment, IIRC. (Back then an IBM PC XT with a 10 MB hard disk cost well over $2,500!) Today that store, if not the entire chain, is long gone.

I used to haunt the local Radio Shack because they almost always had some computers up and running on the showroom floor. Usually it was the Color Computer. At this time (early 1980s), RS also sold some books filled with short BASIC programs. I enjoyed typing those into the demo units.

2428. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-26 02:38:50 UTC
From: Sam Gillett <sgillettnospam@diespammergte.net>
Message-ID: <_WXCk.1510$Jw.1493@nwrddc02.gnilink.net>
Source record: 2817
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

"Impmon" <impmon@tds.net> wrote ...

> On Thu, 25 Sep 2008 06:23:26 -0700 (PDT), David Murray
> <adric22@yahoo.com> wrote:
>
>> BEST, Service Merchandise,
>
> Now those were decent stores with hands on displays. Shame both went
> out of business long ago.
>
> Tell me if the Best store in Ann Arbor/Ypsilanti area on Carpenter
> road still have their sign up by the road? it was still up 3 years
> ago, a good 20 years after the store closed.

Some of the Best stores in Texas are still open. However, K-Mart closed all
of their Texas stores several years ago. Service Merchandise is gone too.

In this area, Montgomery Ward used to have good computer displays set up.
They are gone too. :-(
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

2429. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-26 02:38:50 UTC
From: Sam Gillett <sgillettnospam@diespammergte.net>
Message-ID: <_WXCk.1511$Jw.889@nwrddc02.gnilink.net>
Source record: 2818
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

"David Murray" <adric22@yahoo.com> wrote ...
>
> Unfortunately, none of the stores ever had any software running on
> them, so I usually just played in BASIC on the Commodore units.
> Sometimes I'd write programs and leave them running for other
> customers to find.

I used to type in a program something like this (C128 version)

```
10 SCNCLR
20 PRINT "TYPE YOUR NAME AND PRESS RETURN"
30 INPUT A$
40 PRINT A$+" ";
50 GOTO 40
```

The fun was in lurking nearby to watch as someone fell for the bait. First they would stare in awe as their name filled the screen. Most had no idea how to stop the programs endless loop. Then as their name continued to scroll all over the screen, many would become nervous, thinking they had broken the computer.

Some would sneak away as if trying to escape before their blunder was discovered. An occasional honest soul would ask the clerk if they would have to pay for the computer they had just broken.

Some of the clerks were wise to me, and would grin at the customer, then point at me and tell the customer, "I saw him playing with the computer just before you came along. I think he may have done it!"

Computers were more fun back then. ;-)
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

2430. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-26 02:55:07 UTC
From: David Murray <adric22@yahoo.com>
Message-ID: <c6dcf235-6016-4357-9dd6-0b6821285ede@w24g2000prd.googlegroups.com>
Source record: 2819
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

> The store called Video Concepts in Hulen Mall in southwest Fort Worth always
> had an Atari 800 system set up in the rear of the store, hooked up to a big

You must live very near me. I live a few miles from that very mall.
But I never went there as a kid because my parents never went there.
So I have never sen the display you are taking about.

2431. Re: WTB: INSHAPE

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-26 03:03:24 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <60d88d2c-afb9-4604-a64e-b608775b37ba@p31g2000prf.googlegroups.com>
Source record: 2820
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Sep 25, 12:48 pm, "Bill Garber" <willy4...@comcast.net> wrote:
> "Rick Cortese" <ricor...@earthlink.net> wrote in
messagenews:irqdncRXGLKee0bVnZ2dnUVZ_o7inZ2d@earthlink.com...
> > phantomm_1 wrote:
>
> >>>"Rick Cortese" <ricor...@earthlink.net> wrote in message>
>
> >> *Trash Taken Out*
>
> >>>You have no intention of giving me my cartridge back,
> >>>Rick
> >> *
> >> I've done a little research, apparently you thought I didn't know anyone
> >> or anything.
> >> Last time I am going to attempt to return this cartridge to you.
> >> If you want it returned then you must send me your snail mail address.
> >> Call it a Security Measure or what-ever you want.
> >> I will not return it without you providing a address.
> >> If you do not send/post the address then you can blame no one
> >> but yourself. I'm done with this.
> >> *
> > Rick Cortese
> > 20802 Laurel Drive
> > Los Gatos, CA 95033
>
> WTG!
>
> Now your SS# if you please. ;-) Just kiddin'
>
> Bill Garber from GS-Electronicshttp://www.garberstreet.com
>
> "If you wish to forget anything on the spot,
> make a note that this thing is to be remembered."
> (Edgar Allen Poe)- Hide quoted text -
>
> - Show quoted text -

Heck, I'm in the phone book!<grin>

Not exactly a public person but not very hard to find because of my
career, memberships, and posts. I mean I've posted I was a member of
BAAUG, SLCC, visited Mike at FTE in Scott's Valley, Met both Wooley
and Wilkinson, worked for Alza, et cetera. Can't get much more SF Bay
area then that. Patents even list my city of residence too.

Rick

2432. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-26 03:20:12 UTC
From: Rik <Rik1138@nowhere.net>
Message-ID: <50lod4dstr89dm21ub9cfh6qtk1absbch3@4ax.com>
Source record: 2821
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

On 25 Sep 2008 22:12:37 GMT, bill@newbreedsoftware.com (Bill Kendrick)
wrote:

>In comp.sys.atari.8bit Impmon <impmon@tds.net> wrote:
>> Tell me if the Best store in Ann Arbor/Ypsilanti area on Carpenter
>> road still have their sign up by the road? it was still up 3 years
>> ago, a good 20 years after the store closed.
>
>Was that the same BEST as this?
>
> http://www.best-electronics-ca.com/
>
>They're still down in San Jose. I sadly failed to go visit them during
>business hours during the coupla years I lived near SJ.

No, that's a different company. Best was (is?) a department/catalog
store sort of like Sears, etc, just not quite as big. I think central
states only? I'm not sure how far east/west they spread. They were
well known for some of their very unusual buildings. One in Houston,
TX looked like it was falling down. Big pile of bricks tumbling down
from the top of the building and such.

There's another one that from the outside the building looked like it
was sinking into the ground on one corner and was tipped about 5-10
degrees. Crazy architecture... The buildings were featured on an
episode of Ripley's or That's Incredible or something like that back
in the 80's...

Best Electronics I think has always been just the one company in CA...

Rik

2433. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-26 03:23:06 UTC
From: Rik <Rik1138@nowhere.net>
Message-ID: <h7lod49aaaeenqnf29kvv0d00l8g2i6ahh@4ax.com>
Source record: 2822
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

On Fri, 26 Sep 2008 02:38:50 GMT, "Sam Gillett"
<sgillettnospam@diespammergte.net> wrote:

>
>"David Murray" <adric22@yahoo.com> wrote ...
>>
>> Unfortunately, none of the stores ever had any software running on
>> them, so I usually just played in BASIC on the Commodore units.
>> Sometimes I'd write programs and leave them running for other
>> customers to find.
>
>I used to type in a program something like this (C128 version)
>
>10 SCNCLR
>20 PRINT "TYPE YOUR NAME AND PRESS RETURN"
>30 INPUT A$
>40 PRINT A$+" ";
>50 GOTO 40

I can still remember the first computer program I ever learned:

10 PRINT "WELCOME TO RADIO SHACK";
20 GOTO 10

:)

The RS I used to hang out at all the time always had that scrolling
diagonally across the screen of the demo model TRS-80 Model 1. I
actually had to write it down so I wouldn't forget it... I probably
still have the piece of paper somewhere.

Rik

2434. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-26 04:01:32 UTC
From: larry@portcommodore.com
Message-ID: <672583a9-24af-425f-8a32-0202933ee4fb@a29g2000pra.googlegroups.com>
Source record: 2823
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

On Sep 24, 11:52 pm, joecass...@mac.com wrote:
> If anyone has photographs of computer retail setups from the 80s and
> early 90s, I urge you to post them to the web somewhere. It would be
> particularly nice to see the old Sears setups and the showrooms of
> stores local to your home town, for nostalgia.

I can go back a few years more and recall the Santa Rosa Computer Center (I think that's what it was called), BYTE Shop and ComputerLand (when they had Ataris and PETs) A lot of various computers S100s, Ataris, PETs, Compucolor (ooohhh such nice color back then, even the keys were colorful!), and Apple [[s. Tons of cool computer books and magazines and uber cool devices like wide carriage dot matrix printers and flatbed pen plotters. Also the full wall wallpaper of the moon (lunar surface and forest scene wallpaper was one of those 80s fads) at one had a dot-matrix mural of the moon. Those got my introduction to creative computing magazine and BASIC computer Games.

I used to write BASIC demos on the Sears/Kmart 64s, while my folks were shopping something like:

```
10 for x = 0 to 25
20 ? tab(x);:? "Larry Was Here"
30 next
40 for x = 25 to 0 step -1
50 ? tab(x);:"Larry Was Here"
70 next
```

Later on I had memorized how to code a sine wave and would write a sine messages instead of a zig zag, also changing text color, etc.

One xmas we went to my brother's place in Oregon and I got to get to play an Atari 800 w/ Asteroids and Missile Command at a store (most didn't have Ataris as accessible as 64s), that was something. I also remember in the same mall there was an arcade with tail gunner and some other great Cinematronic games (new then, classic now)

2435. Tux Paint on TV

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-26 04:46:32 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <48DC6928.B28E5BCC@a8maestro.com>
Source record: 2824

Hi,
I uploaded a segment I captured. It has my show at the beginning, Tux Paint at the end. I can make a Tux Paint only version fro the source file. About 7.5 megs.

http://morethangames.a8maestro.com/shopics/gamer-news8.avi

Rick D.

Bill Kendrick wrote:

> Rick D <a8maestro@a8maestro.com> wrote:
> > > "Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
> > > Download it today! http://www.tuxpaint.org/
> >
> > My local news station just had a segment on this software.
> >
> Gasp! Tell me more!
> >
> (PS - I often mention Atari 8-bit and C=64 art software as influences :))
> >
> --
> -bill!
> "Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
> Download it today! http://www.tuxpaint.org/

--
ï¿½ï¿½à¡±ï¿½

2436. 130XE Keyboard Socket

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-26 05:26:58 UTC
From: Edward Goodsmith <egoods@gmail.com>
Message-ID: <be1f0e7c-103d-486e-a89b-a4490808bbf6@t54g2000hsg.googlegroups.com>
Source record: 2825

The keyboard on my 130XE wasn't responding to quite a few inputs,
using a wire to see if it was the connector I concluded that yes, the
connector was broken, I can't get my fiberglass pen down inside there
to clean it and contact cleaner didn't work. I'm thinking I want to
replace the connector but I have no idea what to search for, would it
be called a 24 pin ribbon cable socket? or something similar to that?
or am I totally wrong with what it's called. And yes, I checked all
the traces on the Mylar thing, they seem to all be in working order.
Thanks for any help!

2437. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-26 05:49:09 UTC
From: David Haynes <dlh@bombjack.org>
Message-ID: <b5tod49k357cp42gmvrp3l62d132sfkehp@4ax.com>
Source record: 2826
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

I worked at a computer store in Germany on Ramstein AB. The Audio/Photo Center.

We had Vextrex, Kaypro, Zenith Z-100, Z-150, Apple IIe, IIC, C64, Epson and a few others, but of
course the commodore 64 was my choice.

I used to put up a color bar program. With the Apple IIC and the crappy little green monitor, we
always sold out of Commodore equipment before anything else.

```
10 PRINT"{Clr Screen}{Rev On}";:FOR x = 0 to 15:POKE 646,x:FOR y = 0 to 39:print
"{Space}";:next y,x
```

16 rows of color bars

Nice one liner that sold many a 64 back in the day. Not to mention the disk of the day I would
leave in the 1541 which of course had a disk copier on it....

Nice subject on this thread. It brings back a lot of good memories.

Keep the stories coming.

David Haynes
dlh@bombjack.org

www.bombjack.org

On Thu, 25 Sep 2008 21:01:32 -0700 (PDT), larry@portcommodore.com wrote:

>On Sep 24, 11:52 pm, joecass...@mac.com wrote:
>> If anyone has photographs of computer retail setups from the 80s and
>> early 90s, I urge you to post them to the web somewhere. It would be
>> particularly nice to see the old Sears setups and the showrooms of
>> stores local to your home town, for nostalgia.
>
>I can go back a few years more and recall the Santa Rosa Computer
>Center (I think that's what it was called), BYTE Shop and ComputerLand
>(when they had Ataris and PETs) A lot of various computers S100s,
>Ataris, PETs, Compucolor (ooohhh such nice color back then, even the
>keys were colorful!), and Apple [[s. Tons of cool computer books and
>magazines and uber cool devices like wide carriage dot matrix printers
>and flatbed pen plotters. Also the full wall wallpaper of the moon
>(lunar surface and forest scene wallpaper was one of those 80s fads)
>at one had a dot-matrix mural of the moon. Those got my introduction
>to creative computing magazine and BASIC computer Games.
>

>I used to write BASIC demos on the Sears/Kmart 64s, while my folks
>were shopping something like:
>
>10 for x = 0 to 25
>20 ? tab(x);:? "Larry Was Here"
>30 next
>40 for x = 25 to 0 step -1
>50 ? tab(x);:"Larry Was Here"
>70 next
>
>Later on I had memorized how to code a sine wave and would write a
>sine messages instead of a zig zag, also changing text color, etc.
>
>One xmas we went to my brother's place in Oregon and I got to get to
>play an Atari 800 w/ Asteroids and Missile Command at a store (most
>didn't have Ataris as accessible as 64s), that was something. I also
>remember in the same mall there was an arcade with tail gunner and
>some other great Cinematronic games (new then, classic now)

2438. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-26 08:48:11 UTC
From: Merman <andrewrfisher@yahoo.com>
Message-ID: <3a1cb916-938e-4917-83ec-3de77f1a7f58@k7g2000hsd.googlegroups.com>
Source record: 2827
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

On Sep 25, 7:52 am, joecass...@mac.com wrote:
> If anyone has photographs of computer retail setups from the 80s and
> early 90s, I urge you to post them to the web somewhere. It would be
> particularly nice to see the old Sears setups and the showrooms of
> stores local to your home town, for nostalgia.

Here in the UK your best bet for playing on machines was the
independent computer shops. One of my particular memories of shopping
in a major chain - Boots the chemists, whose larger stores used to
have an electronics section - is of setting off the "trembler" alarm
attached to a C64 and its Music Expansion System. Very high-pitched.

I nearly missed the bus home once because I was too busy playing Mr Do
on the Atari 800XL in that store, too...

2439. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-26 12:20:56 UTC
From: David Murray <adric22@yahoo.com>
Message-ID: <64362496-4bdd-4a1e-97b2-fd502ab98a91@y38g2000hsy.googlegroups.com>
Source record: 2828
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

On Sep 26, 12:49 am, David Haynes <d...@bombjack.org> wrote:
> I worked at a computer store in Germany on Ramstein AB. The Audio/Photo Center.
>
> We had Vextrex, Kaypro, Zenith Z-100, Z-150, Apple IIe, IIC, C64, Epson and a few others, but of
> course the commodore 64 was my choice.

For some reason I didn't think the 8-bit apple line was sold in
Europe.. Guess I was wrong.

2440. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-26 15:07:27 UTC
From: Anssi Saari <as@sci.fi>
Message-ID: <vg3iqsjhro0.fsf@omppu.modeemi.cs.tut.fi>
Source record: 2829
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

David Murray <adric22@yahoo.com> writes:

> For some reason I didn't think the 8-bit apple line was sold in
> Europe.. Guess I was wrong.

I have vague memories of watching someone play Hitchhiker's Guide to the Galaxy on some kind of Apple back when... In Finland. But I don't think Apples sold that well here, with the usual "Europe pays double" pricing they must've been really expensive...

2441. Re: 130XE Keyboard Socket

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-26 16:45:34 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <-MidnYLi3cUnjEDVnZ2dnUVZ_vSdnZ2d@earthlink.com>
Source record: 2830

Edward Goodsmith wrote:
> The keyboard on my 130XE wasn't responding to quite a few inputs,
> using a wire to see if it was the connector I concluded that yes, the
> connector was broken, I can't get my fiberglass pen down inside there
> to clean it and contact cleaner didn't work. I'm thinking I want to
> replace the connector but I have no idea what to search for, would it
> be called a 24 pin ribbon cable socket? or something similar to that?
> or am I totally wrong with what it's called. And yes, I checked all
> the traces on the Mylar thing, they seem to all be in working order.
> Thanks for any help!

Some people have bought the silver paint pens and used them to repair
the traces. Stuff I used was from a guy on eBay. It is just ~finger nail
polish bottle and brush. Kind of pricey but the guy gives good service
and the stuff works.

Rick

2442. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-26 19:27:17 UTC
From: David Murray <adric22@yahoo.com>
Message-ID: <46640f55-e5ec-40a1-a1cb-42c90993d226@34g2000hsh.googlegroups.com>
Source record: 2831
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

> I have vague memories of watching someone play Hitchhiker's Guide to
> the Galaxy on some kind of Apple back when... In Finland. But I don't
> think Apples sold that well here, with the usual "Europe pays double"
> pricing they must've been really expensive...

Well, they were already double or triple the cost of a comparible
Commodore 8-bit setup, so if they were sold for double in Europe, then
I can't imagine how much they would have cost.

2443. Re: XL diagnostics

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-26 21:38:51 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <b304bf91-a62c-49e5-b3e7-ebec3a6cc599@m45g2000hsb.googlegroups.com>
Source record: 2832

On Sep 25, 9:49 pm, "Jason Harmon" <jhar...@us.net> wrote:
> "ricortes" <ricor...@earthlink.net> wrote in message
>
> news:a24cf500-223c-4308-9706-7323b273cd9d@s9g2000prg.googlegroups.com...
>
>
>
>
>
> > Having a rough day. Mozzilla on my main computer lost its mind and XP
> > now thinks it is a new install and wants to be registered.
>
> > I mention this only because I am posting from google in case anyone
> > wonders.
>
> > I have hacked every OS on my 800XLs so the only one I have that is
> > stock is a recently returned to service 800XL with the bottom sticker
> > ATARI
> > WORKING SAMPLE FOR
> > ATARI 800XL COMPUTER
> > Chelco Group of Companies
> > Anyway, above the standard qwerty layout for the keyboard test there
> > are the letters
> > R Ss01234HAB
>
> > Is this a standard thing for self test? A ROM I.D. or something?
>
> > Rick
>
> This looks like the abbreviations for the labels of the top key row on a
> 1200XL:
>
> R Ss01234HAB =
>
> Reset
> Start
> Select
> Option
> F1
> F2
> F3
> F4
> Help
> Atari Key (Inverse Video)

> Break- Hide quoted text -
>
> - Show quoted text -

The self-help program was originally written for the 1200XL, and when Atari redesigned it as the 600XL/800XL computers, the program was never fixed... although they made damn sure to remove the Easter egg that was originally in it :/

http://www.digitpress.com/eastereggs/a48xlxe.htm

2444. Re: Tux Paint on TV

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-26 22:45:35 UTC
From: bill@newbreedsoftware.com
Message-ID: <48dd660f$0$33578$742ec2ed@news.sonic.net>
Source record: 2833

Rick D <a8maestro@a8maestro.com> wrote:
> Hi,
> I uploaded a segment I captured. It has my show at the beginning, Tux Paint at the
> end. I can make a Tux Paint only version fro the source file. About 7.5 megs.

> http://morethangames.a8maestro.com/shopics/gamer-news8.avi

Sweet! Downloading now, thx.

-bill!

2445. Re: WTB: INSHAPE

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-26 22:50:40 UTC
From: bill@newbreedsoftware.com
Message-ID: <48dd6740$0$33578$742ec2ed@news.sonic.net>
Source record: 2834
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In comp.sys.atari.8bit ricortes <ricortes@earthlink.net> wrote:
> Heck, I'm in the phone book!<grin>

Heh. Excuse me for not stalking you. ;)

FWIW, I'll be down in the Bay Area for the Google Summer of Code
'Mentor Summit' in late October. Maybe we can grab coffee or something.

Or... maybe I should just plan a separate trip. (I'm a bit of an over-planner,
and end up trying to do way too many things at the same time, rather than just
make a couple of separate, focused trips. :))

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2446. Re: Tux Paint on TV

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-26 23:07:19 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <XdadnY6J3aX59kDVnZ2dnUVZ_sTinZ2d@comcast.com>
Source record: 2835

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:48dd660f$0$33578$742ec2ed@news.sonic.net...
> Rick D <a8maestro@a8maestro.com> wrote:
>> Hi,
>> I uploaded a segment I captured. It has my show at the beginning, Tux Paint at the
>> end. I can make a Tux Paint only version fro the source file. About 7.5 megs.
>
>> http://morethangames.a8maestro.com/shopics/gamer-news8.avi
>
> Sweet! Downloading now, thx.
>
> -bill!

It tells me it can't find it. 404 error.

Bill Garber from GS-Electronics
http://www.garberstreet.com

"If you wish to forget anything on the spot,
make a note that this thing is to be remembered."
(Edgar Allen Poe)

2447. Re: 130XE Keyboard Socket

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-26 23:39:11 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <KoeDk.1868$c45.1253@nlpi065.nbdc.sbc.com>
Source record: 2836

"Edward Goodsmith"
> the traces on the Mylar thing, they seem to all be in working order.
> Thanks for any help!
You're talking about the ribbon socket on the
motherboard, I think. Best electronics probably
has them. It would require some really delicate
de-soldering and soldering, the 130XE motheboard
is very delicate.
Google Best electronics, Good luck.

2448. Re: 130XE Keyboard Socket

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-27 00:09:34 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <nqCdnVwJMLZn5EDVnZ2dnUVZ_judnZ2d@comcast.com>
Source record: 2837

"Russg" <russgilb@MUNGEsbcyahoo.net> wrote in message
news:KoeDk.1868$c45.1253@nlpi065.nbdc.sbc.com...
>
> "Edward Goodsmith"
>> the traces on the Mylar thing, they seem to all be in working order.
>> Thanks for any help!
> You're talking about the ribbon socket on the
> motherboard, I think. Best electronics probably
> has them. It would require some really delicate
> de-soldering and soldering, the 130XE motheboard
> is very delicate.
> Google Best electronics, Good luck.

Uh, he may want to consider having a professional
work on that, or see if he can pick up another
motherboard instead. They are hell to work on.

Bill Garber from GS-Electronics
http://www.garberstreet.com

"If you wish to forget anything on the spot,
make a note that this thing is to be remembered."
(Edgar Allen Poe)

2449. Re: 130XE Keyboard Socket

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-27 01:22:48 UTC
From: Edward Goodsmith <egoods@gmail.com>
Message-ID: <45ce87b7-3bb4-427a-8838-c3bae33f478f@m3g2000hsc.googlegroups.com>
Source record: 2838

On Sep 26, 8:09 pm, "Bill Garber" <willy4...@comcast.net> wrote:
> "Russg" <russg...@MUNGEsbcyahoo.net> wrote in
messagenews:KoeDk.1868$c45.1253@nlpi065.nbdc.sbc.com...
>
> > "Edward Goodsmith"
> >> the traces on the Mylar thing, they seem to all be in working order.
> >> Thanks for any help!
> > You're talking about the ribbon socket on the
> > motherboard, I think. Best electronics probably
> > has them. It would require some really delicate
> > de-soldering and soldering, the 130XE motheboard
> > is very delicate.
> > Google Best electronics, Good luck.
>
> Uh, he may want to consider having a professional
> work on that, or see if he can pick up another
> motherboard instead. They are hell to work on.
>
> Bill Garber from GS-Electronicshttp://www.garberstreet.com
>
> "If you wish to forget anything on the spot,
> make a note that this thing is to be remembered."
> (Edgar Allen Poe)

I've restored a bunch of classic arcade machines (Dig Dug was HELL).
So I'm pretty skilled in soldering/de-soldering... I managed to find a
connector from B & C electronics (myatari.com) so problem should
(hopefully) be solved.

2450. Re: 130XE Keyboard Socket

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-27 01:48:29 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <Xu2dnauaBPW0DEDVnZ2dnUVZ_q7inZ2d@comcast.com>
Source record: 2839

"Edward Goodsmith" <egoods@gmail.com> wrote in message
news:45ce87b7-3bb4-427a-8838-c3bae33f478f@m3g2000hsc.googlegroups.com...
On Sep 26, 8:09 pm, "Bill Garber" <willy4...@comcast.net> wrote:
> "Russg" <russg...@MUNGEsbcyahoo.net> wrote in
messagenews:KoeDk.1868$c45.1253@nlpi065.nbdc.sbc.com...
>
> > "Edward Goodsmith"
> >> the traces on the Mylar thing, they seem to all be in working order.
> >> Thanks for any help!
> > You're talking about the ribbon socket on the
> > motherboard, I think. Best electronics probably
> > has them. It would require some really delicate
> > de-soldering and soldering, the 130XE motheboard
> > is very delicate.
> > Google Best electronics, Good luck.
>
> Uh, he may want to consider having a professional
> work on that, or see if he can pick up another
> motherboard instead. They are hell to work on.

< I've restored a bunch of classic arcade machines
< (Dig Dug was HELL). So I'm pretty skilled in
< soldering/de-soldering... I managed to find a
< connector from B & C electronics (myatari.com)
< so problem should (hopefully) be solved.

Good Job!, let us know.

Yeah, I've gotten stuff from them also.

I was just saying the other day how well the Atari8
systems are supported compared to other ones. It is
very surprising what you can still get for the older
platforms.

Bill Garber from GS-Electronics
http://www.garberstreet.com

"If you wish to forget anything on the
spot, make a note that this thing is to
be remembered." (Edgar Allen Poe)

2451. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-27 04:27:01 UTC
From: "Matt J. McCullar" <mccullar@flash.net>
Message-ID: <cCiDk.1098$pr6.290@flpi149.ffdc.sbc.com>
Source record: 2840
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

> Some of the Best stores in Texas are still open. However, K-Mart closed
all
> of their Texas stores several years ago. Service Merchandise is gone too.
>
> In this area, Montgomery Ward used to have good computer displays set up.
> They are gone too. :-(

The Montgomery Ward store in Hulen Mall in Fort Worth was the only place I ever saw a Bally Astrocade home video game system set up and turned on.

You may remember that Sears used to be the 800-pound gorilla in the shopping world, and if you wanted to sell anything at Sears, it had to have their name on it. That's why Atari manufactured the "Sears Tele-Games System" or whatever they called it, which was just an Atari VCS with a different label slapped on it. Nobody was really fooled, and I think I may have seen one such system set up for play in one of their stores at what was then called Seminary South mall in Fort Worth. But our family never had any pleasant memories of dealing with Sears, and for us Sears was just something we walked through in order to get to the rest of the mall. (Come to think of it, I can say the same thing about the Montgomery Ward store at Hulen Mall.)

When I grew older I went to work in a Sears service center, repairing various electronic items. Much of the stuff that came in for repair arrived from various Sears stores, and they were either customer items or devices that still belonged to the stores but hadn't been sold yet (or were showroom demos). VCRs were still pricey enough to warrant repair back then. We never fixed any video games, but I do recall seeing some very strange, early attempts at custom word-processors that we had to fix. I have no information on any of these, unfortunately. But I feel sorry for the poor dopes who bought them. Not compatible with anything else on planet Earth, and totally useless now. Some even used their own custom forms of floppy diskettes. These were self-contained computers, with their own internal video monitors.

I think it was a BEST store by Ridgmar Mall on Fort Worth's west side where I bought my first electronic typewriter in the mid-1980s. I'd saved up some money (I was still in high school and not rolling in cash) and bought an Olivetti Praxis 20. It used a daisy wheel with film ribbons to allow you to back up and correct mistakes, but it was no computer by today's standards; no video display or anything. But I didn't do my homework before I plunked down the cash; I did not realize until I got it home that those ribbons were not re-usable. One ribbon was good for about 20 pages, and that was it. If that wasn't bad enough, I also discovered that replacement ribbons were available ONLY from that BEST store! Nobody else in town carried them. And

BEST only had a few extras on hand at any given time. I eventually was able to buy a cloth-ribbon cartridge, which was re-usable, but the experience turned me off on BEST and Olivetti products forever. When the typewriter eventually broke I took it completely apart and salvaged it for parts. Taught me a bitter lesson. The store closed long ago and I don't miss it one bit.

2452. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-27 04:35:56 UTC
From: "Matt J. McCullar" <mccullar@flash.net>
Message-ID: <zKiDk.1100$pr6.716@flpi149.ffdc.sbc.com>
Source record: 2841
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

"David Murray" <adric22@yahoo.com> wrote in message
news:c6dcf235-6016-4357-9dd6-0b6821285ede@w24g2000prd.googlegroups.com...
>

> You must live very near me. I live a few miles from that very mall.
> But I never went there as a kid because my parents never went there.
> So I have never sen the display you are taking about.

Today I live in Arlington, TX, but my parents still live near Hulen Mall. But I haven't been inside the mall for ages. My sister used to work at the Hulen 6 movie theater, which has since been closed and boarded up. The mall has been expanded at least once since I was a youngster, too. I seriously doubt that Video Concepts is still there, given the horrendous turnover of stores in malls. Hulen Mall opened in 1977. I don't think there's a single original tenant left in there. Stores come and go. There used to be a video game store on the second floor where I sometimes bought Atari 2600 cartridges, but at the time I couldn't afford the $50 they wanted for the "Le Stick" Atari 2600 joystick that used mercury switches and allowed you to play games in midair. I have no idea what video game stores are in Hulen Mall now.

When the Atari 5200 system came out, the only place I could find that carried it was Toys R Us at I-30 and Cherry Lane, on the west side near Ridgmar Mall. Is that Toys R Us still there?

There used to be a good computer store on Camp Bowie Blvd. where I actually plunked down the money to buy a software package for my Tandy 1000 computer (an IBM PC clone). Can't remember the name of the store but I bought a copy of a word processor called "Professional Write 2.0." Can't remember how much it was, but it had to have been good for me to go out and buy it. Still have it on the shelf, too, with the 5.25" and 3.5" floppies inside. :) Haven't used it in many moons, however. Too sentimental to get rid of it. I started out on WordPerfect but my pirated copy started acting strange. I got my money's worth out of "Professional Write," however.

2453. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-27 05:40:56 UTC
From: Sam Gillett <sgillettnospam@diespammergte.net>
Message-ID: <IHjDk.220$kI6.39@nwrddc01.gnilink.net>
Source record: 2842
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

"Matt J. McCullar" <mccullar@flash.net> wrote ...
>
> There used to be a good computer store on Camp Bowie Blvd. where I actually
> plunked down the money to buy a software package for my Tandy 1000 computer
> (an IBM PC clone). Can't remember the name of the store but I bought a
> copy of a word processor called "Professional Write 2.0." Can't remember
> how much it was, but it had to have been good for me to go out and buy it.
> Still have it on the shelf, too, with the 5.25" and 3.5" floppies inside.
> :) Haven't used it in many moons, however. Too sentimental to get rid of
> it. I started out on WordPerfect but my pirated copy started acting
> strange. I got my money's worth out of "Professional Write," however.

I remember Professional Write. A copy came packaged with an XT Clone that I
bought. One thing I liked about it was that it could take full advantage of
the proportional fonts in my Epson printer. Or on the other end of the
spectrum, it could print to file and create a nicely formatted pure ASCII
file which could be easily converted to a nice looking CBM text file. I'll
hazard a guess that such files would be easy to convert to an Atari format
also.
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

2454. Re: WTB: INSHAPE

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-27 05:44:41 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <Mp6dnT4nJNjOVUDVnZ2dnUVZ_hmdnZ2d@earthlink.com>
Source record: 2843
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Bill Kendrick wrote:
> In comp.sys.atari.8bit ricortes <ricortes@earthlink.net> wrote:
>
>>Heck, I'm in the phone book!<grin>
>
>
> Heh. Excuse me for not stalking you. ;)
>
> FWIW, I'll be down in the Bay Area for the Google Summer of Code
> 'Mentor Summit' in late October. Maybe we can grab coffee or something.
>
> Or... maybe I should just plan a separate trip. (I'm a bit of an over-planner,
> and end up trying to do way too many things at the same time, rather than just
> make a couple of separate, focused trips. :))
>

Sure, Starbucks is good for me or whatever is local. I'm guessing summit
will be in Mt. View? That'll give me a month to get a functioning 1200XL
for you.

Rick

2455. Some works in progress

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-27 08:58:39 UTC
From: bill@newbreedsoftware.com
Message-ID: <48ddf5bf$0$33575$742ec2ed@news.sonic.net>
Source record: 2844

Thanks, Wikipedia and Youtube! Just now, I discovered two new games
being developed for the Atari XL. Conversions of "Bombjack" and
"Outrun". Both look great.

I should go check how that Space Harrier conversion is coming along. :)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2456. Re: Tux Paint on TV

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-27 09:11:54 UTC
From: bill@newbreedsoftware.com
Message-ID: <48ddf8da$0$33575$742ec2ed@news.sonic.net>
Source record: 2845

Bill Garber <willy46pa@comcast.net> wrote:
> >> http://morethangames.a8maestro.com/shopics/gamer-news8.avi
> >
> > Sweet! Downloading now, thx.
> >
> > -bill!

> It tells me it can't find it. 404 error.

Me too, but I figured out he meant "showpics" not "shopics". ;)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2457. Re: WTB: INSHAPE

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-27 09:12:35 UTC
From: bill@newbreedsoftware.com
Message-ID: <48ddf903$0$33575$742ec2ed@news.sonic.net>
Source record: 2846
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In comp.sys.atari.8bit Rick Cortese <ricortes@earthlink.net> wrote:
> Sure, Starbucks is good for me or whatever is local. I'm guessing summit
> will be in Mt. View? That'll give me a month to get a functioning 1200XL
> for you.

Oh, if we can, let's go to Prolific Oven in Palo Alto. Best mocha I've
ever had anywhere. :)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2458. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-27 13:02:04 UTC
From: Dombo <dombo@disposable.invalid>
Message-ID: <48de2ee4$0$24429$5fc3050@news.tiscali.nl>
Source record: 2847
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

David Murray schreef:
>> I have vague memories of watching someone play Hitchhiker's Guide to
>> the Galaxy on some kind of Apple back when... In Finland. But I don't
>> think Apples sold that well here, with the usual "Europe pays double"
>> pricing they must've been really expensive...
>
> Well, they were already double or triple the cost of a comparible
> Commodore 8-bit setup, so if they were sold for double in Europe, then
> I can't imagine how much they would have cost.

They were sold in Europe (at least in the Netherlands), but one had to
look real hard to find a shop that sold Apple computers. Apple wasn't
nearly as popular as Commodore, MSX, Atari and even Sinclair in this area.

2459. Re: Tux Paint on TV

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-27 15:19:11 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <YsudnWUQnsK60kPVnZ2dnUVZ_oPinZ2d@comcast.com>
Source record: 2848

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:48ddf8da$0$33575$742ec2ed@news.sonic.net...
> Bill Garber <willy46pa@comcast.net> wrote:
>> >> http://morethangames.a8maestro.com/shopics/gamer-news8.avi
>> >
>> > Sweet! Downloading now, thx.
>> >
>> > -bill!
>>
>> It tells me it can't find it. 404 error.
>>
> Me too, but I figured out he meant "showpics" not "shopics". ;)

I prolly cood'a two, butt, I'm tired of figgerin' out
uther peeple's skrewups. ;-)

Bill Garber from GS-Electronics
http://www.garberstreet.com

"If you wish to forget anything on the
spot, make a note that this thing is to
be remembered." (Edgar Allen Poe)

2460. August winner/September prize

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-27 16:34:13 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2008.09.27.16.34.13.433526@suddenlink.net>
Source record: 2849

Greetings everyone!

Here is the lucky winner for August 2008 at The DarkForce! BBS:

August 2008
1. kb7sqi - wins the partially populated Mega STe motherboard
with TOS 2.06 ROMs (courtesy of Techie_Allison)

Also, here is September's prize:

September 2008
1. ST Magazine - some lucky Atari caller will win a free 3 magazine
subscription.

Congratulations to our winner, and good luck to this months callers!

:)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

2461. Re: XL diagnostics

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-27 17:06:08 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <k5ednd9ooNC99UPVnZ2dnUVZ_oninZ2d@earthlink.com>
Source record: 2850

super_stonic@yahoo.com wrote:

> On Sep 25, 9:49 pm, "Jason Harmon" <jhar...@us.net> wrote:
>
>>"ricortes" <ricor...@earthlink.net> wrote in message
>>
>>news:a24cf500-223c-4308-9706-7323b273cd9d@s9g2000prg.googlegroups.com...
>>
>>
>>
>>
>>
>>
>>>>Having a rough day. Mozzilla on my main computer lost its mind and XP
>>>>now thinks it is a new install and wants to be registered.
>>
>>>>I mention this only because I am posting from google in case anyone
>>>>wonders.
>>
>>>>I have hacked every OS on my 800XLs so the only one I have that is
>>>>stock is a recently returned to service 800XL with the bottom sticker
>>>>ATARI
>>>>WORKING SAMPLE FOR
>>>>ATARI 800XL COMPUTER
>>>>Chelco Group of Companies
>>>>Anyway, above the standard qwerty layout for the keyboard test there
>>>>are the letters
>>>>R Ss01234HAB
>>
>>>>Is this a standard thing for self test? A ROM I.D. or something?
>>
>>>>Rick
>>
>>This looks like the abbreviations for the labels of the top key row on a
>>1200XL:
>>
>> R Ss01234HAB =
>>
>>Reset
>>Start
>>Select
>>Option
>>F1
>>F2

>>F3
>>F4
>>Help
>>Atari Key (Inverse Video)
>>Break- Hide quoted text -
>>
>>- Show quoted text -
>
>
> The self-help program was originally written for the 1200XL, and when
> Atari redesigned it as the 600XL/800XL computers, the program was
> never fixed... although they made damn sure to remove the Easter egg
> that was originally in it :/
>
> http://www.digitpress.com/eastereggs/a48xlxe.htm

Thanks for the link.

Foggy memory but there may have been one other 'in house' 1200XL OS ROM.
I seem to recall booting a 1200XL about 10 or 15 years ago and it had
maybe six programers and engineers names displayed. I figured it was a
special edition version for the development team. Unfortunately I put
the ROMs some where for safe keeping when I put in an OMNIMON OS and the
chips got lost.

Rick

2462. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-28 16:38:25 UTC
From: "Matt J. McCullar" <mccullar@flash.net>
Message-ID: <3nODk.1596$Rx.39@flpi144.ffdc.sbc.com>
Source record: 2851
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

> I remember Professional Write. A copy came packaged with an XT Clone that
I
> bought. One thing I liked about it was that it could take full advantage
of
> the proportional fonts in my Epson printer. Or on the other end of the
> spectrum, it could print to file and create a nicely formatted pure ASCII
> file which could be easily converted to a nice looking CBM text file.
I'll
> hazard a guess that such files would be easy to convert to an Atari format
> also.

I bought Professional Write because it was very easy to learn and use. You probably heard scary stories about how WordStar was to learn; never even touched that. Professional Write was primitive by today's standards (didn't even use a mouse, I don't think, and had no real graphics capability), but it worked quite well. I really loved the cut & paste feature, and programmed some of my own macros to speed up a few cumbersome processes. There was one tiny bug in the program that irked me a little... if you were writing fiction with characters who spoke a lot, using the Tab key so often would cause the program to think you wanted to change the left margin (I may be wrong about the precise details on this... it's been so long ago).

I forget the name of the company that produced Professional Write. They've probably been bought up, sold, merged, split up, bought up again, stock split, folded, spindled, and mutilated several times by now.

I never owned an Atari home computer simply because they were so expensive at the time. And I wasn't that good at typing out demo BASIC programs on them on store displays. Each type of home computer had its own verion of BASIC, and of course not every single command was necessarily transferable. I do remember seeing some TV commercials for the 400/800 computers, such as a father teaching his son how to speak French with an Atari home computer.

2463. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-29 00:53:14 UTC
From: Sam Gillett <sgillettnospam@diespammergte.net>
Message-ID: <_FVDk.686$Dk4.454@nwrddc02.gnilink.net>
Source record: 2852
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

"Matt J. McCullar" <mccullar@flash.net> wrote ...
>
> I forget the name of the company that produced Professional Write. They've
> probably been bought up, sold, merged, split up, bought up again, stock
> split, folded, spindled, and mutilated several times by now.

The version I have has the following copyright info at the bottom of the
startup screen

Copyright 1989 Software Publishing Corporation
Copyright 1989 M/H Group, Copyright 1989 Soft-Art, Inc.

--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

2464. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-29 18:38:00 UTC
From: Iain
Message-ID: <memo.20080929193815.5320A@ioi.zen.co.uk>
Source record: 2853

In article <64362496-4bdd-4a1e-97b2-fd502ab98a91@y38g2000hsy.googlegroups.com>,
adric22@yahoo.com (David Murray) wrote:

> For some reason I didn't think the 8-bit apple line was sold in
> Europe.. Guess I was wrong.
They were reasonably popular with businesses before the IBM PC came out. Mostly I saw PET's and Apple II's being used in businesses with that Stoneware database and Visicalc.

I know one guy who had an Apple at home, full kit with twin floppies, Z80 card, colour monitor etc and we used to argue weekly at the computer club on Atari v Apple.

Iain
www.practicalpc.co.uk

2465. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-29 18:38:00 UTC
From: Iain
Message-ID: <memo.20080929193816.5320C@ioi.zen.co.uk>
Source record: 2854

In article <46640f55-e5ec-40a1-a1cb-42c90993d226@34g2000hsh.googlegroups.com>,
adric22@yahoo.com (David Murray) wrote:

> *From:* David Murray <adric22@yahoo.com>
> *Date:* Fri, 26 Sep 2008 12:27:17 -0700 (PDT)
> I can't imagine how much they would have cost.
Apple II was about £1000 for the basic machine I believe. An Atari 800 was about
£600, 400 was £300. An 810 was £350. My annual salary at the time was £2000 to put
that into perspective.

Iain
www.practicalpc.co.uk

2466. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-29 20:50:02 UTC
From: bill@newbreedsoftware.com
Message-ID: <48e13f7a$0$33567$742ec2ed@news.sonic.net>
Source record: 2855
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

In comp.sys.atari.8bit Matt J. McCullar <mccullar@flash.net> wrote:
> I never owned an Atari home computer simply because they were so expensive
> at the time. And I wasn't that good at typing out demo BASIC programs on
> them on store displays.

I got my brother's Timex Sinclair 1000 when he got a C=64, and played on
both a little. At Sears(?) one day, I tried to program a little program
in BASIC on an Atari 800XL or 600XL, and because I didn't know about the
string restriction (you need to DIMension them first), the program didn't
run, so I thought "fooey!"

Then for Christmas (or was it birthday?) I got a 1200XL. Most awesomest
machine ever. Except that the Rev. B BASIC cart. I had ate my most-excellent
Pac-Man clone. :^(

An 800XL I picked up years later is currently hooked up in the drawer of our
TV stand, with an SIO2SD connected to it, and a bunch of random game and
demo disk images loaded onto the SD card. Sweet and self-contained. ;)

(And above that are the Jaguar, Dreamcast, Atari 7800 and Sony PS2)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2467. Directory listing of ATR images in Linux?

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-30 03:01:41 UTC
From: bill@newbreedsoftware.com
Message-ID: <48e19695$0$33548$742ec2ed@news.sonic.net>
Source record: 2856

I discovered this:

http://members.home.nl/stack/Atari/atari-xlxe-download.html

which includes a tool for listing what files are stored on ATR and XFD
disk images. Is there such a thing for Linux?

In the meantime, I suppose I'll try to run one of these tools under DosEmu :)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2468. Re: Directory listing of ATR images in Linux?

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-30 10:09:03 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <gbsttl$a0c$1@infosun2.rus.uni-stuttgart.de>
Source record: 2857

Bill Kendrick schrieb:
> I discovered this:
>
> http://members.home.nl/stack/Atari/atari-xlxe-download.html
>
> which includes a tool for listing what files are stored on ATR and XFD
> disk images. Is there such a thing for Linux?

Not that I'm aware of, but it's easy to do once you know the underlying filing system at the Atari side.

I personally do not use ATR images a lot, I'd rather go for the host emulation drive directly, which is considerably more practical for my purposes.

So long,
Thomas

2469. Atari Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-30 18:11:00 UTC
From: personable85 <personable85@hotmail.com>
Message-ID: <5100d8a9-3c43-4c50-a5d0-b7af5288a14d@m3g2000hsc.googlegroups.com>
Source record: 2858

Hi,

I was just on Atarimania.com and noticed that they have almost a dozen
different Assemblers for the Atari 400/800. Which of the offerings
listed on the site is the one Atari sold in cartridge form? Which
Assembler is recommended? Any help is greatly appreciated!

Mark

2470. Re: Directory listing of ATR images in Linux?

Newsgroup: comp.sys.atari.8bit
Date: 2008-09-30 22:56:07 UTC
From: bill@newbreedsoftware.com
Message-ID: <48e2ae87$0$33514$742ec2ed@news.sonic.net>
Source record: 2859

Thomas Richter <thor@math.tu-berlin.de> wrote:
> I personally do not use ATR images a lot, I'd rather go for the host
> emulation drive directly, which is considerably more practical for my
> purposes.

I've been using ATRs since the mid 1990s, and my SIO2SD uses them, so it'd
be nice to figure out where files are a bit more quickly than swapping
virtual disks on the Atari, and skimming disk directory listings in MyDOS ;)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2471. Re: Atari Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-01 02:46:56 UTC
From: eric <joyfulcoder@gmail.com>
Message-ID: <a45651a3-cdeb-4221-97b9-08e3ad95c649@f63g2000hsf.googlegroups.com>
Source record: 2860

On Sep 30, 2:11 pm, personable85 <personabl...@hotmail.com> wrote:
> Hi,
>
> I was just on Atarimania.com and noticed that they have almost a dozen
> different Assemblers for the Atari 400/800. Which of the offerings
> listed on the site is the one Atari sold in cartridge form? Which
> Assembler is recommended? Any help is greatly appreciated!
>
> Mark

Atari sold this one in cartridge form:
http://www.atarimania.com/detail_soft.php?MENU=8&VERSION_ID=19777

The assembler I here often recommended is MAC/65 by OSS:
http://www.atarimania.com/detail_soft.php?MENU=8&TYPE_CODE=U&SOFT_ID=10965

But I think more people prefer to use MADS on a PC and then run/test
the code on an emulator:
http://mads.atari8.info/

Enjoy!
Eric

2472. Great New Linux UMPC & Handheld Console - Plays all ATARI Games (8 & 16 bit!!)

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-01 07:21:24 UTC
From: rajtakhar <sukhrajtakhar@hotmail.com>
Message-ID: <07980e62-9f05-4477-a1d7-7ac9974f0f8d@e53g2000hsa.googlegroups.com>
Source record: 2861

The GP2X Wiz and Pandora units will open up the face of homebrew
games, one is a pure Gaming console, with hundreds of emulators
written for, the other is a console/UMPC

Check the data here:
http://gp2xwiznpandora.blog.co.uk/

2473. Re: Directory listing of ATR images in Linux?

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-01 15:50:03 UTC
From: Matthias Reichl <usenet-200809@hias.horus.com>
Message-ID: <slrnge771b.7qa.usenet-200809@camel2.hias.horus.com>
Source record: 2862

On 30 Sep 2008 03:01:41 GMT, Bill Kendrick wrote:
> http://members.home.nl/stack/Atari/atari-xlxe-download.html
>
> which includes a tool for listing what files are stored on ATR and XFD
> disk images. Is there such a thing for Linux?

Yes. If you have installed a recent AtariSIO development snapshot
on your PC, you should have an (undocumented) programm called "adir".

By default it outputs the directory of given ATR/XFD/DCM file(s),
similar to the DOS 2.x "A" command. You can add options like
"-<columns>", to set the number of entries per line (default is "-4").
"-r" means "raw output", that is you also get the file number, the
file status code and the starting sector. With "-t" you get a
tree-output of MyDOS subdirectories.

so long,

Hias

2474. Re: Atari Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-01 16:51:56 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <-fudnR-rudtZN37VnZ2dnUVZ_qDinZ2d@earthlink.com>
Source record: 2863

"personable85" <personable85@hotmail.com> wrote in message
news:5100d8a9-3c43-4c50-a5d0-b7af5288a14d@m3g2000hsc.googlegroups.com...
> Hi,
>
> I was just on Atarimania.com and noticed that they have almost a dozen
> different Assemblers for the Atari 400/800. Which of the offerings
> listed on the site is the one Atari sold in cartridge form? Which
> Assembler is recommended? Any help is greatly appreciated!
>
> Mark

I'll echo what Eric said but everyone had their preference. I started off with the Atari ASM/ED cart and for some reason stuck with it for the most part even after buying MAC/65. I did a lot of mixed language programming and the Atari cart let you use page six where MAC/65 would step on your code. Much easier to develop routines for on page six then test them with Action! or BASIC using the Atari cart with my particular set up. All the complaints about it were valid; slow compile, defaults to putting your code in memory, and weak debugger. Towards the end of my programming days I migrated to TASM on the IBM which meant 80 column editor and lightning fast compiles. SIO2PC eliminated a few of the problems porting the code to a real Atari for testing.

You will end up choosing what you like best as a development envirionment rather then any particular assembler. I know of at least one 'famous' Atari programmer that used the disk based Atari Macro Assember even with other tools were available.

Rick

2475. Re: Directory listing of ATR images in Linux?

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-01 22:32:43 UTC
From: bill@newbreedsoftware.com
Message-ID: <48e3fa8b$0$33532$742ec2ed@news.sonic.net>
Source record: 2864

```
Matthias Reichl <usenet-200809@hias.horus.com> wrote:
> Yes. If you have installed a recent AtariSIO development snapshot
> on your PC, you should have an (undocumented) programm called "adir".

Hey, cool, thanks. I grabbed the latest snapshot source, went into 'tools'
and did "make adir". Sadly, though, it didn't fully compile:

CasImage.cpp: In member function "CasImage::EBlockType
CasImage::ReadBlockFromFile(RCPtr<FileIO>, unsigned int&, unsigned int&, bool)":
CasImage.cpp:109: error: "AWARN" was not declared in this scope
CasImage.cpp: In member function "bool CasImage::ReadImageFromFile(const char*)":
CasImage.cpp:128: error: "AERROR" was not declared in this scope
CasImage.cpp:147: error: "AERROR" was not declared in this scope
CasImage.cpp:158: error: "AERROR" was not declared in this scope
CasImage.cpp:191: error: "AERROR" was not declared in this scope
make: *** [CasImage.o] Error 1

My g++ is:

g++ (GCC) 4.2.3 (Ubuntu 4.2.3-2ubuntu7)

Thx,

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/
```

2476. Re: Directory listing of ATR images in Linux?

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-01 23:52:24 UTC
From: bill@newbreedsoftware.com
Message-ID: <48e40d38$0$33600$742ec2ed@news.sonic.net>
Source record: 2865

Bill Kendrick <bill@newbreedsoftware.com> wrote:
> Matthias Reichl <usenet-200809@hias.horus.com> wrote:
> > Yes. If you have installed a recent AtariSIO development snapshot
> > on your PC, you should have an (undocumented) programm called "adir".

> Hey, cool, thanks. I grabbed the latest snapshot source, went into 'tools'
> and did "make adir". Sadly, though, it didn't fully compile:

> CasImage.cpp: In member function "CasImage::EBlockType
CasImage::ReadBlockFromFile(RCPtr<FileIO>, unsigned int&, unsigned int&, bool)":
> CasImage.cpp:109: error: "AWARN" was not declared in this scope
<snip>

It looks like a few of the .cpp files need to #include "SIOTrace.h".
Compiled file. Seems to work... except one interesting thing. I did
an "./adir MYDOS453.ATR" and it lists no files. The disk image contains
two files, DOS.SYS and DUP.SYS. Does 'adir' skip those, or consider them
special somehow?

Thx,

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2477. Re: Directory listing of ATR images in Linux?

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-01 23:55:50 UTC
From: Matthias Reichl <usenet-200810@hias.horus.com>
Message-ID: <slrnge83g6.7tp.usenet-200810@camel2.hias.horus.com>
Source record: 2866

On 01 Oct 2008 22:32:43 GMT, Bill Kendrick wrote:
> Hey, cool, thanks. I grabbed the latest snapshot source, went into 'tools'
> and did "make adir". Sadly, though, it didn't fully compile:

You should start "make" from the atarisio root directory, not the "tools"
subdir. The Makefile in the root directory defines several variables
that are needed by the Makefiles in the subdirs.

Usually a "make && make install" should work fine. "adir" will then
be installed to /usr/local/bin along with the other tools (atariserver
etc.).

If it does not work, please drop me a line and I'll have a closer look at it.

so long,

Hias

2478. Re: Atari Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-02 01:07:12 UTC
From: personable85 <personable85@hotmail.com>
Message-ID: <77e9a748-0f54-44fe-80a4-5dff7a2c9d3d@q9g2000hsb.googlegroups.com>
Source record: 2867

Thanks for all your help! I'm looking into everything suggested. Your help is greatly appreciated!

Mark

2479. Re: Directory listing of ATR images in Linux?

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-02 14:11:07 UTC
From: Matthias Reichl <usenet-200810@hias.horus.com>
Message-ID: <slrnge9lk6.7tp.usenet-200810@camel2.hias.horus.com>
Source record: 2868

Hi Bill!

On 01 Oct 2008 23:52:24 GMT, Bill Kendrick wrote:
> It looks like a few of the .cpp files need to #include "SIOTrace.h".

Yes and no :-)

Actually, compiling AtariSIO without "-DATARISIO_DEBUG" is broken at the
moment. This compiler flag is set in the top level Makefile and
"inherited" by the sub-makefile in tools.

So, it's best you start over again with a freshly unpacked AtariSIO
snapshot and just type "make" at the top level directory. The output
should then look like this:

```
...
g++ -g -W -Wall -DATARISIO_DEBUG -DUSE_ZLIB -DENABLE_ATP -c -o atariserver.o
atariserver.cpp
g++ -g -W -Wall -DATARISIO_DEBUG -DUSE_ZLIB -DENABLE_ATP -c -o CursesFrontend.o
CursesFrontend.cpp
g++ -g -W -Wall -DATARISIO_DEBUG -DUSE_ZLIB -DENABLE_ATP -c -o StringInput.o
StringInput.cpp
g++ -g -W -Wall -DATARISIO_DEBUG -DUSE_ZLIB -DENABLE_ATP -c -o History.o History.cpp
g++ -g -W -Wall -DATARISIO_DEBUG -DUSE_ZLIB -DENABLE_ATP -c -o Directory.o Directory.cpp
...
g++ -g -W -Wall -DATARISIO_DEBUG -DUSE_ZLIB -DENABLE_ATP -c -o CasBlock.o CasBlock.cpp
g++ -g -W -Wall -DATARISIO_DEBUG -DUSE_ZLIB -DENABLE_ATP -c -o CasImage.o CasImage.cpp
...
```

> Compiled file. Seems to work... except one interesting thing. I did
> an "./adir MYDOS453.ATR" and it lists no files. The disk image contains
> two files, DOS.SYS and DUP.SYS. Does 'adir' skip those, or consider them
> special somehow?

'adir' doesn't skip them, I guess something went wrong when you compiled
it. I did a quick test (with the snapshot from 2008-07-14) and the
mydos453.ATR from
http://www.ftp.pigwa.net/stuff/collections/atari_forever/Dos/Mydos/

```
$ ./adir /tmp/mydos453.ATR

directory of image '/tmp/mydos453.ATR'

DOS SYS 0035 DUP SYS 0054
619 free sectors
```

BTW: I'm running Debian Lenny (amd64) with gcc version 4.3.1
(Debian 4.3.1-9).

so long,

Hias

2480. Re: Directory listing of ATR images in Linux?

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-02 19:50:11 UTC
From: bill@newbreedsoftware.com
Message-ID: <48e525f3$0$33589$742ec2ed@news.sonic.net>
Source record: 2869

Matthias Reichl <usenet-200810@hias.horus.com> wrote:
> So, it's best you start over again with a freshly unpacked AtariSIO
> snapshot and just type "make" at the top level directory. The output
> should then look like this:

Crud. I'm using an older kernel image (so sound still works on my Dell),
and I'm not seeing a kernel headers package that matches that version.

Not that it matters... this laptop lacks a serial port, and I won't be using
AtariSIO's server on it. I just want the 'adir' tool...

I'll figure it out. THx,

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2481. Re: Directory listing of ATR images in Linux?

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-02 21:24:19 UTC
From: Matthias Reichl <usenet-200810@hias.horus.com>
Message-ID: <slrngeaf03.h8g.usenet-200810@camel2.hias.horus.com>
Source record: 2870

On 02 Oct 2008 19:50:11 GMT, Bill Kendrick wrote:
> Crud. I'm using an older kernel image (so sound still works on my Dell),
> and I'm not seeing a kernel headers package that matches that version.
>
> Not that it matters... this laptop lacks a serial port, and I won't be using
> AtariSIO's server on it. I just want the 'adir' tool...

If you just want the tools, comment out the "$(MAKE) -C driver" lines in
the toplevel Makefile (below the "all" and "install" targets).

BTW: I installed Ubuntu 8.10 inside a VirtualBox and except for a few
format string warnings it compiled fine. But compiling ATasm was
quite troublesome, it printed in a lot of warnings and the resulting
executable liked to crash a lot. Disabling gcc optimizations (commenting
out the CFLAGS line in the Makefile and un-commenting the CFLAGS line
just above - or below? - , the one with "-g", worked fine).

so long,

Hias

2482. Re: Directory listing of ATR images in Linux?

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-02 21:48:02 UTC
From: bill@newbreedsoftware.com
Message-ID: <48e54192$0$33544$742ec2ed@news.sonic.net>
Source record: 2871

Matthias Reichl <usenet-200810@hias.horus.com> wrote:
> If you just want the tools, comment out the "$(MAKE) -C driver" lines in
> the toplevel Makefile (below the "all" and "install" targets).

> BTW: I installed Ubuntu 8.10 inside a VirtualBox and except for a few
> format string warnings it compiled fine. But compiling ATasm was
> quite troublesome, it printed in a lot of warnings and the resulting
> executable liked to crash a lot. Disabling gcc optimizations (commenting
> out the CFLAGS line in the Makefile and un-commenting the CFLAGS line
> just above - or below? - , the one with "-g", worked fine).

Tried that, and I still get errors due to ALOG and AWARN (in MiscUtils.cpp). ;)

Leaving the debug CFLAGS/CXXFLAGS lines enabled, and it seemed to build.

But, heh, I still get an emtpy directory on the MYDOS453.ATR I have sitting
here.

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2483. Re: Atari Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-02 22:31:09 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9B2BBC6686BD4emuslor@216.196.97.136>
Source record: 2872

Despite all prevention efforts, personable85 <personable85@hotmail.com>
wrote in news:77e9a748-0f54-44fe-80a4-
5dff7a2c9d3d@q9g2000hsb.googlegroups.com:

> Thanks for all your help! I'm looking into everything suggested. Your
> help is greatly appreciated!
>
> Mark

Long as you're looking at cross-assemblers, don't neglect
ATasm: http://sourceforge.net/projects/atasm/
and CA65 (from the CC65 suite): http://www.cc65.org/

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

2484. Re: Directory listing of ATR images in Linux?

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-02 22:58:06 UTC
From: Matthias Reichl <usenet-200810@hias.horus.com>
Message-ID: <slrngeakg1.h8g.usenet-200810@camel2.hias.horus.com>
Source record: 2873

On 02 Oct 2008 21:48:02 GMT, Bill Kendrick wrote:
> Matthias Reichl <usenet-200810@hias.horus.com> wrote:
>> BTW: I installed Ubuntu 8.10 inside a VirtualBox and except for a few
>> format string warnings it compiled fine.
>
> Tried that, and I still get errors due to ALOG and AWARN (in MiscUtils.cpp). ;)

Very, very strange. Which AtariSIO snapshot did you download? Was it
the latest one (080714)? Did you change anything in the Makefile except
the $(MAKE) -C driver?

And, which Ubuntu version are you using?

I tried 8.04 and 8.10. On 8.10 I used the default gcc, version 4.3.2-1ubuntu8.

> But, heh, I still get an emtpy directory on the MYDOS453.ATR I have sitting
> here.

If you like I can email you a precompiled executable (just need to know
your exact ubuntu version), so we can check if it's a compile problem.
But, actually, I'd like to know what's going wrong so I can fix it :-)

so long,

Hias

2485. Re: Directory listing of ATR images in Linux?

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-03 02:51:04 UTC
From: stephensheppard@hotmail.com
Message-ID: <c40c6a3b-8cb1-4802-a1a6-e6fd854a5c64@m36g2000hse.googlegroups.com>
Source record: 2874

Hi Hias!

This is off topic but I just wanted to take this opportunity to thank
you for all your tools.

AtariSIO (both linux and boot disk versions), WriteATR, MyIDETool,
adir, dir2atr, I use them all!

Thanks!

- Steve Sheppard

2486. Re: Directory listing of ATR images in Linux?

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-03 02:54:01 UTC
From: stephensheppard@hotmail.com
Message-ID: <9f50eb16-9aaf-4c34-95a0-e430d4208f66@y79g2000hsa.googlegroups.com>
Source record: 2875

```
On Oct 2, 10:51 pm, stephenshepp...@hotmail.com wrote:
> Hi Hias!
>
> This is off topic but I just wanted to take this opportunity to thank
> you for all your tools.
>
> AtariSIO (both linux and boot disk versions), WriteATR, MyIDETool,
> adir, dir2atr, I use them all!
>
> Thanks!
>
> - Steve Sheppard

I forgot to mention your great MyPicoDOS game loader!
```

2487. Re: Tux Paint on TV

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-03 04:45:01 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <48E5A34D.7ACF11A1@a8maestro.com>
Source record: 2876

Well, Link is slightly wrong...
http://morethangames.a8maestro.com/showpics/gamer-news8.avi

Rick

Rick D wrote:

> Hi,
> I uploaded a segment I captured. It has my show at the beginning, Tux Paint at the
> end. I can make a Tux Paint only version fro the source file. About 7.5 megs.
>
> http://morethangames.a8maestro.com/shopics/gamer-news8.avi
>
> Rick D.
>
> Bill Kendrick wrote:
>
> > Rick D <a8maestro@a8maestro.com> wrote:
> > > > "Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
> > > > Download it today! http://www.tuxpaint.org/
> > >
> > > My local news station just had a segment on this software.
> > >
> > Gasp! Tell me more!
> > >
> > (PS - I often mention Atari 8-bit and C=64 art software as influences :))
> > >
> > --
> > -bill!
> > "Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
> > Download it today! http://www.tuxpaint.org/
>
> --
> ï¿½ï¿½à¡±

--
ï¿½ï¿½à¡±ï¿½

2488. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-03 05:09:26 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1223010525@rtfm.mit.edu>
Source record: 2877
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: July 20, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"

http://atari.fandal.cz/ Games, Demos

http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2489. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-04 05:15:51 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/vendev_1223097339@rtfm.mit.edu>
Source record: 2878
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: September 17, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

This document is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

The latest version of this document is posted to the following Usenet
newsgroups every 60 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (Multipart ed.)

You may also request my latest working version at: michael@mcurrent.name

**********************************************************************
* For other 8-bit Atari related FAQs please see the "Welcome FAQ": *
* ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome *
* http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html *
* http://www.faqs.org/faqs/atari-8-bit/welcome/ *
**********************************************************************

UPDATES SINCE PREVIOUS POSTING:
2008.09.17 Epi: sapemu v0.2
2008.09.03 MadTeam: IP Animator v2.6
2008.09.03 added: C.P.U.
2008.09.03 updated Radek Sterba (many updates, including RMT 1.27)
2008.09.03 updated: HiassofT, Highspeed SIO OS V1.12
2008.09.03 added: Kendallsoft
2008.08.26 MadTeam: TIP Animator v2.3
```

2008.08.23 added: Jim Wilkinson (Atari Launcher)
2008.08.15 MadTeam: Happy Easter 2007, Martial Arts vs Modern Arts,
Audio Master 1.0, DisAsembler v2.0, Deflater 7z, XRLoader v1.2
2008.08.08 added: Stephen James Hurd (SyncTERM 0.9.2)
2008.08.08 Draco: Eddy v.1.03, SysInfo 2.13
2008.08.02 Fandal: Who Lost the Wallet?
2008.08.02 added: Ingo (SIO2IDE 3.3 vendor)
2008.08.02 Wolfram Fischer: added ASCB; removed SIO2IDE
2008.08.02 added: Jorge Cwik
2008.07.27 added: Wordmark Systems
2008.07.26 MadTeam: Graph2Font 3.8.6.1
2008.07.22 updated: Atlantis Games Group

Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be
listed here. "Active" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete
subscription or ordering information should be given, including prices.
Authorized online publishers of originally print or disk magazines are also
listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be
sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication
title. If no company name exists, a personal name is used. "See"
references indicate complete information may be found under the given
heading. "See also" references indicate closely-related information may
be found under the given heading.

The month/year that vendor information was most recently fully verified is
given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web page address.

Unless explicitly requested by the vendor, no entries will include an email
address due to the overwhelming amount of spam that would result.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Mr. Corey Koltz) 4/06
302 W Dewey St
Cassville WI 53806-9733
USA
Phone: 608-725-2137
http://www.8bitclassics.com/
Vendor: new and used hardware and commercial software

A-ONE Online Magazine 2/07
See: Dana P. Jacobson

ABBUC HAR -- Hannoverschen ABBUC Regionalgruppe 2/07
Hanover
Germany
http://www.bertelmann.org/har/
Vendor: XF351 Upgrade-Kit includes Floppy + Cable + EPROM + Bootdisc,
Used Atari 800 XL PAL, Speedy1050 TDS. Not all items online available--
Ask for more information. Additionally vendor of:
- all items from Frank Heuser Shop
- all items from Wolfram Fischer
Special lower prices for ABBUC members available.

ABBUC Regionalgruppe Frankfurt / Main (RAF) 5/07
Dillenburgerstrabe 61
60439 Frankfurt / Main
Germany
http://www.abbuc-raf.de/
Vendor: MultiJoy8 cable and adapter
Developer: SIO2PC, Network Interface, 2 computer interface (automatic
2 computer switch for use the same peripherie), Schaltnetzteil
(Power supply), 8 channel digital voltmeter, SIO2USB

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated
temperature monitoring station using simple thermisters and the provided
software. Also available: source code listing, temperature data aggregation
utility

Alhart Enterprises Presents (AEP) 8/06
c/o Paul V. Alhart
524 N Z St
Lompoc CA 93436-5019
USA
tel: (805) 736-4624
"encoded" email: OOOp.alhartOOO@OOOverizonOOO.OOOnetOOO
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12
Repair shop: Atari disk drives

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista

Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module,
TV/Computer Switch

Art Transfair Berlin (Andre Motzkus) 2/07
Brunsbuetteler Damm 223d
13581 Berlin
Germany
http://www.art-transfair.de/
Vendor: Computer, expansion, Floppy, memory-upgrades up to 16 mb,
Audio A/D changer, additional many other Atari items (16/32/64bit).
Special lower prices for ABBUC members.

Atari800 Development Team 6/06
See also: Mark Grebe
See also: Christian Groessler
See also: Piotr Fusik
See also: Kostas Nakos
See also: Vasyl Tsvirkunov
See also: Ludovic Jacomme
Petr Stehlik (maintainer), Troy Ayers (Playstation 2), Michael Borisov (POKEY
sound), Piotr Fusik (core developer), Mark Grebe (Mac OSX), Christian
Groessler (Sega Dreamcast), Perry McFarlane (cycle-exact ANTIC and GTIA),
Kostas Nakos (Windows CE), Krzysztof Nikiel (Win32), Jacek Poplawski (SDL),
Vasyl Tsvirkunov (Windows CE), James Wilkinson (DOS, BeOS, Win32),
Ludovic Jacomme (PSP)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 2.0.2 - an Atari 400, 800, 600XL, 800XL, 130XE
and 5200 emulator for Unix, Linux, Win32, Amiga, MS-DOS, Atari TT/Falcon,
BeOS, WinCE, Mac OSX, Playstation 2 and other systems

Atari8Warez (Ray) 10/07
Toronto, Ontario
Canada
http://atari8warez.for-the.biz/
Developer: SIO2PC serial interface cable,
10502PC / ProSystem Serial Interface cable

AtariAge (Albert Yarusso, Alex Bilstein) 4/06
PO Box 27217
Austin TX 78755-2217

USA
http://www.atariage.com/
Vendor: new hardware (includes homebrew project supplies by Pixels Past)
Developer: Beef Drop cartridge (by Ken Siders)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX) titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort, Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill, Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match, Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics Package, Solitaire, Source Code For Eastern Front (1941), Letterman, Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc, Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage, Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt, Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show, Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing, BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!, Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy, Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler, Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter:

1990-2000

Atari Fan Store (Irek) 7/08
New York NY
USA
http://afs.atari.org/
Vendor: Polish hardware products, including: SIO2IDE, SIO2SD,
KMK/JZ/IDEa IDE Interface

Atarimax (Steven J. Tucker) 5/07
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v3.0.2 for
Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS
32-in-1 for XL/XE, APE Warp+ OS 32-in-1 for 1200XL, Imagic 1.06 95/NT - Atari
Disk Image Conversion System (ATR/XFD/DCM/SCP), Imagic 1.06 DOS, Atari
Terminal Simulator ATS 2.0 (SR2) - ATASCII Telnet/Serial Terminal & Break
Movie Player 95/NT, Break Movie Screensaver 95/NT, MaxFlash Flash MultiCart
(1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface (RS232 and USB
editions), Atarimax/ABBUC USB Cartridge, MyIDE+Flash IDE Interface Cartridge

Atari Online News, Etc. 2/07
See: Dana P. Jacobson

The Atari Shop (Sandra) 1/07
The Netherlands
http://www.atari-shop.nl/
Vendor: new/used hardware, new/used commercial software

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atlantis Games Group 7/08
(Sal "Kjmann" Esquivel, TJ "Damage X" Edmister, Gary "Rybags" Ryan,
Zdenek "Psuedografx" Eisenhammer, Peter "peteofborg" Meyer
USA
http://www.atlantisgamesgroup.com/
Developer: Tempest Xtreem Demo. In progress: OutRun Project,
Battle Squadron Project, Tempest Xtreem Project

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,

including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 6/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 2.2 (Interactive 6502 Disassembler for Win32,
designed to specifically support Atari binary files)

Matthew Bacon 2/07
UK
http://www.myatari.net/
Publisher: MyAtari online magazine (back issues online)

BAKTRA Software (Michael Kalous) 5/08
Czech republic
http://www.baktra.wz.cz/
Developer: TURGEN SYSTEM (converts data to various turbo formats, produces
sound or cassette images), Caverns of the lost miner (Game for atari written
in C, open source), mmSAP 2 (SAP player for GNU/Linux), DTX Manager (Editor
of Atari DOS 2 executables), libataricas (library for atari cassette image
manipulation with turbo support)

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator
for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced)
SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz 4/08
Germany
http://www.cc65.org/
Developer: cc65 2.12.0 - a complete cross development package for 65(C)02
systems, including a macro assembler, a C compiler, linker, librarian and
several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 4/07
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out),
IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10,
MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0,
CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"),
ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 6/07
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: (408) 278-1070 (M-F 1:30pm to 5:00pm PST)
FAX: (408) 278-1092
E-FAX: (815) 364-3703
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch keyboard upgrade for XE computers, Best Light Gun,
Best Gold CX40 Joystick PCB, Atari CX40 Joystick Rebuild Kit with Atari
Upgraded CX40 Handle and Best Gold CX40 PCB, Atari CX40 Joysticks upgraded
with the Best Gold CX40 PCB, Atari Jaguar Power Pad to Other Atari Systems
Adapter Cable, Sega Genesis Controllers To Atari Systems Adapter Cable

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk
drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 8/06
USA
http://www.bigfivesoftware.com/

Developer: Bounty Bob Emulator for Windows NT, 2000, 98, and ME

BITS (SoLo2) 3/08
http://bits.atari.org/
Developer: Intro #1501 (v20080312), Intro #1502 (v20080314)

Blackened Technologies 10/07
Ken Jones (MetalGuy66), Sergio Larrondo (WareRat), Stephen J. Carden
http://www.blackenedtech.com/
Developer: The "NEW" MIO

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenek Burian 4/08
Marie Majerove 33
Prostejov 6
798 11
Czech Republic
Tel. 582 360 714
http://flop.atari.org/
Publisher: FLOP disk magazine, annual (FLOP 51 published April 2008)

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 8/06
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

Mario Caillahuz ("Allas") 11/07
Lima
Peru
http://atari.limitevisual.com/
Developer: Plague Attack, Voyage to Home, Accion, MULE Wars

James Catalano / Classic 8-Bit Atari / Artacyis Software 1/07
USA
http://www.geocities.com/TimesSquare/Arcade/8691/

Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens: Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart
(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/07
1350 Buffalo Rd Ste 2
Rochester NY 14624-1829
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems (include a hard disk, Black Box, power supply,
controller, cables, and software), SIO cables, hard disk controllers:
Adaptec 4000 SCSI, Adaptec 4070 (RLL) SCSI, Xebec S1410a SASI
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),

XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Cosine Systems (Exin [Sebastian], Intensity [Arman], Odie [Sean], 1/06
Sack [Adam], Magic Roundabout [Jason])
United Kingdom
http://www.cosine.org.uk/
Developer: demos: C.G.M. UKScene Radio Intro, 1K Party. game: Reaxion

C.P.U. (Radek Sterba (Raster) & Robert Petruzela (Bob!k)) 9/08
See also: Radek Sterba
Czech Republic
http://raster.infos.cz/atari/homepage.htm
Developer: S/XEGS RAMCart 128KB version "G1.04 FIX3+",
STEREO upgrade for XL/XE

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file
analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS
or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory
tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4
(written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel
Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor
and more)

CSW-Verlag 2/07
Weidenstrabe 13/1
71364 Winnenden
Germany
tel/FAX: +49 (0) 71 95/6 11 20
http://www.retro-magazin.de/
Publisher: RETRO magazine. Themes: Retro-computing for all systems.
Atari part: approx. 10%. (Not only 8bit) 9.90 euro per magazine, 4
magazines per year for 35 euro.

Jorge Cwik 8/08
http://www.fxatari.com/
Developer: VAPI Atari 8-bits Imaging & Preservation format (.ATX) and
tools: Patched Emulator (based on Atari800Win PLus 4.0 Beta 3) +
VAPI DLL 0.3a, VAPI2SIO (SIO2PC for VAPI) 0.2a

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine
(1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques (Dan Dotson and Marilyn Saul) 9/06
PO Box 40751
Tucson AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

DGS 11/03
See: Dean Garraghty

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?,
What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS,
D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2,
Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5,
Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system:
Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Digital Force (Mario Trams) 1/07
Germany
http://www.digital-force.net/
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler (Flo) 4/07
Germany
http://www.akk.org/~flo/
Developer: Ice-Hockey (for MultiJoy interface, March/April 2002),
Sheep-Race (for MultiJoy interface, Aug 2002),
CardGrabber (for MultiJoy interface, May-Aug 2002),
Peripheral Test (May-July 2004)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

DLT Ltd. 2/08
See also: trub
http://trub.atari8.info/index.php?ref=sdx_upgrade
Developer: SpartaDOS X 4.41

Draco (Konrad M. Kokoszkiewicz, KMK) 8/08
Poland

http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: 65C816 XL OS: 65C816 XL OS v. 2.22 (28.II.2007.),
FastRAM Test, QE for Warp/F7, SD-Load, D2D v.0.5, grep, LPOKE/LPEEK.
MultiBASIC: MultiBASIC v.0.33, MultiBASIC Manual.
"KMK/JZ IDE" ATA Interface: IDE BIOS 1.11, User's manual, Utility disk.
SpartaDOS: Eddy v.1.03, HDSC 1.5, CP v.1.3b, SpartaDOS TAR v.1.4a,
SD-Load, DiskRX 1.9a.
Utility programs for (any) Atari 8-bit: DEMON, EYE, RW-Test, SysInfo 2.13.
Patches for: Moon Patrol, Music Protracker v.2.4, Perestroyka Demo,
Prof!'s XDIR.

Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 1/07
PO Box 3365
Spring Hill FL 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware, used commercial software

Emulators (Derek Mihocka) 8/06
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit & Atari ST & Apple
Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 -
8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 -
8-bit Atari emulator for MS-DOS

Epi (Adrian Matoga) 9/08
See also: Tristesse
See also: O.S.
Adrian Matoga
ul. Jezdziecka 11
30-698 Krakow
Poland
http://epi.atari8.info/
Developer: NeoTracker 1.7, NeoTracker Winamp plugin v0.2, TipConv 1.0.0,
TIP Tools 0.3.1 includes TipView 1.0 and BMP2TIP 0.21, xunzip 2.1,
sapemu v0.2 (simple SAP (Slight Atari Player) file player),
HardCore Assembler (hcasm) 1.0, brULlwurFeL, TDC Hack Demou,
Sztab Malopolska #3 Invitation

Raphael Espino 8/07
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility), Atari 8-bit
JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface",
JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg",

JpegShow 0.1 (07Aug01) "A slideshow version",
CpegView 0.5 (18Aug07) "The colour JPEG viewer for Atari 8-bit computers"

Subject: F

Fandal 8/08
Czech Republic
http://atari.fandal.cz/stuff.php
Developer: Sturbon Intro, FreeCellXE, TriPeaksXE, HexxagonXE, Astro Road,
Cubico, The Storm, A Tribute to Quorthon, Bombex, The Steam Train,
Astro4 Road, Mysterion Preview, Mind Blast, Outlaw, Swapz,
Who Lost the Wallet?

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for
68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,
Atari 400/800/XL/XE emulation for the PowerMac),

Wolfram Fischer (Mega-Hz) 8/08
See also: ABBUC HAR
Dorfstrasse 1a
28870 Ottersberg
Germany
"encoded" email: OOOmega-hzOOO@OOOt-onlineOOO.OOOdeOOO
http://mega-hz.no-ip.com/Angebote/angebote.html
Vendor: SIO2SD rev.1, SIO2SD rev.2, SIO2PC interface
Developer: Speedy 1050 TDS with track-led, 256KB memory expansion for
800XL, ASCB - Abbuc Sio Connector Board
Special lower prices for ABBUC members.

FLOP disk magazine 5/05
See: Zdenek Burian

Foundation Two 1/07
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks,
N!ne)
Germany
http://www.foundationtwo.de/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut,
Bremspunkt (Brems.)

Ron Fries 4/07
http://members.aol.com/atari800xl/

Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" / "0xF" 4/08
See also: Atari800 Development Team
See also: Infinity
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Taquart
See also: Yoomp!
Poland
http://xasm.atari.org/ or http://atariarea.krap.pl/x-asm/
http://asap.sourceforge.net/
Developer: Atari utilities: Professional Copy 2.1, FlashPack 2.1,
PowerGraph 1.0, GR8 Logoser 1.1; PC utilities: ASAP (Another Slight Atari
Player) 1.2.0, xasm 3.0.1, SAP Maker 5.0, unsap

Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from Germany;
Commercial Software Collection CD-ROM includes: Quick (programming language)
V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM)
V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer
(DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper,
Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues
1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from
Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain
Software Collection CD-ROM includes 191 mostly double-sided disks plus some
bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

Bostjan Gorisek (Gury, Firemover) 6/07
Poland
http://gury.atari8.info/
Developer: Sprite Engine 1.0.3

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force,
Zero War, Menace, Pacland, Moonbase

Mark Grebe 11/07
See also: Atari800 Development Team
USA
http://www.atarimac.com/
Developer: Atari800MacX 3.8.1 (version of Atari800 emulator for Mac OS X),
Sio2OSX 2.0 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 5/08
See Also: Atari800 Development Team
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
http://contiki.cvs.sourceforge.net/contiki/contiki-atari/
Developer: Atari800DC 0.77 (Atari800 emulator for SEGA Dreamcast),
Contiki 1.0 for Atari (a working release of the Contiki web browser for the
Atari 8bit systems)

Subject: H

Lee Hanken 1/07
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atascii/
Developer: ATASCIIView Version 1.3 (ATASCII file viewer for MS-Windows).
web-based Atari 8-bit ATASCII file viewer:
http://www.leehanken.pwp.blueyonder.co.uk/atari/

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,
VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,
CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase, Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye, Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

Frank Heuser 2/07
Kappelstrasse 10
67269 Gruenstadt
Germany
http://www.asselheim.de/
Vendor: new hardware expansion items, including: SIO2PC (internal/external), 1050PC, Midi, Voicebox (Atari Magazin), Function keys, 16-OS-switch, AKI, RAM Expansion, Audio/Video cable and adapter, Videobox. Special lower prices for ABBUC members.

HiassofT 9/08
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC or APE; atarixfer - a small tool to read/write ATR images to an Atari disk drive connected by a 1050-2-PC or ProSystem cable), AtariDsk V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPicoDos V4.04 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks), MyIDE Tool V0.30 (direct access to harddrives in MyIDE format on your Linux/Windows PC), Highspeed SIO patch for XL/XE OS and MyIDE OS V1.12 (extends the SIO routine of the OS to support: Ultra speed (Happy 1050, Speedy, SIO2PC, ...), 1050 Turbo, XF551, and Warp speed (Happy 810))

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 2/07
USA
http://cth.dtdns.net/
Developer: The Armorizer (file corruption detector), ATOS (graphical desktop environment), BrainFork (programming language), Check CRC32, Disk Fragmentation Utility, The Long Integer Library (CC65 and Action! versions), M.T.O.S. (Multi-Tasking Operating System), Micro BASIC, Mouse (programming language), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell (for SpartaDOS), Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet),

Stephen James Hurd (deuce) 8/08
http://sourceforge.net/projects/syncterm/ and http://syncterm.bbsdev.net/
Developer: SyncTERM 0.9.2. A cross-platform ANSI-BBS terminal designed to connect to remote BBSs via telnet, rlogin, or SSH.
Full Atari 8-bit ATASCII support.

Chris Hutt (Sheddy) 8/07
UK
http://www.sheddyshack.co.uk/
Developer: Space Harrier Conversion Project

Subject: I

IEC "Innovative Electronics & Computing" 4/07
6185 E 56th Ave
Commerce City CO 80022-3959
USA
Phone: +1-303-288-5000
(USA) 800-765-4432 Mon-Fri, 8:00AM-6:00PM MT
Fax: +1-303-288-5099
http://www.iec-usa.com/
Developer: Atari connectors: Atari 13 Position Buss Connector for Atari 400 and Atari 800 Computers. Atari cables:
(http://www.connectworld.net/cgi-bin/iec/05MCOlderAtari.html)
Atari Color Monitor Cable 5', Atari Monochrome Monitor Cable 5',
Atari Color Monitor Cable With 2 RCA Plugs 5',
Atari Monitor Cable With 2 RCA Plugs 5', Atari Lefty Joystick Adapter,
Atari IF850 and IF860 Parallel Cable 6', Atari IF850 and IF860 Modem Cable 6',
Atari IF850 and IF860 to Serial Printer Cable 6',
Atari 400 and 800 Bus (SIO) Cable 6'

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari
MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class
(combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000),
Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik,
Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Ingo (tuxie) 8/08
Germany
http://mega-hz.no-ip.com/Angebote/SIO2IDE33/SIO2IDE33.html
Vendor: SIO2IDE 3.3

Integrated Logic Systems (ILS - Stephen J. Carden) 4/07
3321 Jonathan Cir
Augusta GA 30906-3829
USA
http://www.tcpipexpress.com/
Developer: Multiplexer (MUX) board Version 1.1 July 21, 2006,
TurBoss O/S (Atari XL/XE O/S Replacement Module), TCPIP Express,
Real.DOS Ver 1.0a Build 0024 2-Oct-06

Subject: J

Jeff Jackson 8/06
USA
http://www.jeff-jackson.com
Developer: JLS BASIC - Jackson Languange System BASIC compiler

Dana P. Jacobson 2/07
USA
http://www.atarinews.org/ or http://people.delphiforums.com/dpj/a-one.htm
Publisher: Atari Online News, Etc. -- A-ONE Online Magazine. weekly

Ludovic Jacomme (Zx-81) 3/07
France
http://zx81.zx81.free.fr/
Developer: PSPAtari v1.0.7: Atari 800/130/5200 Emulator for PSP
(port of Atari800 emulator for PlayStation Portable)

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Shawn Jefferson 11/07
Victoria, BC
Canada
http://www.jeffersonsauctioneering.com/atari/
Developer: MyIDE Config 4.0, MyIDE Image Manager 4.1, MyIDE Image Batcher 1.0

Subject: K

Kendallsoft (Dylan, Jason, Debbie, Jake) 9/08
http://www.freewebs.com/gwobby/
Developer: Gwobby's Adventure, Carcrash, Runaway Van, Mite, Grand Theft Auto Atari, Skyhawk, The Number Game, Gwobby Jr, Trolley Trouble, Flikin' Football, Bouncing Boneheads, Rumpelstiltskin, Guerilla Warfare (New), Alien Blaster, Tron Bike (Modified), Millionaire, Drum Kit, Wiggler

Nick Kennedy 5/07
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://pages.suddenlink.net/wa5bdu/
Developer: SIO2PC 4.21 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari Drive to PC Interface): software, hardware plans, cables, parts (not for Windows-XP), HAM Terminal for Atari, The WA5BDU Computer Keyer 1.5 (morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 7/07
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Krishna Software (Krishnasoft) 1/07
173 Prestwick Way
Edison NJ 08820-4680
USA
http://www.krishnasoft.com/sps.htm
Developer: Multi-platform Distributive Operating System (MPDOS) Standard (version 1.00. simulate joystick, mouse, keyboard with a PC), MPDOS Professional for Atari (version 1.00. simulate Atari disk drive and cassette program recorder), Sound Processing Software (SPS) 1.00 (software for Windows suitable for creating sounds for the Atari)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://hysteria.sk/~mikro/
Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Jakub Kruszona-Zawadzki 11/07
See also: Wolfram Fischer
Poland
http://sio2sd.gucio.pl/
Developer: SIO2SD project

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9, Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to connect an 8-bit Atari computer (or any device with a serial port) directly to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

LaResistance (born, NoiD, powrooz, pr0be, stryker) 3/07
Poland
http://laresistance.pigwa.net/
Developer: edict (intro), Silly Venture 2k4 Invitation, polymatrix (demo), the shrine (demo)

Derek Ledbetter 8/05
540 Canal St Apt 9
San Rafael CA 94901-4145
USA
Home Phone (415) 256-1931
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator 1.0.7 developement release 3 for MacOS 8.6 and later, and OS X

Marcin Lewandowski (Jaskier/Taquart) 8/05
See also: Taquart
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
http://atariarea.krap.pl/PLus/index_pl.htm
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM,
MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1,
Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM
(Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2,
3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick
Assembler to PC X-Asm), Atari800Win PLus 4.0 (for Windows, based on
Atari800)

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 9/06
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS,
Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502
Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software:
MEMDRV10

MadTeam 9/08
(active: Tebe, Pajero. inactive: Profi, Rage, Psychol, Rocky, KAMM)
Poland
http://madteam.atari8.info/ http://g2f.atari8.info/ http://mads.atari8.info/
Developer: demos: Happy Demo, MadTeam Intro, The Muppet Movie Show, IGOR,
FAJER, SINTRO, Running Cow, LAJF, Journey, Vasco, X, Splash, TIT, ANI,
SAMAR Graphics Collection, Kaszel #1, Syzygy #8, Dupland Slideshow,
Happy Easter 2007, Martial Arts vs Modern Arts
games: Droga Do Duplandu, Mental Age, Dyna Blaster, Getris, Nibbly,
Mario Bros. 2007
Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5,
Audio Master 1.0, Mathaf****r Editor 3.1, Mathaf****r Reader 1.1,
Turbo 2000F, Visage 2.7, XL-Paint 2.5MaX, 2.6MaX, Rip2Max,
2xMPT 8Channel Stereo Project 1.0, Atari Commander 1.81, Via Copy 4.4,
SAMAR Hi-res Interlace with Map of Colours (SHIMC) Editor 1.0, LZW Pack 4.2,
Squash 1.4, Total Commander ATR Plugin v1.5, DisAsembler v2.0, Deflater 7z,
XRLoader v1.2, TIP Animator v2.6
PC utilities: Graph2Font 3.8.6.1 (convert graphics to Atari chars and design
multicolor graphics for the Atari), MADS 1.8.2.7 (Mad-Assembler: 4-pass

crossassembler designed for 6502 and 65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989), Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

Alex Martin 1/04
P.O. Box 65
00-952 Warszawa
Poland
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static memory expansion and replacement (backed-up with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interface.
Under development: ANTIC buffering system, 14 MHz 65c816 CPU with 16 MB static memory

MatoSimi (Martin Simecek) 7/08
Slovakia
http://matosimi.atari.org/
Developer: CMC Musix 1 (demo), CMC MSX Extractor (utility), Plasma4 (intro), Atari FontMaker v1.1 (create ATARI font on PC), Laser Blaster (game), Monex v1.1 (game), Music From Zeus Intro, T2K decoder v.021 (convert programs from cassette tape to disk), Light Up! (game), Belljumper 1k (game), Fireball 1k (game)

MCM, an InOne company 5/06
650 Congress Park Dr
Centerville OH 45459-4000
USA
Phone: 1-800-543-4330
Fax: 1-800-765-6960
http://www.mcminone.com/
Developer: 9 Pin Jack For Atari, AC Adaptor Atari 3.5mm 9V DC 500mA

The MESS Team 1/07
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS)-- an emulator of a large number of systems, including the 8-bit Atari computers -- downloads available for Windows, *nix, Mac OS, and DOS

MicroUSB.org - Microprocessor USB Project 1/06
Atari project: Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann
Germany
http://microusb.org/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart (Hardware Cypress SL811, Hardware USBN9602), AtariXLJoypad (Logitech Rumblepad 2 USB Version 2.0), AtariXLJoystick (Competition Pro USB 1.0), AtariXLKeyboard 0.1 BETA, AtariXLMouse (Logitech USB Mouse), AtariXLWheel (Thrustmaster Nascar Pro

Digital 2, Logitech Formula GP 1.0, Logitech Vibration Feedback Wheel), USB Device Driver Development Kit 1.2.0, USB Enduser Driver Disk USBTEST Version 0.6, USB HID Base Driver Version 2.0, USBDOS 0.1

Mirage Interactive 6/05
See also: Rewindgames (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 11/07
Gdansk
Poland
http://www.atariarea.krap.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 3.3a, 4.4, 4.4a (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 2/08
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://morethangames.a8maestro.com/
"encoded" email: mtgYYYY(insert year)"A T"a8maestro.com
Vendor: Many Atari and third party hardware and software items-old/new/used, Supersketch Graphics tablet, AGDA Gamelink based gaming network adapters.
Developer: Audio Video break out box and cables (comp, chroma, luminance, audio), 130XE 4 bit memory upgrade, SPIDER sio port expander, SPEEDIER:19.2K serial port, EASI/O cables to expand SIO, PEEKER:Sio port data monitor, 850 adapters, ATR8000 adapters, SIO Cable Tester. Many more in the works.
Publisher: Atari Game Systems V&D List

Motelsoft 11/07
Germany
http://www.motelsoft.de/
Developer: Caveman II - Caves of Osum (also developed: Der Hexenmeister, Labyrinth, Panzer, Smack-Jack

MS-Software (Mirko Sobe) 7/05
Germany

http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

MyAtari 2/07
See: Matthew Bacon

Subject: N

Kostas Nakos 1/06
See also: Atari800 Development Team
Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/
Developer: Pocket Atari 2.0.1

New Breed Software 9/06
c/o Bill Kendrick
2210 Rock St Apt 33
Mountain View CA 94043-2644
USA
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector, MuxChat, SIFE - Super-IRG Font Editor

Nelson Nieves 8/06
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree, TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

Subject: O

Odsiecz Sobieskiego -- O.S. 3/07
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik
See also: Epi
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
Developer: xunzip v2.1 (18 September 2006 -- a ZIP, TAR, GZ and TGZ (TAR.GZ) archives depacker) http://www.atari8.info/stuff/xz21.zip

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit rom dumps

Outland Quest Software 6/06
USA
http://www.outlandquestsoftware.com/
Developer: Ally Attack, Black Sea Silver Fishing, Desert Crossfire,
Dungeons of Oti, Empire, Golf Tees, Graphics 8 Painter, Hoss Racing,
Korellian Conflict, Lite Show, Mad Libs, Motions Variable, Scattergories,
Space Regent, Starbase Alpha, Standoff, Star Maze, Terror Fair,
Three-D Force Tic-Tac-Toe, T.I.A.K. - Taking In Accurate Knowledge,
Uncle Milton's Million Dollar Mystery Mansion

Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

Eric Parent (Joyful Coder) 11/07
http://joyfulcoder.com/
Developer: Memo Pad for Windows Release 6 (November 12, 2007) -
read ATASCII files

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

Michal Pasiecznik / "Pasiu" 1/08
Poland
http://hardware.atari8.info/ and http://pasiu.krap.pl/
Developer: 576 kB - 1 MB RAM expansions (based on the Amiga 500 and Amiga
600 RAM expansion modules), 1 MB - 2 MB SIMM Expansion, ROM Changer,
AutoStereo, XF551 LED Track Display, intSDX (an internal SpartaDOS X
upgrade), ARC (Atari Real Clock - an alternative realtime clock), IDEa
Interface (100% compatible with the KMK/JZ IDE interface), Simple 65c816
Processor Adapter, Warp4 (4 MHz 65c816 accelerator card), Warp4 MegaMEMboard
(1 MB of linear RAM for Warp4), Project F7 (16 MHz 65c816 accelerator card).
Software: CD Audio Player 0.9 for KMK/JZ IDE and IDEa Interface.

Pecus and Pirx 6/07
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: OMC65 crossassembler - Our 5oft MaCro assember for 6502
ver. 1.3 (Win32 executable); Scorched Earth for Atari XL/XE build 114,
Chip 8 & SuperChip 8 emulator v1.1

Tomasz Piorek / electron 7/07
See also: Taquart
Poland
http://vbxe.atari8.info/
Developer: VBXE - Video Board XE - project is a programmable, FPGA based graphics subsystem for Atari XE computers

Pixels Past (Joe Grand) 4/06
2907 Shelter Island Dr Ste 105-169
San Diego CA 92106-2797
USA
Telephone: 619-222-4100
Facsimile: 619-222-1797
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari), Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

PP's (Ralf Patschke) 3/08
See also: STARSOFT Berlin
Germany
http://www.ppsberlin.de/
Developer: G2F pictures: bos2002, Brandenburger Tor Sylvester, htlogo, htlogo2005, joggingsheep, Lotus2_001, Lotus2_003, Lotus_003-1, Lotus2_004, Lotus2_006, Lotus2_006-1, Lotus2_007, Neujahr 2007, New Year, rasenspriesssheep, Schneemann, STARSOFT Logo, Venus Express, weihnachtsbaum.
other: Boersenspiel Version vom 11.01.1992

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving), The Famous List Of Hight Score, File Designer (convert from cassette to disk or from boot program to Atari DOS binary file), Disk Wizard II modification

(updating and improvement of the disassembly code), Boot Loader. PC software: Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC cable)

Subject: R

Werner Raetz 9/06
Postfach 16 40
D-75006 Bretten
Germany
Telefon: 07252/4827 oder 07252/3058
Telefax: 07252/85565
"encoded" email: OOORaetz.SMOOO@OOOt-onlineOOO.OOOdeOOO
Publisher: WASEO-Publisher, WASEO-Designer, WASEO-Triology, WASEO-Grafinoptikum, WASEO-Labouratorium, WASEO-Practoscope, WASEO DISK-LINE disk magazine

Burkhard Rau (HCRBurk) 5/06
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

Ready Magazin (Sascha Leidel) 2/07
Germany
http://www.8-bits.de
Publisher: READY. Magazine. Atari part: 100%, only Atari.
2.60 euro per magazine. 6 magazines per year
Special lower prize for ABBUC members available.

READY Technologies (Thomas Smailus) 5/06
254 Nelson Dr Apt U
Baton Rouge LA 70808-5059
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital hardware systems; design, development, and production of software systems; software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering, Consulting

RETRO magazine 2/07
See: CSW-Verlag

Rewindgames (Fred Meijer) 4/06
See also: Mirage Interactive
See also: Sikor Soft

The Netherlands
http://www.rewindgames.com/
Vendor: new and used hardware, new and used commercial software including all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!, Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds, Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility Disk

Thomas Richter 5/08
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ Emulator (800/XL/XE/5200 emulator for Unix/Linux/Solaris/Irix) Stable Release 1.54, CVS Snapshot 1.54, atari++ 1.54 for win32

Markus Roemer / R.I.K. of Kaisersoft 10/06
An der Roehr 6a
55606 Hochstetten-Dhaun
Germany
Publisher: Top Magazin 2006

Pawel Rosowski 4/05
Poland
http://uce.pl/ikplus/
Developer: IK+ C64 to Atari 8-bit Conversion Project (game) version 0103 (March 2005)

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/ or http://www.schappel.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy), BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master, Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings, ROBOX, Snow Plow, Snow Plow Editor

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Subject: S

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire, Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons, zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping, TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II. XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint, MultiJoy 16/2 hardware interface

Darren Schebek 6/07
Canada
http://www.schebek.ca/ or http://www.user.dccnet.com/dschebek/

Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Serious Magazine 5/05
See: Dial Group

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 9/06
The Netherlands
http://members.home.nl/stack/Atari/atari-xlxe-download.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-
ROM)

Ernest R. Schreurs 9/06
Kempenlandstraat 8
5211 VN Hertogenbosch
The Netherlands
http://home.planet.nl/~ernest/
http://members.home.nl/stack/Atari/atari-pooldisk.html
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm
archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image
system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a
clean .wav file from a Digital Cassette Image), POOLDISK TOO
(PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.ksiders.tzo.com/
Developer: Emulators Utilities: ATR/DCM utilities (DOS),
AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer,
KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler,
Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus.
Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker,
KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic,
Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish,
Circle of Richness

Sikor Soft (Pawel Sikorski) 1/05
See also: Rewindgames (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://sikorsoft.internetdsl.pl/
Developer: 5 x 5, 5 x 5 Editor, ABC, Centurion, Cyborg, Fire Stone,
Ketchup, Liga Polska, Magic of Words, Max, Moscow 1993, Neuroid, Nexus, Orto

Puzzle, Pilkarski Poker, Sexy Six, Sexy Six Data Disk #1, Sexy Six Data Disk #2, Sexy Six Data Disk #3, Teacher Killer, Tekblast

Mark l. Simonson 9/06
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 1/06
http://makeatr.atari8.info/
Developer: makeATR v0.06 (software for MS-Windows)

Len Spencer 8/06
USA
http://www.lspenc13.us/Lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely from scratch")

SquoQuo (Hopper, Bugger, Genetic Gemini, Scythoior, Yoda) 4/06
Germany?
http://squoquo.tk/
Developer: Let's Hop, Sh*t Alpin 2005, Ms.Bulimia

STARSOFT Berlin 3/08
See also: PP's
Germany
http://www.ppsberlin.de/
Developer: 1st START Berlin Demo, 2nd STARSOFT Berlin Demo, 3rd STARSOFT Berlin Demo. CCB-Club-Mag: 01/1992, 02/1992, 03/1992, 04/1991, 04/1992, 05/1991. ECS Info-Mag: 01/1991, 02/1991, 03/1991. Gamtro ABBUC-Magazin 73, GFX 0 Scrolls, Multiple GFX 12 Scrollers, New Years Disc 2007, New Years Disc 2008, STARSOFT Berlin TurboBasic Demo, STARSOFT Magazine: 01/1992, 02/1992, 02/1993, 03/1992. TIF2PIC beta, TOP-Magazin Intro

Radek Sterba (Raster/C.P.U.) 9/08
See also: C.P.U.
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/

Developer:
Games: Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix.
Games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead.
MPE (MIDI Pattern Editor) v2.3.
utilities: HiLoader4.2, CompressCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4.
More games: Head On, Speed Up!, Speed Up!! Gold Edition.
demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Search6502, Flame999, SelfDemo, Wow1k, Fort 320, RMTdemo, Hellix, Basix, Fireworx, Forever 3000, Plastic, Victory, Easter Night, Seawolf, Virtuoso, Fluid Chessboard, Binary Celebration, Jozin z Bazin.
RMT1Player v1.06 (plays *.RMT (Raster Music Tracker) song files on the Atari.
Atari/PC software: ATADIM v3.03 Beta (work with XFD/ATR Atari disk images), DRATEX 1.6 (Drop file Atari Czech text convertor), MAC2MTX (Mac65 to Text), Raster Music Tracker (RMT) v1.27 - cross-platform tool for making Atari XE/XL music on PC (OS Win9x), SA_POKEY (Standalone dynamic DLL library for emulation of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of Atari 6502 processor), Creaxin1 ("Create X in 1") v1.03 (creates ROM image or Atari executable feeder program for X programs in one S/XEGS RAMcart 128KB).
Atari/PC hardware: LPTJOY (connect an Atari joystick to a PC), MultiJoy4/ MultiJoy8/MultiJoy 16 (use 4/8/16 joysticks on a single Atari), SIO D-SUB15M Standard Atariklub PV.
Games for MultiJoy: Cervi, Multris, Shot'em all (SEAL), Cervi 2, Astro4 Road.

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch), The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS - 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS) PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS, ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine interpreter, original by Steve Wozniak), Infoline for ACTION!

Super Products 4/04
c/o James Bradford

14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 1/07
Czech Republic
http://jirkasuv.duch.cz/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..." text game)

Subject: T

Taquart 1/06
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely'
Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru'
Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj
'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz,
Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski
See also: Tomasz Piorek
See also: Marcin Zukowski
Poland
http://numen.scene.pl/ and
http://www.s-direktnet.de/homepages/k_nadj/taquart.html
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995),
Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag,
1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro,
Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996),
Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997),
Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997),
Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan) 3/07
See also: Epi

Poland
http://atariki.krap.pl/index.php/Tristesse
Developer: SROLL-demo, TRS-Desktop 0.9d alpha:
http://www.atari8.info/trsdesktop.php (screenshots)
http://trub.atari8.info/sdx_files/TRS_desktop_v09d_alfa.zip (download),
NeoTracker v1.6 : http://epi.atari8.info/files/neotracker-1.6.zip ,

trub 2/08
See also: DLT Ltd.
Poland
http://trub.atari8.info/ or http://trub.sys.net.pl/
Developer: for SDX 4.x: TDPL 2.0 / TD 2.0 (enhanced TD.COM, Polish/
English), XEP.SYS 0.1F (XEP80 device driver), FSTRUCT, RUNEXT 0.5, QE 2.0
(Continuation of the famous Quick Edit - E: and CON: accelerator by KMK).
for SDX+65C816: RAMD816.SYS. for SDX+QMEG OS: OSSIO.SYS. for SDX+SIO2IDE:
S2I Commands 0.8. for SIO2IDE: S2I JukeBox 4.0a. for MS Windows: FIXATR.
for SDX+KMK/JZ IDE: CDPLAY 0.4a. more: ED 2.9, ABASIC, YOGI/YELLYSTONE PARK
Multidrive, XLDisk. SRAMCharger and Indus CP/M project for Atari Indus GT,
LDW Super 2000, and CA-2001 disk drives.

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs. (Mainly working these days on HP Alpha (VMS), Sparc
(Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 2/07
See also: Atari800 Development Team
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: new hardware, new commercial software (cassette format)

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable

perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 4/07
http://retrobits.net/
Developer: Atari810 1.4d -- software for emulating an Atari 8-bit floppy drive or hard disk on your PC (Windows NT/2000/XP)

Video 61 & Atari Sales (Lance Ringquist) 4/06
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
"We service, sell and publish hardware and software"
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developers: Checkers, Hearts, Ultra Translator

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12), commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
USA
http://www.videogametrader.com/
Vendor: new and used commercial software

Vintage Computer Cables 8/07
Fort Lauderdale FL
USA
http://www.vintagecomputercables.com/
Developer: Atari Gold Video Cable, Atari Gold Video Cable (stereo with Y), Atari Gold S-Video Cable (stereo with Y)

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

WASEO 9/06
c/o Thorsten Helbing
Koenigsberger Str. 9
30916 Isernhagen
Germany
tel: +49 175 9982360
FAX: +49 121 258 409 3729
http://www.waseo.de/
Developer: audio CDs: The 20 best ATARI Hits, The 20 most inventive ATARI Songs, The Best of Music Non Stop, The Best of ATARI Game Music, The ATARI Super Soundmix. Titles published by Werner Ratz: WASEO-Publisher (DTP-Programm), WASEO-Designer (Erganzung zum DTP-Programm), WASEO-Triology (Nutzliche Programmsammlung), WASEO-Grafinoptikum (Grafikprogrammsammlung), WASEO-Labouratorium (Arbeitserleichterungsprogramme), WASEO-Practoscope (Sammlung praktischer Programme), Demo Disk, Basic Hits, DISK-LINE disk magazine

B. Watson (Urchlay) 5/07
http://www.urchlay.com/cassio/
Developer: cassio 0.2.2 - A tool for working with Atari 8-bit computer cassette image (.cas) files on Linux or other UNIX-like systems.

Mark Watson 1/08
http://www.scrameta.net/a800.html
Developer: Atari800 emulator ports: 0.8 for GP32, 1.2 for GP2X, 1.2 for Gizmondo

Jim Wilkinson 8/08
https://sourceforge.net/projects/atarilauncher/
Developer: Atari Launcher (A front end for the various Atari hardware emulators, primarily the Atari800WinPlus emulator)

Wordmark Systems (Charles Marslett) 7/08
USA
http://www.wordmark.org/
Developer: for Atari 8 Bit Computers: MyDOS 4.51 (w/ R. Puff; 6/14/89), A65 assembler 1.2 (7/4/89). PC Utility: ATUTIL (UTIL)(6/15/89)

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/

Vendor: new hardware, commercial software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/atarixlbox.php
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

---

Subject: Y

Yoomp! 7/08
Marcin "Eru" Zukowski, Lukasz "X-Ray" Sychowicz,
Bartek "BeWu" Wasiel, Piotr "0xF" Fusik
http://yoomp.atari.pl/
Developer: Yoomp! version 1.1

Subject: Z

Marcin Zukowski (eru/tqa) 5/07
See also: Taquart
See also: Yoomp!
The Netherlands
http://lepix.sourceforge.net/
Developer: LePix v.0.2.0

==========
End of atari-8-bit/vendev
==========

2490. 20% OFF ALL NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-04 05:46:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0810032244350.10731-100000@onyx.spiritone.com>
Source record: 2879
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/st_soft.htm ATARI ST GAMES & SOFTWARE!

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order goes out the same day. Customers love the speedy service! I have
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FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2491. FS: JOYSTICKS & ATARI HARDWARE 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-04 05:48:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0810032246300.10731-100000@onyx.spiritone.com>
Source record: 2880
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have lots of Joysticks for sale! Atari. Epyx 500XJ. Wico 500XJ. GemStik. Kraft.Mindscapes PowerPlayer. Pointmaster. Prostick II. SpectraVideo. Lots of Suncom. A whole lot of Wico! And a Questar Adjustable Speed Blaster to speed up and Auto-Fire any of these Atari compatable Joysticks.

Classic Atari 8 Bit and Atari ST Hardware and Accessories are 20% off this September! Including Joysticks! Joysticks work with Atari 2600/7800/8-Bit/ ST/Commodore/Amiga/ColecoVision and FlashBack 2 Recently made by Atari!

http://BensCatalogs.Atari.org Ben's Atari WebSite
http://www.aracnet.com/~atari/specials.htm Today's Atari Special!
http://www.aracnet.com/~atari/8bt_hard.htm Joysticks & 8 Bit Hardware!
http://www.aracnet.com/~atari/st_hard.htm Joysticks & ST Hardware!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2492. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-04 05:50:20 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0810032248490.10731-100000@onyx.spiritone.com>
Source record: 2881
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "Wantlist" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2493. Great New Linux Consoles - Play All Atari Classic 8 & 16 bit software

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-05 18:09:46 UTC
From: rajtakhar <sukhrajtakhar@hotmail.com>
Message-ID: <6b0b5529-2d1f-443e-87f7-bfc5ddfa3b7b@t54g2000hsg.googlegroups.com>
Source record: 2882

The GP2X Wiz and Pandora units will open up the face of handheld
computing

The GP2X Wiz is a pure Gaming/Video/MP3 console with hundreds of
emulators written for it

The other, the Pandora is a UMPC, which can run openoffice/firefox and
is the same shape and size as a nintendo DS

To find more information view here
http://gp2xwizandpandora.blogspot.com/

or to order

Check the data here on GP2X Wiz:
http://gp2x.co.uk/go.pl?A216

Check the data here on Pandora:
http://openpandora.org/worldmap.html

Mention you were sent by Raj Takhar and you may get an extra discount

2494. Re: Photographs of Old Computer Store Setups

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-06 00:51:44 UTC
From: "Kevin K." <kevink@noemail.com>
Message-ID: <_-OdnSnZku-__HTVnZ2dnUVZ_qTinZ2d@comcast.com>
Source record: 2883
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

"Sam Gillett" <sgillettnospam@diespammergte.net> wrote in message
news:_WXCk.1511$Jw.889@nwrddc02.gnilink.net...
>
> "David Murray" <adric22@yahoo.com> wrote ...
>>
>> Unfortunately, none of the stores ever had any software running on
>> them, so I usually just played in BASIC on the Commodore units.
>> Sometimes I'd write programs and leave them running for other
>> customers to find.
>
> I used to type in a program something like this (C128 version)
>
> 10 SCNCLR
> 20 PRINT "TYPE YOUR NAME AND PRESS RETURN"
> 30 INPUT A$
> 40 PRINT A$+" ";
> 50 GOTO 40
>
> The fun was in lurking nearby to watch as someone fell for the bait.
> First they would stare in awe as their name filled the screen. Most had
> no idea how to stop the programs endless loop. Then as their name
> continued to scroll all over the screen, many would become nervous,
> thinking they had broken the computer.
>
> Some would sneak away as if trying to escape before their blunder was
> discovered. An occasional honest soul would ask the clerk if they would
> have to pay for the computer they had just broken.
>
> Some of the clerks were wise to me, and would grin at the customer, then
> point at me and tell the customer, "I saw him playing with the computer
> just before you came along. I think he may have done it!"
>
> Computers were more fun back then. ;-)
> --
> Best regards,
>
> Sam Gillett
>
> Change is inevitable,
> except from vending machines!

Fun indeed. My favorite gag was to find an MS-DOS machine and run the
following commands from Debug at the DOS prompt...

```
C:\>debug
-a
137B:0100 mov ax,13
137B:0103 int 10
137B:0105 mov ax,a000
137B:0108 mov es,ax
137B:010A mov dx,3
137B:010D mov cl,dl
137B:010F mov di,0
137B:0112 add dx,9248
137B:0116 ror dx,cl
137B:0118 mov ax,dx
137B:011A stosw
137B:011B cmp di,fa00
137B:011F jne 112
13CE:0121 jmp 10f
13CE:0123
-g
```

Nothing harmful, but made it look like something was _seriously_ wrong with the monitor.

2495. Re: ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-06 06:38:21 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <63560d76-eba5-4fde-9804-01f7d2ca72bf@j22g2000hsf.googlegroups.com>
Source record: 2884
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I see you are STILL spamming the usegroup,asshole. :(

2496. Re: ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-06 12:12:45 UTC
From: Youcantoo <youcantoo@findmoore.net>
Message-ID: <y8ydnQ2bQp0IvHfVnZ2dnUVZ_qDinZ2d@centurytel.net>
Source record: 2885
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Ed Shepherd wrote:
> I see you are STILL spamming the usegroup,asshole. :(
>
And you are still being the same as&^%ole about it too! ;)

2497. Re: Atari Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-07 23:06:51 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <gcgpqe$nv4$2@infosun2.rus.uni-stuttgart.de>
Source record: 2886

Slor wrote:
> Despite all prevention efforts, personable85 <personable85@hotmail.com>
> wrote in news:77e9a748-0f54-44fe-80a4-
> 5dff7a2c9d3d@q9g2000hsb.googlegroups.com:
>
>> Thanks for all your help! I'm looking into everything suggested. Your
>> help is greatly appreciated!
>>
>> Mark
>
> Long as you're looking at cross-assemblers, don't neglect
> ATasm: http://sourceforge.net/projects/atasm/
> and CA65 (from the CC65 suite): http://www.cc65.org/

ca65 is my recommendation. It has macro capabilities beyond that of
Mac/65 and is easy to use and setup - a pleasure to work with.

Of course, it doesn't come with an IDE - but "I don't need no stikin'
IDE". Instead, it has a very good toolchain.

So long,
Thomas

2498. FS: JOYSTICKS & ATARI HARDWARE 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-09 06:24:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0810082320320.30586-100000@onyx.spiritone.com>
Source record: 2887
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have lots of Joysticks for sale! Atari. Epyx 500XJ. Wico 500XJ. GemStik. Kraft.Mindscapes PowerPlayer. Pointmaster. Prostick II. SpectraVideo. Lots of Suncom. A whole lot of Wico! And a Questar Adjustable Speed Blaster to speed up and Auto-Fire any of these Atari compatable Joysticks.

Classic Atari 8 Bit and Atari ST Hardware and Accessories are 20% off this September! Including Joysticks! Joysticks work with Atari 2600/7800/8-Bit/ ST/Commodore/Amiga/ColecoVision and FlashBack 2 Recently made by Atari!

http://BensCatalogs.Atari.org Ben's Atari WebSite
http://www.aracnet.com/~atari/specials.htm Today's Atari Special!
http://www.aracnet.com/~atari/8bt_hard.htm Joysticks & 8 Bit Hardware!
http://www.aracnet.com/~atari/st_hard.htm Joysticks & ST Hardware!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2499. ATARI DEALER SELLING OUT!

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-09 06:27:43 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0810082324270.30586-100000@onyx.spiritone.com>
Source record: 2888
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Greetings to Customers of Bravo Sierra Computers! It angers me during this economic crisis when I see Prices Climb and some gouge their Customers! With Gas prices so HIGH you'll be pleased to hear Shipping Prices Remains Cheaper with the Postal Service!Almost all of my Shipping is with the Postal Service!

Buy NOW and get 20% off Games for Atari 8 Bit & ST Computers!Buy over $100.00 worth and get a FREE ATARI GAME! GET YOUR BRAND NEW FREE ATARI GAME!

Money Raised will Buy Out Atari Dealer for upcoming Sales! Atari 8 Bit & ST!

Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask for Atari catalogs. My Software & Book Catalogs are sorted alphabetically by Title so Cut-&-Paste your order and E-Mail your list with your Shipping Address so I can expedite your order or call Ben anytime at (503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT GAMES & SOFTWARE!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST GAMES & SOFTWARE!

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FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2500. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-09 06:29:36 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0810082327560.30586-100000@onyx.spiritone.com>
Source record: 2889
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "Wantlist" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2501. FS: JOYSTICKS & ATARI HARDWARE 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-09 20:48:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0810091340351.11189-100000@onyx.spiritone.com>
Source record: 2890
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have lots of Joysticks for sale! Atari. Epyx 500XJ. Wico 500XJ. GemStik. Kraft.Mindscapes PowerPlayer. Pointmaster. Prostick II. SpectraVideo. Lots of Suncom. A whole lot of Wico! And a Questar Adjustable Speed Blaster to speed up and Auto-Fire any of these Atari compatable Joysticks.

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http://www.aracnet.com/~atari/8bt_hard.htm Joysticks & 8 Bit Hardware!
http://www.aracnet.com/~atari/st_hard.htm Joysticks & ST Hardware!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2502. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-10 07:27:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0810100021020.31216-100000@onyx.spiritone.com>
Source record: 2891
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "Wantlist" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2503. SIO2USB - is it worth $200+USD?

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-10 10:15:46 UTC
From: Greg.Goodwin@familynet-international.net
Message-ID: <66c113.4a20d3@familynet-international.net>
Source record: 2892

I've enjoyed it. :)

Doc Clu

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

2504. FREE SOFTWARE

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-10 14:00:35 UTC
From: ACADIA <acadia32@gmail.com>
Message-ID: <09d63932-2700-404a-a5eb-a0e5c45bb223@w1g2000prk.googlegroups.com>
Source record: 2893
Cross-posted to: comp.databases.sybase,comp.ai.nat-lang,comp.music.midi,comp.sys.atari.8bit,comp.lang.apl

http://freesoftware10.blogspot.com

2505. atari sales and service

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-10 21:44:56 UTC
From: Video61@tcq.net
Message-ID: <10d076e6-718d-4c4b-84c1-522f6e5bccb8@d31g2000hsg.googlegroups.com>
Source record: 2894
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

we have been in the atari business since 1983. we have perhaps the
largest selection of new in the box atari games in the world. we also
have accessories, and we do service also.

www.atarisales.com

2506. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-14 05:03:42 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1223960587@rtfm.mit.edu>
Source record: 2895
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: July 20, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"

http://atari.fandal.cz/ Games, Demos

http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2507. 20% OFF ALL NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-16 08:26:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0810160123550.25762-100000@onyx.spiritone.com>
Source record: 2896
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

NEW GAMES 20% OFF!NEW GAMES 20% OFF! NEW GAMES 20% OFF!NEW GAMES 20% OFF!

ORDERS OVER $50 GETS 20% OFF ALL NEW CLASSIC ATARI 8 BIT & ATARI ST GAMES!
ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF NEW ATARI
GAMES!Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask
for Atari catalogs. My Software & Book Catalogs are sorted alphabetically
by Title so Cut-&-Paste your order and E-Mail your list with your Shipping
Address so I can expedite your order or call Ben anytime at (503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT GAMES & SOFTWARE!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST GAMES & SOFTWARE!

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2508. FS: JOYSTICKS & ATARI HARDWARE 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-16 08:28:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0810160126270.25762-100000@onyx.spiritone.com>
Source record: 2897
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have lots of Joysticks for sale! Atari. Epyx 500XJ. Wico 500XJ. GemStik. Kraft.Mindscapes PowerPlayer. Pointmaster. Prostick II. SpectraVideo. Lots of Suncom. A whole lot of Wico! And a Questar Adjustable Speed Blaster to speed up and Auto-Fire any of these Atari compatable Joysticks.

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http://www.aracnet.com/~atari/8bt_hard.htm Joysticks & 8 Bit Hardware!
http://www.aracnet.com/~atari/st_hard.htm Joysticks & ST Hardware!

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2509. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-16 08:36:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0810160134380.25762-100000@onyx.spiritone.com>
Source record: 2898
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari you want are in my Catalogs! Many I havent added!
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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2510. Re: 64JPX now available (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-16 23:29:19 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <gd8ipf$ao5$1@registered.motzarella.org>
Source record: 2899

I'd love something that does just the opposite. I've never used a
joystick or other controller that I like as much as the original Atari
joysticks. :)

- Trevor

RobertB wrote:
> From: Nick @ 64HDD
> Date: Sep 23, 10:29 am
>
> Hi all,
>
> 64JPX is now available for sale from the www.64hdd.com
> website. For those who haven't been following developments,
> 64JPX is a micro based interface which allows connection of
> Sega, SNES, NES and/or PCanalog controllers to be used
> with Commodore and Atari compatible systems. In addition
> to doing the signal conversion, the interface offers a number
> of "enhancement" modes tailored to various game genre.
> http://www.64hdd.com/64jpx/ has all the info.
>
> Enjoy,
> Nick

2511. Re: 64JPX now available (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-17 21:00:07 UTC
From: bill@newbreedsoftware.com
Message-ID: <48f8fcd7$0$33547$742ec2ed@news.sonic.net>
Source record: 2900

Trevor Holyoak <trevor@holyoak.com> wrote:
> I'd love something that does just the opposite. I've never used a
> joystick or other controller that I like as much as the original Atari
> joysticks. :)

For USB-based systems (PC, Mac, etc.), you can get a Stelladapter.
I've got one, and it works great under Linux. :)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2512. Re: 64JPX now available (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-17 22:29:13 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <Zk8Kk.1235$ys6.1173@newsfe02.iad>
Source record: 2901

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:48f8fcd7$0$33547$742ec2ed@news.sonic.net...
> Trevor Holyoak <trevor@holyoak.com> wrote:
>> I'd love something that does just the opposite. I've never used a
>> joystick or other controller that I like as much as the original Atari
>> joysticks. :)
>
> For USB-based systems (PC, Mac, etc.), you can get a Stelladapter.
> I've got one, and it works great under Linux. :)
>
> --
> -bill!
> "Tux Paint" - free children's drawing software for Windows / Mac OS X /
> Linux!
> Download it today! http://www.tuxpaint.org/

Try this site:
http://www.legacyengineer.com/store.html
Good for most of your emulator joystick needs
Atari CX40 with USB
:-) Just bought one.
pc,mac,Linux compatible.

2513. Re: 64JPX now available (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-17 22:55:18 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <gdb550$bn4$1@registered.motzarella.org>
Source record: 2902

Those both look pretty cool. I requested a spot on the waiting list for
a Stelladaptor. It's more expensive but also supports paddles.

(Now if someone would just make a bluetooth or IR adapter to use the
joysticks with Atari Retro on my Palm...)

- Trevor

RoyE wrote:
> "Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
> news:48f8fcd7$0$33547$742ec2ed@news.sonic.net...
>> Trevor Holyoak <trevor@holyoak.com> wrote:
>>> I'd love something that does just the opposite. I've never used a
>>> joystick or other controller that I like as much as the original Atari
>>> joysticks. :)
>>
>> For USB-based systems (PC, Mac, etc.), you can get a Stelladapter.
>> I've got one, and it works great under Linux. :)
>>
>> --
>> -bill!
>> "Tux Paint" - free children's drawing software for Windows / Mac OS X
>> / Linux!
>> Download it today! http://www.tuxpaint.org/
>
>
>
> Try this site:
> http://www.legacyengineer.com/store.html
> Good for most of your emulator joystick needs
> Atari CX40 with USB
> :-) Just bought one.
> pc,mac,Linux compatible.
>
>
>
>

2514. FA: Indus GT disk drive for Atari - Tested good

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-19 01:32:30 UTC
From: Jeff <jefftnc@vistatech.net>
Message-ID: <e7864336-7e9e-4df8-8847-7a715bbc5eef@u28g2000hsc.googlegroups.com>
Source record: 2903

I've got an Indus GT disk drive with power supply for auction. It
tested good on my Atari 800.

eBay #230300090326

Thanks!!
Jeff

2515. Re: 64JPX now available (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-22 21:28:26 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <gdo5ug$d7u$1@registered.motzarella.org>
Source record: 2904

On second thought, after comparing prices again, the legacyengineer
version is looking pretty good. It sounds like it can be used with
regular PC games as well.

- Trevor

Trevor Holyoak wrote:
> Those both look pretty cool. I requested a spot on the waiting list for
> a Stelladaptor. It's more expensive but also supports paddles.
>
> (Now if someone would just make a bluetooth or IR adapter to use the
> joysticks with Atari Retro on my Palm...)
>
> - Trevor
>
> RoyE wrote:
>> "Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
>> news:48f8fcd7$0$33547$742ec2ed@news.sonic.net...
>>> Trevor Holyoak <trevor@holyoak.com> wrote:
>>>> I'd love something that does just the opposite. I've never used a
>>>> joystick or other controller that I like as much as the original Atari
>>>> joysticks. :)
>>>
>>> For USB-based systems (PC, Mac, etc.), you can get a Stelladapter.
>>> I've got one, and it works great under Linux. :)
>>>
>>> --
>>> -bill!
>>> "Tux Paint" - free children's drawing software for Windows / Mac OS X
>>> / Linux!
>>> Download it today! http://www.tuxpaint.org/
>>
>>
>>
>> Try this site:
>> http://www.legacyengineer.com/store.html
>> Good for most of your emulator joystick needs
>> Atari CX40 with USB
>> :-) Just bought one.
>> pc,mac,Linux compatible.
>>
>>
>>
>>

2516. Atari800Win 4.0

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-23 02:26:33 UTC
From: personable85 <personable85@hotmail.com>
Message-ID: <84ce0fbe-35c1-4e83-ab53-4c2ecd8825e1@y71g2000hsa.googlegroups.com>
Source record: 2905

I need help with the Atari 800 emulator Atari800Win 4.0. I can't get the 5200 ROM to work properly. Every time I switch to 5200 mode, the colorful 5200 opening screen appears and everything appears to be fine. Then, about 20 seconds later, the Atari800Win program tells me the program has crashed and offers me a number of solutions to the problem. I've tried the suggestions like turning off BASIC, but have had no success. Any help would be greatly appreciated!
Thanks,
Mark

2517. Re: Atari800Win 4.0

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-23 08:41:56 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <nNWLk.3647$I8.3301@newsfe03.iad>
Source record: 2906

"personable85" <personable85@hotmail.com> wrote in message
news:84ce0fbe-35c1-4e83-ab53-4c2ecd8825e1@y71g2000hsa.googlegroups.com...
>I need help with the Atari 800 emulator Atari800Win 4.0. I can't get
> the 5200 ROM to work properly. Every time I switch to 5200 mode, the
> colorful 5200 opening screen appears and everything appears to be
> fine. Then, about 20 seconds later, the Atari800Win program tells me
> the program has crashed and offers me a number of solutions to the
> problem. I've tried the suggestions like turning off BASIC, but have
> had no success. Any help would be greatly appreciated!
> Thanks,
> Mark

\
After the crash dialogue comes up click [NO]. then Press ALT+C on keyboard
and then file selection comes up. Browse to your folder holding the 5200
bin files. Select your binfile.bin and click [OK]. Press start and game
begins..

Good Luck
RoyE
ps basic off helps and no atr's mounted on drives.

2518. 20% OFF ALL NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-23 09:07:00 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0810230204450.28559-100000@onyx.spiritone.com>
Source record: 2910
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

NEW GAMES 20% OFF!NEW GAMES 20% OFF! NEW GAMES 20% OFF!NEW GAMES 20% OFF!

ORDERS OVER $50 GETS 20% OFF ALL NEW CLASSIC ATARI 8 BIT & ATARI ST GAMES!
ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF NEW ATARI
GAMES!Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask
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by Title so Cut-&-Paste your order and E-Mail your list with your Shipping
Address so I can expedite your order or call Ben anytime at (503)256-9974!

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2519. FS: JOYSTICKS & ATARI HARDWARE 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-23 09:09:04 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0810230207200.28559-100000@onyx.spiritone.com>
Source record: 2909
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have lots of Joysticks for sale! Atari. Epyx 500XJ. Wico 500XJ. GemStik. Kraft.Mindscapes PowerPlayer. Pointmaster. Prostick II. SpectraVideo. Lots of Suncom. A whole lot of Wico! And a Questar Adjustable Speed Blaster to speed up and Auto-Fire any of these Atari compatable Joysticks.

Classic Atari 8 Bit and Atari ST Hardware and Accessories are 20% off this September! Including Joysticks! Joysticks work with Atari 2600/7800/8-Bit/ ST/Commodore/Amiga/ColecoVision and FlashBack 2 Recently made by Atari!

http://BensCatalogs.Atari.org Ben's Atari WebSite
http://www.aracnet.com/~atari/specials.htm Today's Atari Special!
http://www.aracnet.com/~atari/8bt_hard.htm Joysticks & 8 Bit Hardware!
http://www.aracnet.com/~atari/st_hard.htm Joysticks & ST Hardware!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2520. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-23 09:11:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0810230209130.28559-100000@onyx.spiritone.com>
Source record: 2908
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "Wantlist" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2521. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-24 05:22:31 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1224825706@rtfm.mit.edu>
Source record: 2907
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: July 20, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"

http://atari.fandal.cz/ Games, Demos

http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2522. Re: Atari800Win 4.0

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-24 14:29:32 UTC
From: personable85 <personable85@hotmail.com>
Message-ID: <83f2a610-4de9-418f-b650-ed35bc114650@i76g2000hsf.googlegroups.com>
Source record: 2911

Thanks for the help! I got the 5200 emulation to work!

Thanks again!

Mark

2523. eBay's Top 10 ATARI computers and components

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-26 14:10:04 UTC
From: DC <nobody@pseudo.borked.net>
Message-ID: <64c28be6c063a6e45df971d01a2355c1@pseudo.borked.net>
Source record: 2912
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.programmer

http://easyurl.net/AtariTop10

2524. AtariWin800 emulator - Star Trek game by Sega

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-26 22:38:04 UTC
From: personable85 <personable85@hotmail.com>
Message-ID: <df2ccfe8-7495-427f-ab04-88e770383bbd@b1g2000hsg.googlegroups.com>
Source record: 2913

I'm trying to play Star Trek using the AtariWin800 emulator in 5200 mode. I got the 5200 emulation to work and the Star Trek cartridge to play, but I can't get past the opening Star Trek title screen. I tried programming the keyboard to emulate the joystick, but that did not work. What do I need to do to get past the Star Trek title screen and play this game?

Thanks!

Mark

2525. free news groups?

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-27 06:21:13 UTC
From: "Joe B." <jblenkle@comcast.net>
Message-ID: <j9nag49l0drl2l8qioqp4po1oljhjdnq49@4ax.com>
Source record: 2914

Hey, I've really enjoyed reading the posts here over the years, but Comcast is doing away with their newsgroup service in a few more days so I will no longer be able to see any of the newsgroups.

Does anyone know of a place you can access these newsgroups for free?

Please answer here, but also email me at sacnewsnet@yahoo.com just in case they turn the thing off before I can read any more messages.

2526. Re: free news groups?

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-27 07:38:03 UTC
From: Bill Marcum <marcumbill@bellsouth.net>
Message-ID: <207gt5-6h2.ln1@marcumbill.bellsouth.net>
Source record: 2915

```
On 2008-10-27, Joe B <jblenkle@comcast.net> wrote:
> Hey, I've really enjoyed reading the posts here over the years, but
> Comcast is doing away with their newsgroup service in a few more days
> so I will no longer be able to see any of the newsgroups.
>
> Does anyone know of a place you can access these newsgroups for free?
>
> Please answer here, but also email me at sacnewsnet@yahoo.com just in
> case they turn the thing off before I can read any more messages.
>
aioe.org and motzarella.org are free news servers.

--
Management is not responsible for loss or damage.
```

2527. Re: free news groups?

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-27 15:47:46 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <bN-dnSRrz7o0f5jUnZ2dnUVZ_tninZ2d@earthlink.com>
Source record: 2916

"Joe B." <jblenkle@comcast.net> wrote in message
news:j9nag49l0drl2l8qioqp4po1oljhjdnq49@4ax.com...
> Hey, I've really enjoyed reading the posts here over the years, but
> Comcast is doing away with their newsgroup service in a few more days
> so I will no longer be able to see any of the newsgroups.
>
> Does anyone know of a place you can access these newsgroups for free?
>
> Please answer here, but also email me at sacnewsnet@yahoo.com just in
> case they turn the thing off before I can read any more messages.
>

Google Groups is free but a bit clunky for a regular reader.

Rick

2528. Star Trek and Atari800win

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-28 00:21:31 UTC
From: personable85 <personable85@hotmail.com>
Message-ID: <a0a7f6b3-b67c-494f-82a1-dcd91d9907c2@m36g2000hse.googlegroups.com>
Source record: 2917

How do I get past the opening screen of Star Trek for the 5200 using Atari800Win? What keys do I need to press? I tried them all. I even programmed the joystick to use the keypad, but that didn't help. What do I need to do to play Star Trek on the emulated 5200?

Thanks!

Mark

2529. Re: free news groups?

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-28 01:20:02 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.ujpnb5d2gaat7c@mdc>
Source record: 2918

On Mon, 27 Oct 2008 01:21:13 -0500, Joe B. <jblenkle@comcast.net> wrote:

> Does anyone know of a place you can access these newsgroups for free?

I would recommend the service I use these days, Octanews.

http://www.octanews.com/

Not free, but the block accounts are practically free if you're only going
to be reading a few text-based newsgroups, which is what I do.

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

2530. Name this game

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-29 01:21:28 UTC
From: j70141@hotmail.com
Message-ID: <4a212992-1b2e-493a-86dd-e0ed8725fb78@k7g2000hsd.googlegroups.com>
Source record: 2919

Hi guys,
I tried posting this once before, but something happened to my
connection. Forgive me if this is a repeat.

I am looking for a game that I played once. It was a dungeon game, as
I remember having armor on many parts of my body, including the neck.
The armor was signified by a number when I did a review of my armor.

Each step was one turn and at each step I had the chance of meeting up
with some kind of monster. I remember typing the command, "Hit Neck"
in this game when attack a monster (or some other body part). The
game then made a bit of a 'tweep' sound effect and moved my sword a
little to signify that I had attempted to attack it.

The walls were grey like blocks and the door was a bit of a slanted
line. It had levels in which I could go deeper and deeper, usually by
going to the other door on the other side of the screen.

It was not written in basic and is not called 'Temple of Apashi' nor
did it look like that game.

Can anyone help me out here? I think the name had the word 'Dungeon'
in it, like Dungeon Master or something, but I am not really so sure
of it.

2531. Re: Star Trek and Atari800win

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-29 03:05:35 UTC
From: eric <joyfulcoder@gmail.com>
Message-ID: <de2b2ae6-5f2b-4a0f-b334-b36d1f310cba@64g2000hsu.googlegroups.com>
Source record: 2920

On Oct 27, 8:21 pm, personable85 <personabl...@hotmail.com> wrote:
> How do I get past the opening screen of Star Trek for the 5200 using
> Atari800Win? What keys do I need to press? I tried them all. I even
> programmed the joystick to use the keypad, but that didn't help. What
> do I need to do to play Star Trek on the emulated 5200?

I have the same problem with Atari800MacX. The title screen appears
and plays a short Star Trek theme song and then nothing.

2532. atarisales annual atari holiday sale

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-30 00:15:13 UTC
From: Video61@tcq.net
Message-ID: <6a3c1cc8-9695-4f41-98d0-a470df97c7c4@h60g2000hsg.googlegroups.com>
Source record: 2921

please visit our web site at www.atarisales.com click on the 2008
holiday sale page to view the 2008 atari holiday sale.
thanks

2533. CAMPAIGN IN 2008!

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-30 11:26:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0810300424240.10542-100000@onyx.spiritone.com>
Source record: 2922
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I owe you a lot! You pay my bills. Defend me from attacks. Patronize and
support me with your money. Each Dollar/Euro/Yen/etc is a Vote of support!
Show support for your Atari Dealer! Buy from Ben, your Atari Benefactor!
Show support by buying Atari and keep the support coming. Show support!
Vote for your favorite Atari Dealer! Vote for Bravo Sierra this November!
In the spirit of Customer Appreciation Month I'm offering a Gift to you,
my Customers, With purchase this November! E-Mail BenSells@Atari.org, goto
my website below for details and/or Call Ben anytime at (503)256-9974!
Vote 4 Ben! Vote 4 Support! Vote 4 Bravo Sierra Computers in 2008!

http://www.aracnet.com/~atari/specials.htm Atari Thank You Specials!
http://BensCatalogs.Atari.org Ben's FREE Atari Catalogs!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2534. GIVING THANX! CUSTOMER APPRECIATION MONTH!

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-30 11:27:49 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0810300426190.10542-100000@onyx.spiritone.com>
Source record: 2923
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Early Each November, Vendors start Advertising for the Christmas Season,
But forget the season for Giving Thanx. This November I'm Giving Thanx for
wonderful Atari Customers. Atari Customers are the Best. A real Blessing.
They're Loyal & keep coming back for more. Real Die-Hards. I'm Showing my
Appreciaton to my Customers This November. Buy from Bravo Sierra Computers
and get a gift from Ben Smith! Goto http://BenSells.Atari.org E-Mail
BenSells@Atari.org or Call Ben anytime at (503)256-9974! Got Atari?

http://www.aracnet.com/~atari/specials.htm ATARI THANK YOU SPECIALS!
http://BensCatalogs.Atari.org BEN'S FREE ATARI CATALOGS!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2535. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2008-10-30 11:30:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0810300427580.10542-100000@onyx.spiritone.com>
Source record: 2924
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "Wantlist" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2536. Atari XF351 or XF354

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-02 04:24:03 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <OX9Pk.19718$gD3.10731@newsfe01.iad>
Source record: 2925

Do anyone know what is the different between XF351 and XF354?

Thanks!
Jack

2537. Re: Atari XF351 or XF354

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-02 10:52:26 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0811020247280.13752-100000@onyx.spiritone.com>
Source record: 2926

I Believe, just like on the ST, the 354 is single sided format and the 314 is
double sided format. -=-Ben-=-

On Sun, 2 Nov 2008, Jack Tseng wrote:

> Date: Sun, 2 Nov 2008 00:24:03 -0400
> From: Jack Tseng <tseng4@hotmail.com>
> Newsgroups: comp.sys.atari.8bit
> Subject: Atari XF351 or XF354
>
> Do anyone know what is the different between XF351 and XF354?
>
> Thanks!
> Jack
>

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2538. Re: Atari XF351 or XF354

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-02 12:09:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0811020340380.14889-100000@onyx.spiritone.com>
Source record: 2927

Hello Jack, I believe this is a Bob Puff mod. You take an xf551 and remove the 5.25 mech and replace it with a 3.5 mech. If you add a Single Sided Double Density 360K mech, you have an xf354! If you add a Double Double Density 720K mech, you have an xf314! Both mechs are Double Density, not High Density! These mechs are common on the Atari ST in both the SF354 and SF314 drives. -=-Ben-=-

On Sun, 2 Nov 2008, Jack Tseng wrote:

> Date: Sun, 2 Nov 2008 00:24:03 -0400
> From: Jack Tseng <tseng4@hotmail.com>
> Newsgroups: comp.sys.atari.8bit
> Subject: Atari XF351 or XF354
>
> Do anyone know what is the different between XF351 and XF354?
>
> Thanks!
> Jack

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2539. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-03 08:58:08 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1225702494@rtfm.mit.edu>
Source record: 2928
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: July 20, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"

http://atari.fandal.cz/ Games, Demos

http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2540. Re: Atari XF351 or XF354

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-03 21:49:18 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1383fb05-3506-4be5-874e-110bd3098f5d@r36g2000prf.googlegroups.com>
Source record: 2929

On Nov 2, 7:09 am, Bravo Sierra Computers <at...@aracnet.com> wrote:
> Hello Jack, I believe this is a Bob Puff mod. You take an xf551 and remove the
> 5.25 mech and replace it with a 3.5 mech. If you add a Single Sided Double
> Density 360K mech, you have an xf354! If you add a Double Double Density 720K
> mech, you have an xf314! Both mechs are Double Density, not High Density! These
> mechs are common on the Atari ST in both the SF354 and SF314 drives. -=-Ben-=-
>
> On Sun, 2 Nov 2008, Jack Tseng wrote:
> > Date: Sun, 2 Nov 2008 00:24:03 -0400
> > From: Jack Tseng <tse...@hotmail.com>
> > Newsgroups: comp.sys.atari.8bit
> > Subject: Atari XF351 or XF354
>
> > Do anyone know what is the different between XF351 and XF354?
>
> > Thanks!
> > Jack
>
> Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
> FREE Catalogs @http://BenSells.Atari.orgorhttp://BensCatalogs.Atari.orgor
> Catalogs Requested by E-Mail at At...@aracnet.com or BenSe...@Atari.org and
> Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

So then that would make the xf354 a made up model # and not an actual
drive Atari sold. I seem to recall and someone might be able to
clarify my foggy memory that a 3 1/2" 8bit drive was planned and
perhaps prototyped at some point but never released. I do remember
that even the xf551 would not have seen the light of day if Atari
weren't sued over XE Game System (in the suit they claimed there was
no current prodiuction computer hardware (floppy drives for example)
for the XE gaming system so in fact they were false advertising it's
capabilities to run "1000's of software programs" and Atari countered
by quickly releasing the XF554. Okay while my memory is being jogged
wasn't there a third party 3 1/2 " drive you could buy the Atari?
Anyone else remembering any of this?

It seem's so long ago now. Like it all happened on another primitive
(but more fun) planet.

2541. Re: Atari XF351 or XF354

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-05 12:18:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0811050343080.22308-100000@onyx.spiritone.com>
Source record: 2930

I dont know if the xf354 is a made up model #, still Atari did not sell it. It's a converted xf551. You take an xf551 and add a 3.5" inch drive so have the same 5.25" 360K mech inside and an added 3.5" mech outside, on top. Or remove the 5.25" 360K inside mech and upgrade with a 3.5" mech inside, like a 720K Double Sided, Double Density mech. If you know somebody with a good xf551 with a bad mech, you can save it this way!

Yes! Atari did plan a 3.5" 8 bit. Lance at Video 61 told me.

The 3.5" mechanisms used on Atari ST drives were made by other manufacturers and also used on other computers besides Atari. If you could find old mechs out there and upgrade your xf551, wouldnt it be grand!

You might find help with this from Bob Puff or Lance at Video 61.

---------- Forwarded message ----------
On Mon, 3 Nov 2008, kev242@gmail.com wrote:

So then that would make the xf354 a made up model # and not an actual drive Atari sold. I seem to recall and someone might be able to clarify my foggy memory that a 3 1/2" 8bit drive was planned and perhaps prototyped at some point but never released. I do remember that even the xf551 would not have seen the light of day if Atari weren't sued over XE Game System (in the suit they claimed there was no current prodiuction computer hardware (floppy drives for example) for the XE gaming system so in fact they were false advertising it's capabilities to run "1000's of software programs" and Atari countered by quickly releasing the XF554. Okay while my memory is being jogged wasn't there a third party 3 1/2 " drive you could buy the Atari? Anyone else remembering any of this?

It seem's so long ago now. Like it all happened on another primitive (but more fun) planet.

---------- Forwarded message ----------
Date: Sun, 2 Nov 2008 04:09:30 -0800
From: Bravo Sierra Computers <atari@aracnet.com>

Hello Jack, I believe this is a Bob Puff mod. You take an xf551 and remove the 5.25 mech and replace it with a 3.5 mech. If you add a Single Sided Double Density 360K mech, you have an xf354! If you add a Double Double Density 720K mech, you have an xf314! Both mechs are Double Density, not High Density! These mechs are common on the Atari ST in both the SF354 and SF314 drives. -=-Ben-=-

---------- Forwarded message ----------
On Sun, 2 Nov 2008, Jack Tseng wrote:

Does anyone know what is the difference between XF351 and XF354?

Thanks!
Jack

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2542. GIVING THANX! CUSTOMER APPRECIATION MONTH!

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-06 08:57:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0811060054140.29020-100000@onyx.spiritone.com>
Source record: 2931
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Early Each November, Vendors start Advertising for the Christmas Season,
But forget the season for Giving Thanx. This November I'm Giving Thanx for
wonderful Atari Customers. Atari Customers are the Best. A real Blessing.
They're Loyal & keep coming back for more. Real Die-Hards. I'm Showing my
Appreciaton to my Customers This November. Buy from Bravo Sierra Computers
and get a gift from Ben Smith! Goto http://BenSells.Atari.org E-Mail
BenSells@Atari.org or Call Ben anytime at (503)256-9974! Got Atari?

http://www.aracnet.com/~atari/specials.htm ATARI THANK YOU SPECIALS!
http://BensCatalogs.Atari.org BEN'S FREE ATARI CATALOGS!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2543. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-06 08:59:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0811060057320.29020-100000@onyx.spiritone.com>
Source record: 2932
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "Wantlist" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2544. CSS badly!

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-07 00:20:12 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <1RLQk.17$aj1.13@newsfe01.iad>
Source record: 2933

I need CSS XF Single Drive binary rom for XF551 so badly! anyone has the rom? sell it to me....

Thanks!
Jack

2545. DarkForce! winner for November 2008

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-07 15:10:39 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2008.11.07.15.10.39.148056@suddenlink.net>
Source record: 2934

Greetings everyone!

Here is the lucky winner for November 2008 at The DarkForce! BBS:

November 2008
1. ST Magazine - Infoman wins a free 3 magazine subscription!

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

2546. Re: Atari XF351 or XF354

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-07 15:27:59 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <138895f4-2262-4ec7-9179-0fea198142ee@o40g2000prn.googlegroups.com>
Source record: 2935

On Nov 5, 7:18 am, Bravo Sierra Computers <at...@aracnet.com> wrote:
> I dont know if the xf354 is a made up model #, still Atari did not sell it.
> It's a converted xf551.

if Atari never sold it then it is a made up model #..

2547. FA: Atari STacy2 computer

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-11 17:13:48 UTC
From: DC <nobody@pseudo.borked.net>
Message-ID: <6c50e821b5c4708dcf358f135806f3e4@pseudo.borked.net>
Source record: 2936
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

http://easyurl.net/STacy2

2548. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-14 08:37:45 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1226651713@rtfm.mit.edu>
Source record: 2937
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: July 20, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"

http://atari.fandal.cz/ Games, Demos

http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
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ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2549. GIVING THANX! CUSTOMER APPRECIATION MONTH!

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-15 05:17:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0811142115390.12700-100000@onyx.spiritone.com>
Source record: 2938
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Early Each November, Vendors start Advertising for the Christmas Season,
But forget the season for Giving Thanx. This November I'm Giving Thanx for
wonderful Atari Customers. Atari Customers are the Best. A real Blessing.
They're Loyal & keep coming back for more. Real Die-Hards. I'm Showing my
Appreciaton to my Customers This November. Buy from Bravo Sierra Computers
and get a gift from Ben Smith! Goto http://BenSells.Atari.org E-Mail
BenSells@Atari.org or Call Ben anytime at (503)256-9974! Got Atari?

http://www.aracnet.com/~atari/specials.htm ATARI THANK YOU SPECIALS!
http://BensCatalogs.Atari.org BEN'S FREE ATARI CATALOGS!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2550. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-15 05:20:54 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0811142118030.12700-100000@onyx.spiritone.com>
Source record: 2939
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "Wantlist" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2551. synapse Electrician gameplay q

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-15 13:18:09 UTC
From: seymour-shabow <seymour.shabow@gmail.com>
Message-ID: <2a708c16-a70d-41f5-92c3-97ddac0eb80e@e38g2000prn.googlegroups.com>
Source record: 2940

So I finally decided to play Electrician through to the end and found
out that the copy circulating on the net crashes when you finally get
the key to building 4 - you enter building 4 and the emulator crashes.

Does it do this on a real atari too as the cracked file is defective?
Anyone ever finish the game?

thanks, scott

2552. Re: synapse Electrician gameplay q

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-15 16:29:54 UTC
From: Philsan <XXXfilsanXXX@XXXtiscaliXXX.it>
Message-ID: <491ef938$1_4@news.bluewin.ch>
Source record: 2941

http://www.atariage.com/forums/index.php?showtopic=131494&hl=electrician
http://atari.fandal.cz/detail.php?files_id=1826

2553. lil project concept: mcu to atari?

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-15 23:23:13 UTC
From: bill mcb <billmcbrineNOSPAM@yahooDOT.com>
Message-ID: <BRITk.966$o15.906@edtnps83>
Source record: 2942

Hi folks

I'm an olde atarian and always enjoy a bit of dreaming...
I know it's probably a bit pointless now, but here's an
idea I had recently.

Hardware upgrade project for Atari 8's
==========
- Microcontroller, like an AVR, or ARM Thumb. They are awful
cheap now a days, some under $5 and fully reprogrammable.
- Build the controller into a cartridge for the Atari8,
write code into it so it's tailored towards common logic functions,
bit manipulations, math, rendering, etc.. anything.
- Rewrite an expanded Atari BASIC language to fully and
maximally utilize this controller co-processor and all
its own functions. Add keywords for whatever you wish.

You can actually accelerate many standard BASIC functions by
having the controller do it instead. Use the Atari to grok
the keywords, then calls the co-pro to do the real processing.

These lil chips run real fast now a days, some over 50 Mhz and
some 150Mhz+ for around $20 for the chip itself and are 32bit!
Wouldn't it be sweet to use a plugin cartridge as your accelerator??
The same idea could apply to any 8bit or even 16bit computer.
It could be as cheap as ~$20 to build one of these cartridges
with a cheaper chip.

Nice dreams.... but who uses physical Atari's anymore. Well, I'm
sure there are some in this group that do. I still have my 800XL
but I don't really use it. :-)

=-Bill-=

2554. Re: lil project concept: mcu to atari?

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-16 18:42:11 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <dvSdnXAd4csI9L3UnZ2dnUVZ_gqdnZ2d@earthlink.com>
Source record: 2943

"bill mcb" <billmcbrineNOSPAM@yahooDOT.com> wrote in message
news:BRITk.966$o15.906@edtnps83...
> Hi folks
>
> I'm an olde atarian and always enjoy a bit of dreaming...
> I know it's probably a bit pointless now, but here's an
> idea I had recently.
>
> Hardware upgrade project for Atari 8's
> ======================================
> - Microcontroller, like an AVR, or ARM Thumb. They are awful
> cheap now a days, some under $5 and fully reprogrammable.
> - Build the controller into a cartridge for the Atari8,
> write code into it so it's tailored towards common logic functions,
> bit manipulations, math, rendering, etc.. anything.
> - Rewrite an expanded Atari BASIC language to fully and
> maximally utilize this controller co-processor and all
> its own functions. Add keywords for whatever you wish.
>
> You can actually accelerate many standard BASIC functions by
> having the controller do it instead. Use the Atari to grok
> the keywords, then calls the co-pro to do the real processing.
<snip>

IMO: It would be a neat hack but there aren't that many people that would benefit. It is more of a problem with the Atari being the bottleneck. Flat out an Atari takes ~1/3 of a second to transfer the 8k of a high res screen to display memory. Even if you had a coprocessor that could generate real time 3d video, you would still be limited to 3 frames a second for screen updates.

There just aren't a lot of applications that would benefit because a lot of work is being done on Windows platforms now. That is, if you need something like fast compilation you can either run a cross compiler on an Windows platform or just run an emulator with an Atari language at full speed. I hope you see what I mean. It isn't a slam against you or the AVR, it is just that even if you sped up say a native assembler on an Atari 10 fold, it would still be 100x slower then one on an Intel based machine which a lot of people have migrated to.

I would say video is important and several people have done AVR to VGA displays, but I think a lot of people have just bought one of those converter boxes. I know when I decided to set up an 8bit last month I just bought a composite to USB convertor so I could use my laptop's display for my Atari.

"I have met the enemy and he is us" kind of thing applies. I can't remember when Nick Kennedy came out with SIO2PC but I would guess it was around 1988. We've had about 20 years of virtually unlimited fast storage and what have we done with it? No new games that need 16 megs of storage to run, no new database or spreadsheet, and no new apps that take advantage of it. Mostly people use the storage to archive everything ever written for the Atari.

Rick

2555. Bravo Sierra or EBay?

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-20 13:26:07 UTC
From: RetroC64 <stedetro@yahoo.com>
Message-ID: <49256569$0$14302$607ed4bc@cv.net>
Source record: 2944

In your opinion, if you are just starting to collect Atari equpiment, where would be the best place to start? A dealer like Bravo Sierra or EBay?

It seems EBay obviously has some great stuff but shipping is insane and the quality is anyone's guess. Bravo Sierra might be similar in quality and you would save on shipping but their prices seem very high.

Are there other sources besides these two?

Thanks.

2556. Re: Bravo Sierra or EBay?

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-20 16:50:22 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2008.11.20.16.50.22.55471@suddenlink.net>
Source record: 2945

On Thu, 20 Nov 2008 08:26:07 -0500, RetroC64 wrote:

> In your opinion, if you are just starting to collect Atari equpiment, where
> would be the best place to start? A dealer like Bravo Sierra or EBay?
>
> It seems EBay obviously has some great stuff but shipping is insane and the
> quality is anyone's guess. Bravo Sierra might be similar in quality and you
> would save on shipping but their prices seem very high.
>
> Are there other sources besides these two?
>
> Thanks.

I'd use both - because you may or may not find all you need from a single
source. Also, there are other Atari places, like Best Electronics, and
many more. Google for it.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

2557. Re: Bravo Sierra or EBay?

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-20 17:48:49 UTC
From: RetroC64 <stedetro@yahoo.com>
Message-ID: <4925a2fa$0$20303$607ed4bc@cv.net>
Source record: 2946

Thanks. I didn't know there was other sources. I will check out Best
Electronics.

Thanks again.

"Ronald J. Hall" <darklord@suddenlink.net> wrote in message
news:pan.2008.11.20.16.50.22.55471@suddenlink.net...
> On Thu, 20 Nov 2008 08:26:07 -0500, RetroC64 wrote:
>
>> In your opinion, if you are just starting to collect Atari equpiment,
>> where
>> would be the best place to start? A dealer like Bravo Sierra or EBay?
>>
>> It seems EBay obviously has some great stuff but shipping is insane and
>> the
>> quality is anyone's guess. Bravo Sierra might be similar in quality and
>> you
>> would save on shipping but their prices seem very high.
>>
>> Are there other sources besides these two?
>>
>> Thanks.
>
> I'd use both - because you may or may not find all you need from a single
> source. Also, there are other Atari places, like Best Electronics, and
> many more. Google for it.
>
> --
> Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
> An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org
>

2558. Re: Bravo Sierra or EBay?

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-20 20:36:17 UTC
From: bill@newbreedsoftware.com
Message-ID: <4925ca41$0$2746$742ec2ed@news.sonic.net>
Source record: 2947

RetroC64 <stedetro@yahoo.com> wrote:
> Thanks. I didn't know there was other sources. I will check out Best
> Electronics.

Check the comp.sys.atari.8bit Vendors & Developers FAQ, too.

-bill!

2559. Re: Bravo Sierra or EBay?

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-21 01:25:59 UTC
From: RetroC64 <stedetro@yahoo.com>
Message-ID: <49260e68$0$4880$607ed4bc@cv.net>
Source record: 2948

Great FAQ Bill. There seems to be a ton of vendors. I wasn't expecting that.
I wonder how they all survive?

Thanks again for the info.

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:4925ca41$0$2746$742ec2ed@news.sonic.net...
> RetroC64 <stedetro@yahoo.com> wrote:
>> Thanks. I didn't know there was other sources. I will check out Best
>> Electronics.
>
> Check the comp.sys.atari.8bit Vendors & Developers FAQ, too.
>
> -bill!

2560. Re: Bravo Sierra or EBay?

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-21 16:23:32 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <0a81f7cd-6ed6-4060-b573-71a4d2504e68@k36g2000yqe.googlegroups.com>
Source record: 2949

On Nov 20, 8:26 am, "RetroC64" <stede...@yahoo.com> wrote:
> In your opinion, if you are just starting to collect Atari equpiment, where
> would be the best place to start? A dealer like Bravo Sierra or EBay?
>
> It seems EBay obviously has some great stuff but shipping is insane and the
> quality is anyone's guess. Bravo Sierra might be similar in quality and you
> would save on shipping but their prices seem very high.
>
> Are there other sources besides these two?
>
> Thanks.

Just my two cents. It depends on how anal you are about the condition
of your collection. To me it is worth a little extra money to get
something that is not all scratched. I like my stuff to look semi-
new. That said, while you are guaranteed getting something in good
condition from a dealer you pay threw the nose for it. If you keep
looking on eBay you can find things in good shape too. Make sure you
read their feedback ask questions.

My recommendation like another said, is do both. Another good place
to look is Craiglist,
'

2561. Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-22 14:34:08 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <xLUVk.23962$9Z6.7869@newsfe01.iad>
Source record: 2950

DOS XL and SpartaDOS have Indus GT turbo driver. I am looking for Indus driver for MYDOS 4.53 and any double density DOS.

Thanks!
Jack

2562. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-22 21:08:06 UTC
From: Bill Marcum <marcumbill@bellsouth.net>
Message-ID: <678mv5-itj.ln1@marcumbill.bellsouth.net>
Source record: 2751

On 2008-11-22, Jack Tseng <tseng4@hotmail.com> wrote:
> DOS XL and SpartaDOS have Indus GT turbo driver. I am looking for Indus
> driver for MYDOS 4.53 and any double density DOS.
>
> Thanks!
> Jack
>
I'm not sure if high speed drivers ever existed for Indus drives with
other DOSes.

--
They can't stop us... we're on a mission from God!
-- The Blues Brothers

2563. Re: synapse Electrician gameplay q

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-24 00:17:57 UTC
From: seymour-shabow <seymour.shabow@gmail.com>
Message-ID: <a330a79b-513e-4ad5-84ea-cba1f575a526@x38g2000yqj.googlegroups.com>
Source record: 2752

On Nov 15, 11:29 am, "Philsan" <XXXfilsan...@XXXtiscaliXXX.it> wrote:
> http://www.atariage.com/forums/index.php?showtopic=131494&hl=electricianhttp://atari.fandal.cz/detail.php?files_id=1826

Thanks!!! I know all about stack crashes, I just caused a couple on
one of my pinball machines.....

scott

2564. GIVING THANX! CUSTOMER APPRECIATION MONTH!

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-24 01:52:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0811231751330.8531-100000@onyx.spiritone.com>
Source record: 2754
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Early Each November, Vendors start Advertising for the Christmas Season,
But forget the season for Giving Thanx. This November I'm Giving Thanx for
wonderful Atari Customers. Atari Customers are the Best. A real Blessing.
They're Loyal & keep coming back for more. Real Die-Hards. I'm Showing my
Appreciaton to my Customers This November. Buy from Bravo Sierra Computers
and get a gift from Ben Smith! Goto http://BenSells.Atari.org E-Mail
BenSells@Atari.org or Call Ben anytime at (503)256-9974! Got Atari?

http://www.aracnet.com/~atari/specials.htm ATARI THANK YOU SPECIALS!
http://BensCatalogs.Atari.org BEN'S FREE ATARI CATALOGS!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2565. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-24 01:54:41 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0811231753220.8531-100000@onyx.spiritone.com>
Source record: 2753
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "Wantlist" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2566. Re: Bravo Sierra or EBay?

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-24 21:28:58 UTC
From: evilmoo@gmail.com
Message-ID: <e5211a3c-2612-4225-8ff5-d423eb373b12@w34g2000yqm.googlegroups.com>
Source record: 2755

On Nov 20, 8:26 am, "RetroC64" <stede...@yahoo.com> wrote:
> In your opinion, if you are just starting to collect Atari equpiment, where
> would be the best place to start? A dealer like Bravo Sierra or EBay?
>
> It seems EBay obviously has some great stuff but shipping is insane and the
> quality is anyone's guess. Bravo Sierra might be similar in quality and you
> would save on shipping but their prices seem very high.
>
> Are there other sources besides these two?
>
> Thanks.

Buy from the source that doesn't habitually spam newsgroups. In other
words, don't reward bad behavior.

2567. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-25 03:15:37 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <T1KWk.4992$8_3.2206@flpi147.ffdc.sbc.com>
Source record: 2756

"Jack Tseng" <> wrote in message news:
> DOS XL and SpartaDOS have Indus GT turbo driver. I am looking for Indus
> driver for MYDOS 4.53 and any double density DOS.
>
> Thanks!
> Jack
I'm a little confused. You do know SpartaDOS is a
dble. dens. DOS? I'm unaware of a high speed
aspect to SpDOS, there may be one. SpartaDOSX
cart has some high speed drivers.
I never liked high speed. The Sparta ultraspeed
sector skew even I don't like, on 1050 with
US Doubler.
Just keep it slow and reliable, without errors.

2568. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-25 07:49:22 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1227599218@rtfm.mit.edu>
Source record: 2757
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: July 20, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"

http://atari.fandal.cz/ Games, Demos

http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2569. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-25 17:44:01 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <YM-dnSOksqvNpLHUnZ2dnUVZ8vCdnZ2d@giganews.com>
Source record: 2759

"RetroJess" <rjhamilton@pldi.net> wrote in message
news:Wp6dnZJDTOZvtbHUnZ2dnUVZ_vadnZ2d@posted.pioneerinternet2...
> Isn't DOSXL also a double density capable file management system?
>
> -Jess

Density and a half, IIRC.

Bill Garber from GS-Electronics
http://www.garberstreet.com

"If you wish to forget anything on the
spot, make a note that this thing is to
be remembered." (Edgar Allen Poe)

2570. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-25 18:33:50 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <Wp6dnZJDTOZvtbHUnZ2dnUVZ_vadnZ2d@posted.pioneerinternet2>
Source record: 2758

Isn't DOSXL also a double density capable file management system?

-Jess

"Russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:T1KWk.4992$8_3.2206@flpi147.ffdc.sbc.com...
>
> "Jack Tseng" <> wrote in message news:
>> DOS XL and SpartaDOS have Indus GT turbo driver. I am looking for Indus
>> driver for MYDOS 4.53 and any double density DOS.
>>
>> Thanks!
>> Jack
> I'm a little confused. You do know SpartaDOS is a
> dble. dens. DOS? I'm unaware of a high speed
> aspect to SpDOS, there may be one. SpartaDOSX
> cart has some high speed drivers.
> I never liked high speed. The Sparta ultraspeed
> sector skew even I don't like, on 1050 with
> US Doubler.
> Just keep it slow and reliable, without errors.

2571. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-25 20:38:05 UTC
From: Bill Marcum <marcumbill@bellsouth.net>
Message-ID: <dm2uv5-meu.ln1@marcumbill.bellsouth.net>
Source record: 2760

```
On 2008-11-25, Russg <russgilb@MUNGEsbcglobal.net> wrote:
>
> "Jack Tseng" <> wrote in message news:
>> DOS XL and SpartaDOS have Indus GT turbo driver. I am looking for Indus
>> driver for MYDOS 4.53 and any double density DOS.
>>
>> Thanks!
>> Jack
> I'm a little confused. You do know SpartaDOS is a
> dble. dens. DOS? I'm unaware of a high speed
> aspect to SpDOS, there may be one. SpartaDOSX
> cart has some high speed drivers.
> I never liked high speed. The Sparta ultraspeed
> sector skew even I don't like, on 1050 with
> US Doubler.
> Just keep it slow and reliable, without errors.
>
>
Maybe he meant "a driver for MyDOS 4.53 or for any double density DOS".
MyDOS is a double density DOS.

--
They can't stop us... we're on a mission from God!
-- The Blues Brothers
```

2572. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-26 02:08:35 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <Gc2Xk.1071$%M6.475@newsfe13.iad>
Source record: 2761

```
"Bill Marcum" <marcumbill@bellsouth.net> wrote in message
news:dm2uv5-meu.ln1@marcumbill.bellsouth.net...
> On 2008-11-25, Russg <russgilb@MUNGEsbcglobal.net> wrote:
>>
>> "Jack Tseng" <> wrote in message news:
>>> DOS XL and SpartaDOS have Indus GT turbo driver. I am looking for Indus
>>> driver for MYDOS 4.53 and any double density DOS.
>>>
>>> Thanks!
>>> Jack
>> I'm a little confused. You do know SpartaDOS is a
>> dble. dens. DOS? I'm unaware of a high speed
>> aspect to SpDOS, there may be one. SpartaDOSX
>> cart has some high speed drivers.
>> I never liked high speed. The Sparta ultraspeed
>> sector skew even I don't like, on 1050 with
>> US Doubler.
>> Just keep it slow and reliable, without errors.
>>
>>
> Maybe he meant "a driver for MyDOS 4.53 or for any double density DOS".
> MyDOS is a double density DOS.
>
>
> --
> They can't stop us... we're on a mission from God!
> -- The Blues Brothers

check out this link....

http://www.horus.com/~hias/atari/

Hi speed SIO driver for MyDos..
```

2573. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-26 18:31:55 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <ggk4mv$h5b$1@news.motzarella.org>
Source record: 2762

Michael Current wrote:

> Today, the Atari computer intellectual property rights, along with the
> home market rights to the Atari trademark itself, are owned by
> Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
> http://corporate.infogrames.com/

Is this still accurate, after they just created a new company to merge
with and forced the stock buyback?

- Trevor

2574. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-27 15:16:06 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.uk991ls0gaat7c@mdc>
Source record: 2763

On Tue, 25 Nov 2008 12:33:50 -0600, RetroJess <rjhamilton@pldi.net> wrote:

> Isn't DOSXL also a double density capable file management system?

Yes.

And DOS XL was the DOS that shipped with the Indus GT.

The Wikipedia DOS XL page is pretty decent.
http://en.wikipedia.org/wiki/DOS_XL

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

2575. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-27 15:53:23 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.ulabq9ragaat7c@mdc>
Source record: 2764

On Wed, 26 Nov 2008 12:31:55 -0600, Trevor Holyoak <trevor@holyoak.com>
wrote:

> Michael Current wrote:
>
>> Today, the Atari computer intellectual property rights, along with the
>> home market rights to the Atari trademark itself, are owned by
>> Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
>> http://corporate.infogrames.com/
>
> Is this still accurate, after they just created a new company to merge
> with and forced the stock buyback?

Yes. Atari Interactive has been a wholly owned subsidiary of Infogrames
Entertainment since January 29, 2001, when Infogrames Entertainment
purchased Atari Interactive from Hasbro. (Hasbro had created Atari
Interactive, Inc. when Hasbro purchased the assets of the Atari division
of JTS Corp. on February 23, 1998.)

Probably the key is to realize that Atari Interactive and the modern Atari
Inc. are different entities (both owned by Infogrames Entertainment).

Atari Interactive, Inc. is the business unit that owns whatever
intellectual property rights still exist (in the home consumer market)
from the original Atari and from Tramiel's Atari Corp. And also from the
3 years when it was owned by Hasbro.

The modern Atari Inc. is the company that was founded in 1993 as GT
Interactive. Infogrames Entertainment purchased GT Interactive in 1999,
renaming it Infogrames, Inc. Then on May 7, 2003, the Infogrames Inc.
subsidiary adopted the new name, Atari Inc. Use of the Atari name and
trademark are technically licensed to Atari, Inc. from the separate
Infogrames Entertainment subsidiary, Atari Interactive.

What has happened here in 2008 is that Atari, Inc. (formerly Infogrames
Inc., formerly GT Interactive) has gone from being a publicly traded U.S.
corporation, with parent Infogrames Entertainment owning a controlling
share of the company, to Atari, Inc. now being a privately held subsidiary
that is wholly owned by the parent company, Infogrames Entertainment.

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

2576. Re: lil project concept: mcu to atari?

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-27 20:55:44 UTC
From: bill mcb <billmcbrineNOSPAM@yahooDOT.com>
Message-ID: <kPDXk.602$yK5.59@edtnps82>
Source record: 2765

On Sun, 16 Nov 2008 10:42:11 -0800, richard cortese wrote:

> "bill mcb" <billmcbrineNOSPAM@yahooDOT.com> wrote in message
> news:BRITk.966$o15.906@edtnps83...
>> Hi folks
>>
>> I'm an olde atarian and always enjoy a bit of dreaming... I know it's
>> probably a bit pointless now, but here's an idea I had recently.
>>
>> Hardware upgrade project for Atari 8's
>> ====================================== - Microcontroller, like an AVR,
>> or ARM Thumb. They are awful cheap now a days, some under $5 and fully
>> reprogrammable. - Build the controller into a cartridge for the Atari8,
>> write code into it so it's tailored towards common logic functions, bit
>> manipulations, math, rendering, etc.. anything. - Rewrite an expanded
>> Atari BASIC language to fully and maximally utilize this controller
>> co-processor and all its own functions. Add keywords for whatever you
>> wish.
>>
>> You can actually accelerate many standard BASIC functions by having the
>> controller do it instead. Use the Atari to grok the keywords, then
>> calls the co-pro to do the real processing.
> <snip>
>
> IMO: It would be a neat hack but there aren't that many people that
> would benefit. It is more of a problem with the Atari being the
> bottleneck. Flat out an Atari takes ~1/3 of a second to transfer the 8k
> of a high res screen to display memory. Even if you had a coprocessor
> that could generate real time 3d video, you would still be limited to 3
> frames a second for screen updates.

Yes that would be a problem for the *atari video system*.

> There just aren't a lot of applications that would benefit because a lot
> of work is being done on Windows platforms now. That is, if you need
> something like fast compilation you can either run a cross compiler on
> an Windows platform or just run an emulator with an Atari language at
> full speed. I hope you see what I mean. It isn't a slam against you or
> the AVR, it is just that even if you sped up say a native assembler on
> an Atari 10 fold, it would still be 100x slower then one on an Intel
> based machine which a lot of people have migrated to.

So emulators could be modified to "make" the upgrade! :-)

> I would say video is important and several people have done AVR to VGA
> displays, but I think a lot of people have just bought one of those

> converter boxes. I know when I decided to set up an 8bit last month I
> just bought a composite to USB convertor so I could use my laptop's
> display for my Atari.

Yes I have been very impressed with the possibility of 'bitbanging'
a video signal now-a-days! Wow! But I guess not even you would be
interested in an project such as this... Even if it only cost $50 ?

> "I have met the enemy and he is us" kind of thing applies. I can't
> remember when Nick Kennedy came out with SIO2PC but I would guess it was
> around 1988. We've had about 20 years of virtually unlimited fast
> storage and what have we done with it? No new games that need 16 megs of
> storage to run, no new database or spreadsheet, and no new apps that
> take advantage of it. Mostly people use the storage to archive
> everything ever written for the Atari.
>
> Rick

Strongest point of your reply Rick, and I agree. There just are no
decent development tools on an Atari - There never was. Anything you
wanted to do for programming you had to do it largely for yourself.
The PC-land has all the tools anyone would need today. Actually, I
would say *almost* all the tools anyone would need.

Why not come up with a concept for an upgraded Atari, and implement
it inside an emulator? And the smart thing is, any upgrades don't
even have to map into the Atari! - They can, for lack of a better
term, be 'magicly seen' through the extra capability of the emulator
software. You don't have to use Atari memory locations for anything!
It could also be accomplished whereby the emulator software
recognizes specific commands/sequences, and performs its intended
function. It is Ghost Hardware. Which can easily include Ghost
Ram too!

Possibilities:
- Full 256 color PM graphics (larger sizes possible)
- Full 256+ color background displays processed from the PC side
- Access to PC's FPU for high speed math
- Utilize PC's RAM for extra buffers/ram
- Access to the PC's super-fast processing abilities
- Virtual FS that lets the Atari see and use any PC storage
- Allows you to utilize the development software from the PC side

This would blur the boundary between Atari and PC. The Atari can
become the dream computer we never thought of back in the day.

WHY do we like our little Atari8's??? Because they are small,
familiar, and easy to use for simple things, and they had a style
of operating. "Atari Culture" You had a special way of looking
at computing, a creative way. Remember how we thought of "PC"s
back in the day?? Dull, business-like, colorless, stuffy,
and big. But now the Atari is part of the PC world. And the PC

world is nothing like it used to be - It's amazingly creative!
That creative power be imported back into the Atari emulators.

I'm just hoping someone sees this, and likes the idea...
Although - it probably is simply too late for this project.

=-Bill-=

2577. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-29 06:45:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0811282243250.6635-100000@onyx.spiritone.com>
Source record: 2766
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST!Some you wont find anywhere else but here! On Sale 20% off!
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by Title so Cut-&-Paste your order and E-Mail your list with your Shipping
Address so I can expedite your order or call Ben anytime at (503)256-9974!

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http://www.aracnet.com/~atari/stbooks.htm 20% OFF ALL ATARI ST BOOKS!

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2578. FREE ATARI CATALOGS! BRAND NEW SOFTWARE! 11-29-2008

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-29 06:47:20 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0811282245440.6635-100000@onyx.spiritone.com>
Source record: 2767
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

NEW FREE Catalogs for Used & New Classic Atari 8 Bit & ST Computer Lines!
View Catalogs on-line, Download them or Feel free to Request catalogs by
E-Mail. Really, it's not an inconvenience. I ask that you specify 8 Bit,
ST or both! Then I'll send them to you by E-Mail. Let me know if I can or
cant attach files to your E-Mail. Atari@aracnet.com or call (503)256-9974!

http://BensCatalogs.Atari.org FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ATARI SALES DETAILS!

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2579. FS: 20% OFF NEW ATARI GAMES-SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-29 06:49:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0811282247270.6635-100000@onyx.spiritone.com>
Source record: 2768
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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ORDERS OVER $50 GETS 20% OFF ALL NEW CLASSIC ATARI 8 BIT & ATARI ST GAMES!
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GAMES! Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask
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Address so I can expedite your order or call Ben anytime at (503)256-9974!

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http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF NEW ATARI 8BIT GAMES!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF NEW ATARI ST GAMES!

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Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2580. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-29 06:50:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0811282249290.6635-100000@onyx.spiritone.com>
Source record: 2769
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "Wantlist" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2581. Re: lil project concept: mcu to atari?

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-29 16:42:41 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <c_Cdnc7HFOKY7KzUnZ2dnUVZ_rPinZ2d@earthlink.com>
Source record: 2770

"bill mcb" <billmcbrineNOSPAM@yahooDOT.com> wrote in message
news:kPDXk.602$yK5.59@edtnps82...
> On Sun, 16 Nov 2008 10:42:11 -0800, richard cortese wrote:
>
>> "bill mcb" <billmcbrineNOSPAM@yahooDOT.com> wrote in message
>> news:BRITk.966$o15.906@edtnps83...
<snip>
> So emulators could be modified to "make" the upgrade! :-)
>
>> I would say video is important and several people have done AVR to VGA
>> displays, but I think a lot of people have just bought one of those
>> converter boxes. I know when I decided to set up an 8bit last month I
>> just bought a composite to USB convertor so I could use my laptop's
>> display for my Atari.
>
> Yes I have been very impressed with the possibility of 'bitbanging'
> a video signal now-a-days! Wow! But I guess not even you would be
> interested in an project such as this... Even if it only cost $50 ?

I would, but I am one in a million. I like the AVR and wouldn't mind having
one to play with. I haven't because I'm just plain getting to old and have
to many other projects.

I have done about half a dozen hacks on the Atari. Only thing I know people
have actually made is 1489 version of SIO2PC. No other home control systems,
no 2nd PIA chips, no modified OS, et cetera.

It's up to you, it is all good. I mean I still like my hardware decoding of
the memory map to double the count of memory mapped chips you can have. I'm
also probably the only guy who has that mod. Ditto for the 65C02 in one of
my computers. The question is how many people do you want to impact?
>
>> "I have met the enemy and he is us" kind of thing applies. I can't
>> remember when Nick Kennedy came out with SIO2PC but I would guess it was
>> around 1988. We've had about 20 years of virtually unlimited fast
>> storage and what have we done with it? No new games that need 16 megs of
>> storage to run, no new database or spreadsheet, and no new apps that
>> take advantage of it. Mostly people use the storage to archive
>> everything ever written for the Atari.
>>
>> Rick
>
> Strongest point of your reply Rick, and I agree. There just are no
> decent development tools on an Atari - There never was. Anything you
> wanted to do for programming you had to do it largely for yourself.

> The PC-land has all the tools anyone would need today. Actually, I
> would say *almost* all the tools anyone would need.
>
> Why not come up with a concept for an upgraded Atari, and implement
> it inside an emulator? And the smart thing is, any upgrades don't
> even have to map into the Atari! - They can, for lack of a better
> term, be 'magicly seen' through the extra capability of the emulator
> software. You don't have to use Atari memory locations for anything!
> It could also be accomplished whereby the emulator software
> recognizes specific commands/sequences, and performs its intended
> function. It is Ghost Hardware. Which can easily include Ghost
> Ram too!

I'm not sure but I think some things like 65816 have been implemented in
emulators. AFAIK no one has written a program that only works on an emulator
let alone only works on an emulator in 65816 mode.

There was always a couple of Atari users that would pop up and say ~I would
write the greatest game ever if only Atari BASIC ran faster for instance.
Well now with the emulators they could. I mean you could probably do a
version of Doom in Atari BASIC, albeit with lousy graphics, running real
time on an emulator. I imagine in another 10 years it may be hard to even
find someone who knows how to program on the Atari.
>
> Possibilities:
> - Full 256 color PM graphics (larger sizes possible)
> - Full 256+ color background displays processed from the PC side
> - Access to PC's FPU for high speed math
> - Utilize PC's RAM for extra buffers/ram
> - Access to the PC's super-fast processing abilities
> - Virtual FS that lets the Atari see and use any PC storage
> - Allows you to utilize the development software from the PC side

Cart/horse thing. About the only people that are still programming on the
Atari platform are in Europe and they get off on demos. You can make the
latest-greatest hack that ever was, but unless you have some killer ap or
must have game up your sleeve, no one will know it but you and maybe a few
others. It's a tall order.
>
> This would blur the boundary between Atari and PC. The Atari can
> become the dream computer we never thought of back in the day.
>
> WHY do we like our little Atari8's??? Because they are small,
> familiar, and easy to use for simple things, and they had a style
> of operating. "Atari Culture" You had a special way of looking
> at computing, a creative way. Remember how we thought of "PC"s
> back in the day?? Dull, business-like, colorless, stuffy,
> and big. But now the Atari is part of the PC world. And the PC
> world is nothing like it used to be - It's amazingly creative!
> That creative power be imported back into the Atari emulators.
>

> I'm just hoping someone sees this, and likes the idea...
> Although - it probably is simply too late for this project.
>
> =-Bill-=

I think I have a reasonable idea of what people in the Atari world are like. It is mostly about stuff that let's them indulge their habits of hording and nostalgia. Mix in a liberal dose of cheap and dumpster diving mentality you have us.

Its the kind of thing where if you put together and AVR that will read a $30 4 gig SD card and interface to an Atari via the cart port or SIO chain, people may buy it. I mean you could give it all the capabilities in the world and it would be nice, but no one would use them. Hording and replaying old games...

People are spending ~$70 for composite to VGA converters. Just can't throw away that old monitor from the 386SX!

Heck, do it for sake of doing what you want. Right now I am thinking of hacking an Atari to modem to cell phone connection. I think there is at least one wireless provider that has unlimited night time minutes for $30/month. I figure I can use it to call whatever bbs's are still in use in the USA w/o going bankrupt from a phone bill [nostalgia, cheap]. I could even use it with my laptop for dial up where wifi isn't available like on my boat.

Rick

2582. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 2008-11-30 21:21:05 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <dtDYk.8617$M33.2260@newsfe03.iad>
Source record: 2771

Does hi speed driver work with Indus in MyDOS ???

"RoyE" <r-dean@ cox.net> wrote in message
news:Gc2Xk.1071$%M6.475@newsfe13.iad...
> "Bill Marcum" <marcumbill@bellsouth.net> wrote in message
> news:dm2uv5-meu.ln1@marcumbill.bellsouth.net...
>> On 2008-11-25, Russg <russgilb@MUNGEsbcglobal.net> wrote:
>>>
>>> "Jack Tseng" <> wrote in message news:
>>>> DOS XL and SpartaDOS have Indus GT turbo driver. I am looking for Indus
>>>> driver for MYDOS 4.53 and any double density DOS.
>>>>
>>>> Thanks!
>>>> Jack
>>> I'm a little confused. You do know SpartaDOS is a
>>> dble. dens. DOS? I'm unaware of a high speed
>>> aspect to SpDOS, there may be one. SpartaDOSX
>>> cart has some high speed drivers.
>>> I never liked high speed. The Sparta ultraspeed
>>> sector skew even I don't like, on 1050 with
>>> US Doubler.
>>> Just keep it slow and reliable, without errors.
>>>
>>>
>> Maybe he meant "a driver for MyDOS 4.53 or for any double density DOS".
>> MyDOS is a double density DOS.
>>
>>
>> --
>> They can't stop us... we're on a mission from God!
>> -- The Blues Brothers
>
> check out this link....
>
>
> http://www.horus.com/~hias/atari/
>
> Hi speed SIO driver for MyDos..
>

2583. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-01 18:38:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0812011036230.10628-100000@onyx.spiritone.com>
Source record: 2772
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST!Some you wont find anywhere else but here! On Sale 20% off!
Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask for
Atari catalogs. My Software & Book Catalogs are sorted alphabetically
by Title so Cut-&-Paste your order and E-Mail your list with your Shipping
Address so I can expedite your order or call Ben anytime at (503)256-9974!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ALL ATARI 8BIT BOOKS!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ALL ATARI ST BOOKS!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2584. FREE ATARI CATALOGS! BRAND NEW SOFTWARE! 11-29-2008

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-01 18:40:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0812011038330.10628-100000@onyx.spiritone.com>
Source record: 2773
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

NEW FREE Catalogs for Used & New Classic Atari 8 Bit & ST Computer Lines!
View Catalogs on-line, Download them or Feel free to Request catalogs by
E-Mail. Really, it's not an inconvenience. I ask that you specify 8 Bit,
ST or both! Then I'll send them to you by E-Mail. Let me know if I can or
cant attach files to your E-Mail. Atari@aracnet.com or call (503)256-9974!

http://BensCatalogs.Atari.org FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ATARI SALES DETAILS!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2585. 20% OFF ATARI HOLIDAY SALES!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-01 18:44:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0812011040370.10628-100000@onyx.spiritone.com>
Source record: 2774
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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GAMES! Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask
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http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI HOLIDAY SALES!

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2586. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-03 05:19:50 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/vendev_1228281555@rtfm.mit.edu>
Source record: 2775
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: November 1, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

This document is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

The latest version of this document is posted to the following Usenet
newsgroups every 60 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (Multipart ed.)

You may also request my latest working version at: michael@mcurrent.name

**********************************************************************
* For other 8-bit Atari related FAQs please see the "Welcome FAQ": *
* ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome *
* http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html *
* http://www.faqs.org/faqs/atari-8-bit/welcome/ *
**********************************************************************

UPDATES SINCE PREVIOUS POSTING:
2008.11.01 Draco: Eddy v.1.05, CleanUp X 1.1
2008.10.31 Radek Sterba: ATADIM v3.05 Beta
2008.10.31 C.P.U.: SDrive
2008.10.31 added: GR8 Software, and their first title, Hobgoblin
2008.10.26 deleted: Alex Martin (thanks Alex Martin)
2008.10.18 added: Legacy Engineering Group
2008.10.18 deleted: B. Watson (Urchlay) - web site gone
```

2008.09.25 Thomas Richter: atari++ 1.55
2008.09.25 added: Nick Coplin
2008.09.24 added: Ambery
2008.09.20 added: Steel Rodent

Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web page address.

Unless explicitly requested by the vendor, no entries will include an email address due to the overwhelming amount of spam that would result.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Mr. Corey Koltz) 4/06
302 W Dewey St
Cassville WI 53806-9733
USA
Phone: 608-725-2137
http://www.8bitclassics.com/
Vendor: new and used hardware and commercial software

A-ONE Online Magazine 2/07
See: Dana P. Jacobson

ABBUC HAR -- Hannoverschen ABBUC Regionalgruppe 2/07
Hanover
Germany
http://www.bertelmann.org/har/

Vendor: XF351 Upgrade-Kit includes Floppy + Cable + EPROM + Bootdisc,
Used Atari 800 XL PAL, Speedy1050 TDS. Not all items online available--
Ask for more information. Additionally vendor of:
- all items from Frank Heuser Shop
- all items from Wolfram Fischer
Special lower prices for ABBUC members available.

ABBUC Regionalgruppe Frankfurt / Main (RAF) 5/07
Dillenburgerstrabe 61
60439 Frankfurt / Main
Germany
http://www.abbuc-raf.de/
Vendor: MultiJoy8 cable and adapter
Developer: SIO2PC, Network Interface, 2 computer interface (automatic
2 computer switch for use the same peripherie), Schaltnetzteil
(Power supply), 8 channel digital voltmeter, SIO2USB

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated
temperature monitoring station using simple thermisters and the provided
software. Also available: source code listing, temperature data aggregation
utility

Alhart Enterprises Presents (AEP) 8/06
c/o Paul V. Alhart
524 N Z St
Lompoc CA 93436-5019
USA
tel: (805) 736-4624
"encoded" email: OOOp.alhartOOO@OOOverizonOOO.OOOnetOOO
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12
Repair shop: Atari disk drives

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module,
TV/Computer Switch

Ambery 9/08
12335 Denholm Dr Ste E
El Monte CA 91732-3654
USA
tel: 626-350-8956 or 626-698-6739 Mon ~ Fri (10:00AM to 4:00PM PST)
FAX: 626-771-0060
http://www.ambery.com/
Developer: various Video to VGA/RGBHV converter scalers, see
http://www.ambery.com/vitovgcosc.html. Connect your Atari to your PC monitor!

Art Transfair Berlin (Andre Motzkus) 2/07
Brunsbuetteler Damm 223d
13581 Berlin
Germany
http://www.art-transfair.de/
Vendor: Computer, expansion, Floppy, memory-upgrades up to 16 mb,
Audio A/D changer, additional many other Atari items (16/32/64bit).
Special lower prices for ABBUC members.

Atari800 Development Team 6/06
See also: Mark Grebe
See also: Christian Groessler
See also: Piotr Fusik
See also: Kostas Nakos
See also: Vasyl Tsvirkunov
See also: Ludovic Jacomme
Petr Stehlik (maintainer), Troy Ayers (Playstation 2), Michael Borisov (POKEY
sound), Piotr Fusik (core developer), Mark Grebe (Mac OSX), Christian
Groessler (Sega Dreamcast), Perry McFarlane (cycle-exact ANTIC and GTIA),
Kostas Nakos (Windows CE), Krzysztof Nikiel (Win32), Jacek Poplawski (SDL),
Vasyl Tsvirkunov (Windows CE), James Wilkinson (DOS, BeOS, Win32),
Ludovic Jacomme (PSP)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 2.0.2 - an Atari 400, 800, 600XL, 800XL, 130XE
and 5200 emulator for Unix, Linux, Win32, Amiga, MS-DOS, Atari TT/Falcon,
BeOS, WinCE, Mac OSX, Playstation 2 and other systems

Atari8Warez (Ray) 10/07
Toronto, Ontario
Canada
http://atari8warez.for-the.biz/
Developer: SIO2PC serial interface cable,

10502PC / ProSystem Serial Interface cable

AtariAge (Albert Yarusso, Alex Bilstein) 4/06
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware (includes homebrew project supplies by Pixels Past)
Developer: Beef Drop cartridge (by Ken Siders)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX) titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort, Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill, Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match, Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics Package, Solitaire, Source Code For Eastern Front (1941), Letterman, Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc, Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage, Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt, Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show, Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing, BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!, Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy, Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler, Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL

Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atari Fan Store (Irek) 7/08
New York NY
USA
http://afs.atari.org/
Vendor: Polish hardware products, including: SIO2IDE, SIO2SD, KMK/JZ/IDEa IDE Interface

Atarimax (Steven J. Tucker) 5/07
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v3.0.2 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS 32-in-1 for XL/XE, APE Warp+ OS 32-in-1 for 1200XL, Imagic 1.06 95/NT - Atari Disk Image Conversion System (ATR/XFD/DCM/SCP), Imagic 1.06 DOS, Atari Terminal Simulator ATS 2.0 (SR2) - ATASCII Telnet/Serial Terminal & Break Movie Player 95/NT, Break Movie Screensaver 95/NT, MaxFlash Flash MultiCart (1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface (RS232 and USB editions), Atarimax/ABBUC USB Cartridge, MyIDE+Flash IDE Interface Cartridge

Atari Online News, Etc. 2/07
See: Dana P. Jacobson

The Atari Shop (Sandra) 1/07
The Netherlands
http://www.atari-shop.nl/
Vendor: new/used hardware, new/used commercial software

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atlantis Games Group 7/08
(Sal "Kjmann" Esquivel, TJ "Damage X" Edmister, Gary "Rybags" Ryan, Zdenek "Psuedografx" Eisenhammer, Peter "peteofborg" Meyer
USA
http://www.atlantisgamesgroup.com/
Developer: Tempest Xtreem Demo. In progress: OutRun Project, Battle Squadron Project, Tempest Xtreem Project

AV Toolbox 1/04
USA

Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 6/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 2.2 (Interactive 6502 Disassembler for Win32,
designed to specifically support Atari binary files)

Matthew Bacon 2/07
UK
http://www.myatari.net/
Publisher: MyAtari online magazine (back issues online)

BAKTRA Software (Michael Kalous) 5/08
Czech republic
http://www.baktra.wz.cz/
Developer: TURGEN SYSTEM (converts data to various turbo formats, produces
sound or cassette images), Caverns of the lost miner (Game for atari written
in C, open source), mmSAP 2 (SAP player for GNU/Linux), DTX Manager (Editor
of Atari DOS 2 executables), libataricas (library for atari cassette image
manipulation with turbo support)

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator
for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced)
SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz 4/08
Germany

http://www.cc65.org/
Developer: cc65 2.12.0 - a complete cross development package for 65(C)02 systems, including a macro assembler, a C compiler, linker, librarian and several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 4/07
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out), IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10, MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0, CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"), ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 6/07
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: (408) 278-1070 (M-F 1:30pm to 5:00pm PST)
FAX: (408) 278-1092
E-FAX: (815) 364-3703
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch keyboard upgrade for XE computers, Best Light Gun, Best Gold CX40 Joystick PCB, Atari CX40 Joystick Rebuild Kit with Atari Upgraded CX40 Handle and Best Gold CX40 PCB, Atari CX40 Joysticks upgraded with the Best Gold CX40 PCB, Atari Jaguar Power Pad to Other Atari Systems Adapter Cable, Sega Genesis Controllers To Atari Systems Adapter Cable

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/

Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk
drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 8/06
USA
http://www.bigfivesoftware.com/
Developer: Bounty Bob Emulator for Windows NT, 2000, 98, and ME

BITS (SoLo2) 3/08
http://bits.atari.org/
Developer: Intro #1501 (v20080312), Intro #1502 (v20080314)

Blackened Technologies 10/07
Ken Jones (MetalGuy66), Sergio Larrondo (WareRat), Stephen J. Carden
http://www.blackenedtech.com/
Developer: The "NEW" MIO

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenek Burian 4/08
Marie Majerove 33
Prostejov 6
798 11
Czech Republic
Tel. 582 360 714
http://flop.atari.org/
Publisher: FLOP disk magazine, annual (FLOP 51 published April 2008)

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 8/06
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

Mario Caillahuz ("Allas") 11/07
Lima
Peru

http://atari.limitevisual.com/
Developer: Plague Attack, Voyage to Home, Accion, MULE Wars

James Catalano / Classic 8-Bit Atari / Artacyis Software 1/07
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens: Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart
(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/07
1350 Buffalo Rd Ste 2
Rochester NY 14624-1829
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems (include a hard disk, Black Box, power supply,
controller, cables, and software), SIO cables, hard disk controllers:
Adaptec 4000 SCSI, Adaptec 4070 (RLL) SCSI, Xebec S1410a SASI
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,

Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Nick Coplin 9/08
Perth, Western Australia
Australia
http://www.64hdd.com/
Developer: 64JPX - JoyPad eXpander - Use your favourite Sega, SNES, NES or
PCanalog controller with your Commodore or Atari compatible system

Cosine Systems (Exin [Sebastian], Intensity [Arman], Odie [Sean], 1/06
Sack [Adam], Magic Roundabout [Jason])
United Kingdom
http://www.cosine.org.uk/
Developer: demos: C.G.M. UKScene Radio Intro, 1K Party. game: Reaxion

C.P.U. (Radek Sterba (Raster) & Robert Petruzela (Bob!k)) 10/08
See also: Radek Sterba
Czech Republic
http://raster.infos.cz/atari/homepage.htm
Developer: S/XEGS RAMCart 128KB version "G1.04 FIX3+",
STEREO upgrade for XL/XE, SDrive - connects to Atari XL/XE's serial (SIO)
port and simulates an Atari floppy disk drive with full read/write access to
programs and data stored on a SecureDigital flash card (SD)

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file
analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS
or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory
tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4
(written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel
Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor
and more)

CSW-Verlag 2/07
Weidenstrabe 13/1
71364 Winnenden
Germany
tel/FAX: +49 (0) 71 95/6 11 20
http://www.retro-magazin.de/
Publisher: RETRO magazine. Themes: Retro-computing for all systems.
Atari part: approx. 10%. (Not only 8bit) 9.90 euro per magazine, 4

magazines per year for 35 euro.

Jorge Cwik 8/08
http://www.fxatari.com/
Developer: VAPI Atari 8-bits Imaging & Preservation format (.ATX) and
tools: Patched Emulator (based on Atari800Win PLus 4.0 Beta 3) +
VAPI DLL 0.3a, VAPI2SIO (SIO2PC for VAPI) 0.2a

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine
(1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques (Dan Dotson and Marilyn Saul) 9/06
PO Box 40751
Tucson AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

DGS 11/03
See: Dean Garraghty

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?,
What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS,
D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2,
Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5,
Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system:
Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Digital Force (Mario Trams) 1/07
Germany
http://www.digital-force.net/
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler (Flo) 4/07
Germany
http://www.akk.org/~flo/
Developer: Ice-Hockey (for MultiJoy interface, March/April 2002),
Sheep-Race (for MultiJoy interface, Aug 2002),
CardGrabber (for MultiJoy interface, May-Aug 2002),

Peripheral Test (May-July 2004)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

DLT Ltd. 2/08
See also: trub
http://trub.atari8.info/index.php?ref=sdx_upgrade
Developer: SpartaDOS X 4.41

Draco (Konrad M. Kokoszkiewicz, KMK) 11/08
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: 65C816 XL OS: 65C816 XL OS v. 2.22 (28.II.2007.),
FastRAM Test, QE for Warp/F7, SD-Load, D2D v.0.5, grep, LPOKE/LPEEK.
MultiBASIC: MultiBASIC v.0.33, MultiBASIC Manual.
"KMK/JZ IDE" ATA Interface: IDE BIOS 1.11, User's manual, Utility disk.
SpartaDOS: DiskRX 1.9a, SD-Load, SpartaDOS TAR v.1.4a, CP v.1.3b, HDSC 1.5,
Eddy v.1.05, CleanUp X 1.1
Utility programs for (any) Atari 8-bit: DEMON, EYE, RW-Test, SysInfo 2.13.
Patches for: Moon Patrol, Music Protracker v.2.4, Perestroyka Demo,
Prof!'s XDIR.

Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 1/07
PO Box 3365
Spring Hill FL 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware, used commercial software

Emulators (Derek Mihocka) 8/06
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit & Atari ST & Apple
Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 -
8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 -
8-bit Atari emulator for MS-DOS

Epi (Adrian Matoga) 9/08
See also: Tristesse
See also: O.S.
Adrian Matoga
ul. Jezdziecka 11

30-698 Krakow
Poland
http://epi.atari8.info/
Developer: NeoTracker 1.7, NeoTracker Winamp plugin v0.2, TipConv 1.0.0,
TIP Tools 0.3.1 includes TipView 1.0 and BMP2TIP 0.21, xunzip 2.1,
sapemu v0.2 (simple SAP (Slight Atari Player) file player),
HardCore Assembler (hcasm) 1.0, brULlwurFeL, TDC Hack Demou,
Sztab Malopolska #3 Invitation

Raphael Espino 8/07
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility), Atari 8-bit
JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface",
JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg",
JpegShow 0.1 (07Aug01) "A slideshow version",
CpegView 0.5 (18Aug07) "The colour JPEG viewer for Atari 8-bit computers"

Subject: F

Fandal 8/08
Czech Republic
http://atari.fandal.cz/stuff.php
Developer: Sturbon Intro, FreeCellXE, TriPeaksXE, HexxagonXE, Astro Road,
Cubico, The Storm, A Tribute to Quorthon, Bombex, The Steam Train,
Astro4 Road, Mysterion Preview, Mind Blast, Outlaw, Swapz,
Who Lost the Wallet?

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for
68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,
Atari 400/800/XL/XE emulation for the PowerMac),

Wolfram Fischer (Mega-Hz) 8/08
See also: ABBUC HAR
Dorfstrasse 1a
28870 Ottersberg
Germany
"encoded" email: OOOmega-hzOOO@OOOt-onlineOOO.OOOdeOOO
http://mega-hz.no-ip.com/Angebote/angebote.html
Vendor: SIO2SD rev.1, SIO2SD rev.2, SIO2PC interface
Developer: Speedy 1050 TDS with track-led, 256KB memory expansion for

800XL, ASCB - Abbuc Sio Connector Board
Special lower prices for ABBUC members.

FLOP disk magazine 5/05
See: Zdenek Burian

Foundation Two 1/07
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks, N!ne)
Germany
http://www.foundationtwo.de/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut, Bremspunkt (Brems.)

Ron Fries 4/07
http://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98), Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" / "0xF" 4/08
See also: Atari800 Development Team
See also: Infinity
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Taquart
See also: Yoomp!
Poland
http://xasm.atari.org/ or http://atariarea.krap.pl/x-asm/
http://asap.sourceforge.net/
Developer: Atari utilities: Professional Copy 2.1, FlashPack 2.1, PowerGraph 1.0, GR8 Logoser 1.1; PC utilities: ASAP (Another Slight Atari Player) 1.2.0, xasm 3.0.1, SAP Maker 5.0, unsap

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Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes International English versions of Power Per Post (PPP) software from Germany; Commercial Software Collection CD-ROM includes: Quick (programming language) V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM) V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer (DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper,

Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues
1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from
Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain
Software Collection CD-ROM includes 191 mostly double-sided disks plus some
bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

Bostjan Gorisek (Gury, Firemover) 6/07
Poland
http://gury.atari8.info/
Developer: Sprite Engine 1.0.3

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force,
Zero War, Menace, Pacland, Moonbase

GR8 Software (Arek "nosty" Staworzynski) 10/08
Poland
http://www.gr8.atari.pl
Developer: Hobgoblin
(by XXL, Kaz, stRing i.e. Krzysztof Dudek, Michal Radecki, Krzysztof Ziembik)

Mark Grebe 11/07
See also: Atari800 Development Team
USA
http://www.atarimac.com/
Developer: Atari800MacX 3.8.1 (version of Atari800 emulator for Mac OS X),
Sio2OSX 2.0 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 5/08
See Also: Atari800 Development Team
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
http://contiki.cvs.sourceforge.net/contiki/contiki-atari/
Developer: Atari800DC 0.77 (Atari800 emulator for SEGA Dreamcast),
Contiki 1.0 for Atari (a working release of the Contiki web browser for the
Atari 8bit systems)

Subject: H

Lee Hanken 1/07
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atascii/
Developer: ATASCIIView Version 1.3 (ATASCII file viewer for MS-Windows).
web-based Atari 8-bit ATASCII file viewer:
http://www.leehanken.pwp.blueyonder.co.uk/atari/

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,
VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,
CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase,
Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye,
Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

Frank Heuser 2/07
Kappelstrasse 10
67269 Gruenstadt
Germany
http://www.asselheim.de/
Vendor: new hardware expansion items, including: SIO2PC (internal/
external), 1050PC, Midi, Voicebox (Atari Magazin), Function keys,
16-OS-switch, AKI, RAM Expansion, Audio/Video cable and adapter, Videobox.
Special lower prices for ABBUC members.

HiassofT 9/08
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux
kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC
or APE; atarixfer - a small tool to read/write ATR images to an Atari disk
drive connected by a 1050-2-PC or ProSystem cable), AtariDsk V1.2 (read,

write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPicoDos V4.04 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks), MyIDE Tool V0.30 (direct access to harddrives in MyIDE format on your Linux/Windows PC), Highspeed SIO patch for XL/XE OS and MyIDE OS V1.12 (extends the SIO routine of the OS to support: Ultra speed (Happy 1050, Speedy, SIO2PC, ...), 1050 Turbo, XF551, and Warp speed (Happy 810))

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 2/07
USA
http://cth.dtdns.net/
Developer: The Armorizer (file corruption detector), ATOS (graphical desktop environment), BrainFork (programming language), Check CRC32, Disk Fragmentation Utility, The Long Integer Library (CC65 and Action! versions), M.T.O.S. (Multi-Tasking Operating System), Micro BASIC, Mouse (programming language), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell (for SpartaDOS), Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet),

Stephen James Hurd (deuce) 8/08
http://sourceforge.net/projects/syncterm/ and http://syncterm.bbsdev.net/
Developer: SyncTERM 0.9.2. A cross-platform ANSI-BBS terminal designed to connect to remote BBSs via telnet, rlogin, or SSH.
Full Atari 8-bit ATASCII support.

Chris Hutt (Sheddy) 8/07
UK
http://www.sheddyshack.co.uk/
Developer: Space Harrier Conversion Project

Subject: I

IEC "Innovative Electronics & Computing" 4/07
6185 E 56th Ave
Commerce City CO 80022-3959
USA
Phone: +1-303-288-5000
(USA) 800-765-4432 Mon-Fri, 8:00AM-6:00PM MT
Fax: +1-303-288-5099
http://www.iec-usa.com/
Developer: Atari connectors: Atari 13 Position Buss Connector for Atari
400 and Atari 800 Computers. Atari cables:
(http://www.connectworld.net/cgi-bin/iec/05MCOlderAtari.html)
Atari Color Monitor Cable 5', Atari Monochrome Monitor Cable 5',
Atari Color Monitor Cable With 2 RCA Plugs 5',
Atari Monitor Cable With 2 RCA Plugs 5', Atari Lefty Joystick Adapter,
Atari IF850 and IF860 Parallel Cable 6', Atari IF850 and IF860 Modem Cable 6',
Atari IF850 and IF860 to Serial Printer Cable 6',
Atari 400 and 800 Bus (SIO) Cable 6'

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari
MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class
(combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000),
Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik,
Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Ingo (tuxie) 8/08
Germany
http://mega-hz.no-ip.com/Angebote/SIO2IDE33/SIO2IDE33.html
Vendor: SIO2IDE 3.3

Integrated Logic Systems (ILS - Stephen J. Carden) 4/07
See also: Steel Rodent
3321 Jonathan Cir
Augusta GA 30906-3829
USA
http://www.tcpipexpress.com/

Developer: Multiplexer (MUX) board Version 1.1 July 21, 2006,
TurBoss O/S (Atari XL/XE O/S Replacement Module), TCPIP Express,
Real.DOS Ver 1.0a Build 0024 2-Oct-06

Subject: J

Jeff Jackson 8/06
USA
http://www.jeff-jackson.com
Developer: JLS BASIC - Jackson Languange System BASIC compiler

Dana P. Jacobson 2/07
USA
http://www.atarinews.org/ or http://people.delphiforums.com/dpj/a-one.htm
Publisher: Atari Online News, Etc. -- A-ONE Online Magazine. weekly

Ludovic Jacomme (Zx-81) 3/07
France
http://zx81.zx81.free.fr/
Developer: PSPAtari v1.0.7: Atari 800/130/5200 Emulator for PSP
(port of Atari800 emulator for PlayStation Portable)

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not
complete version)

Shawn Jefferson 11/07
Victoria, BC
Canada
http://www.jeffersonsauctioneering.com/atari/
Developer: MyIDE Config 4.0, MyIDE Image Manager 4.1,
MyIDE Image Batcher 1.0

Subject: K

Kendallsoft (Dylan, Jason, Debbie, Jake) 10/08
http://www.freewebs.com/gwobby/
Developer: Gwobby's Adventure, Car Crash, Runaway Van 2, Mite,
Grand Theft Auto Atari, Sky Hawk, The Number Game, Gwobby Jr, Trolley Trouble,
Flikin' Footballs, Bouncin' Boneheads, Rumpelstiltskin, Gorilla Warfare,
Alien Blasting, TRON, Millionaire, Drum Kit, Wiggler

Nick Kennedy 5/07
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843

http://pages.suddenlink.net/wa5bdu/
Developer: SIO2PC 4.21 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari Drive to PC Interface): software, hardware plans, cables, parts (not for Windows-XP), HAM Terminal for Atari, The WA5BDU Computer Keyer 1.5 (morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 7/07
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Krishna Software (Krishnasoft) 1/07
173 Prestwick Way
Edison NJ 08820-4680
USA
http://www.krishnasoft.com/sps.htm
Developer: Multi-platform Distributive Operating System (MPDOS) Standard (version 1.00. simulate joystick, mouse, keyboard with a PC), MPDOS Professional for Atari (version 1.00. simulate Atari disk drive and cassette program recorder), Sound Processing Software (SPS) 1.00 (software for Windows suitable for creating sounds for the Atari)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://hysteria.sk/~mikro/
Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Jakub Kruszona-Zawadzki 11/07
See also: Wolfram Fischer
Poland
http://sio2sd.gucio.pl/
Developer: SIO2SD project

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9, Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/

Developer: Serial to Ethernet interface devices that may be used to
connect an 8-bit Atari computer (or any device with a serial port) directly
to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

LaResistance (born, NoiD, powrooz, pr0be, stryker) 3/07
Poland
http://laresistance.pigwa.net/
Developer: edict (intro), Silly Venture 2k4 Invitation, polymatrix (demo),
the shrine (demo)

Derek Ledbetter 8/05
540 Canal St Apt 9
San Rafael CA 94901-4145
USA
Home Phone (415) 256-1931
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator 1.0.7 developement release 3 for MacOS 8.6 and
later, and OS X

Legacy Engineering Group (Curt Vendel) 10/08
117 Duke Dr
Carmel NY 10512-1598
USA
Phone:(1) 914-509-4570
http://www.legacyengineer.com/
Developer: Classic USB Joystick Controller

Marcin Lewandowski (Jaskier/Taquart) 8/05
See also: Taquart
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
http://atariarea.krap.pl/PLus/index_pl.htm
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM,
MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1,
Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM
(Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2,
3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick
Assembler to PC X-Asm), Atari800Win PLus 4.0 (for Windows, based on
Atari800)

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 9/06
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

MadTeam 9/08
(active: Tebe, Pajero. inactive: Profi, Rage, Psychol, Rocky, KAMM)
Poland
http://madteam.atari8.info/ http://g2f.atari8.info/ http://mads.atari8.info/
Developer: demos: Happy Demo, MadTeam Intro, The Muppet Movie Show, IGOR, FAJER, SINTRO, Running Cow, LAJF, Journey, Vasco, X, Splash, TIT, ANI, SAMAR Graphics Collection, Kaszel #1, Syzygy #8, Dupland Slideshow, Happy Easter 2007, Martial Arts vs Modern Arts
games: Droga Do Duplandu, Mental Age, Dyna Blaster, Getris, Nibbly, Mario Bros. 2007
Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5, Audio Master 1.0, Mathaf****r Editor 3.1, Mathaf****r Reader 1.1, Turbo 2000F, Visage 2.7, XL-Paint 2.5MaX, 2.6MaX, Rip2Max, 2xMPT 8Channel Stereo Project 1.0, Atari Commander 1.81, Via Copy 4.4, SAMAR Hi-res Interlace with Map of Colours (SHIMC) Editor 1.0, LZW Pack 4.2, Squash 1.4, Total Commander ATR Plugin v1.5, DisAsembler v2.0, Deflater 7z, XRLoader v1.2, TIP Animator v2.6
PC utilities: Graph2Font 3.8.6.1 (convert graphics to Atari chars and design multicolor graphics for the Atari), MADS 1.8.2.7 (Mad-Assembler: 4-pass crossassembler designed for 6502 and 65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989), Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

MatoSimi (Martin Simecek) 7/08
Slovakia
http://matosimi.atari.org/
Developer: CMC Musix 1 (demo), CMC MSX Extractor (utility), Plasma4 (intro), Atari FontMaker v1.1 (create ATARI font on PC), Laser Blaster (game), Monex v1.1 (game), Music From Zeus Intro, T2K decoder v.021 (convert programs from cassette tape to disk), Light Up! (game), Belljumper 1k (game), Fireball 1k (game)

MCM, an InOne company 5/06
650 Congress Park Dr
Centerville OH 45459-4000
USA
Phone: 1-800-543-4330

Fax: 1-800-765-6960
http://www.mcminone.com/
Developer: 9 Pin Jack For Atari, AC Adaptor Atari 3.5mm 9V DC 500mA

The MESS Team 1/07
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS)-- an emulator of a large number of systems, including the 8-bit Atari computers -- downloads available for Windows, *nix, Mac OS, and DOS

MicroUSB.org - Microprocessor USB Project 1/06
Atari project: Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann
Germany
http://microusb.org/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart (Hardware Cypress SL811, Hardware USBN9602), AtariXLJoypad (Logitech Rumblepad 2 USB Version 2.0), AtariXLJoystick (Competition Pro USB 1.0), AtariXLKeyboard 0.1 BETA, AtariXLMouse (Logitech USB Mouse), AtariXLWheel (Thrustmaster Nascar Pro Digital 2, Logitech Formula GP 1.0, Logitech Vibration Feedback Wheel), USB Device Driver Development Kit 1.2.0, USB Enduser Driver Disk USBTEST Version 0.6, USB HID Base Driver Version 2.0, USBDOS 0.1

Mirage Interactive 6/05
See also: Rewindgames (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 11/07
Gdansk
Poland
http://www.atariarea.krap.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 3.3a, 4.4, 4.4a (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 2/08
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642

USA
http://morethangames.a8maestro.com/
"encoded" email: mtgYYYY(insert year)"A T"a8maestro.com
Vendor: Many Atari and third party hardware and software items-old/new/used, Supersketch Graphics tablet, AGDA Gamelink based gaming network adapters.
Developer: Audio Video break out box and cables (comp, chroma, luminance, audio), 130XE 4 bit memory upgrade, SPIDER sio port expander, SPEEDIER:19.2K serial port, EASI/O cables to expand SIO, PEEKER:Sio port data monitor, 850 adapters, ATR8000 adapters, SIO Cable Tester. Many more in the works.
Publisher: Atari Game Systems V&D List

Motelsoft 11/07
Germany
http://www.motelsoft.de/
Developer: Caveman II - Caves of Osum (also developed: Der Hexenmeister, Labyrinth, Panzer, Smack-Jack

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

MyAtari 2/07
See: Matthew Bacon

Subject: N

Kostas Nakos 1/06
See also: Atari800 Development Team
Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/
Developer: Pocket Atari 2.0.1

New Breed Software 9/06
c/o Bill Kendrick
2210 Rock St Apt 33
Mountain View CA 94043-2644
USA
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector, MuxChat, SIFE - Super-IRG Font Editor

Nelson Nieves 8/06
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree, TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands

http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

Subject: O

Odsiecz Sobieskiego -- O.S. 3/07
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik
See also: Epi
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
Developer: xunzip v2.1 (18 September 2006 -- a ZIP, TAR, GZ and TGZ
(TAR.GZ) archives depacker) http://www.atari8.info/stuff/xz21.zip

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit
rom dumps

Outland Quest Software 6/06
USA
http://www.outlandquestsoftware.com/
Developer: Ally Attack, Black Sea Silver Fishing, Desert Crossfire,
Dungeons of Oti, Empire, Golf Tees, Graphics 8 Painter, Hoss Racing,
Korellian Conflict, Lite Show, Mad Libs, Motions Variable, Scattergories,
Space Regent, Starbase Alpha, Standoff, Star Maze, Terror Fair,
Three-D Force Tic-Tac-Toe, T.I.A.K. - Taking In Accurate Knowledge,
Uncle Milton's Million Dollar Mystery Mansion

Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

Eric Parent (Joyful Coder) 11/07
http://joyfulcoder.com/
Developer: Memo Pad for Windows Release 6 (November 12, 2007) -
read ATASCII files

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html

Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

Michal Pasiecznik / "Pasiu" 1/08
Poland
http://hardware.atari8.info/ and http://pasiu.krap.pl/
Developer: 576 kB - 1 MB RAM expansions (based on the Amiga 500 and Amiga 600 RAM expansion modules), 1 MB - 2 MB SIMM Expansion, ROM Changer, AutoStereo, XF551 LED Track Display, intSDX (an internal SpartaDOS X upgrade), ARC (Atari Real Clock - an alternative realtime clock), IDEa Interface (100% compatible with the KMK/JZ IDE interface), Simple 65c816 Processor Adapter, Warp4 (4 MHz 65c816 accelerator card), Warp4 MegaMEMboard (1 MB of linear RAM for Warp4), Project F7 (16 MHz 65c816 accelerator card). Software: CD Audio Player 0.9 for KMK/JZ IDE and IDEa Interface.

Pecus and Pirx 6/07
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: OMC65 crossassembler - Our 5oft MaCro assember for 6502 ver. 1.3 (Win32 executable); Scorched Earth for Atari XL/XE build 114, Chip 8 & SuperChip 8 emulator v1.1

Tomasz Piorek / electron 7/07
See also: Taquart
Poland
http://vbxe.atari8.info/
Developer: VBXE - Video Board XE - project is a programmable, FPGA based graphics subsystem for Atari XE computers

Pixels Past (Joe Grand) 4/06
2907 Shelter Island Dr Ste 105-169
San Diego CA 92106-2797
USA
Telephone: 619-222-4100
Facsimile: 619-222-1797
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari), Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

PP's (Ralf Patschke) 3/08
See also: STARSOFT Berlin
Germany
http://www.ppsberlin.de/

Developer: G2F pictures: bos2002, Brandenburger Tor Sylvester, htlogo,
htlogo2005, joggingsheep, Lotus2_001, Lotus2_003, Lotus_003-1, Lotus2_004,
Lotus2_006, Lotus2_006-1, Lotus2_007, Neujahr 2007, New Year,
rasenspriesssheep, Schneemann, STARSOFT Logo, Venus Express, weihnachtsbaum.
other: Boersenspiel Version vom 11.01.1992

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: R

Werner Raetz 9/06
Postfach 16 40
D-75006 Bretten
Germany
Telefon: 07252/4827 oder 07252/3058
Telefax: 07252/85565
"encoded" email: OOORaetz.SMOOO@OOOt-onlineOOO.OOOdeOOO
Publisher: WASEO-Publisher, WASEO-Designer, WASEO-Triology,
WASEO-Grafinoptikum, WASEO-Labouratorium, WASEO-Practoscope, WASEO
DISK-LINE disk magazine

Burkhard Rau (HCRBurk) 5/06
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

Ready Magazin (Sascha Leidel) 2/07
Germany

http://www.8-bits.de
Publisher: READY. Magazine. Atari part: 100%, only Atari.
2.60 euro per magazine. 6 magazines per year
Special lower prize for ABBUC members available.

READY Technologies (Thomas Smailus) 5/06
254 Nelson Dr Apt U
Baton Rouge LA 70808-5059
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital hardware systems; design, development, and production of software systems; software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering, Consulting

RETRO magazine 2/07
See: CSW-Verlag

Rewindgames (Fred Meijer) 4/06
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.rewindgames.com/
Vendor: new and used hardware, new and used commercial software including all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!, Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds, Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility Disk

Thomas Richter 9/08
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ Emulator (800/XL/XE/5200 emulator for Unix/Linux/ Solaris/Irix) Stable Release 1.55, CVS Snapshot 1.55, atari++ 1.55 for win32

Markus Roemer / R.I.K. of Kaisersoft 10/06
An der Roehr 6a
55606 Hochstetten-Dhaun
Germany
Publisher: Top Magazin 2006

Pawel Rosowski 4/05
Poland
http://uce.pl/ikplus/
Developer: IK+ C64 to Atari 8-bit Conversion Project (game)
version 0103 (March 2005)

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/ or http://www.schappel.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy),
BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master,
Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings,
ROBOX, Snow Plow, Snow Plow Editor

Subject: S

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire,
Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons,
zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping,
TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II.
XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint,
MultiJoy 16/2 hardware interface

Darren Schebek 6/07
Canada
http://www.schebek.ca/ or http://www.user.dccnet.com/dschebek/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Serious Magazine 5/05
See: Dial Group

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 9/06
The Netherlands
http://members.home.nl/stack/Atari/atari-xlxe-download.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-
ROM)

Ernest R. Schreurs 9/06
Kempenlandstraat 8
5211 VN Hertogenbosch
The Netherlands
http://home.planet.nl/~ernest/
http://members.home.nl/stack/Atari/atari-pooldisk.html
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm
archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image
system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a
clean .wav file from a Digital Cassette Image), POOLDISK TOO

(PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.ksiders.tzo.com/
Developer: Emulators Utilities: ATR/DCM utilities (DOS),
AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer,
KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler,
Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus.
Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker,
KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic,
Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish,
Circle of Richness

Sikor Soft (Pawel Sikorski) 1/05
See also: Rewindgames (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://sikorsoft.internetdsl.pl/
Developer: 5 x 5, 5 x 5 Editor, ABC, Centurion, Cyborg, Fire Stone,
Ketchup, Liga Polska, Magic of Words, Max, Moscow 1993, Neuroid, Nexus, Orto
Puzzle, Pilkarski Poker, Sexy Six, Sexy Six Data Disk #1, Sexy Six Data Disk
#2, Sexy Six Data Disk #3, Teacher Killer, Tekblast

Mark l. Simonson 9/06
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 1/06
http://makeatr.atari8.info/
Developer: makeATR v0.06 (software for MS-Windows)

Len Spencer 8/06
USA
http://www.lspenc13.us/Lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black
Box interfaces), FoReM-XE Professional BBS Version 5.4

Sascha Springer 3/04
http://www.zerstoerung.de/

Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely
from scratch")

SquoQuo (Hopper, Bugger, Genetic Gemini, Scythoior, Yoda) 4/06
Germany?
http://squoquo.tk/
Developer: Let's Hop, Sh*t Alpin 2005, Ms.Bulimia

STARSOFT Berlin 3/08
See also: PP's
Germany
http://www.ppsberlin.de/
Developer: 1st START Berlin Demo, 2nd STARSOFT Berlin Demo,
3rd STARSOFT Berlin Demo. CCB-Club-Mag: 01/1992, 02/1992, 03/1992, 04/1991,
04/1992, 05/1991. ECS Info-Mag: 01/1991, 02/1991, 03/1991.
Gamtro ABBUC-Magazin 73, GFX 0 Scrolls, Multiple GFX 12 Scrollers,
New Years Disc 2007, New Years Disc 2008, STARSOFT Berlin TurboBasic Demo,
STARSOFT Magazine: 01/1992, 02/1992, 02/1993, 03/1992. TIF2PIC beta,
TOP-Magazin Intro

Steel Rodent (Ken Jones "MetalGuy66", Sergio Larrondo "WareRat", 9/08
Stephen J. Carden)
See also: Integrated Logic Systems
USA
http://www.rasterline.com/
Developer: The "NEW" MIO

Radek Sterba (Raster/C.P.U.) 10/08
See also: C.P.U.
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer:
Games: Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street,
Magnetit, Naturix.
Games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk,
Imagine, Gunhead.
MPE (MIDI Pattern Editor) v2.3.
utilities: HiLoader4.2, CompressCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7,
FROMT, DIRCOPY4.
More games: Head On, Speed Up!, Speed Up!! Gold Edition.
demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Search6502, Flame999,
SelfDemo, Wow1k, Fort 320, RMTdemo, Hellix, Basix, Fireworx, Forever 3000,
Plastic, Victory, Easter Night, Seawolf, Virtuoso, Fluid Chessboard,
Binary Celebration, Jozin z Bazin.
RMT1Player v1.06 (plays *.RMT (Raster Music Tracker) song files on the Atari.
Atari/PC software: ATADIM v3.05 Beta (work with XFD/ATR Atari disk images),
DRATEX 1.6 (Drop file Atari Czech text convertor), MAC2MTX (Mac65 to Text),
Raster Music Tracker (RMT) v1.27 - cross-platform tool for making Atari XE/XL
music on PC (OS Win9x), SA_POKEY (Standalone dynamic DLL library for emulation
of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for
emulation of Atari 6502 processor), Creaxin1 ("Create X in 1") v1.03 (creates

ROM image or Atari executable feeder program for X programs in one S/XEGS
RAMcart 128KB).
Atari/PC hardware: LPTJOY (connect an Atari joystick to a PC), MultiJoy4/
MultiJoy8/MultiJoy 16 (use 4/8/16 joysticks on a single Atari),
SIO D-SUB15M Standard Atariklub PV.
Games for MultiJoy: Cervi, Multris, Shot'em all (SEAL), Cervi 2, Astro4 Road.

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch),
The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS
- 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS)
PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for
BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine
for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS,
ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine
interpreter, original by Steve Wozniak), Infoline for ACTION!

Super Products 4/04
c/o James Bradford
14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 1/07
Czech Republic
http://jirkasuv.duch.cz/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..." text game)

Subject: T

Taquart 1/06
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely'
Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru'
Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj

'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz,
Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski
See also: Tomasz Piorek
See also: Marcin Zukowski
Poland
http://numen.scene.pl/ and
http://www.s-direktnet.de/homepages/k_nadj/taquart.html
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995),
Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag,
1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro,
Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996),
Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997),
Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997),
Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan) 3/07
See also: Epi
Poland
http://atariki.krap.pl/index.php/Tristesse
Developer: SROLL-demo, TRS-Desktop 0.9d alpha:
http://www.atari8.info/trsdesktop.php (screenshots)
http://trub.atari8.info/sdx_files/TRS_desktop_v09d_alfa.zip (download),
NeoTracker v1.6 : http://epi.atari8.info/files/neotracker-1.6.zip ,

trub 2/08
See also: DLT Ltd.
Poland
http://trub.atari8.info/ or http://trub.sys.net.pl/
Developer: for SDX 4.x: TDPL 2.0 / TD 2.0 (enhanced TD.COM, Polish/
English), XEP.SYS 0.1F (XEP80 device driver), FSTRUCT, RUNEXT 0.5, QE 2.0
(Continuation of the famous Quick Edit - E: and CON: accelerator by KMK).
for SDX+65C816: RAMD816.SYS. for SDX+QMEG OS: OSSIO.SYS. for SDX+SIO2IDE:
S2I Commands 0.8. for SIO2IDE: S2I JukeBox 4.0a. for MS Windows: FIXATR.
for SDX+KMK/JZ IDE: CDPLAY 0.4a. more: ED 2.9, ABASIC, YOGI/YELLYSTONE PARK
Multidrive, XLDisk. SRAMCharger and Indus CP/M project for Atari Indus GT,
LDW Super 2000, and CA-2001 disk drives.

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator, several other programs. (Mainly working these days on HP Alpha (VMS), Sparc (Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 2/07
See also: Atari800 Development Team
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.), SH3/4 (Jornada, etc.)

Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: new hardware, new commercial software (cassette format)

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 4/07
http://retrobits.net/
Developer: Atari810 1.4d -- software for emulating an Atari 8-bit floppy drive or hard disk on your PC (Windows NT/2000/XP)

Video 61 & Atari Sales (Lance Ringquist) 4/06
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
"We service, sell and publish hardware and software"
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developers: Checkers, Hearts, Ultra Translator

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12), commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
USA
http://www.videogametrader.com/
Vendor: new and used commercial software

Vintage Computer Cables 8/07
Fort Lauderdale FL
USA
http://www.vintagecomputercables.com/
Developer: Atari Gold Video Cable, Atari Gold Video Cable (stereo with Y), Atari Gold S-Video Cable (stereo with Y)

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

WASEO 9/06
c/o Thorsten Helbing
Koenigsberger Str. 9
30916 Isernhagen
Germany
tel: +49 175 9982360
FAX: +49 121 258 409 3729
http://www.waseo.de/
Developer: audio CDs: The 20 best ATARI Hits, The 20 most inventive ATARI Songs, The Best of Music Non Stop, The Best of ATARI Game Music, The ATARI Super Soundmix. Titles published by Werner Ratz: WASEO-Publisher (DTP-Programm), WASEO-Designer (Erganzung zum DTP-Programm), WASEO-Triology (Nutzliche Programmsammlung), WASEO-Grafinoptikum (Grafikprogrammsammlung),

WASEO-Labouratorium (Arbeitserleichterungsprogramme), WASEO-Practoscope (Sammlung praktischer Programme), Demo Disk, Basic Hits, DISK-LINE disk magazine

Mark Watson 1/08
http://www.scrameta.net/a800.html
Developer: Atari800 emulator ports: 0.8 for GP32, 1.2 for GP2X, 1.2 for Gizmondo

Jim Wilkinson 8/08
https://sourceforge.net/projects/atarilauncher/
Developer: Atari Launcher (A front end for the various Atari hardware emulators, primarily the Atari800WinPlus emulator)

Wordmark Systems (Charles Marslett) 7/08
USA
http://www.wordmark.org/
Developer: for Atari 8 Bit Computers: MyDOS 4.51 (w/ R. Puff; 6/14/89), A65 assembler 1.2 (7/4/89). PC Utility: ATUTIL (UTIL)(6/15/89)

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/atarixlbox.php
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

---

Subject: Y

Yoomp! 7/08
Marcin "Eru" Zukowski, Lukasz "X-Ray" Sychowicz,
Bartek "BeWu" Wasiel, Piotr "0xF" Fusik
http://yoomp.atari.pl/
Developer: Yoomp! version 1.1

Subject: Z

Marcin Zukowski (eru/tqa) 5/07
See also: Taquart
See also: Yoomp!

```
The Netherlands
http://lepix.sourceforge.net/
Developer: LePix v.0.2.0

=====================================================================
End of atari-8-bit/vendev
=====================================================================
```

2587. Re: lil project concept: mcu to atari?

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-03 22:05:47 UTC
From: bill mcb <billmcbrineNOSPAM@yahooDOT.com>
Message-ID: <%oDZk.2436$si6.488@edtnps83>
Source record: 2776

On Sat, 29 Nov 2008 08:42:41 -0800, richard cortese wrote:

> "bill mcb" <billmcbrineNOSPAM@yahooDOT.com> wrote in message
> news:kPDXk.602$yK5.59@edtnps82...
>> On Sun, 16 Nov 2008 10:42:11 -0800, richard cortese wrote:
>>
>>> "bill mcb" <billmcbrineNOSPAM@yahooDOT.com> wrote in message
>>> news:BRITk.966$o15.906@edtnps83...
> <snip>
>> So emulators could be modified to "make" the upgrade! :-)
>>
[...]
>> interested in an project such as this... Even if it only cost $50 ?
>
> I would, but I am one in a million. I like the AVR and wouldn't mind
> having one to play with. I haven't because I'm just plain getting to old
> and have to many other projects.

You're reminding me of a friend I used to have...

> I have done about half a dozen hacks on the Atari. Only thing I know
> people have actually made is 1489 version of SIO2PC. No other home
> control systems, no 2nd PIA chips, no modified OS, et cetera.
>
> It's up to you, it is all good. I mean I still like my hardware decoding
> of the memory map to double the count of memory mapped chips you can
> have. I'm also probably the only guy who has that mod. Ditto for the
> 65C02 in one of my computers. The question is how many people do you
> want to impact?

>>
>>> "I have met the enemy and he is us" kind of thing applies. I can't
>>> remember when Nick Kennedy came out with SIO2PC but I would guess it
>>> was around 1988. We've had about 20 years of virtually unlimited fast
>>> storage and what have we done with it? No new games that need 16 megs
>>> of storage to run, no new database or spreadsheet, and no new apps
>>> that take advantage of it. Mostly people use the storage to archive
>>> everything ever written for the Atari.
>>>
>>> Rick
>>
>> Strongest point of your reply Rick, and I agree. There just are no
>> decent development tools on an Atari - There never was. Anything you
>> wanted to do for programming you had to do it largely for yourself. The
>> PC-land has all the tools anyone would need today. Actually, I would

>> say *almost* all the tools anyone would need.
>>
>> Why not come up with a concept for an upgraded Atari, and implement it
>> inside an emulator? And the smart thing is, any upgrades don't even
>> have to map into the Atari! - They can, for lack of a better term, be
>> 'magicly seen' through the extra capability of the emulator software.
>> You don't have to use Atari memory locations for anything! It could
>> also be accomplished whereby the emulator software recognizes specific
>> commands/sequences, and performs its intended function. It is Ghost
>> Hardware. Which can easily include Ghost Ram too!
>
> I'm not sure but I think some things like 65816 have been implemented in
> emulators. AFAIK no one has written a program that only works on an
> emulator let alone only works on an emulator in 65816 mode.
>
> There was always a couple of Atari users that would pop up and say ~I
> would write the greatest game ever if only Atari BASIC ran faster for
> instance. Well now with the emulators they could. I mean you could
> probably do a version of Doom in Atari BASIC, albeit with lousy
> graphics, running real time on an emulator. I imagine in another 10
> years it may be hard to even find someone who knows how to program on
> the Atari.

Yes I know, and that is frustrating. I talk like this with my cousin
sometimes too. He and I grew up around the Atari era, and we always
enjoy intellectually returning to those more fun times.

Technology has advanced just too darn far too darn fast... I feel
the obsession that I sometimes have with my old systems is a way
of relating to something I'm more able to chew on. Ya know?
Back in the 80's I learnt 6502 asm, but really did NOT like it.
I wonder how the Atari8 would have fared if it had used a
Z80(4mhz+) chip instead?

Oh well, it's all so much Useless Theory....

>> Possibilities:
>> - Full 256 color PM graphics (larger sizes possible) - Full 256+ color
>> background displays processed from the PC side - Access to PC's FPU
>> for high speed math - Utilize PC's RAM for extra buffers/ram - Access
>> to the PC's super-fast processing abilities - Virtual FS that lets the
>> Atari see and use any PC storage - Allows you to utilize the
>> development software from the PC side
>
> Cart/horse thing. About the only people that are still programming on
> the Atari platform are in Europe and they get off on demos. You can make
> the latest-greatest hack that ever was, but unless you have some killer
> ap or must have game up your sleeve, no one will know it but you and
> maybe a few others. It's a tall order.

Yes. I guess the demo guys like it for the challenge too. Like
writing a new game on the 2600. I just tend to think it could be

a little Fun.

[...]
>> I'm just hoping someone sees this, and likes the idea... Although - it
>> probably is simply too late for this project.
>>
>> =-Bill-=
>
> I think I have a reasonable idea of what people in the Atari world are

I wasn't questioning your knowledge of the group here...

> like. It is mostly about stuff that let's them indulge their habits of
> hording and nostalgia. Mix in a liberal dose of cheap and dumpster
> diving mentality you have us.

Hmm?

> Its the kind of thing where if you put together and AVR that will read a
> $30 4 gig SD card and interface to an Atari via the cart port or SIO
> chain, people may buy it. I mean you could give it all the capabilities
> in the world and it would be nice, but no one would use them. Hording
> and replaying old games...
>
> People are spending ~$70 for composite to VGA converters. Just can't
> throw away that old monitor from the 386SX!
>
> Heck, do it for sake of doing what you want. Right now I am thinking of

I'll have to do it purely for my own interests/reasons... If I do anything
then I'll post about it here... My idea was to make it exceptionally
cheap to make yet exceptionally useful (for an atari). I guess it will
be flushed as a 'cute theory' along with so many other concepts.

I only asked here to see if anyone happened to think it would be
fun... Must be a bad time to ask eh, with the world falling apart
and all...

> hacking an Atari to modem to cell phone connection. I think there is at
[..]
>
> Rick

How much of a hack would that be?

2588. Re: lil project concept: mcu to atari?

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-05 02:34:00 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <_7adnR8bgtmjDqXUnZ2dnUVZ_oLinZ2d@earthlink.com>
Source record: 2777

"bill mcb" <billmcbrineNOSPAM@yahooDOT.com> wrote in message
news:%oDZk.2436$si6.488@edtnps83...
<snip>
>> hacking an Atari to modem to cell phone connection. I think there is at
> [..]
>>
>> Rick
>
> How much of a hack would that be?

It would be pretty trivial I guess but that is about my speed right
now.<grin>

I think all I would have to do is get one of those cell phone head sets, cut the mic and earphone off, and match the impedance to a modem output. There's a couple of other things I recall being problems, like some modems hang up automatically if they don't detect a holding voltage of ~9V DC, won't dial w/o a ring tone, that kind of stuff.

It's just one of those subjective things. The cell phones I have insist on using their setup, paying a premium for access, paying a premium for data transferred.

There are still a few BBS's out there and while most people seem to have an Atari<=>IBM connection of some kind, I would like to try it the old school way. Bypass the net, no clone involved, Xmodem!

Rick

2589. Re: lil project concept: mcu to atari?

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-05 17:05:22 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2008.12.05.17.05.21.821736@suddenlink.net>
Source record: 2778

On Thu, 04 Dec 2008 18:34:00 -0800, richard cortese wrote:

<snip>

> There are still a few BBS's out there and while most people seem to have an
> Atari<=>IBM connection of some kind, I would like to try it the old school
> way. Bypass the net, no clone involved, Xmodem!
>
> Rick

A bit off the original subject thread, but it's done other ways too Rick.
I run my BBS on pure Atari hardware and software, no clone <gag> involved,
using a Lantronix UDS1100. So you use telnet, (no original modem,
unfortunately), but its all Atari, as it should be. :)

PS In case you're wondering, the connection path looks like this:
cable-modem --> DLink router --> UDS100 --> Atari Mega ST

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

2590. Driving Controller games?

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-05 20:23:14 UTC
From: bill@newbreedsoftware.com
Message-ID: <49398db2$0$2764$742ec2ed@news.sonic.net>
Source record: 2779

I found Indy 500 for the Atari 2600 for 98c at a local music store.
I bought it, then went out to find a pair of Driving Controllers
(having just sold the _one_ that I had... d'oh!)

Anyway, they've arrived (along with a 2nd copy of Indy 500 :)), and
I'm wondering... are there any Atari 8-bit computer games that can
take advantage of them?

I've seen, via YouTube, someone is working on a Tempest clone (more like
Tempest 2000, actually). I should encourage them to support these controllers,
if they don't.

And come to think of it, it's odd that racing games of the other style
don't support Paddles. (Or do any of them?)

I'm thinking Pole Position and Pit Stop... games which are not really
unlike Night Driver (which uses paddles).
(Indy 500 and its ilk -- Super Sprint, Off Road, etc.) require full
rotation that Driving Controllers provide.)

Comments?

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2591. Re: Driving Controller games?

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-05 23:48:16 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <3771bfae-a3e3-49dd-8c5a-08fa6c2d0916@41g2000yqf.googlegroups.com>
Source record: 2780

On Dec 5, 3:23 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> I found Indy 500 for the Atari 2600 for 98c at a local music store.
> I bought it, then went out to find a pair of Driving Controllers
> (having just sold the _one_ that I had... d'oh!)
>
> Anyway, they've arrived (along with a 2nd copy of Indy 500 :)), and
> I'm wondering... are there any Atari 8-bit computer games that can
> take advantage of them?
>
> I've seen, via YouTube, someone is working on a Tempest clone (more like
> Tempest 2000, actually). I should encourage them to support these controllers,
> if they don't.
>
> And come to think of it, it's odd that racing games of the other style
> don't support Paddles. (Or do any of them?)
>
> I'm thinking Pole Position and Pit Stop... games which are not really
> unlike Night Driver (which uses paddles).
> (Indy 500 and its ilk -- Super Sprint, Off Road, etc.) require full
> rotation that Driving Controllers provide.)
>
> Comments?
>
> --
> -bill!
> "Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
> Download it today! http://www.tuxpaint.org/

Speaking of Tempest clones there was a game called Livewire from
Analog computing. I believe it supported the driving controllers, or
there was a special version of it that did. They aren't really like
the controllers on Tempest since you can't spin them, but the driving
controllers are pretty close and easy to come by. The T2k clone
(Tempest Extreme) looks awesome. Imagine if something like that came
out in 1982!!!!

-Kev

2592. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-06 05:21:01 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1228540845@rtfm.mit.edu>
Source record: 2781
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: July 20, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"

http://atari.fandal.cz/ Games, Demos

http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2593. Re: Bravo Sierra or EBay?

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-06 07:03:04 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <493a27a6940121@comcast.net>
Source record: 2782

>On Thu, 20 Nov 2008 08:26:07 -0500, RetroC64 wrote:
>
>> In your opinion, if you are just starting to collect Atari equpiment, where
>> would be the best place to start? A dealer like Bravo Sierra or EBay?
>>
>> It seems EBay obviously has some great stuff but shipping is insane and the
>> quality is anyone's guess. Bravo Sierra might be similar in quality and you
>> would save on shipping but their prices seem very high.
>>
>> Are there other sources besides these two?
>>
>> Thanks.
>
>I'd use both - because you may or may not find all you need from a single
>source. Also, there are other Atari places, like Best Electronics, and
>many more. Google for it.
>

I agree here also. I usually go Ebay, Best Electronics, B&C or Bravo Sierra.I
have bought from them all and they are great.
--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

2594. Re: Driving Controller games?

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-06 07:06:22 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <493a27a6940122@comcast.net>
Source record: 2783

I have a driving controller for the 8-bits. Works ok wth the driving games,
but the controll is a little off. Nice piece of hardware though.

>I found Indy 500 for the Atari 2600 for 98c at a local music store.
>I bought it, then went out to find a pair of Driving Controllers
>(having just sold the _one_ that I had... d'oh!)
>
>Anyway, they've arrived (along with a 2nd copy of Indy 500 :)), and
>I'm wondering... are there any Atari 8-bit computer games that can
>take advantage of them?
>
>I've seen, via YouTube, someone is working on a Tempest clone (more like
>Tempest 2000, actually). I should encourage them to support these controllers,
>if they don't.
>
>
>And come to think of it, it's odd that racing games of the other style
>don't support Paddles. (Or do any of them?)
>
>I'm thinking Pole Position and Pit Stop... games which are not really
>unlike Night Driver (which uses paddles).
>(Indy 500 and its ilk -- Super Sprint, Off Road, etc.) require full
>rotation that Driving Controllers provide.)
>
>
>Comments?
>

--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

2595. Re: Driving Controller games?

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-07 07:54:27 UTC
From: bill@newbreedsoftware.com
Message-ID: <493b8133$0$2813$742ec2ed@news.sonic.net>
Source record: 2784

Edward S. Baiz Jr. <edbaizjr@comcast.net> wrote:
> I have a driving controller for the 8-bits. Works ok wth the driving games,
> but the controll is a little off. Nice piece of hardware though.

What games support them?

(You are talking about the Indy 500 'Driving Controller' that looks
just like a paddle, right? And not some "steering wheel that sends
joystick left/right signals"...?)

-bill!

2596. Re: Driving Controller games?

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-07 07:55:09 UTC
From: bill@newbreedsoftware.com
Message-ID: <493b815d$0$2813$742ec2ed@news.sonic.net>
Source record: 2785

kev242@gmail.com <kev242@gmail.com> wrote:
> Speaking of Tempest clones there was a game called Livewire from
> Analog computing. I believe it supported the driving controllers, or
> there was a special version of it that did.

I've seen Livewire. It's not bad. I didn't know it could use Driving
controller (or I forgot, or I didn't see the hacked version. :))

-bill!

2597. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-07 12:56:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0812070454450.10416-100000@onyx.spiritone.com>
Source record: 2786
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST!Some you wont find anywhere else but here! On Sale 20% off!
Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask for
Atari catalogs. My Software & Book Catalogs are sorted alphabetically
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Address so I can expedite your order or call Ben anytime at (503)256-9974!

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http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ALL ATARI 8BIT BOOKS!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ALL ATARI ST BOOKS!

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lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2598. FREE ATARI CATALOGS! BRAND NEW SOFTWARE! 11-29-2008

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-07 12:58:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0812070456230.10416-100000@onyx.spiritone.com>
Source record: 2787
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

NEW FREE Catalogs for Used & New Classic Atari 8 Bit & ST Computer Lines!
View Catalogs on-line, Download them or Feel free to Request catalogs by
E-Mail. Really, it's not an inconvenience. I ask that you specify 8 Bit,
ST or both! Then I'll send them to you by E-Mail. Let me know if I can or
cant attach files to your E-Mail. Atari@aracnet.com or call (503)256-9974!

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http://www.aracnet.com/~atari/specials.htm ATARI SALES DETAILS!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2599. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-07 13:00:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0812070458360.10416-100000@onyx.spiritone.com>
Source record: 2789
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "Wantlist" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2600. 20% OFF ATARI HOLIDAY SALES!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-07 13:03:26 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0812070501010.10416-100000@onyx.spiritone.com>
Source record: 2788
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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ORDERS OVER $50 GETS 20% OFF ALL NEW CLASSIC ATARI 8 BIT & ATARI ST GAMES! ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF NEW ATARI GAMES! Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask for Atari catalogs. My Software & Book Catalogs are sorted alphabetically by Title so Cut-&-Paste your order and E-Mail your list with your Shipping Address so I can expedite your order or call Ben anytime at (503)256-9974!

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I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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2601. Re: slow Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-07 13:56:18 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <78OdnbMM7qVnSqbU4p2dnAA@telenor.com>
Source record: 2790

Agreed, check the drive speed with DOS 2.6f for example. Have had a lot of drives not set for Europe and those tend to run slow. Also can damage your disks if you run at too slow speeds ... However, I do not recall what speed for US and what for Europe ... 271 for US? I think over 300 for Europe

Take Atarian care

"Rick Cortese" <ricortes@earthlink.net> skrev i melding news:HUKNe.9515$RS.4957@newsread3.news.pas.earthlink.net...
> richard daley wrote:
>> The voltages at the test points 5v 12v 22v, are all correct as per the
>> SAMS manual. So the fault is not with the diodes, nor it is the pwer
>> supply.
>>
>
> Also check it with another disk as sometimes the sleeves get a little
> warped and drag.
>
> There is VR2<?> that adjusts the speed. Sometimes people adjust these out
> of specs so they can write a bad sector.

2602. Re: Driving Controller games?

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-07 20:37:42 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <722084cf-b0f0-48d3-97ca-22caf71697b8@s20g2000yqh.googlegroups.com>
Source record: 2791

On Dec 7, 2:55 am, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> kev...@gmail.com <kev...@gmail.com> wrote:
> > Speaking of Tempest clones there was a game called Livewire from
> > Analog computing. I believe it supported the driving controllers, or
> > there was a special version of it that did.
>
> I've seen Livewire. It's not bad. I didn't know it could use Driving
> controller (or I forgot, or I didn't see the hacked version. :))
>
> -bill!

yea it was one of my fav's back in the day. I actually typed that
sucker in from Analog!!!!! I would of loved Tempest Extreme. I
would like to get that driver controller working with a PC and Typhoon
2001 which is an awesome (and free) update to Tempest 2000.

-Kev

2603. Re: Driving Controller games?

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-08 19:34:40 UTC
From: bill@newbreedsoftware.com
Message-ID: <493d76d0$0$2773$742ec2ed@news.sonic.net>
Source record: 2792

kev242@gmail.com <kev242@gmail.com> wrote:
> yea it was one of my fav's back in the day. I actually typed that
> sucker in from Analog!!!!! I would of loved Tempest Extreme. I
> would like to get that driver controller working with a PC and Typhoon
> 2001 which is an awesome (and free) update to Tempest 2000.

I've been thinking of plugging a driving controller into my Linux box
via my Stelladapter and seeing whether I can make any sense of it.
At least as a proof of concept, if not an actual game.

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2604. Re: Driving Controller games?

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-08 23:27:47 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <ghkahv$4o3$1@news.motzarella.org>
Source record: 2793

kev242@gmail.com wrote:
>
> Speaking of Tempest clones there was a game called Livewire from
> Analog computing. I believe it supported the driving controllers, or
> there was a special version of it that did. They aren't really like
> the controllers on Tempest since you can't spin them, but the driving
> controllers are pretty close and easy to come by. The T2k clone
> (Tempest Extreme) looks awesome. Imagine if something like that came
> out in 1982!!!!

I seem to remember using a joystick with Livewire, which for me is easier than a paddle would be for that game anyway. (It's too bad the same thing isn't true for Breakout, which I've been trying to play on my Palm without a paddle...)

- Trevor

2605. Re: DarkForce! winner for November 2008

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-08 23:29:47 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <ghkalo$4o3$2@news.motzarella.org>
Source record: 2794

```
The first issue has already arrived from the UK. Thanks! :)

- Trevor

Ronald J. Hall wrote:
> Greetings everyone!
>
> Here is the lucky winner for November 2008 at The DarkForce! BBS:
>
> November 2008
> 1. ST Magazine - Infoman wins a free 3 magazine subscription!
>
```

2606. Re: Driving Controller games?

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-09 02:39:00 UTC
From: bill@newbreedsoftware.com
Message-ID: <493dda44$0$2731$742ec2ed@news.sonic.net>
Source record: 2795

Trevor Holyoak <trevor@holyoak.com> wrote:
> I seem to remember using a joystick with Livewire, which for me is
> easier than a paddle would be for that game anyway.

Well, paddle would be useless on a Tempest game unless none of the levels looped around (no circle, square, etc... just lines, Us and Vs.)
Driving Controller would be totally appropriate (since it's the same kind of input device as on Tempest in the arcade.)

> (It's too bad the
> same thing isn't true for Breakout, which I've been trying to play on my
> Palm without a paddle...)

Heh. Yeah. Ugh. Some Trakball games are kind of crappy with joysticks, too. (Centipede, Missile Command.) Often playable enough, but not the same experience as the arcade...

What other rotary-controller games are out there (in the arcade)?
Off the top of my head, all I can think about is Tron (for the tanks and the MCP battle). Maybe Gyruss...?

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2607. help!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-09 09:44:44 UTC
From: Puddle <Puddle@invalid.xxx>
Message-ID: <493e3e4e$1@news.orcon.net.nz>
Source record: 2796

I recently obtained an Atari 800XL & 1050 superarchiver drive. I used to own both of these a long long time ago also but have obviously in 20 years of absence forgotten a lot of things :) though probably not much has changed at least :).

Anyway when I used to own it a long time ago I used to use menus called Alphaload to store my games on. I have been trying to track down these kinds of utilities but am not having much luck actually. Does anyone know where I can find these kinds of utilities? I have a 1050 with a super archiver in it so want to take advantage of the DD. I also have a sio2pc cable and want to transfer software in both directions which brings me to my second question. I downloaded some large ATR images, 1 meg each and to bring up the menu i have to load dosmenu.atr in the first drive and then attach the other game images to the second drive. I would like to transfer some of these games onto 5.25 disks to the alphaload menus, anyone know how? :)

I have looked at a lot of sites, a lot have links that aren't valid anymore or were last updated years ago..

Anyway if anyone can shed some light it would be much appreciated.

2608. Re: help!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-09 14:30:20 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <0iv%k.7939$as4.5059@nlpi069.nbdc.sbc.com>
Source record: 2797

"Puddle" <Puddle@invalid.xxx> wrote in message
news:493e3e4e$1@news.orcon.net.nz...
>I recently obtained an Atari 800XL & 1050 superarchiver drive. I used to
>own both of these a long long time ago also but have obviously in 20 years
>of absence forgotten a lot of things :) though probably not much has
>changed at least :).
>
> Anyway when I used to own it a long time ago I used to use menus called
> Alphaload to store my games on. I have been trying to track down these
> kinds of utilities but am not having much luck actually. Does anyone know
> where I can find these kinds of utilities? I have a 1050 with a super
> archiver in it so want to take advantage of the DD. I also have a sio2pc
> cable and want to transfer software in both directions which brings me to
> my second question. I downloaded some large ATR images, 1 meg each and to
> bring up the menu i have to load dosmenu.atr in the first drive and then
> attach the other game images to the second drive. I would like to transfer
> some of these games onto 5.25 disks to the alphaload menus, anyone know
> how? :)
>
> I have looked at a lot of sites, a lot have links that aren't valid
> anymore or were last updated years ago..
>
> Anyway if anyone can shed some light it would be much appreciated.
>
http://ape.dyndns.org:8085/A-J/

above has an alfaboot.atr, but it is 100k.

The www.atarimax.com has SIO2PC/APE software.

http://ftp.pigwa.net/stuff/mirror/homepages.paradise.net.nz/atari/

above has alpha-boot/load atrs.

You may have to register APE if you want to send
stuff from PC to Atari, it works the other way unregistered.

2609. atarisales annual holiday sale

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-09 16:15:21 UTC
From: Video61@tcq.net
Message-ID: <d832c83b-677d-408c-a0c2-0b3fc01d81fc@c36g2000prc.googlegroups.com>
Source record: 2798

please visit our web site at www.atarisales.com click on the 2008
holiday sale page to view the 2008 atari holiday sale.
thanks

2610. Re: DarkForce! winner for November 2008

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-09 17:06:49 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2008.12.09.17.06.49.262177@suddenlink.net>
Source record: 2799

On Mon, 08 Dec 2008 16:29:47 -0700, Trevor Holyoak wrote:

> The first issue has already arrived from the UK. Thanks! :)
>
> - Trevor

Most welcome! :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

2611. Re: Driving Controller games?

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-09 20:05:24 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <4bf072b1-08c4-4f6a-b0a7-2927f3cbbe34@h20g2000yqn.googlegroups.com>
Source record: 2800

On Dec 8, 9:39 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> Trevor Holyoak <tre...@holyoak.com> wrote:
> > I seem to remember using a joystick with Livewire, which for me is
> > easier than a paddle would be for that game anyway.
>
> Well, paddle would be useless on a Tempest game unless none of the levels
> looped around (no circle, square, etc... just lines, Us and Vs.)
> Driving Controller would be totally appropriate (since it's the same kind
> of input device as on Tempest in the arcade.)
>
> > (It's too bad the
> > same thing isn't true for Breakout, which I've been trying to play on my
> > Palm without a paddle...)
>
> Heh. Yeah. Ugh. Some Trakball games are kind of crappy with joysticks,
> too. (Centipede, Missile Command.) Often playable enough, but not the same
> experience as the arcade...
>
> What other rotary-controller games are out there (in the arcade)?
> Off the top of my head, all I can think about is Tron (for the tanks and
> the MCP battle). Maybe Gyruss...?
>
> --
> -bill!
> "Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
> Download it today! http://www.tuxpaint.org/

Gyruss used a joystick, but Star Trek the video game (color vector
graphics) used a rotary controller.

2612. Poke 1802,15

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-10 00:22:31 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <8ZD%k.4592$uS1.1620@newsfe19.iad>
Source record: 2701

How do I add more than 4 drive? Poke 1802,15 is up to 4 drives...

Jack

2613. Re: help!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-10 03:03:20 UTC
From: Puddle <Puddle@invalid.xx>
Message-ID: <493f31bd$1@news.orcon.net.nz>
Source record: 2702

Russg wrote:
> "Puddle" <Puddle@invalid.xxx> wrote in message
> news:493e3e4e$1@news.orcon.net.nz...
>> I recently obtained an Atari 800XL & 1050 superarchiver drive. I used to
>> own both of these a long long time ago also but have obviously in 20 years
>> of absence forgotten a lot of things :) though probably not much has
>> changed at least :).
>>
>> Anyway when I used to own it a long time ago I used to use menus called
>> Alphaload to store my games on. I have been trying to track down these
>> kinds of utilities but am not having much luck actually. Does anyone know
>> where I can find these kinds of utilities? I have a 1050 with a super
>> archiver in it so want to take advantage of the DD. I also have a sio2pc
>> cable and want to transfer software in both directions which brings me to
>> my second question. I downloaded some large ATR images, 1 meg each and to
>> bring up the menu i have to load dosmenu.atr in the first drive and then
>> attach the other game images to the second drive. I would like to transfer
>> some of these games onto 5.25 disks to the alphaload menus, anyone know
>> how? :)
>>
>> I have looked at a lot of sites, a lot have links that aren't valid
>> anymore or were last updated years ago..
>>
>> Anyway if anyone can shed some light it would be much appreciated.
>>
> http://ape.dyndns.org:8085/A-J/
>
> above has an alfaboot.atr, but it is 100k.
>
> The www.atarimax.com has SIO2PC/APE software.
>
> http://ftp.pigwa.net/stuff/mirror/homepages.paradise.net.nz/atari/
>
> above has alpha-boot/load atrs.
>
> You may have to register APE if you want to send
> stuff from PC to Atari, it works the other way unregistered.
>
>

Hi,

Thanks, I checked out those sites, unfortunately the links to all the
software on this page seem to be broken

http://ftp.pigwa.net/stuff/mirror/homepages.paradise.net.nz/atari/

Anyway I will continue in my quest to find it!
So many sites host games but don't seem to be interested in utilities.
One might get the impression that the Atari 8-bits were just for games!

2614. Re: help!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-10 03:36:33 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <5PG%k.9164$x%.614@nlpi070.nbdc.sbc.com>
Source record: 2703

(Pigwa site doesn't work).

Yes, sorry about that, it looks good but the
links there are busted.
I tried to do a DOS ftp and it has a lot of stuff,
but it is very hard to navigate and stuff is busted.
The Holme's archive used to be at Langsite, but
that isn't up any more. And, as you say, Atarimania
is mostly games, I guess they don't have much
utilities.
I wouldn't be surprised if my efforts are out of
date.
I have access to stuff in my archives, but I hesitate
to get into sending stuff. I'm not familiar with the
'Alfaload' you speak of. I am familiar with menu
loaders for games. I used to use them. They bypass
DOS, so some games require a menu loader to
load properly.

2615. Re: Poke 1802,15

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-10 03:39:23 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <LRG%k.9165$x%.6433@nlpi070.nbdc.sbc.com>
Source record: 2704

"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:8ZD%k.4592$uS1.1620@newsfe19.iad...
> How do I add more than 4 drive? Poke 1802,15 is up to 4 drives...
>
> Jack
If I remember, for DOS 2/2.5/MyDOS, the number
of bits set in 1802 gives the number of drives.
So, poke 1802,255 and it should give 8 drives.
You have to do the poke, then go to DOS and
write DOS files. Then whenever you boot that
disk, it will support that many drives.

2616. Re: Poke 1802,15

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-10 03:46:09 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <5YG%k.9168$x%.6433@nlpi070.nbdc.sbc.com>
Source record: 2705

... I checked 'Mapping the Atari', it seemed to
say that DOS 2 only supports 4 drives, so setting
bits above 0,1,2,3 might not work. I don't believe
Sparta/FTe DOS has this feature. So you might
want to change your DOS. I believe SpartaX
supports 9 drives.

2617. Re: 130XE Keyboard Socket

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-10 05:23:57 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <493F526D.BC57CF93@a8maestro.com>
Source record: 2707

My usual cleaning of edge connector contacts is to fold soft paper till
it just fits a little snug, then touch alcohol with a qtip along the
edge. Slide up/down to clean contacts.

Doesn't work on single pin or shrouded contacts very well.

Otherwise, Best and B&C probably have the connector in stock.

Rick D.

Edward Goodsmith wrote:

> The keyboard on my 130XE wasn't responding to quite a few inputs,
> using a wire to see if it was the connector I concluded that yes, the
> connector was broken, I can't get my fiberglass pen down inside there
> to clean it and contact cleaner didn't work. I'm thinking I want to
> replace the connector but I have no idea what to search for, would it
> be called a 24 pin ribbon cable socket? or something similar to that?
> or am I totally wrong with what it's called. And yes, I checked all
> the traces on the Mylar thing, they seem to all be in working order.
> Thanks for any help!

--
ï¿½ï¿½à¡±ï¿½

2618. Re: Poke 1802,15

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-10 06:07:03 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <Q5KdnTaJroH23aLUnZ2dnUVZ_qadnZ2d@posted.pioneerinternet2>
Source record: 2706

DRVBYT (=1802) is 8 bits wide, so IF you have a DOS that allocates
buffers from this location and supports drive numbers above D4, then
the high nybble would represent D5 thru D8.
00000001 (=1) is D1
00000010 (=2) is D2
00000100 (=4) is D3
up to
10000000 (=128) is D8
11111111 (=255) would be all D1 thru D8
Just add up the bit values to select the active drive numbers.

I know stock DOS 2.0 and 2.5 along with DOSXL use drvbyt but none
of my hardware will configure above D4. I believe that the MIO can assign
hard drive partitions to D5, 6, 7, & 8 probably using SpartaDos which is
not likely to use 1802.

-Jess

"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:8ZD%k.4592$uS1.1620@newsfe19.iad...
> How do I add more than 4 drive? Poke 1802,15 is up to 4 drives...
>
> Jack

2619. Re: help!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-10 18:35:07 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <tZT%k.7205$W06.2057@flpi148.ffdc.sbc.com>
Source record: 2708

```
(Looking for Alphaload).
OK, I found 14 alpha-load disk images.
I tried about five of them and can't figure how to use
them.
Volume in drive F is New Disc
Volume Serial Number is 569D-F8E3

Directory of F:\ATR Programs\Applications A-Z

01/12/2004 11:32 AM 65,552 Alpha-Load Delete.atr
01/12/2004 11:32 AM 65,552 Alpha-Load Format 2.atr
01/12/2004 11:32 AM 65,552 Alpha-Load Format.atr
01/12/2004 11:32 AM 65,552 Alpha-Load Menu Fonts 1.2.atr
01/12/2004 11:32 AM 65,552 Alpha-Load Menu Fonts 3.atr
01/12/2004 11:32 AM 65,552 Alpha-Load Menu Maker 2.atr
01/12/2004 11:32 AM 65,552 Alpha-Load Menu Maker A.atr
01/12/2004 11:32 AM 65,552 Alpha-Load Menu Maker B.atr
01/12/2004 11:32 AM 65,552 Alpha-Load Menu Maker [LPS].atr
01/12/2004 11:32 AM 65,552 Alpha-Load Punk Menu Maker.atr
01/12/2004 11:32 AM 65,552 Alpha-Load Punk Menu Update.atr
01/12/2004 11:32 AM 65,552 Alpha-Load Rename.atr
01/12/2004 11:32 AM 65,552 Alpha-Load Transfer 2.atr
01/12/2004 11:32 AM 65,552 Alpha-Load Transfer.atr
14 File(s) 917,728 bytes
0 Dir(s) 0 bytes free
Any of these look familiar?
```

2620. Re: Poke 1802,15

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-10 18:49:31 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <G5qdnaB3npLEkt3UnZ2dnUVZ_oPinZ2d@earthlink.com>
Source record: 2709

"Russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:5YG%k.9168$x%.6433@nlpi070.nbdc.sbc.com...
> ... I checked 'Mapping the Atari', it seemed to
> say that DOS 2 only supports 4 drives, so setting
> bits above 0,1,2,3 might not work. I don't believe
> Sparta/FTe DOS has this feature. So you might
> want to change your DOS. I believe SpartaX
> supports 9 drives.

Just trying to add a bit more info that Jack may not have yet. Once again a bit foggy on topics from 20 years ago.

You really don't want to have 8 drives on an Atari system unless you have something specific that needs 8 drives. One reason is the way Atari did DOS was it allocates something like a 128 byte buffer for each drive. This will compound your problems if you have handlers that aren't relocatable or large programs that use all available memory.

All Atari branded drives only answer to D1-D4. They only have 2 bits of slide switches to set drive number so that is the limit. I think a BBS, Compucat, was running on eight 810s with four modified ROM Atari 810s back in the 80's => half the drives would only respond to D5-D8. The sysop didn't like the set up and switched to an ST as soon as they became available. I'm not sure what DOS it was using or if it had been modified.

As Russ mentioned, SD natively handles drives 1-8 and D9: can be a ramdisk. SD uses a different scheme <dynamically allocates buffers?> so it doesn't use as much memory. Some people hate SD but don't always have sound reasons for doing so. SD does count on using RAM under OS so it creates its own set of problems if you try to use it with an 800/400 or modified OS.

FWIW: I ran an AMIS and later a BBCS BBS on a 256k 800XL with two double density drives, ~3/4 meg was a huge amount. With SIO2PC and APE supporting 16 meg drives, kind of hard to imagine what you would need 128 megs of space for. It's more of a bottle neck problem since the SIO only goes ~19kbaud so it would take forever to load, transfer, or access that much space. I mean 19Kbaud => 2,000 bytes. (128,000,000)/2,000 => 64,000 seconds or 17+ hours just to load the files in the first place. That's dedication!

Rick

2621. Re: help!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-10 19:13:33 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <uxU%k.9774$c45.6388@nlpi065.nbdc.sbc.com>
Source record: 2710

Since I was looking at/for menu disks, I call them,
they don't need DOS, and can have several
binary load games on them, I found Multi-boot
images, that you could use, in dbl density.
I used to use one called MenuMaker, for
single or dble dens. The multi-boot disks
have a menu option to format another disk
built right into the menu.

2622. Re: Poke 1802,15

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-11 17:24:20 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <ghric4kb1@news.motzarella.org>
Source record: 2711

As I recall it was handy to run Alternate Reality on multiple disk
drives (but not more than 4). What else besides a BBS would that come in
handy for?

- Trevor

richard cortese wrote:
> "Russg" <russgilb@MUNGEsbcglobal.net> wrote in message
> news:5YG%k.9168$x%.6433@nlpi070.nbdc.sbc.com...
>> ... I checked 'Mapping the Atari', it seemed to
>> say that DOS 2 only supports 4 drives, so setting
>> bits above 0,1,2,3 might not work. I don't believe
>> Sparta/FTe DOS has this feature. So you might
>> want to change your DOS. I believe SpartaX
>> supports 9 drives.
>
> Just trying to add a bit more info that Jack may not have yet. Once again a
> bit foggy on topics from 20 years ago.
>
> You really don't want to have 8 drives on an Atari system unless you have
> something specific that needs 8 drives. One reason is the way Atari did DOS
> was it allocates something like a 128 byte buffer for each drive. This will
> compound your problems if you have handlers that aren't relocatable or large
> programs that use all available memory.
>
> All Atari branded drives only answer to D1-D4. They only have 2 bits of
> slide switches to set drive number so that is the limit. I think a BBS,
> Compucat, was running on eight 810s with four modified ROM Atari 810s back
> in the 80's => half the drives would only respond to D5-D8. The sysop didn't
> like the set up and switched to an ST as soon as they became available. I'm
> not sure what DOS it was using or if it had been modified.
>
> As Russ mentioned, SD natively handles drives 1-8 and D9: can be a ramdisk.
> SD uses a different scheme <dynamically allocates buffers?> so it doesn't
> use as much memory. Some people hate SD but don't always have sound reasons
> for doing so. SD does count on using RAM under OS so it creates its own set
> of problems if you try to use it with an 800/400 or modified OS.
>
> FWIW: I ran an AMIS and later a BBCS BBS on a 256k 800XL with two double
> density drives, ~3/4 meg was a huge amount. With SIO2PC and APE supporting
> 16 meg drives, kind of hard to imagine what you would need 128 megs of space
> for. It's more of a bottle neck problem since the SIO only goes ~19kbaud so
> it would take forever to load, transfer, or access that much space. I mean
> 19Kbaud => 2,000 bytes. (128,000,000)/2,000 => 64,000 seconds or 17+ hours
> just to load the files in the first place. That's dedication!

>
> Rick
>
>

2623. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-12 08:25:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0812120023560.31416-100000@onyx.spiritone.com>
Source record: 2712
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST!Some you wont find anywhere else but here! On Sale 20% off!
Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask for
Atari catalogs. My Software & Book Catalogs are sorted alphabetically
by Title so Cut-&-Paste your order and E-Mail your list with your Shipping
Address so I can expedite your order or call Ben anytime at (503)256-9974!

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http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
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http://www.aracnet.com/~atari/stbooks.htm 20% OFF ALL ATARI ST BOOKS!

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order goes out the same day. Customers love the speedy service! I have
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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2624. FREE ATARI CATALOGS! BRAND NEW SOFTWARE! 11-29-2008

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-12 08:27:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0812120025520.31416-100000@onyx.spiritone.com>
Source record: 2713
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

NEW FREE Catalogs for Used & New Classic Atari 8 Bit & ST Computer Lines!
View Catalogs on-line, Download them or Feel free to Request catalogs by
E-Mail. Really, it's not an inconvenience. I ask that you specify 8 Bit,
ST or both! Then I'll send them to you by E-Mail. Let me know if I can or
cant attach files to your E-Mail. Atari@aracnet.com or call (503)256-9974!

http://BensCatalogs.Atari.org FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ATARI SALES DETAILS!

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order goes out the same day. Customers love the speedy service! I have
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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2625. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-12 08:30:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0812120027310.31416-100000@onyx.spiritone.com>
Source record: 2714
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "Wantlist" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2626. 20% OFF ATARI HOLIDAY SALES!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-12 08:32:26 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0812120030210.31416-100000@onyx.spiritone.com>
Source record: 2715
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF NEW ATARI
GAMES! Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask
for Atari catalogs. My Software & Book Catalogs are sorted alphabetically
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http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI HOLIDAY SALES!

I've got a fast turnaround rate. Usually, Once I receive payment your
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lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2627. Re: Poke 1802,15

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-12 18:40:34 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <y7SdnXfxesDWLd_UnZ2dnUVZ_oninZ2d@earthlink.com>
Source record: 2716

"Trevor Holyoak" <trevor@holyoak.com> wrote in message
news:ghric4kb1@news.motzarella.org...
> As I recall it was handy to run Alternate Reality on multiple disk drives
> (but not more than 4). What else besides a BBS would that come in handy
> for?
>
> - Trevor

Only thing I can think of would be disk duplication. I think with write verify turned off, as soon as the drive acks the data block you can start the write to the next disk while the first one is busy writing the sector. I guess it would cut the time in half.

There were a few other odd hacks. I mean before<?> there was SIO2PC there was SIO2CP/M and projects like Atari Zucchini that let you use 'spare' Atari computers for simulated disk drives or printer spoolers. I don't remember if all of these allowed for access beyond simulated floppies. IIRC, Dave Small's<?> original Corvus hard drive interface was a little odd to in that it divided the hard drive into simulated 88k floppies. *BUT* the dedication to do something like hook eight Atari computers up to act as ramdisks and printer spoolers for your main Atari is just beyond comprehension!<grin>

IMO the alternatives, like just booting a copy of SD3,2f and/or using APE, are too attractive.

Rick

2628. Re: Poke 1802,15

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-12 21:12:59 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4942d3dd$0$5485$bbae4d71@news.suddenlink.net>
Source record: 2717

"RetroJess" <rjhamilton@pldi.net> wrote in message
news:Q5KdnTaJroH23aLUnZ2dnUVZ_qadnZ2d@posted.pioneerinternet2...
>
> I know stock DOS 2.0 and 2.5 along with DOSXL use drvbyt but none
> of my hardware will configure above D4. I believe that the MIO can assign
> hard drive partitions to D5, 6, 7, & 8 probably using SpartaDos which is
> not likely to use 1802.
>
> -Jess
>
The MIO certainly can use each as a hard drive partition and or RamDisk.
Floppy Drives can be assigned and swapped around too.

2629. Happy 1050, ICD MIO Adapter for sale

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-12 22:22:02 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4942e40b$0$5490$bbae4d71@news.suddenlink.net>
Source record: 2718

Greetings,

I've a Happy 1050 disk drive in very good working condition for sale.
Includes: PowerSupply, Happy 1050 drive and Happy Software.

Also, a ICD Multi I/O adapter for the 65XE/130XE for sale.
The adapter allows you to connect the MIO to a XE Computer and
has 2 cartridge ports for cartridge based OS, games or etc.

Each sold to highest bidder.
US/CANADA only!!!

Shipping for the 1050 is $25.00 US/Canada

Shipping for the MIO Adapter $6.00 US/Canada

E-mail your bid for each or both to us at:
phantomm@suddenlink.net

2630. Idea: Orchestra Hero

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-14 01:04:02 UTC
From: bill@newbreedsoftware.com
Message-ID: <49445b82$0$2762$742ec2ed@news.sonic.net>
Source record: 2719

With Guitar Hero (and now Rock Band and the newest Guitar Hero, which are
both 'full band' games -- guitars, microphone, drums), I keep thinking of
ways to get in on that kind of fun with the Atari.

It occured to me that one might be able to create a fake violin that's
actually just a paddle. (Maybe give it an extra fire button?) Sure, it'd
be nothing like playing a real violin... but in the same way that the GH
controller for Guitar Hero is nothing like playing a real guitar.
(And the dance pad and moves you do in games like Dance Dance Revolution
are nothing like real dancing. :))

With two controller ports and a QWERTY keyboard, without doing
a lot of rewiring of controllers, you could do some kind of trio:

* Violin (Paddle)
* Piano (keyboard)
* Joystick (clarinet)

Or you could do a jazz trio:

* Piano (keyboard)
* Bass (joystick?)
* Drums (joystick)

The nice thing about classical music is a lot of the music is old enough to
be usable, legally.

The game's UI could be similar to Guitar Hero, scrolling down the screen.
Or it could go sideways. I imagine the classical music game should look
very crisp and black-and-white, maybe with musical notation. (If one wanted,
they could use some Player/Missile Grahics for some flaming note effect. ;))

Sadly, with a full-time job, a full-time 2 year old, and no real desk setup
for coding on the Atari (my 800XL lives under our TV with an SIO2SD... acting
as an occasional gaming system at the moment), I don't really have the means
to code something.

I'm always full of ideas, though. Anyone wanna get to coding? ;)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2631. Re: Orchestra Hero

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-14 04:25:55 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <rV%0l.2789$jZ1.2528@flpi144.ffdc.sbc.com>
Source record: 2720

"Bill Kendrick" <> wrote in message news:
> With Guitar Hero (and now Rock Band and the newest Guitar Hero, which are
> both 'full band' games -- guitars, microphone, drums), I keep thinking of
> ways to get in on that kind of fun with the Atari.
>
>

pardon my snip

our TV with an SIO2SD... acting
> as an occasional gaming system at the moment), I don't really have the
> means
> to code something.
>
> I'm always full of ideas, though. Anyone wanna get to coding? ;)
>

Those are some ideas. I remember 'Banjo Picker' from
Antic. Picked chords on a banjo. And then there
was Rhytmizer, if I recall, it did drum beats.

2632. Re: Driving Controller games?

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-14 06:36:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4944ae24572351@comcast.net>
Source record: 2723

I have used it on Night Driver and Indy 500. Like I said, it work ok, but the
sensitivity of the controller is not as good as it could be.

>kev242@gmail.com <kev242@gmail.com> wrote:
>> Speaking of Tempest clones there was a game called Livewire from
>> Analog computing. I believe it supported the driving controllers, or
>> there was a special version of it that did.
>
>I've seen Livewire. It's not bad. I didn't know it could use Driving
>controller (or I forgot, or I didn't see the hacked version. :))
>
>-bill!

--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

2633. Re: Driving Controller games?

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-14 06:38:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4944ae24572352@comcast.net>
Source record: 2722

>On Dec 7, 2:55 am, b...@newbreedsoftware.com (Bill Kendrick) wrote:
>> kev...@gmail.com <kev...@gmail.com> wrote:
>> > Speaking of Tempest clones there was a game called Livewire from
>> > Analog computing. I believe it supported the driving controllers, or
>> > there was a special version of it that did.
>>
>> I've seen Livewire. It's not bad. I didn't know it could use Driving
>> controller (or I forgot, or I didn't see the hacked version. :))
>>
>> -bill!
>
>yea it was one of my fav's back in the day. I actually typed that
>sucker in from Analog!!!!! I would of loved Tempest Extreme. I
>would like to get that driver controller working with a PC and Typhoon
>2001 which is an awesome (and free) update to Tempest 2000.
>
>-Kev

Yeah I also typed that program in. I was so pleased when it worked. I still
have the disc I saved it to and it still works. Lots of fun.

--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

2634. Re: Driving Controller games?

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-14 06:42:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4944ae24572353@comcast.net>
Source record: 2721

>kev242@gmail.com wrote:
>>
>> Speaking of Tempest clones there was a game called Livewire from
>> Analog computing. I believe it supported the driving controllers, or
>> there was a special version of it that did. They aren't really like
>> the controllers on Tempest since you can't spin them, but the driving
>> controllers are pretty close and easy to come by. The T2k clone
>> (Tempest Extreme) looks awesome. Imagine if something like that came
>> out in 1982!!!!
>
>I seem to remember using a joystick with Livewire, which for me is
>easier than a paddle would be for that game anyway. (It's too bad the
>same thing isn't true for Breakout, which I've been trying to play on my
>Palm without a paddle...)
>
>- Trevor

I always used a joystick. It was a lot easier to use than the paddle an made
the game more fun to play.
--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

2635. Re: help!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-14 06:46:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4944ae24572354@comcast.net>
Source record: 2724

>I recently obtained an Atari 800XL & 1050 superarchiver drive. I used
>to own both of these a long long time ago also but have obviously in 20
>years of absence forgotten a lot of things :) though probably not much
>has changed at least :).
>
>Anyway when I used to own it a long time ago I used to use menus called
>Alphaload to store my games on. I have been trying to track down these
>kinds of utilities but am not having much luck actually. Does anyone
>know where I can find these kinds of utilities? I have a 1050 with a
>super archiver in it so want to take advantage of the DD. I also have a
>sio2pc cable and want to transfer software in both directions which
>brings me to my second question. I downloaded some large ATR images, 1
>meg each and to bring up the menu i have to load dosmenu.atr in the
>first drive and then attach the other game images to the second drive.
>I would like to transfer some of these games onto 5.25 disks to the
>alphaload menus, anyone know how? :)
>
>I have looked at a lot of sites, a lot have links that aren't valid
>anymore or were last updated years ago..
>
>Anyway if anyone can shed some light it would be much appreciated.

The way did that was to get a utility program that would extract all the files
from the ATR file and then transfer them over using the SIO2PC cable.

--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

2636. Re: Orchestra Hero

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-15 07:49:31 UTC
From: bill@newbreedsoftware.com
Message-ID: <49460c0b$0$2789$742ec2ed@news.sonic.net>
Source record: 2725

Russg <russgilb@mungesbcglobal.net> wrote:
> Those are some ideas. I remember 'Banjo Picker' from
> Antic. Picked chords on a banjo. And then there
> was Rhytmizer, if I recall, it did drum beats.

I've never seen these. I assume they used the keyboard, or did the
articles also include details on making controllers specific to the
programs?

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2637. Re: Driving Controller games?

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-15 07:50:35 UTC
From: bill@newbreedsoftware.com
Message-ID: <49460c4b$0$2789$742ec2ed@news.sonic.net>
Source record: 2726

Edward S. Baiz Jr. <edbaizjr@comcast.net> wrote:
> I have used it on Night Driver and Indy 500. Like I said, it work ok, but the
> sensitivity of the controller is not as good as it could be.

You used the Driving Controllers on Night Driver? (Isn't it a Paddle-only game???)

-bill!

2638. Re: Orchestra Hero

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-15 18:17:49 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <gbx1l.6906$hc1.2354@flpi150.ffdc.sbc.com>
Source record: 2727

"Bill Kendrick" <> wrote in message news:
> Russg <> wrote:
>> Those are some ideas. I remember 'Banjo Picker' from
>> Antic. Picked chords on a banjo. And then there
>> was Rhytmizer, if I recall, it did drum beats.
>
> I've never seen these. I assume they used the keyboard, or did the
> articles also include details on making controllers specific to the
> programs?
>
Yes, Banjo Picker gave you about 16 chords to chose
from and 16 rythms, you just hit keys and it picked
the banjo, it was from Antic. Rythmizer you
'programmed' about 10 percussion instruments and
then you could save your program. There was also
Basssynth, which made pretty good bass sounds, again
you hit the notes on the keyboard.

2639. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-16 05:21:46 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1229404881@rtfm.mit.edu>
Source record: 2728
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: July 20, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"

http://atari.fandal.cz/ Games, Demos

http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2640. Composite Cable and Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-17 03:19:31 UTC
From: "Ed.Orbea@gmail.com" <Ed.Orbea@gmail.com>
Message-ID: <56d68739-d083-4437-b66d-d3a8eda9ba1e@35g2000pry.googlegroups.com>
Source record: 2729

I have a Atari 800XL I purchased off ebay. I have been using the
standard RF modulator connected to a small color TV. I recently
purchased a composite cable interface for this system. If anybody is
using this interface, what monitor are they connecting their Atari to?

Thanks

2641. Re: Composite Cable and Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-17 04:02:09 UTC
From: David Schweinsberg <david.schweinsberg@gmail.com>
Message-ID: <baa6e956-275e-4bcb-bee5-5ed96ab457d3@a12g2000pro.googlegroups.com>
Source record: 2730

On Dec 17, 2:19 pm, "Ed.Or...@gmail.com" <Ed.Or...@gmail.com> wrote:
> I have a Atari 800XL I purchased off ebay. I have been using the
> standard RF modulator connected to a small color TV. I recently
> purchased a composite cable interface for this system. If anybody is
> using this interface, what monitor are they connecting their Atari to?
>
> Thanks

Hi,

Do you have RCA connectors on the end of it?

I made my own cable with RCAs and have it plugged into a Commodore
1084S. At the moment it is just with the composite video out, but
when I get around to it I'll modify my 800XL to output Y/C, which the
1084S can also handle.

David

2642. Re: Composite Cable and Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-17 17:13:11 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <Dqa2l.10823$YU2.1291@nlpi066.nbdc.sbc.com>
Source record: 2731

<> wrote in message news:
>I have a Atari 800XL I purchased off ebay. I have been using the
> standard RF modulator connected to a small color TV. I recently
> purchased a composite cable interface for this system. If anybody is
> using this interface, what monitor are they connecting their Atari to?
>
> Thanks
I think most TVs today have composite and audio
inputs, like for VCRs. You can also use any monitor
that has composite input. I don't understand your question. Unless you got
an interface that allows
VGA input, there are those I believe, in which case
you have to use a computer monitor.

2643. Atari project

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-17 20:19:56 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <x5d2l.9253$D32.5597@flpi146.ffdc.sbc.com>
Source record: 2732

12/17/08

I have most of my stuff already brought over to PC, but I was looking for
some .AMS (Advanced Music System) files and realized I never got them
off my 5 1/4" double density floppies. So began my Atari adventure
to get my AMS files, taking most spare time of two days.

I used a 1050 with US Doubler and APE DOS 118 with APE/PRO interface.
Put side 1 of disk (I cut notch in floppy and use both sides),into the
1050, boot off of SpartaDOS in APE, so far so good. I want to make
an .ARC file of the files on disk. So, first, copy all the files off
the floppy onto an APE ATR image. That works, I set APE for 'STUPID',
high speed stuff always results in I get errors. I copy the files to
image in order to hope to avoid errors during the ARChiving process,
rather than archive directly from the floppy. Actually I did try
SUPARC directly from floppy, got CRC errors on some files.

Somewhere about now I try APE mirror to copy directly to the PC, that
doesn't work. Using SpartaDOS I set ('S') the mirror drive, then
on the Atari set the drive to the mirror and type 'WORK.' to get
to the WORK directory on the PC. Now 'COPY D2:*.* D8:' , no go.
I can't copy anything to the mirror (D8:). Mind you, this is a
fully registered APE 1.18.

OK, so APE mirror won't work. Now I run Bob Puff's 'SUPARC.COM'
and archive from APE .ATR image to another APE image, double density,
SpartaDOS formatted. That works (except sometimes there's a few CRC errors
when I test the .ARC file once I get it onto PC.)

To get the .ARC file to PC there are several things I try:
1. APE mirror copy.
2. Copy the .ARC to a single density DOS 2.5/MyDOS APE .ATR.
for use with IMAGEMAN (a PC .ATR utility). IMAGEMAN only
works on DOS 2/2.5/MyDOS single density images.
3. Use Ernest Schreur's 'XDIR' to extract the file from the
.ATR, a SpartaDOS double density .ATR.
4. Use my 'SIOPLUS' and PC 'PCUTIL' programs to pass the file
from floppy to PC 5 1/4" floppy drive. I made these programs
before SIO2PC/APE days.
5. None of the above worked.

During the whole thing, there are errors and failures. What
finally worked was my own 'XTRACT' PC program to get the
.ARC file off of the .ATR image. But that had problems,
I was getting errors, back to PC QuickBASIC to figure out
what's wrong. The file was 51K, fairly large by Atari standards.

So, I thought my QuickBASIC buffer wasn't big enough. That
turned out to be false, as I just kept fiddling with the
program until it mysteriously started working.

This was a two day process. I enjoyed hearing the disk sounds.

During this, I went to my Atari boxes and retrieved something
I was looking for. I dropped my 256K Newell 800XL on the
concrete floor. Today, the day after completing my file
transfers, I plug in my Newell and it is dead, well not dead,
it does come up with a grey screen, but no blue and white 'READY'.
Open up the case and there is the problem, my Newell chip
came unplugged from the socket it is supposed to be in.
Plug it in and now 'READY'. By the way, I used my Newell
RAMROD, two OS 800XL, I like it because the 256K 800XL takes
a long time (like 20 seconds) to 'recycle' if I need to
re-boot, which there's a lot of.

I hope you enjoyed reading about my Atari experience and
have some of your own.

2644. Re: Atari project

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-18 00:39:34 UTC
From: Puddle <Puddle@invalid.xx>
Message-ID: <49499c35$1@news.orcon.net.nz>
Source record: 2733

Russg wrote:
> 12/17/08
>
> I have most of my stuff already brought over to PC, but I was looking for
> some .AMS (Advanced Music System) files and realized I never got them
> off my 5 1/4" double density floppies. So began my Atari adventure
> to get my AMS files, taking most spare time of two days.
>
> I used a 1050 with US Doubler and APE DOS 118 with APE/PRO interface.
> Put side 1 of disk (I cut notch in floppy and use both sides),into the
> 1050, boot off of SpartaDOS in APE, so far so good. I want to make
> an .ARC file of the files on disk. So, first, copy all the files off
> the floppy onto an APE ATR image. That works, I set APE for 'STUPID',
> high speed stuff always results in I get errors. I copy the files to
> image in order to hope to avoid errors during the ARChiving process,
> rather than archive directly from the floppy. Actually I did try
> SUPARC directly from floppy, got CRC errors on some files.
>
> Somewhere about now I try APE mirror to copy directly to the PC, that
> doesn't work. Using SpartaDOS I set ('S') the mirror drive, then
> on the Atari set the drive to the mirror and type 'WORK.' to get
> to the WORK directory on the PC. Now 'COPY D2:*.* D8:' , no go.
> I can't copy anything to the mirror (D8:). Mind you, this is a
> fully registered APE 1.18.
>
> OK, so APE mirror won't work. Now I run Bob Puff's 'SUPARC.COM'
> and archive from APE .ATR image to another APE image, double density,
> SpartaDOS formatted. That works (except sometimes there's a few CRC errors
> when I test the .ARC file once I get it onto PC.)
>
> To get the .ARC file to PC there are several things I try:
> 1. APE mirror copy.
> 2. Copy the .ARC to a single density DOS 2.5/MyDOS APE .ATR.
> for use with IMAGEMAN (a PC .ATR utility). IMAGEMAN only
> works on DOS 2/2.5/MyDOS single density images.
> 3. Use Ernest Schreur's 'XDIR' to extract the file from the
> .ATR, a SpartaDOS double density .ATR.
> 4. Use my 'SIOPLUS' and PC 'PCUTIL' programs to pass the file
> from floppy to PC 5 1/4" floppy drive. I made these programs
> before SIO2PC/APE days.
> 5. None of the above worked.
>
> During the whole thing, there are errors and failures. What
> finally worked was my own 'XTRACT' PC program to get the

> .ARC file off of the .ATR image. But that had problems,
> I was getting errors, back to PC QuickBASIC to figure out
> what's wrong. The file was 51K, fairly large by Atari standards.
> So, I thought my QuickBASIC buffer wasn't big enough. That
> turned out to be false, as I just kept fiddling with the
> program until it mysteriously started working.
>
> This was a two day process. I enjoyed hearing the disk sounds.
>
> During this, I went to my Atari boxes and retrieved something
> I was looking for. I dropped my 256K Newell 800XL on the
> concrete floor. Today, the day after completing my file
> transfers, I plug in my Newell and it is dead, well not dead,
> it does come up with a grey screen, but no blue and white 'READY'.
> Open up the case and there is the problem, my Newell chip
> came unplugged from the socket it is supposed to be in.
> Plug it in and now 'READY'. By the way, I used my Newell
> RAMROD, two OS 800XL, I like it because the 256K 800XL takes
> a long time (like 20 seconds) to 'recycle' if I need to
> re-boot, which there's a lot of.
>
> I hope you enjoyed reading about my Atari experience and
> have some of your own.
>
>

What did you say when you dropped the Atari on the floor? :)

Sounds like a marathon effort indeed.

I am just getting back into my 8-bit atari also and finding after not having used it for about 20 years I am finding it a challenge to remember what software did what etc :). I am very surprised at all the addons for the 8bit, very different to the Atari ST which is very hard to upgrade and really not worth it at all, wasn't a great machine.

I have an SIO2PC cable and am now debating on whether to get a myide device.. ho hum...Would have been great if they were available 20 years ago :)

2645. Re: Atari project

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-18 01:38:39 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <wQh2l.7078$hc1.4523@flpi150.ffdc.sbc.com>
Source record: 2734

"Puddle" <> wrote in message news:

snip
>
> What did you say when you dropped the Atari on the floor? :)
>

Something about my bowel habits.

> Sounds like a marathon effort indeed.
>
> I am just getting back into my 8-bit atari also and finding after not
> having used it for about 20 years I am finding it a challenge to remember
> what software did what etc :). I am very surprised at all the addons for
> the 8bit, very different to the Atari ST which is very hard to upgrade and
> really not worth it at all, wasn't a great machine.
>
> I have an SIO2PC cable and am now debating on whether to get a myide
> device.. ho hum...Would have been great if they were available 20 years
> ago :)
>
Sure, get a myide, you and your Atari deserve a
goodie.

2646. Re: Atari project

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-18 03:24:31 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <Mnj2l.10889$YU2.8701@nlpi066.nbdc.sbc.com>
Source record: 2735

Hi, again.
I tried XDIR again and it worked. I don't know
why it wouldn't work when I tried it during the
effort. Maybe there's a difference in what a dbldens.atr
has in APE and what I produce with Atari800winplus.?

2647. FS: ALL ATARI APPS!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-18 15:12:44 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0812180710200.19479@slate.spiritone.com>
Source record: 2736
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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2648. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-18 15:15:33 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0812180713560.19479@slate.spiritone.com>
Source record: 2737
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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2649. 20% OFF ATARI HOLIDAY SALES!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-18 15:19:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0812180718010.19479@slate.spiritone.com>
Source record: 2738
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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2650. Re: Composite Cable and Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-18 21:04:46 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <e--dnfskjvxwJ9fUnZ2dnUVZ_qXinZ2d@earthlink.com>
Source record: 2739

<Ed.Orbea@gmail.com> wrote in message
news:56d68739-d083-4437-b66d-d3a8eda9ba1e@35g2000pry.googlegroups.com...
>I have a Atari 800XL I purchased off ebay. I have been using the
> standard RF modulator connected to a small color TV. I recently
> purchased a composite cable interface for this system. If anybody is
> using this interface, what monitor are they connecting their Atari to?
>
> Thanks

I'm usually the odd man out...

Just starting playing with my Atari again and in addition to what other people said, from TVs with AV inputs to composite to VGA converters, I bought one of those composite to USB converters for ~$20. Not sure how it would work for twich games because of slight delay but it allows me to use my Atari with my laptop. I imagine my perfect set up with be laptop+SIO2PC/APE+Atari. Only two 120V outlets to supply the computers, LCD display for both laptop and Atari, nice small footprint. I even use my laptop for my satelite reciever display when I am feeling green.

Rick

2651. ICD P/R Connector info...

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-19 03:59:21 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <494b1c1c$0$5460$bbae4d71@news.suddenlink.net>
Source record: 2740

Was the ICD P/R connector Plug n Play or was there a
software disk involved to use it?

Also, isn't there 2 RS232 ports on it, if so, are both
wired the same and have same baud rate capability?

2652. Fiddle Paddle concept ("Orchestra Hero" game idea)

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-19 07:40:02 UTC
From: bill@newbreedsoftware.com
Message-ID: <494b4fd2$0$1651$742ec2ed@news.sonic.net>
Source record: 2741

The idea here is to create a controller like those from Guitar Hero and
Rock Band, but using Atari Paddles. The tought occured to me that lots of
old classical music could be put into a game w/o licensing issues, and
it'd be kind of a funny parody of Guitar Hero to make "Orchestra Hero."

So what I imagine is a fake violin or fiddle with four buttons (one
for each string of the violin, to simulate plucking and fingering),
and a bow that's permanently attached. (Hey, Guitar Hero guitars don't
have strings, either... I'm taking artistic license, here, too.)

Drawing the bow (sliding it left and right across the violin controller)
would roll a paddle pot. Doing this faster would cause louder notes,
for example. (There'd be a string or ribbon on the bow that wrapped around
the pot's knob, so as you move the bow across, it rolls the pot.)

Angling the bow ("/" vs "--" vs "\") would roll a separate paddle pot,
and correspond to which string you're pretending to hit.

(I guess the difficulty here is how to be able to angle the bow without it
merely slightly turning the knob that the string is wrapped around.
I obviously haven't put a TON of thought into this. ;) Maybe the string
could be drawn through a pair of holes on either side of the bow's pot,
which would force the who bow+string+bow-pot rig to rotate...?)

So, with one Atari controller port (the two paddle pots and all four
joystick directions), you've got a game. Throw the "joystick fire" button
on there somewhere to act as 'Start'/'Pause'/whatever.

A freeplay mode (or separate program) could be made, too, and one could
probably make some alright music with it, if it followed a few basic
violin-playing rules. (Thanks, Wikipedia, for enlightening me on short
notice ;))

Now... what's a good source for hardware that I could couble together
to make a prototype for this? (So that I don't have to sacrifice any of
my old paddles or joysticks.)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2653. ICD P/R Connector info...

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-19 14:43:20 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0812190616110.2575@slate.spiritone.com>
Source record: 2742

---------- Forwarded message ----------
Date: Thu, 18 Dec 2008 22:59:21 -0500
From: phantomm_1 <phantomm@suddenlink.net>
Newsgroups: comp.sys.atari.8bit
Subject: ICD P/R Connector info...

Was the ICD P/R connector Plug n Play or was there a
software disk involved to use it?

> It's Plug n Play and needs no Power Supply. You need Software for your MoDeM
> and/or Printer! Like Terminal Software like BobTerm, or Word Processors like
> TextPro or Print Shop for your Printer. I have BobTerm, TextPro & Print Shop
> plus the P/R connector with Manual for sale, if your interested?

Also, isn't there 2 RS232 ports on it, if so, are both
wired the same and have same baud rate capability?

> Yes, they have 2 RS232 ports. I dont believe both are wired the same and I
> dont know about the Baud Rates.

> I heard this story about Atari. ICD submitted their Printer/MoDeM interface
> to Atari for whatever reason. Later, ICD heard Atari was coming out with a
> New interface, called the 850 interface! You guessed it! Atari Reverse
> engineered ICD's interface coming out with the 850 interface! Later, ICD came
> out with the NEW and Improved P:R: connection, which really is much Better!

==Thanx==
===Ben===

2654. Re: ICD P/R Connector info...

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-19 17:15:43 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <3FQ2l.11166$be.9570@nlpi061.nbdc.sbc.com>
Source record: 2743

"phantomm_1" <> wrote in message news:
>
> Was the ICD P/R connector Plug n Play or was there a
> software disk involved to use it?
>
> Also, isn't there 2 RS232 ports on it, if so, are both
> wired the same and have same baud rate capability?
>
The P/R interface is marked R1: and R2: and P:

The Atari computer comes with the P: already in the
HATABS (handler table). You have to load a
R: handler for the P/R to use a modem. I don't know
any use for the R2: port.
Bobterm comes with the R: handler built in, I believe,
is why Bravo doesn't mention an R: handler. For
some modem software, like IceT, you have to load
an R: handler.
>
>

2655. Re: Fiddle Paddle concept ("Orchestra Hero" game idea)

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-19 17:23:41 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <yMQ2l.11167$be.5831@nlpi061.nbdc.sbc.com>
Source record: 2744

"Bill Kendrick" <> wrote in message news:
> The idea here is to create a controller like those from Guitar Hero and
> Rock Band, but using Atari Paddles. The tought occured to me that lots of
> old classical music could be put into a game w/o licensing issues, and
> it'd be kind of a funny parody of Guitar Hero to make "Orchestra Hero."

pardon the snip

> Now... what's a good source for hardware that I could couble together
> to make a prototype for this? (So that I don't have to sacrifice any of
> my old paddles or joysticks.)
>
Video 61, Bravo Sierra, B&C (Myatari.com), Best
Electronics, ebaY, and someone with a spare here.
I donated my paddles to someone long ago, as I
almost never used them (seems like I used them on
PONG on a 2600).

2656. Re: ICD P/R Connector info...

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-19 18:55:53 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <494bee3e$0$5496$bbae4d71@news.suddenlink.net>
Source record: 2745

"Russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:3FQ2l.11166$be.9570@nlpi061.nbdc.sbc.com...
>
> "phantomm_1" <> wrote in message news:
>>
>> Was the ICD P/R connector Plug n Play or was there a
>> software disk involved to use it?
>>
>> Also, isn't there 2 RS232 ports on it, if so, are both
>> wired the same and have same baud rate capability?
>>
> The P/R interface is marked R1: and R2: and P:
>
> The Atari computer comes with the P: already in the
> HATABS (handler table). You have to load a
> R: handler for the P/R to use a modem. I don't know
> any use for the R2: port.
> Bobterm comes with the R: handler built in, I believe,
> is why Bravo doesn't mention an R: handler. For
> some modem software, like IceT, you have to load
> an R: handler.
>>
>>
>
>
Thanks for the info,
I'd like to find out some tech info, on how the 2nd RS232 port is wired.
And how I can use it from Basic or etc.

I've got a idea in mind for a project with it.

2657. Re: Fiddle Paddle concept ("Orchestra Hero" game idea)

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-19 20:05:48 UTC
From: bill@newbreedsoftware.com
Message-ID: <494bfe9c$0$1621$742ec2ed@news.sonic.net>
Source record: 2746

Russg <russgilb@mungesbcglobal.net> wrote:
> > Now... what's a good source for hardware that I could couble together
> > to make a prototype for this? (So that I don't have to sacrifice any of
> > my old paddles or joysticks.)
> >
> Video 61, Bravo Sierra, B&C (Myatari.com), Best
> Electronics, ebaY, and someone with a spare here.

Well, I don't necessarily need to sacrifice classic Atari hardware.
I just need a pair of compatible potentiometers, some buttons, a 9-pin
DIN plug, and some wires.

I should check the FAQs to figure out what the specs on the pots are.

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2658. Re: ICD P/R Connector info...

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-19 20:58:13 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <GVT2l.10313$yr3.2008@nlpi068.nbdc.sbc.com>
Source record: 2747

snip

> Thanks for the info,
> I'd like to find out some tech info, on how the 2nd RS232 port is wired.
> And how I can use it from Basic or etc.
>
> I've got a idea in mind for a project with it.
>
I guess you want to use R1: and R2:.
The P/R R2: is a limited port, to only XMT, pin 3
and RCV, pin 4.
In BASIC, you open a channel to the port you want,
usually in concurrent mode (in and out on the same
channel). Then do a STATUS on some location
that the R: goes in and out of.
I have some simple BASIC program that illustrates
BASIC programming with the RS232 ports. I'd have
to search for it.
You have to load a R: handler.

2659. Re: ICD P/R Connector info...

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-19 22:32:54 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <ziV2l.14650$Ws1.13246@nlpi064.nbdc.sbc.com>
Source record: 2748

This is from my archives, commented best I can.
Next message is program without the REMs.

```
10 CLOSE #2:OPEN #2,4,0,"K:":REM open K: for read
20 CLOSE #3:OPEN #3,13,0,"R:":REM open R: for concurrent read/write
30 CLOSE #4:OPEN #4,8,0,"E:":REM open E: for write to screen
40 XIO 34,#3,192+48+3,0,"R:":REM turn on DTR,RTS,XMT
50 XIO 40,#3,0,0,"R:":REM Open R: for concurrent mode
60 XIO 36,#3,0,0,"R:":REM MUST BE 300, PROG. TOO SLOW FOR 1200 OR HIGHER
100 STATUS #3,AVAR:REM causes 747 to retrieve from R:, I think, not sure
110 IF PEEK(747)=0 THEN 200:REM number of chars in input buffer
120 GET #3,CHAR:REM if 747 <> 0 then get the char
122 IF CHAR=0 OR CHAR=10 THEN 200:REM discard ASCII 0 and 10
124 IF CHAR=13 THEN CHAR=155:REM translate ASCII linefeed to ATASCII
130 PUT #4,CHAR:REM send char to E:
200 IF PEEK(764)=255 THEN 100:REM if 255 then no key been pressed
210 GET #2,KEY:REM key pressed, get the char
212 IF KEY=155 THEN KEY=13:REM if linefeed then translate to ASCII
220 PUT #3,KEY:REM send char to Rn:
240 GOTO 100:REM start all over
250 REM R: is for R1:, you could also specify R2:, I think
```

2660. Re: ICD P/R Connector info...

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-19 22:35:31 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <1lV2l.14652$Ws1.4329@nlpi064.nbdc.sbc.com>
Source record: 2749

This is just the program without the REMs.
It is a minimal term program, actually works at
300 baud. Of course you gotta have a modem
connected to the Rn: port and R: handler loaded.

```
10 CLOSE #2:OPEN #2,4,0,"K:"
20 CLOSE #3:OPEN #3,13,0,"R:"
30 CLOSE #4:OPEN #4,8,0,"E:"
40 XIO 34,#3,192+48+3,0,"R:"
50 XIO 40,#3,0,0,"R:"
60 XIO 36,#3,0,0,"R:":REM MUST BE 300, PROG. TOO SLOW FOR 1200 OR HIGHER
100 STATUS #3,AVAR
110 IF PEEK(747)=0 THEN 200
120 GET #3,CHAR
122 IF CHAR=0 OR CHAR=10 THEN 200
124 IF CHAR=13 THEN CHAR=155
130 PUT #4,CHAR
200 IF PEEK(764)=255 THEN 100
210 GET #2,KEY
212 IF KEY=155 THEN KEY=13
220 PUT #3,KEY
240 GOTO 100
```

2661. Re: ICD P/R Connector info...

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-19 22:38:29 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <OnV2l.14654$Ws1.4598@nlpi064.nbdc.sbc.com>
Source record: 2750

Oh, did I mention that modem programming is
barely understandable to me. Rick Cortese understands
it, I think.

2662. Re: Driving Controller games?

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-19 23:12:57 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <597d3491-31ce-44a7-8328-208463c356f6@x16g2000prn.googlegroups.com>
Source record: 2651

VCS Indy 500 is the only released game that supported the driving controllers. A few VCS homebrew games, such as Stell-A-Sketch and Thrust Plus also support it.

I don't know of any 8-bit games that support it. 8-bit Livewire has options for joystick and paddle, but not the driving controller.

2663. Re: ICD P/R Connector info...

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-19 23:15:19 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <aSV2l.6461$8_3.1460@flpi147.ffdc.sbc.com>
Source record: 2652

"Russg" <
> Oh, did I mention that modem programming is
> barely understandable to me. Rick Cortese understands
> it, I think.
And also.... there isn't an exit from the program,
if you just hit RESET, you leave channels 2,3,4
hanging open, which can cause problems, like
trashing a disk. So, run this after hit RESET.

```
10 FOR N=1 TO 5
20 CLOSE #N
30 NEXT N
```

That'll avoid some problems with channels left
open.

2664. Re: Fiddle Paddle concept ("Orchestra Hero" game idea)

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-20 16:41:34 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <BLydnUIt_6SrvdDUnZ2dneKdnZydnZ2d@giganews.com>
Source record: 2653

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in
message news:494bfe9c$0$1621$742ec2ed@news.sonic.net...
> Russg <russgilb@mungesbcglobal.net> wrote:
>> > Now... what's a good source for hardware that I
>> > could couble together to make a prototype for this?
>> > (So that I don't have to sacrifice any of
>> > my old paddles or joysticks.)
>> >
>> Video 61, Bravo Sierra, B&C (Myatari.com), Best
>> Electronics, ebaY, and someone with a spare here.
>
> Well, I don't necessarily need to sacrifice classic
> Atari hardware. I just need a pair of compatible
> potentiometers, some buttons, a 9-pin DIN plug, and
> some wires.
>
> I should check the FAQs to figure out what the specs
> on the pots are.

Or, you could use your DVM and measure the pots in
an existing set of paddles, which would require the
removal of 2 screws, I think, could be 3. ;-)

Bill Garber from GS-Electronics
http://www.garberstreet.com

"If you wish to forget anything on the
spot, make a note that this thing is to
be remembered." (Edgar Allen Poe)

2665. Re: ICD P/R Connector info...

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-20 20:46:41 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <494d59b6$0$5494$bbae4d71@news.suddenlink.net>
Source record: 2654

"Russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:aSV2l.6461$8_3.1460@flpi147.ffdc.sbc.com...
>
> "Russg" <
>> Oh, did I mention that modem programming is
>> barely understandable to me. Rick Cortese understands
>> it, I think.
> And also.... there isn't an exit from the program,
> if you just hit RESET, you leave channels 2,3,4
> hanging open, which can cause problems, like
> trashing a disk. So, run this after hit RESET.
>
> 10 FOR N=1 TO 5
> 20 CLOSE #N
> 30 NEXT N
>
> That'll avoid some problems with channels left
> open.
>
Hey,
I really appreciate the help and program.
This should get me started with a few experiments.

BTW, I've a 1Meg MIO also, Is there a way to access the
RS232 port on it from Basic?

I think you can turn the port off in the MIO config menu, if so
is it possible to turn it on and program it from basic on a 800XL?

One thing I'm going to try is having both the MIO and the ICD P:R connector
connected to a single 256K 800XL.
And use the RS232 ports for projects and etc..

I'd like to use the MIO RS232 for Modem access, and the 2 RS232 ports on the
ICD P:R for other stuff..
Is that cool or what! 8-)

2666. Re: ICD P/R Connector info...

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-20 21:57:22 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <WQd3l.9955$Ei5.346@flpi143.ffdc.sbc.com>
Source record: 2655

You're thinking a major experiment with R ports.
Somehow, the hardware knows which R device
it is, I suspect you can't use both an MIO R port
and two P/R ports at the same time. You can
access the MIO R: port, but I would guess it
has to be R1:
Rick Cortese may know how multiple R: ports
would work.
I believe you can specify Rn: in the BASIC program
I gave, rather than R:. Seems like I did see up to
R4: someplace, but that would have to be hardware
specifying. The 850 has four R: ports, and two
printer ports. That is the only way I think you can
access 4 R: ports. You'd have to have the 850
documentation about that.

2667. looking for XL/XE ROM files and memory test question

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-22 00:40:05 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <6ecac43c-e742-45d0-ae10-bba55b04ee72@d42g2000prb.googlegroups.com>
Source record: 2656

I'm looking for the ROM (OS) files for the 600XL, 65XE, 130XE, and XEGS. Does anyone have them or know of a site where they can be downloaded?

Also, does anyone have any technical info regarding the built-in memory test with the XL and XE machines, regarding the on-screen "blocks" shown and what chip location each refers to?

2668. Re: ICD P/R Connector info...

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-22 18:07:47 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <mJ-dnSd67JEZStLUnZ2dnUVZ_vqdnZ2d@earthlink.com>
Source record: 2657

"Russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:WQd3l.9955$Ei5.346@flpi143.ffdc.sbc.com...
> You're thinking a major experiment with R ports.
> Somehow, the hardware knows which R device
> it is, I suspect you can't use both an MIO R port
> and two P/R ports at the same time. You can
> access the MIO R: port, but I would guess it
> has to be R1:
> Rick Cortese may know how multiple R: ports
> would work.

EEEKK! More like used to now.<grin>

> I believe you can specify Rn: in the BASIC program
> I gave, rather than R:. Seems like I did see up to
> R4: someplace, but that would have to be hardware
> specifying. The 850 has four R: ports, and two
> printer ports. That is the only way I think you can
> access 4 R: ports. You'd have to have the 850
> documentation about that.

I think you are right in that both the PR:Connection and MIO are hard
wired/ROM to think they are the only RS232 device so both the MIO and PR:
will try to be R1: and fail to respond properly.

I've always been bad on form but I think the explanation of the STATUS
command was ~AVAR in your example would be 'a dummy variable' necessary to
get the OS to check POKEY for a byte ready. 747 would be the RAM flag byte
set by the OS as a result of the STATUS command. I think it was just an
oddity of Atari BASIC that you had to stick a useless variable in there so
you don't get a syntax error.

When in concurrent I/O mode for RS232 you can't use anything else on the SIO
buss. That is, if you are just using the serial ports for something like
printers you can keep them open and still use things like the disk drive. In
concurrent mode, it is like the POKEY chip is directly attached to the
serial device/modem and it can't do other devices w/o being set back to
multiple device mode. One of the reasons we always had buffers in our
communication programs was so we wouldn't have to switch POKEY every block
to save things to disk. We always had that ~7k buffer fill, set modem hand
shake either software<^Q^S> or hardware, write buffer out to disk, restart
modem.

And yes, BASIC is to slow for anything above 300 BAUD. I think you can get
to ~1200 BAUD if you both use a fast floating point and Turbo BASIC. I never
tried some of the OSS BASIC versions but I'd guess they might be quick

enough. I did use MMG BASIC compiler with an early 80 column terminal program I wrote and it could keep up with screen and serial port to 2400 BAUD. About that time I switched to Action! so except for some assembler I became a one trick pony.

A real problem with anything hung on the SIO buss is POKEY only has a one byte buffer. Soon as you know something is ready, read it or lose it.

Rick

2669. Re: Fiddle Paddle concept ("Orchestra Hero" game idea)

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-22 22:08:43 UTC
From: bill@newbreedsoftware.com
Message-ID: <49500feb$0$1633$742ec2ed@news.sonic.net>
Source record: 2658

Bill Garber <willy46pa@comcast.net> wrote:
> Or, you could use your DVM and measure the pots in
> an existing set of paddles, which would require the
> removal of 2 screws, I think, could be 3. ;-)

Interweb told me they're 1 megaohm, linear.
I bought a pair of POTs. I didn't notice at first that they also act
as switches, so they 'lock' into the off position. I'll see if they're
suitable. (It might actually be useful to 'lock' the fiddle when you're
not using it.)

I'm still figuring it out, but had fun wiring up my first 9-pin d-sub from
scratch. :)

-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2670. Re: looking for XL/XE ROM files and memory test question

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-22 22:12:00 UTC
From: bill@newbreedsoftware.com
Message-ID: <495010b0$0$1633$742ec2ed@news.sonic.net>
Source record: 2659

super_stonic@yahoo.com <super_stonic@yahoo.com> wrote:
> I'm looking for the ROM (OS) files for the 600XL, 65XE, 130XE, and
> XEGS. Does anyone have them or know of a site where they can be
> downloaded?

The OS is available as part of PC XFormer 2.5, which was released as
shareware. (Atari800, the Open Source emulator, for example, is usually
used with these. Atari800 can't actually redistribute them, since the
agreement between Darek Mihoka (who made PCXF) and Atari at the time, was
that he could use them, packaged with his emulator. So the Atari800 website
just has a copy of PCXF that you can download, unZIP, and grab the ROMs from.)

The three OSes I usually see emulators asking for are, I believe:
OS RevA (400/800), OS RevB (XL/XE) and the Atari 5200 OS.
I'm not sure how much they differed between models (e.g., 65XE vs 800XL).
Check this group's FAQs.

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2671. Re: Fiddle Paddle concept ("Orchestra Hero" game idea)

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-22 22:54:19 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <nr2dnSFEtP0Zh83UnZ2dnUVZ8vqdnZ2d@giganews.com>
Source record: 2660

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in
message news:49500feb$0$1633$742ec2ed@news.sonic.net...
> Bill Garber <willy46pa@comcast.net> wrote:
>> Or, you could use your DVM and measure the pots in
>> an existing set of paddles, which would require the
>> removal of 2 screws, I think, could be 3. ;-)
>
> Interweb told me they're 1 megaohm, linear.
> I bought a pair of POTs. I didn't notice at first
> that they also act as switches, so they 'lock' into
> the off position. I'll see if they're suitable.
> (It might actually be useful to 'lock' the fiddle
> when you're not using it.)

Yeah, 1 MegOhm sounds correct. Push shaft switches,
hmmm, yes, I remember something like that. Should
I pull out a few and see how they are in real-life?

> I'm still figuring it out, but had fun wiring up
> my first 9-pin d-sub from scratch. :)

Aw, they're not so bad. ;-)

Bill Garber from GS-Electronics
http://www.garberstreet.com

"If you wish to forget anything on the
spot, make a note that this thing is to
be remembered." (Edgar Allen Poe)

2672. Re: looking for XL/XE ROM files and memory test question

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-22 22:58:01 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <W_ednQM9np3_hs3UnZ2dnUVZ8j-dnZ2d@giganews.com>
Source record: 2661

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in
message news:495010b0$0$1633$742ec2ed@news.sonic.net...
> super_stonic@yahoo.com <super_stonic@yahoo.com> wrote:
>> I'm looking for the ROM (OS) files for the 600XL, 65XE,
>> 130XE, and XEGS. Does anyone have them or know of a
>> site where they can be downloaded?
>
> The OS is available as part of PC XFormer 2.5, which
> was released as shareware. (Atari800, the Open Source
> emulator, for example, is usually used with these.
> Atari800 can't actually redistribute them, since the
> agreement between Darek Mihoka (who made PCXF) and
> Atari at the time, was that he could use them, packaged
> with his emulator. So the Atari800 website just has a
> copy of PCXF that you can download, unZIP, and grab the
> ROMs from.)
>
> The three OSes I usually see emulators asking for are,
> I believe:
> OS RevA (400/800), OS RevB (XL/XE) and the Atari 5200 OS.
> I'm not sure how much they differed between models
> (e.g., 65XE vs 800XL). Check this group's FAQs.

I've got loads of stuff that I downloaded, but, I need to
get it organized and uploaded to my site, which I will add
as a sub-set to my vintage Apple II site.

Bill Garber from GS-Electronics
http://www.garberstreet.com

"If you wish to forget anything on the
spot, make a note that this thing is to
be remembered." (Edgar Allen Poe)

2673. Re: Fiddle Paddle concept ("Orchestra Hero" game idea)

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-23 02:51:36 UTC
From: bill@newbreedsoftware.com
Message-ID: <49505238$0$1675$742ec2ed@news.sonic.net>
Source record: 2662

Bill Garber <willy46pa@comcast.net> wrote:
> > I'm still figuring it out, but had fun wiring up
> > my first 9-pin d-sub from scratch. :)

> Aw, they're not so bad. ;-)

No, I actually had fun. I'm not much of a hardware guy. :)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2674. Re: looking for XL/XE ROM files and memory test question

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-23 04:37:55 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <04e6b549-ecea-4644-afbd-4adc2ddecafd@r28g2000vbp.googlegroups.com>
Source record: 2663

Found this site, which details all the different OS versions (there's
2 for the 400/800s and 6 for the XL/XEs)

http://www.faqs.org/faqs/atari-8-bit/faq/section-59.html

Can't seem to get Rev1 (apparently the OS for the 600XL) to work in
Atari800Win though (immediately crashes).

It lists a site that offers the ROM for an Arabic 65XE, but the link
is for a text file :(Apparently the roms for the 1450XLD are also
floating around somewhere.

http://www.savetz.com/vintagecomputers/arabic65xe/

2675. Re: looking for XL/XE ROM files and memory test question

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-24 16:31:26 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <gitnt4aev2@infosun2.rus.uni-stuttgart.de>
Source record: 2664

Merry Christmas,

> I'm looking for the ROM (OS) files for the 600XL, 65XE, 130XE, and
> XEGS. Does anyone have them or know of a site where they can be
> downloaded?

Out of curiosity, or to have them work in an emulator?

> Also, does anyone have any technical info regarding the built-in
> memory test with the XL and XE machines, regarding the on-screen
> "blocks" shown and what chip location each refers to?

Each block is 1K of memory. However, this test is partially bogus. The test doesn't really test any memory "under" the self-test area, and it neither tests the display area and the first 1K block. Instead, it just waits for a while and then highlights the block. The remaining memory is "sort-of" tested (not very elaborate, though, for a real test you should write into the memory completely, then read the data back. For example, if two address lines have a short, this "test" wouldn't be able to detect it.)

So long,
Thomas

2676. FS: ALL ATARI APPS!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-25 05:33:26 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0812242131090.22238@slate.spiritone.com>
Source record: 2665
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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2677. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-25 05:35:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0812242133400.22238@slate.spiritone.com>
Source record: 2666
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2678. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-25 05:40:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0812242138290.22238@slate.spiritone.com>
Source record: 2668
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2679. 20% OFF ATARI HOLIDAY SALES!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-25 05:44:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0812242140320.22238@slate.spiritone.com>
Source record: 2667
Cross-posted to:
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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2680. Re: looking for XL/XE ROM files and memory test question

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-26 03:13:22 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <8fd50647-49d3-4743-9499-c1a3a01a09a7@w24g2000prd.googlegroups.com>
Source record: 2669

On Dec 21, 5:40 pm, "super_sto...@yahoo.com" <super_sto...@yahoo.com>
wrote:
> I'm looking for the ROM (OS) files for the 600XL, 65XE, 130XE, and
> XEGS. Does anyone have them or know of a site where they can be
> downloaded?
>
> Also, does anyone have any technical info regarding the built-in
> memory test with the XL and XE machines, regarding the on-screen
> "blocks" shown and what chip location each refers to?

http://members.chello.nl/taf.offenga/osroms.txt
probably has the most extensive info on OS versions, the site used to
offer the files but no longer does.

http://vjetnam.hopto.org/
has the above file zipped within at least one OS file offerings.

As already related, the self-test does not show the desired
correlation between blocks and chips with only some of memory tested
as such. Most recent 130 XE OS has additional memory test code for
64k of extended memory code that does show as four larger blocks below
standard grid of small blocks but ONLY if the machine is equiped with
at least 64k of extended memory. Larger ramdisks are not tested by
this code.

The same extended memory test code exists in the XEGS machine but
since that machine does not have any extended memory, the test shows a
standard set of memory blocks and not the four large ones at the
bottom. XEGS OS will also include missile command code on a larger
eprom so it's not very common - read hard to find. I don't think ANY
emulator runs it either.

2681. 20% OFF ATARI HOLIDAY SALES!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-26 06:33:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0812252231310.5049@slate.spiritone.com>
Source record: 2670
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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2682. Atari 800 joystick problem

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-27 04:04:49 UTC
From: Angry Dove <what@mail.net>
Message-ID: <MPG.23bf655b5d3ae0c89896ac@news.mts.net>
Source record: 2671

Hi, I got a 800 and it seems to work fine except for games.
When using any of my Wico joysticks in port 1, the game keeps turning to the left. Is this a bad chip or something? All my joysticks work fine on my other 8 bit computers including Ataris.

TIA

2683. Re: looking for XL/XE ROM files and memory test question

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-27 04:14:26 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <c40bf6b0-e636-4ec3-b337-362005dd15cc@m16g2000vbp.googlegroups.com>
Source record: 2672

On Dec 24, 11:31 am, Thomas Richter <t...@math.tu-berlin.de> wrote:

> Each block is 1K of memory. However, this test is partially bogus. The
> test doesn't really test any memory "under" the self-test area, and it
> neither tests the display area and the first 1K block. Instead, it just
> waits for a while and then highlights the block. The remaining memory is
> "sort-of" tested (not very elaborate, though, for a real test you should
> write into the memory completely, then read the data back. For example,
> if two address lines have a short, this "test" wouldn't be able to
> detect it.)

All the memory chips in the XLs are 1K each, correct? If the test is
actually that poor, that might explain the few test results I've seen
showing bad memory (with most of the RAM blocks being red).

Y'know, for all the bragging that Atari did about that self-test
program back then, you'd think they'd at least spend the time to
ensure it was accurate (i.e. something worth having). Bad enough
owners weren't given any info regarding possible problems showing up
in the test, but then to learn that the test itself is somewhat
worthless anyway... :(

Here's a BASIC memory test program designed primarily for the
400/800s:

http://www.atariarchives.org/c2ba/page015.php

A memory test program also appeared in an issue of Analog. Cyberroach
has the article but not the program:

http://www.cyberroach.com/analog/an11/util5.htm

Atarimania has a listing for a "Supplemental RAM test" (by Atari), but
they don't have the software:

http://www.atarimania.com/detail_soft.php?MENU=8&VERSION_ID=18549

On Dec 25, 10:13 pm, Lee <mel...@my-deja.com> wrote:

> As already related, the self-test does not show the desired
> correlation between blocks and chips with only some of memory tested
> as such. Most recent 130 XE OS has additional memory test code for
> 64k of extended memory code that does show as four larger blocks below
> standard grid of small blocks but ONLY if the machine is equiped with
> at least 64k of extended memory. Larger ramdisks are not tested by
> this code.
>
> The same extended memory test code exists in the XEGS machine but

> since that machine does not have any extended memory, the test shows a
> standard set of memory blocks and not the four large ones at the
> bottom. XEGS OS will also include missile command code on a larger
> eprom so it's not very common - read hard to find. I don't think ANY
> emulator runs it either.

Atari800Win will run the XEGS OS. I noticed it still stamps out a "1985" date on the keyboard test (it *should* be 1987). I don't have an XEGS at the moment - does it actually give 1985?. Also, if you configure it for 128K (in Atari800Win), it'll show the 4 large (extended memory) blocks in the memory test; however the screen will blank out when it gets to that part.. And like the 130XE ROM, if you select 'all tests', when it gets to the A/V test, the picture is a solid red screen (and the keyboard test is a solid green screen). I don't know if that's an emulator issue (like how the ROM test portion always fails). I can't imagine a real 130XE acts like that, but again I don't have access to a system at the moment to verify.

I wonder if the Rev 3 and Rev 4 versions do the same sketchy method of testing the extended memory?

Btw, the same ROM info and files can be found in the links I posted earlier.

2684. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-27 05:19:16 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1230355140@rtfm.mit.edu>
Source record: 2673
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: July 20, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
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The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
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The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

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ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
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comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"

http://atari.fandal.cz/ Games, Demos

http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
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Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2685. Help with Atari Emulator!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-27 11:15:41 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0812270242420.20113@slate.spiritone.com>
Source record: 2674
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I need a Link for Atari 8 Bit Software to be used on ST XFormer!Please Reply!
Please Answer! Please Reply Irregardless of your Answers! Thanx! =-=Ben=-=

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2686. Re: looking for XL/XE ROM files and memory test question

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-27 22:00:40 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <McCdnTqdWfUTOMvUnZ2dnUVZ_sHinZ2d@earthlink.com>
Source record: 2675

<super_stonic@yahoo.com> wrote in message
news:c40bf6b0-e636-4ec3-b337-362005dd15cc@m16g2000vbp.googlegroups.com...
> On Dec 24, 11:31 am, Thomas Richter <t...@math.tu-berlin.de> wrote:
>
>> Each block is 1K of memory. However, this test is partially bogus. The
>> test doesn't really test any memory "under" the self-test area, and it
>> neither tests the display area and the first 1K block. Instead, it just
>> waits for a while and then highlights the block. The remaining memory is
>> "sort-of" tested (not very elaborate, though, for a real test you should
>> write into the memory completely, then read the data back. For example,
>> if two address lines have a short, this "test" wouldn't be able to
>> detect it.)
>
> All the memory chips in the XLs are 1K each, correct? If the test is
> actually that poor, that might explain the few test results I've seen
> showing bad memory (with most of the RAM blocks being red).

FWIW: 64k bits by 1 bit wide. This is one of the problems with testing, the
entire range of each chip can be used. It's not like you can test 8k blocks
and pin point the bad RAM chip. As mentioned above, often as not it is an
adress line that goes out on a chip which makes it hard to tell just what
the problem is.
>
> Y'know, for all the bragging that Atari did about that self-test
> program back then, you'd think they'd at least spend the time to
> ensure it was accurate (i.e. something worth having). Bad enough
> owners weren't given any info regarding possible problems showing up
> in the test, but then to learn that the test itself is somewhat
> worthless anyway... :(

BUT if you have a socketed XL it is usually only a matter of swapping out
chips one at a time with a known good chip to find the bad chip. I still
damm them for not having everything socketed, BASIC and OS soldered in, et
cetera. Sockets would have only added a buck or two on the price of a
computer. IMO it would have been made up with the ease of reworking a
socketed vs. soldered MB.

Rick

2687. Re: looking for XL/XE ROM files and memory test question

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-27 22:56:35 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <gj6bqn$29k$1@infosun2.rus.uni-stuttgart.de>
Source record: 2676

richard cortese wrote:

>> Y'know, for all the bragging that Atari did about that self-test
>> program back then, you'd think they'd at least spend the time to
>> ensure it was accurate (i.e. something worth having). Bad enough
>> owners weren't given any info regarding possible problems showing up
>> in the test, but then to learn that the test itself is somewhat
>> worthless anyway... :(
>
> *BUT* if you have a socketed XL it is usually only a matter of swapping out
> chips one at a time with a known good chip to find the bad chip. I still
> damm them for not having everything socketed, BASIC and OS soldered in, et
> cetera. Sockets would have only added a buck or two on the price of a
> computer. IMO it would have been made up with the ease of reworking a
> socketed vs. soldered MB.

Early 800XL releases came with those chips in sockets. Later models
didn't. I've two 800XLs here, one with socketed chips, and the other one
with chips soldered in.

They likely wanted to bring the production costs down the later release.
Even if it is only 1$ extra per board this means a lot, plus the
necessity of having a machine that inserts the chips into the sockets,
plus the trouble of chips getting loose on the transport, etc. etc....

So long,
Thomas

2688. Re: looking for XL/XE ROM files and memory test question

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-28 15:08:22 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <79237b7a-eeec-4588-9371-cca98fcfe8be@r27g2000vbp.googlegroups.com>
Source record: 2677

On Dec 27, 5:00 pm, "richard cortese" <ricor...@earthlink.net> wrote:

> FWIW: 64k bits by 1 bit wide.

D'oh.. that's what I meant to post (late-night posting = never
good :/)

As Thomas mentioned, only the first batch or so of XLs had socketed
chips. And when Tramiel took over, nothing was socketed (in the XEs.
Don't know about anything else).

2689. Re: Help with Atari Emulator!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-28 23:21:11 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <KRT5l.9857$as4.9812@nlpi069.nbdc.sbc.com>
Source record: 2678
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Bravo Sierra Computers" <> wrote in message news:
>I need a Link for Atari 8 Bit Software to be used on ST XFormer!Please
>Reply!
> Please Answer! Please Reply Irregardless of your Answers! Thanx! =-=Ben=-=
>
The archive places I knew seem gone. There was
the Holmes' archive at langsite. There are some game
sites, Atarimania.com and a vietnamese site.

2690. Tempest Xtreem For Atari 8-Bit Completed

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-29 08:19:47 UTC
From: windwar12@yahoo.com
Message-ID: <04a7fc0e-ffe8-4406-a865-f05b672a814b@q30g2000prq.googlegroups.com>
Source record: 2679

My Name is Sal (aka. kjmann on atariage) President of Atlantis Games Group.

I just wanted to post a notice here that Tempest Xtreem has been completed and Carts are being made as I speak.

If anyone is interested in obtaining a copy of the game, it can be ordered from www.atarisales.com (Video 61).

It's not on the website lists yet but Lance is taking Pre-Orders by Email or phone (651-462-2500)

A playable demo of the game can be downloaded from our website at www.atlantisgamesgroup.com in the Tempest project area, selectable from the menu on the left.

Hope everyone likes the game and Hope you all have a good holiday. =)

Sal (kjmann)
President: Atlantis Games Group
www.atlantisgamesgroup.com

2691. Re: Help with Atari Emulator!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-29 11:54:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0812290239150.16893@slate.spiritone.com>
Source record: 2680
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Dear Russ, I've added at the bottom a post from Michael Current. He's A great treasure and Atari Resource! Someone E-Mailed me the game I was looking for! I was able to transfer it to a 5.25" Disk so I can play it on my 800xl! I would like to be able to transfer any file this way using the XFormer cable that I have! Unfortunately, the Transfer Utility wont transfer just any file. I need to transfer any file from my ST to 8 Bit using the Transfer Utility!

=-Thanx-=
=-=Ben=-=

---------- Forwarded message ----------
On Sun, 28 Dec 2008, Russg wrote:

Date: Sun, 28 Dec 2008 18:21:11 -0500
From: Russg <russgilb@MUNGEsbcglobal.net>
Newsgroups: comp.sys.atari.8bit, comp.sys.atari.st
Subject: Re: Help with Atari Emulator!

The archive places I knew seem gone.There was the Holmes' archive at langsite. There are some game sites, Atarimania.com and a vietnamese site.

---------- Forwarded message ----------
On Sat, 27 Dec 2008, Bravo Sierra Computers wrote:

Date: Sat, 27 Dec 2008 03:15:41 -0800
From: Bravo Sierra Computers <atari@aracnet.com>
Newsgroups: comp.sys.atari.8bit, comp.sys.atari.st
Subject: Help with Atari Emulator!

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---------- Forwarded message ----------
Date: 27 Dec 2008 05:19:16 GMT
From: Michael Current <michael@mcurrent.name>
Newsgroups: comp.sys.atari.8bit, comp.answers, news.answers
Followup-To: comp.sys.atari.8bit
Subject: Welcome to comp.sys.atari.8bit!

Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: July 20, 2008

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Today, the Atari computer intellectual property rights, along with the home market rights to the Atari trademark itself, are owned by Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA. http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
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http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

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Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
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comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"

http://atari.fandal.cz/ Games, Demos

http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
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Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

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http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2692. Re: Tempest Xtreem For Atari 8-Bit Completed

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-29 20:11:22 UTC
From: bill@newbreedsoftware.com
Message-ID: <49592eea$0$1659$742ec2ed@news.sonic.net>
Source record: 2681

windwar12@yahoo.com wrote:
> I just wanted to post a notice here that Tempest Xtreem has been
> completed and Carts are being made as I speak.

Very cool! I discovered your game on YouTube a while back. Thanks for
posting about it here on c.s.a.8!

> A playable demo of the game can be downloaded from our website at
> www.atlantisgamesgroup.com in the Tempest project area, selectable
> from the menu on the left.

You should really consider toning down the background on the Tempest Xtreem
page, it's almost impossible to read the text! :^(

> Hope everyone likes the game and Hope you all have a good holiday. =)

I haven't tried it yet, but I'm curious... did you happen to support
Driving Controllers (the ones that came with the Atari 2600 game "Indy 500")?
Depending on the gameplay, that might make for a much more authentic
experience (since it's the same kind of controller as in the arcade...
I also have a rotary controller for my Jaguar, for playing Tempest 2000).

Thanks and happy new year!

PS - If you want any ideas for games, I'm full of them... just not enough
time or experience to code anything good, these days. ;)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2693. Re: Tempest Xtreem For Atari 8-Bit Completed

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-29 21:01:04 UTC
From: windwar12@yahoo.com
Message-ID: <429eb601-0d9d-490f-98ed-59359658081f@z6g2000pre.googlegroups.com>
Source record: 2682

> You should really consider toning down the background on the Tempest Xtreem
> page, it's almost impossible to read the text! :^(

I was thinking that too. I'll look into it.

> I haven't tried it yet, but I'm curious... did you happen to support
> Driving Controllers (the ones that came with the Atari 2600 game "Indy 500")?
> Depending on the gameplay, that might make for a much more authentic
> experience (since it's the same kind of controller as in the arcade...
> I also have a rotary controller for my Jaguar, for playing Tempest 2000).

No we didn't support that. for several reasons. one, the joystick
routines that pete wrote are very responsive. I'm a tempest 2K fan and
even I like it. two, there was not enough room in the cart for
anything more. and three, the driving controllers are not easy to come
by.

> PS - If you want any ideas for games, I'm full of them... just not enough
> time or experience to code anything good, these days. ;)
>

I'll keep that in mind, thanks. =)

Sal (kjmann)
President: Atlantis Games Group
www.atlantisgamesgroup.com

2694. Re: Help with Atari Emulator!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-29 23:22:49 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <b75aa434-a549-42d3-86d2-c98cc23c0dcf@v13g2000yqm.googlegroups.com>
Source record: 2683
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Dec 28, 6:21 pm, "Russg" <russg...@MUNGEsbcglobal.net> wrote:
> "Bravo Sierra Computers" <> wrote in message news:>I need a Link for Atari 8 Bit Software to be used on ST XFormer!Please
> >Reply!
> > Please Answer! Please Reply Irregardless of your Answers! Thanx! =-=Ben=-=
>
> The archive places I knew seem gone. There was
> the Holmes' archive at langsite. There are some game
> sites, Atarimania.com and a vietnamese site.

There are some Atari 8-bit archive sites listed on DP's links page:
http://www.digitpress.com/links.htm

2695. Re: Help with Atari Emulator!

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-30 02:06:46 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <%mf6l.12026$be.1155@nlpi061.nbdc.sbc.com>
Source record: 2684
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Yes, I neglected to mention the FAQ.
Michael Current keeps up with URLs and
sources for A8, an excellent source.
I have my own archive, but it isn't accessable
except to say something needed and let me search.
I don't have the POOL disks, but I do have
a lot of stuff, CTH archive, Holmes archive,
a German archive, and my own collections from
the days. ftp.pigwa.net seems extensive, maybe
too extensive, as I can't find stuff on it.

2696. Re: looking for XL/XE ROM files and memory test question

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-30 17:01:36 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.umzixfcegaat7c@mdc>
Source record: 2685

On Thu, 25 Dec 2008 21:13:22 -0600, Lee <melee5@my-deja.com> wrote:

> http://members.chello.nl/taf.offenga/osroms.txt
> probably has the most extensive info on OS versions, the site used to
> offer the files but no longer does.

On http://members.chello.nl/taf.offenga/atari_dev.htm under Download click
on "Atari OS roms".
Direct link: http://members.chello.nl/taf.offenga/osromv34.zip

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

2697. Re: ICD P/R Connector info...

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-30 22:56:48 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.umzzdffogaat7c@mdc>
Source record: 2686

On Thu, 18 Dec 2008 21:59:21 -0600, phantomm_1 <phantomm@suddenlink.net>
wrote:

>
> Was the ICD P/R connector Plug n Play or was there a
> software disk involved to use it?

The P:R: Connection did come with a disk, I have one here.

Side 1 (single density) contains:

Atari DOS 2.5 (DOS.SYS, DUP.SYS, RAMDISK.COM)
RS232.SYS (also part of DOS 2.5, loads the R: handler from the ROM in an
850 or P:R:)
RS232.COM (same effect as Atari's RS232.SYS but intended for SpartaDOS)
PRC.SYS (SIO emulation R: handler)
850 Express by Keith Ledbetter
RSCOPE by Joe Miller

Side 2 (enhanced density) contains:

Atari DOS 2.5 (DOS.SYS, DUP.SYS, RAMDISK.COM)
AMODEM 7.4 by Trent Dudley

> Also, isn't there 2 RS232 ports on it, if so, are both
> wired the same and have same baud rate capability?

Page 7 of the P:R: Connection manual states:

"Port 1 ('R1:') is a full port which contains all necessary handshaking
lines that some MODEMs and other devices require, and port 2 ('R2:') is a
stripped port containing only the receive and transmit lines (the DTR and
RTS lines are held in the "ready" state if needed). The P:R: Connection
DOES NOT include a current loop port like port 4 of the old Atari 850."

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

2698. atari test

Newsgroup: comp.sys.atari.8bit
Date: 2008-12-31 18:06:51 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <495bb4bb$0$5496$bbae4d71@news.suddenlink.net>
Source record: 2687

Testing 1234

2699. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-01 13:14:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0901010512400.988@slate.spiritone.com>
Source record: 2688
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! I can also sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

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Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2700. 20% OFF ALL NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-01 13:16:40 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0901010514390.988@slate.spiritone.com>
Source record: 2689
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

NEW GAMES 20% OFF!NEW GAMES 20% OFF! NEW GAMES 20% OFF!NEW GAMES 20% OFF!

ORDERS OVER $50 GETS 20% OFF ALL NEW CLASSIC ATARI 8 BIT & ATARI ST GAMES!
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GAMES!Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask
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by Title so Cut-&-Paste your order and E-Mail your list with your Shipping
Address so I can expedite your order or call Ben anytime at (503)256-9974!

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http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT GAMES & SOFTWARE!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST GAMES & SOFTWARE!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2701. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-01 13:18:29 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0901010516490.988@slate.spiritone.com>
Source record: 2690
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "Wantlist" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2702. FujiFit idea

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-02 20:55:48 UTC
From: bill@newbreedsoftware.com
Message-ID: <495e7f54$0$1588$742ec2ed@news.sonic.net>
Source record: 2691

So the Wii has the "Balance Board", a platform you sit or stand on,
for playing games that involve exercise and balance (e.g, "WiiFit").
It's really just a more high-tech version of the Joy Board from Amiga
(back when they were making joysticks).

If I recall, the Joy Board was just a digital joystick, and I assume it could
only provide the 8 directions or neutral.

The Wii Balance Board seems to be more analog, and can accept more
input at a time (kind of like 'multi-touch' on iPhones and iPod Touch).
For example, you can use it as gas and break pedals in racing games.

So, as I continue to think of how the Atari 8-bit computers could compete
with today's fun hardware (see my recent posts on Fiddle Paddle and
Orchestra Hero), I started thinking of how to make something more akin to
the Balance Board.

At first I thought just using a pair of Paddle inputs would suffice.
You'd get varying pressure to the front/back and left/right. However, that
wouldn't work for all games, only the balance-style games.

So, without really knowing anything about the Balance Board (hardware
internals, or what kind of input data software can receive from it), my
current thought is to use a PAIR of paddle inputs (which would mean using
up to controller ports). That would be able to detect pressure at four points
(either each corner (X), or each side (+)).

Heh, and while composing this post, I went over to the WikiPedia article
on the subject, and read:

"In early development models, the balance board was a simple scale
with only one pressure sensor. However, the developers realized that a
simple scale wasn't a very useful game accessory and eventually
expanded the number of pressure sensors to two, and then finally
four. The idea to use multiple sensors was partly inspired by how sumo
wrestlers weigh themselves (using two scales)."

So... I'm apparently on the right track. :)

I guess I now need to search for four pressure sensors that I can tie
into the Atari's POT lines. Something about 5V, 1Mohm, linear. :)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2703. Re: FujiFit idea

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-02 21:09:21 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <raudnc3Nj-zjH8PUnZ2dnUVZ8gidnZ2d@giganews.com>
Source record: 2692

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in
message news:495e7f54$0$1588$742ec2ed@news.sonic.net...
> So the Wii has the "Balance Board", a platform you sit or stand on,
> for playing games that involve exercise and balance (e.g, "WiiFit").
> It's really just a more high-tech version of the Joy Board from Amiga
> (back when they were making joysticks).
>
> If I recall, the Joy Board was just a digital joystick, and I assume it could
> only provide the 8 directions or neutral.
>
> The Wii Balance Board seems to be more analog, and can accept more
> input at a time (kind of like 'multi-touch' on iPhones and iPod Touch).
> For example, you can use it as gas and break pedals in racing games.
>
> So, as I continue to think of how the Atari 8-bit computers could compete
> with today's fun hardware (see my recent posts on Fiddle Paddle and
> Orchestra Hero), I started thinking of how to make something more akin to
> the Balance Board.
>
> At first I thought just using a pair of Paddle inputs would suffice.
> You'd get varying pressure to the front/back and left/right. However, that
> wouldn't work for all games, only the balance-style games.
>
> So, without really knowing anything about the Balance Board (hardware
> internals, or what kind of input data software can receive from it), my
> current thought is to use a PAIR of paddle inputs (which would mean using
> up to controller ports). That would be able to detect pressure at four points
> (either each corner (X), or each side (+)).
>
>
> Heh, and while composing this post, I went over to the WikiPedia article
> on the subject, and read:
>
> "In early development models, the balance board was a simple scale
> with only one pressure sensor. However, the developers realized that a
> simple scale wasn't a very useful game accessory and eventually
> expanded the number of pressure sensors to two, and then finally
> four. The idea to use multiple sensors was partly inspired by how sumo
> wrestlers weigh themselves (using two scales)."
>
> So... I'm apparently on the right track. :)
>
> I guess I now need to search for four pressure sensors that I can tie
> into the Atari's POT lines. Something about 5V, 1Mohm, linear. :)

>
> --
> -bill!

Hey Bill,

Why not try to simply interface the Balance Board to
the Atari system? It should be fairly easy once you
have got the proper connections figured out, but, it
also may require a bridge circuit. I'd be happy to
assist you if you so desire.

Bill Garber from GS-Electronics
http://www.garberstreet.com

"If you wish to forget anything on the
spot, make a note that this thing is to
be remembered." (Edgar Allen Poe)

2704. Re: FujiFit idea

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-02 21:58:41 UTC
From: bill@newbreedsoftware.com
Message-ID: <495e8e11$0$1612$742ec2ed@news.sonic.net>
Source record: 2693

Bill Garber <willy46pa@comcast.net> wrote:
> Hey Bill,

> Why not try to simply interface the Balance Board to
> the Atari system? It should be fairly easy once you
> have got the proper connections figured out, but, it
> also may require a bridge circuit. I'd be happy to
> assist you if you so desire.

Well, a few reasons.

1. I believe the Balance Board sends 16bit digital values back to the Wii
2. It talks to the Wii wirelessly (over Bluetooth?)
3. I have no Wii, so I have no other reason to buy a Balance Board
(and if I did have a Wii, I wouldn't want to hack the Balance Board in
such a way as to make it unusable with the Wii)
4. I want to learn more about electronics

Searching about paddle controllers a while back, I found an archive of
an old series of Atari magazine articles on how to make a robotic arm.
(Use the joystick pins as output to control step motors, and use the paddle
pins as input to know when the joints have moved far enough.)

THAT sounds like a cool project, though I may have to wait until my son is
older.

These days, PCs are all heading towards USB, and I think it's way easier
to program an Atari with PEEK and POKE and wire up some simple digital and
analog cabling to do these kind of little projects. (Without buying whole
kits... and then I'm sure most of those kits are Windows-only, and we don't
run Windows in this household :))

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2705. Re: FujiFit idea

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-02 22:54:04 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <495e9b0f$0$5454$bbae4d71@news.suddenlink.net>
Source record: 2694

Interesting project.

Were there not any Atari 8-bit wireless devices?

On the Atari ST, there are wireless mice, trackball and a few others I
think.
These connected to the standard 9 pin Atari joystick port.
I still have the ST Wireless TrackBall......

What about the Atari 8-bit LightPen, wasn't that sort of wireless or
am I mistaken, I never got ahold of one.

The Party Quiz Game by SunCom for the Atari 8-bit came with
4 Controllers for 4 players. Each Controller had 4 large buttons
to press for giving your answer.
Not wireless however.

Just thinking outloud.....

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:495e8e11$0$1612$742ec2ed@news.sonic.net...
> Bill Garber <willy46pa@comcast.net> wrote:
>> Hey Bill,
>
>> Why not try to simply interface the Balance Board to
>> the Atari system? It should be fairly easy once you
>> have got the proper connections figured out, but, it
>> also may require a bridge circuit. I'd be happy to
>> assist you if you so desire.
>
> Well, a few reasons.
>
> 1. I believe the Balance Board sends 16bit digital values back to the Wii
> 2. It talks to the Wii wirelessly (over Bluetooth?)
> 3. I have no Wii, so I have no other reason to buy a Balance Board
> (and if I did have a Wii, I wouldn't want to hack the Balance Board in
> such a way as to make it unusable with the Wii)
> 4. I want to learn more about electronics
>
>
> Searching about paddle controllers a while back, I found an archive of
> an old series of Atari magazine articles on how to make a robotic arm.
> (Use the joystick pins as output to control step motors, and use the
> paddle
> pins as input to know when the joints have moved far enough.)
>

> THAT sounds like a cool project, though I may have to wait until my son is
> older.
>
> These days, PCs are all heading towards USB, and I think it's way easier
> to program an Atari with PEEK and POKE and wire up some simple digital and
> analog cabling to do these kind of little projects. (Without buying whole
> kits... and then I'm sure most of those kits are Windows-only, and we
> don't
> run Windows in this household :))
>
> --
> -bill!
> "Tux Paint" - free children's drawing software for Windows / Mac OS X /
> Linux!
> Download it today! http://www.tuxpaint.org/

2706. Re: FujiFit idea

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-03 00:10:12 UTC
From: bill@newbreedsoftware.com
Message-ID: <495eace4$0$1593$742ec2ed@news.sonic.net>
Source record: 2695

phantomm_1 <phantomm@suddenlink.net> wrote:

> Interesting project.

> Were there not any Atari 8-bit wireless devices?

I only knew of the wireless (RF) joysticks that Atari made for the 2600
(and/or for a specific wireless version of the 2600) back in the 1980s.

<snip>
> What about the Atari 8-bit LightPen, wasn't that sort of wireless or
> am I mistaken, I never got ahold of one.

No, it has a regular cable plugged into the joystick port.

> The Party Quiz Game by SunCom for the Atari 8-bit came with
> 4 Controllers for 4 players. Each Controller had 4 large buttons
> to press for giving your answer.
> Not wireless however.

Those are probably just wired to joystick pins. I assume when you say
it has 4 controllers, that it has a separate 9-pin controller plug for each
controller, and hence would only work with 2 players on the XL/XE.

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2707. Re: FujiFit idea

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-03 01:17:40 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <495ebcb9$0$5464$bbae4d71@news.suddenlink.net>
Source record: 2696

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:495eace4$0$1593$742ec2ed@news.sonic.net...
> phantomm_1 <phantomm@suddenlink.net> wrote:

>
> I only knew of the wireless (RF) joysticks that Atari made for the 2600
> (and/or for a specific wireless version of the 2600) back in the 1980s.

Yeaaah... I actually had a set of those.

>> What about the Atari 8-bit LightPen, wasn't that sort of wireless or
>> am I mistaken, I never got ahold of one.
>
> No, it has a regular cable plugged into the joystick port.
>
>
>> The Party Quiz Game by SunCom for the Atari 8-bit came with
>> 4 Controllers for 4 players. Each Controller had 4 large buttons
>> to press for giving your answer.
>> Not wireless however.
>
> Those are probably just wired to joystick pins. I assume when you say
> it has 4 controllers, that it has a separate 9-pin controller plug for
> each
> controller, and hence would only work with 2 players on the XL/XE.

From what I remember, each controller had a telephone type connection
that plugged into a Jack which then connected to the 8-bit Joy ports.

afaik, all 4 controllers could be used on the XL/XE, I use to have one and
briefly tested it on either a XL or XE. Seems I recall a label on the box
that it was XL/XE compatible. Think I still have the software but sold
the game years ago. Someone cracked the game so it could be used without
the controllers, think I have that version of software here in the
collection too.
I still have the Animation Station (drawing pad) made by SunCom for A8-bit.

The SunCom stuff wasn't that old when Atari folded on the 8-bits.

Never assume, 8-)
.

2708. Re: Help with Atari Emulator!

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-04 16:26:12 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.um8qmfbqgaat7c@mdc>
Source record: 2697
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

To follow up, here's what I think I've figured out.

The Transfer Utility Ben mentioned comes with ST Xformer, the 8-bit Atari emulator for the Atari ST. ST Xformer doesn't recognize .ATR image files, the most common Atari 8-bit disk image file format by far, so this complicates things for someone in Ben's situation (with an ST, but no PC handy).

Ben thought he needed image files in the .SD or .DD formats in order for them to be recognized by ST Xformer, so he could use this Transfer Utility to get them to the 8-bit. I had never heard of .SD or .DD. But I just found this in the README that comes with the ST Xformer 3.0 sources:

"The disk format used by Xformer is "XFD" (Xformer Floppy Disk) also known earlier as .SD or .DD depending on the density. In Xformer 2.4 I added the ability to access pretty well any size disk image, so the extension XFD was picked to be a generic case. The XFD format is quite simple. It is just a sector dump of a real 8-bit drive. Take the number of sectors on the disk and multiply by the sector size (128 or 256) and that is the size of the XFD
file. No headers, no extra info."

So that answers the .SD and .DD question, they're just .XFD!

Furthermore, I just rediscovered a utility that runs on the ST that converts .ATR to .XFD image files. "ATR to XFD 1.0" for the ST by Miro Kropacek (MiKRO) is available at:
http://mikro.atari.org/

So, I hope this is helpful to Ben, and any others following along.

Let me know if there's still more to this story than this!

-Michael
--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

2709. Re: FujiFit idea

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-04 19:25:07 UTC
From: bill@newbreedsoftware.com
Message-ID: <49610d13$0$1607$742ec2ed@news.sonic.net>
Source record: 2698

Bill Kendrick <bill@newbreedsoftware.com> wrote:
> So the Wii has the "Balance Board", a platform you sit or stand on,
> for playing games that involve exercise and balance (e.g, "WiiFit").
> It's really just a more high-tech version of the Joy Board from Amiga
> (back when they were making joysticks).

So I went to the local electronic store and sadly, they didn't have anything suitable (no pressure sensors of any kind). They said that a piezoelectric one would do, but would require some amplification. The other idea they suggested was to use a potentiometer (and, I assume, some gears? -- starting to sound like a bit of work) and some springs.

Any ideas from the c.s.a.8 crowd?

-bill!

2710. Re: FujiFit idea

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-04 22:15:47 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <4c7a3d84-6d98-435d-9213-d84009cde6d9@a26g2000prf.googlegroups.com>
Source record: 2699
Body handling: HTML body converted to readable text

On Jan 4, 2:25 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> Bill Kendrick wrote:
> > So the Wii has the "Balance Board", a platform you sit or stand on,
> > for playing games that involve exercise and balance (e.g, "WiiFit").
> > It's really just a more high-tech version of the Joy Board from Amiga
> > (back when they were making joysticks).
>
> So I went to the local electronic store and sadly, they didn't have anything
> suitable (no pressure sensors of any kind). They said that a piezoelectric
> one would do, but would require some amplification. The other idea they
> suggested was to use a potentiometer (and, I assume, some gears? -- starting
> to sound like a bit of work) and some springs.
>
> Any ideas from the c.s.a.8 crowd?
>
> -bill!

It would be hard to show you in text but here is an idea.

Make a base 1' x 1' On this base add a pivot point in the center and
below this point put in 2 pots under the pivot. At each corner you
need a lttle pulley wheel.

Now make a top that sits on the pivot point and has a wire that goes
from corner to opposite corner on the underside, in an X pattern.
These wires pass through the pulleys on the base and wrap around the
stem of each pot. Add a spring on each side of the base to hold thetop
level and to return it to level. Now when the top is leaned in any
direction it will turn the 2 pots and you will have the direction of
lean.

Bill H

2711. Re: FujiFit idea

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-05 01:24:15 UTC
From: bill@newbreedsoftware.com
Message-ID: <4961613f$0$1596$742ec2ed@news.sonic.net>
Source record: 2700

Bill H <bill@ts1000.us> wrote:
> It would be hard to show you in text but here is an idea.

I think I understand what you're saying.

> Make a base 1' x 1' On this base add a pivot point in the center and
> below this point put in 2 pots under the pivot. At each corner you
> need a lttle pulley wheel.

So your idea uses only two POTs. Assuming values of 0-255 for them
(which is inaccurate, but whatever), then if POT-A is the
top-left to bottom-right detector, and POT-B is the top-right to bottom-left
one, then:

* Neutral: 128,128
* Leaning left: 0,255
* Leaning right: 255, 0
* Leaning fwd: 0, 0
* Leaning back: 255,255

That there really might be sufficient!

The other idea I had for this pad is a pass-through port for 1 or 2 joysticks
(depending on how many controller ports I need to connect to, which depends
on how many POTs I need to be able to read).

That way you can plug a joystick into the pad, at your feet, and control
some of the action that way (not unlike holding the Wiimote and Nunchuck on
the Nintendo Wii).

Games written to support the pad could just read both paddles and the
joystick+fire input from a port.

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2712. My Atari 8-bit page has a new home

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-05 04:00:27 UTC
From: Lenard Spencer <lspenc13@bellsouth.net>
Message-ID: <uuf8l.2756$9M3.541@bignews2.bellsouth.net>
Source record: 2551

I now have a new home for my old AO-Hell webpage:

http://www.lenardspencer.com/Lenspencer

My Atari 8-bit page is there, including Forem-XE Pro BBS and the
Hyperspeed R: accelerator for ICD's Multi-I/O. The pages have had
slight updates, but for now are still in the old format.

See you there!

2713. Re: Rengaspaineet ja yli- aliohjautuvuus

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-05 10:58:59 UTC
From: Topi Weber <topi@markets.se>
Message-ID: <a.1218567325_147@241.121.129.10>
Source record: 2552

On ollut naurussa pitelemist� kun on kuulustellut miten SUPO on huolissaan siit� miten kirjoitukseni vaikuttaa t��ll� olevaan "nuorisoon?" Ja sitten selitell��n miten ik��nkuin huolestuneita ollaan heill� siit�, miten kirjoitukseni saa massat rynt��m��n ydinvoiman PUOLELLE!

��.. noin jahas ja onko SUPO:sta siten paha, jos kansa kannattaa ydinvoimaa!??

Onko sitten MY�S mun kannalta 100% uskoittavaa, ett� nimenomaan ydininsin��rien huoli olisi aiheessa AITOA??

Niin oikke juu. Kyll� tuossa yht�l�iss� m�tt�� niin jok ikinen yksityiskohta alusta loppuun asti, ettei noita nauramati luve kukaaN! Kaiken muun syyt�harhansa lis�ksi luuleeko ydininsin��ri, ett� �lyllisen nuoren p��h�n voi noin vaan kirjoittaa aivoituksia, kuin vieraskirjaan? Kyll� nyt SUPO:n porukoiden "pit�isi tajuta ihmispsykologiasta" jotain! Kun nuori aloittelee ammatin valintaa h�n kyselee sit� tietysti ydininsin��ri-is�lt��n. Saaden vaan :"Juu on siel� ihan kivaa ja rahaa saa, �l kysy, kun kielsiv�t puhumasta asiasta firman ulkopuolella mit��n!" Nuori sanoo harmistuneena tutkivansa sitten itse netist�.

Ja kas kummaa ydinalasta ei aukee sivua paria mainosta enemp��! Ja nuoreen iskee syv�, h�mm�stynyt ep�ilys. Pari nettihitti� Ronneburg, Wismunt, Majakin ydinr�j�hdys ja p��lle ehk� materiaalia Harrisburgista. Ainoat jotka aiheesta osaa kirjoitella on, kas kummaa mun 72 raporttia, jossa kerrotaan rehdisti tuhansista s�teilyyn kuolleista suorasukaisen dogumentoivasti. Ja se yksi pakolinen SUPO:n materiaali joka kertoo kuin insin��ri-is�kloonaus, ett� ydinonnettumuus on :"Hauskinta mit� voi housut jalassa el�m�lt��n toivoa!(Nuori kiikuttaa is�lleen pari kopiota jutuistani ja ilmeisest� ristiriidasta ns. "julkisuuskamaan ja is�insu raivostuu, ett� kuka t�llaista paskaa edes kehtaa! Teini sanoo, ettei tii kun netiss�.. .Siit paikasta is kuin myrkyn merkki ja kielt�� koko netteilyn sein��n viikorahakielloin! .. ..

Siltappaa juu ja kaverit kertoo koulussa 4,5 miljoonasta l�yt�mist��n Tsernon uhrista ja Vartiaisen 7.3 milj/v ydinkuolemasta ja lukuisista muista esiin kaivamistaan jutuistani. No mit�s luulisitte, kun hiiltynyt is kysele toivojensa intoa parin vuoden p��st ydint�ihin, jossa rahaa tulee kuin sontaa ja s�teily on ihan JesH!? No hei t��ll niit "isi" oli jo ilahduttavan pian ensiraporttieni j�lkeen ruikuttamassa nuortensa ydinkammoa. .�� noin mist�s syyst�? Ja ennen kaikkea kiikuttaako t�m�n kaiken kokenut is totuuden t�st mulle torvet soiden?!))

2714. Re: My Atari 8-bit page has a new home

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-05 17:35:20 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <496244db$0$5471$bbae4d71@news.suddenlink.net>
Source record: 2553

"Lenard Spencer" <lspenc13@bellsouth.net> wrote in message
news:uuf8l.2756$9M3.541@bignews2.bellsouth.net...
>I now have a new home for my old AO-Hell webpage:
>
> http://www.lenardspencer.com/Lenspencer
>
> My Atari 8-bit page is there, including Forem-XE Pro BBS and the
> Hyperspeed R: accelerator for ICD's Multi-I/O. The pages have had slight
> updates, but for now are still in the old format.
>
> See you there!

I've not tried this software yet.

But I don't seem to have a problem with my MIO at 19200 Baud.

The only thing I had to do was disable the FlowControl on my 14.4 Zoom
Modem. Never had any problem with errors or etc. And downloading
stuff to the MIO RamDisk or Hard Drive was always fast and error free!

Used BobTerm most of the time.

DATA 8

2715. Atari Touch Tablet & AtariArtist

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-05 21:15:16 UTC
From: bill@newbreedsoftware.com
Message-ID: <49627864$0$1587$742ec2ed@news.sonic.net>
Source record: 2554

My Atari Touch Tablet and AtariArtist software just arrived in the mail,
and I have to say, it's pretty awesome. :) I'm enjoying the paint software
(I esp. like that it's on cartridge), although it has a few features that
make it a bit of a pain to use. (No oval/rectangle, just circle/square,
so far as I can tell... I need to read the manual. And no Undo feature.
That's dangerous when you mistakenly hit the wrong pixel with the Fill
button!)

I also received an Atari Light Pen and AtariGraphics software (which looks
neat, if a bit strange, UI-wise). However, my Atari 800XL is currently
hooked up to some new fancy Zenith HDTV (CRT) that's progressive scan
(so all my old video game systems look a bit... off). Seems like the
lightpen doesn't like it, so I'll have to dig out my C= monitor to give
it a whirl.

I'm pleased that the Touch Tablet is so insanely easy to program for.
(Just check PADDLE(0) and PADDLE(1)) I intend to hook it up to my Linux
box via my Stelladapter. I'm hoping it will Just Work(tm) and I'll be
able to read the tablet input as analog USB joystick input.

The stylus on the Touch Tablet seems cooler than the plastic stick that
came with the Koala Pad (my brother had one for his C=64), since it connects
to the tablet via a little cable, and has an action/control button.
(So you don't need to use your other hand to hit the buttons on the tablet
itself.)

I grabbed it for ~$25USD from B&C ComputerVisions, new in box.
(So I got to be the first person to open up this 25 year old box.)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2716. Re: Composite Cable and Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-06 04:56:18 UTC
From: Tom Tom <sometomtom@tomtom.com>
Message-ID: <SvB8l.3780$Es4.1802@nwrddc01.gnilink.net>
Source record: 2555

<Ed.Orbea@gmail.com> wrote in message
news:56d68739-d083-4437-b66d-d3a8eda9ba1e@35g2000pry.googlegroups.com...
>I have a Atari 800XL I purchased off ebay. I have been using the
> standard RF modulator connected to a small color TV. I recently
> purchased a composite cable interface for this system. If anybody is
> using this interface, what monitor are they connecting their Atari to?
>
> Thanks

If I'm not mistaken I believe you can take advantage of the component video input found on most modern TV's sold today. I thought I read on a discussion forum that chroma / luminence outputs of the 8bit support component video.

This device also looks promising:
http://www.ambery.com/rgbcovitovga.html

Glenn

2717. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-06 05:24:49 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1231219475@rtfm.mit.edu>
Source record: 2556
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: July 20, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"

http://atari.fandal.cz/ Games, Demos

http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2718. Re: Atari Touch Tablet & AtariArtist

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-06 07:23:21 UTC
From: bill@newbreedsoftware.com
Message-ID: <496306e9$0$1619$742ec2ed@news.sonic.net>
Source record: 2557

Bill Kendrick <bill@newbreedsoftware.com> wrote:
> I'm pleased that the Touch Tablet is so insanely easy to program for.
> (Just check PADDLE(0) and PADDLE(1)) I intend to hook it up to my Linux
> box via my Stelladapter. I'm hoping it will Just Work(tm) and I'll be
> able to read the tablet input as analog USB joystick input.

Sadly, it did not 'just work.' It noticed a pair of axises and some buttons.
(I didn't realize, but I guess I'm not surprised, that each of the buttons
(left and right side of tablet, and on the stylus itself) all register
as different buttons.)

However, when I pushed on the tablet with my finger, the X/Y coords never
left -32767,-32767.

(This was using 'jstest' after plugging the Tablet into Stelladapter,
and Stelladapter into my Linux laptop's USB port. "jstest" is part of the
"joystick" package in Ubuntu (and likely also in Debian))

If anyone has any other ideas, I'm game. :)

-bill!

2719. Touch Tablet compatible games?

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-06 07:46:30 UTC
From: bill@newbreedsoftware.com
Message-ID: <49630c56$0$1609$742ec2ed@news.sonic.net>
Source record: 2558

So Googling around just now, I discovered a game that came out recently
(there was a "Christmas 2008" edition of the game) that apparently supports
Touch Tablet as input. It's called "Click!", and I haven't tried it yet.

What other games support tablets? (Obviously, any game that supports
a paddle should work reasonably well, but I'm curious about games that
specifically support the Touch Tablet.)

Also, it seems Koala Pad has an upside-down Y-axis, compared to the Touch
Tablet. (Was this simply because they were being devloped at around the
same time? You'd think whichever came out second would have attempted to
be compatible with the first. :^/)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2720. Re: Composite Cable and Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-07 21:07:14 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <xcqdnXs7ppH-YPnUnZ2dnUVZ_vninZ2d@posted.pioneerinternet2>
Source record: 2559

Even though that web site mentions Atari, the input specs do not include
chroma and luminance which IIRC the 800 monitor jack provided
instead of true RGB; I would be a little skeptical of compatibility with the
8-bit video.

-RJ

> If I'm not mistaken I believe you can take advantage of the component
> video input found on most modern TV's sold today. I thought I read on a
> discussion forum that chroma / luminence outputs of the 8bit support
> component video.
>
> This device also looks promising:
> http://www.ambery.com/rgbcovitovga.html
>
> Glenn

2721. Re: FujiFit idea

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-07 21:27:02 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <ja6dnbNXb5PZg_jUnZ2dnUVZ_q3inZ2d@earthlink.com>
Source record: 2560

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:49610d13$0$1607$742ec2ed@news.sonic.net...
> Bill Kendrick <bill@newbreedsoftware.com> wrote:
>> So the Wii has the "Balance Board", a platform you sit or stand on,
>> for playing games that involve exercise and balance (e.g, "WiiFit").
>> It's really just a more high-tech version of the Joy Board from Amiga
>> (back when they were making joysticks).
>
> So I went to the local electronic store and sadly, they didn't have
> anything
> suitable (no pressure sensors of any kind). They said that a
> piezoelectric
> one would do, but would require some amplification. The other idea they
> suggested was to use a potentiometer (and, I assume, some gears? --
> starting
> to sound like a bit of work) and some springs.
>
> Any ideas from the c.s.a.8 crowd?
>
> -bill!

You know that black foam static protection they plug ICs into? It is conductive carbon foam and the conductance is proportional by some factor to how compressed it is. Idea wasn't original with me, that guy who writes for ~Popular Electronics Forest Mims<sp?> came up with it.

Anyway, the charge pump on the Atari paddles is just about right for two pennies with wires soldered to them and a piece of that foam in between. I did some odd experiements with them back in the day. Something like a scale made out of a 2x4 where the foam sensor was placed to detect the amount of bend in the 2x4. It had some problems, slow memory foam and had to be recalibrated every time I used it kind of stuff. The foam doesn't do well when it is left for a long time in the air either, turns hard and doesn't rebound.

Rick

2722. Re: FujiFit idea

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-07 21:51:58 UTC
From: bill@newbreedsoftware.com
Message-ID: <496523fe$0$1664$742ec2ed@news.sonic.net>
Source record: 2561

richard cortese <ricortes@earthlink.net> wrote:
> You know that black foam static protection they plug ICs into? It is
> conductive carbon foam and the conductance is proportional by some factor to
> how compressed it is. Idea wasn't original with me, that guy who writes for
> ~Popular Electronics Forest Mims<sp?> came up with it.

I stumbled across someone who talked about doing this (to make sure thier
robot hand didn't squeeze too hard).

Doesn't sound like a good, reliable, long-term solution, though. :)

-bill!

2723. Re: FujiFit idea

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-08 14:56:48 UTC
From: forrest.mims@gmail.com
Message-ID: <44a8c998-3a17-453f-86dc-79b8eb8d67ba@v39g2000pro.googlegroups.com>
Source record: 2562
Body handling: HTML body converted to readable text

On Jan 7, 3:27 pm, "richard cortese" wrote:
> "Bill Kendrick" wrote in message
>
> news:49610d13$0$1607$742ec2ed@news.sonic.net...
>
>
>
>
>
> > Bill Kendrick wrote:
> >> So the Wii has the "Balance Board", a platform you sit or stand on,
> >> for playing games that involve exercise and balance (e.g, "WiiFit").
> >> It's really just a more high-tech version of the Joy Board from Amiga
> >> (back when they were making joysticks).
>
> > So I went to the local electronic store and sadly, they didn't have
> > anything
> > suitable (no pressure sensors of any kind). They said that a
> > piezoelectric
> > one would do, but would require some amplification. The other idea they
> > suggested was to use a potentiometer (and, I assume, some gears? --
> > starting
> > to sound like a bit of work) and some springs.
>
> > Any ideas from the c.s.a.8 crowd?
>
> > -bill!
>
> You know that black foam static protection they plug ICs into? It is
> conductive carbon foam and the conductance is proportional by some factor to
> how compressed it is. Idea wasn't original with me, that guy who writes for
> ~Popular Electronics Forest Mims came up with it.
>
> Anyway, the charge pump on the Atari paddles is just about right for two
> pennies with wires soldered to them and a piece of that foam in between. I
> did some odd experiements with them back in the day. Something like a scale
> made out of a 2x4 where the foam sensor was placed to detect the amount of
> bend in the 2x4. It had some problems, slow memory foam and had to be
> recalibrated every time I used it kind of stuff. The foam doesn't do well
> when it is left for a long time in the air either, turns hard and doesn't
> rebound.
>

> Rick- Hide quoted text -
>
> - Show quoted text -

Conductive black plastic foam works great, but--as you note--it does become rigid with age.

I've also used non-conductive rods or paddles coated with conductive ink. Bending the rod or paddle changes the resistance.

Forrest

Forrest M. Mims III
www.forrestmims.org
www.twitter.com/fmims

2724. Re: FujiFit idea

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-08 18:11:36 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <BZydnU_c-tOd3_vUnZ2dnUVZ_q_inZ2d@earthlink.com>
Source record: 2563
Body handling: HTML body converted to readable text

wrote in message
news:44a8c998-3a17-453f-86dc-79b8eb8d67ba@v39g2000pro.googlegroups.com...
On Jan 7, 3:27?pm, "richard cortese" wrote:
> "Bill Kendrick" wrote in message

Thanks for the tip! I just happen to have some of that carbon based
conductive paint I bought off of eBay to repair some remote control keypads.

BTW: I'm glad to see you are still around. Your magazine articles and
booklets at Radio Shack were a great introduction to fiddling with
electronics. My training was as a chemist so a lot of your stuff was just
the right level for getting me some experience in electronics. You and Don
Lancaster were my favorite authors.

Rick

2725. Re: Touch Tablet compatible games?

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-09 16:15:15 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.unhzf6n6gaat7c@mdc>
Source record: 2564

On Tue, 06 Jan 2009 01:46:30 -0600, Bill Kendrick
<bill@newbreedsoftware.com> wrote:

>
> So Googling around just now, I discovered a game that came out recently
> (there was a "Christmas 2008" edition of the game) that apparently
> supports
> Touch Tablet as input. It's called "Click!", and I haven't tried it yet.
>
> What other games support tablets? (Obviously, any game that supports
> a paddle should work reasonably well, but I'm curious about games that
> _specifically_ support the Touch Tablet.)

There are two such lists in the FAQ:

Subject: 8.7) What programs have a paddle(s) or Koala Pad mode?

This section by Andreas Koch.

- Arachnid (PD)
- Arkanoid (Taito)
- Asteraxis (PD)
- Avalanche (Atari)
- Balloon Game (B. Williams)
- Birdman (a demonstration by AMC)
- Break Wall.BAS (PD)
- Burgers !
- Cascade.BAS (PD)
- Castle Crisis
- Chicken (Synapse)
- Chiseler (from Analog mag.)
- Downhill.BAS (PD by M.Reid)
- Etch (a painter program)
- Frogfly.BAS (PD)
- Hardware-Tester by F. Dingler
- Horse20.BAS (PD)
- Landing.BAS (PD)
- Junkyard Racing (PD)
- Landing.BAS (PD)
- Livewire by T. Hunt (Analog mag.)
- Livewire 2 (Analog mag.)
- Midtrip.BAS (PD)
- Nineball (ZiMag)
- One on One (from Compute!)
- Paratroop Attack by D. Plotkin
- (all) Pinballs created with the P.C.S.

- Planetary Defense (Analog!)
- Pong (from Antic!)
- Pong (from Analog!)
- Pong 3 (PD)
- Prison.BAS (PD)
- Ratapede (PD, Millipede clone!)
- Safecracker.BAS (PD)
- Slime (Synapse)
- Space Eggs (Sirius)
- Super Ball (Compyshop mag.)
- Super Ball 2 (Compyshop mag.)
- Super Ball 3 (Compyshop mag.)
- Super Ball 4 (Compyshop mag.)
- Super Breakout (Atari)
- Super Clown.BAS (PD)
- Stretch (Gr. 15 pict. stretcher)
- Superski (AMC, patch by Homesoft)
- Tilter.BAS (PD)
- Trailpad (from Antic or Analog)
- Warlord
- Wildwest.BAS (PD, Kaboom clone!)

for Koala Pad only:
- KoalaPainter
- Koalpad.BAS
- Ksketch.BAS
- Koalask.BAS
- Tablety.BAS
- Edmac
- Pixel Artist Deluxe (PAD) 1.3

Subject: 8.9) What programs have a Touch tablet mode?

This section by Andreas Koch.

- AtariArtist (Atari)
- The Brundles (KE-Soft)
- Edmac (PD)
- Hardware-Tester by F. Dingler
- Hit the Mole by C. Strotmann
- Multi-Mouse Management (PD) by Simon Trew
- Musorqua (Analog computing)
- Pixel Artist Deluxe 1.3 (PD)
- Picture Enhancer (PD)
- Tablety.BAS (PD)
- TTCalib.BAS (PD)
- UPN calculator (PD)
- Word Search.BAS (PD)

> Also, it seems Koala Pad has an upside-down Y-axis, compared to the Touch
> Tablet. (Was this simply because they were being devloped at around the
> same time? You'd think whichever came out second would have attempted to

> be compatible with the first. :^/)

Yes, I only just recently learned this too. I need to figure out how to
get this information across in the FAQ.

Does anyone know off hand of the compatibility of the Chalkboard Powerpad
or the Suncom Animation Station? Are they compatible with the KoalaPad,
or the Atari Touch Tablet?

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

2726. Re: Touch Tablet compatible games?

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-09 19:15:48 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <AnN9l.13310$YU2.10793@nlpi066.nbdc.sbc.com>
Source record: 2565

Michael,
Andreas Koch is exhaustive, but I saw something
that piqued my curiosity. The illustrious Tom Hunt
is/was a giant in Atariland, but he didn't write
'Livewire' in ANALOG, that was Tom Hudson.
Minor nitpicking, sorry.
Livewire and paddle version were in issues 12 and 13
of ANALOG. I'm not familiar with the paddle version.

2727. Anyone near southern oregon (medford) Using Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-09 19:28:43 UTC
From: deadfiber <deadfiber@gmail.com>
Message-ID: <96edeb8f-e3ea-4e0f-b366-0d87217f548c@k36g2000pri.googlegroups.com>
Source record: 2566

I have 2 local friends, and 1 other person in the area, anyone else
Still using There 8bit system ?

2728. Re: Touch Tablet compatible games?

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-09 20:46:37 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <gk8d3hmuv1@news.motzarella.org>
Source record: 2567

Has anyone tried playing M.U.L.E. with a paddle? The part where you set
up the game seems to indicate you can, but I can't even imagine trying
to park a M.U.L.E. on your lot using one! :) (However a touch tablet
could actually be easier than a joystick if it works like a mouse.)

- Trevor

Michael Current wrote:
> On Tue, 06 Jan 2009 01:46:30 -0600, Bill Kendrick
> <bill@newbreedsoftware.com> wrote:
>
>>
>> So Googling around just now, I discovered a game that came out recently
>> (there was a "Christmas 2008" edition of the game) that apparently
>> supports
>> Touch Tablet as input. It's called "Click!", and I haven't tried it yet.
>>
>> What other games support tablets? (Obviously, any game that supports
>> a paddle should work reasonably well, but I'm curious about games that
>> _specifically_ support the Touch Tablet.)
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> There are two such lists in the FAQ:
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> This section by Andreas Koch.
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> - Arachnid (PD)
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> - Chicken (Synapse)
> - Chiseler (from Analog mag.)
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> - Horse20.BAS (PD)
> - Landing.BAS (PD)

> - Junkyard Racing (PD)
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> - Livewire 2 (Analog mag.)
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> - Nineball (ZiMag)
> - One on One (from Compute!)
> - Paratroop Attack by D. Plotkin
> - (all) Pinballs created with the P.C.S.
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> - Pong 3 (PD)
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> - Ratapede (PD, Millipede clone!)
> - Safecracker.BAS (PD)
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> - Super Ball 4 (Compyshop mag.)
> - Super Breakout (Atari)
> - Super Clown.BAS (PD)
> - Stretch (Gr. 15 pict. stretcher)
> - Superski (AMC, patch by Homesoft)
> - Tilter.BAS (PD)
> - Trailpad (from Antic or Analog)
> - Warlord
> - Wildwest.BAS (PD, Kaboom clone!)
>
> for Koala Pad only:
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> Subject: 8.9) What programs have a Touch tablet mode?
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> This section by Andreas Koch.
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> - Hardware-Tester by F. Dingler
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> - Tablety.BAS (PD)
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> - Word Search.BAS (PD)
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>
>> Also, it seems Koala Pad has an upside-down Y-axis, compared to the Touch
>> Tablet. (Was this simply because they were being devloped at around the
>> same time? You'd think whichever came out second would have attempted to
>> be compatible with the first. :^/)
>
> Yes, I only just recently learned this too. I need to figure out how to
> get this information across in the FAQ.
>
> Does anyone know off hand of the compatibility of the Chalkboard
> Powerpad or the Suncom Animation Station? Are they compatible with the
> KoalaPad, or the Atari Touch Tablet?
>

2729. ICD Multi I/O RS232 Port Speed

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-09 22:36:20 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4967d166$0$5472$bbae4d71@news.suddenlink.net>
Source record: 2568

ICD Multi I/O RS232 Port Speed

Has anyone tried to upgrade the MIO RS232
hardware for faster Baud Rate?

I know this has been done on other systems,
Seems possible to do a chip replacement.

And probably possible on the ICD P:R connection
too.

28.8 would be good for a start.

And has anyone tried to do anything with the MIO's
Video port?
Surely it could be used for something if it can be
accessed with software.

Also, am I correct that not all MIO's have the Video Port?

2730. Atari 8-bit graphics and audio software info

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-09 23:07:23 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4967d8ad$0$5458$bbae4d71@news.suddenlink.net>
Source record: 2569

I need some info about the best and latest software/hardware
available for viewing Pictures from other computer systems on
the Atari 8-bit.

I know of software that allows viewing of .GIF pictures.
Have there been any software updates that allow faster
.GIF viewing and any other Pic. formats in the past few years?

IIRC, there was a hardware scanner/Digitiser or two made
for the 8-bits. Anyone recall the name of those and or
have the hardware and software?

On the Audio side of things,

What are some of the best Sound and Music
players?

Are there any programs that plays Audio files from
other computers systems?

What were/are some of the best Audio Digitisers for the
Atari 8-bit?

Also, are there any type of Conversion programs that run on
the Atari 8-bit that convert Audio and or Picture
files to a PC or Atari ST format?

Any PC programs for viewing/listening and Converting
Atari 8-bit Audio and Graphic files to other formats?

Any info is much appreciated.

2731. Re: Atari 8-bit graphics and audio software info

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-10 01:11:42 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <nBS9l.13785$c45.11159@nlpi065.nbdc.sbc.com>
Source record: 2570

I don't know/have answers to any question except
audio digitizer.
Parrot did a pretty fair job. I forget how you made
a microphone input. I have it somewhere, I think.
There had to be an interface to plug a microphone
into the joystick port, but I don't remember. Now
I have to look for stuff.

2732. Re: ICD Multi I/O RS232 Port Speed

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-10 01:29:28 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <URS9l.13786$c45.626@nlpi065.nbdc.sbc.com>
Source record: 2571

I don't know about increased baud rate for the
MIO or PRC, suspect about 9600 is tops. The
Atari has a native rate of 115,000, that's how
fast stuff travels around on the bus, but I'm not
a hardware guy.
The early MIOs have a video port that has some
connections, but isn't servicable. ICD advertized
that it would be upgradable to an 80 column
RGB port or composite, but it never happened.

2733. Re: Atari 8-bit graphics and audio software info

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-10 01:32:10 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <pUS9l.13787$c45.1941@nlpi065.nbdc.sbc.com>
Source record: 2572

I looked, I don't have Parrot any more.
It came with an interface to plug an audio
device into that was a modified paddle device with
a jack port. I remember making a sound file
playing my cornet into a microphone. It was
interesting, but I didn't use it and I guess it got
thrown out.

2734. Re: Atari 8-bit graphics and audio software info

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-10 01:57:42 UTC
From: bill@newbreedsoftware.com
Message-ID: <49680096$0$1653$742ec2ed@news.sonic.net>
Source record: 2573

phantomm_1 <phantomm@suddenlink.net> wrote:
> I know of software that allows viewing of .GIF pictures.
> Have there been any software updates that allow faster
> .GIF viewing and any other Pic. formats in the past few years?

There was a pair of GIF decoders that viewed in various modes,
including 256 color (by cycling between 16 hue and 16 shade mode)
and 4096 (by cycling between three 16 shade modes, R G and B).
APACView and ColrView are what you seek, IIRC.

> IIRC, there was a hardware scanner/Digitiser or two made
> for the 8-bits. Anyone recall the name of those and or
> have the hardware and software?

I had ComputerEyes for a while, but had little use for it once
I had access to modern PCs, so I got rid of it. I also had a Parrot.
The ComputerEyes software could do 4- and 16 greyscale mode, IIRC.

> On the Audio side of things,

> What are some of the best Sound and Music
> players?

There are probably a LOT of music players for the Atari that play
Atari music formats. I'm not too familiar with them.

> Are there any programs that plays Audio files from
> other computers systems?

Yes. You could convert WAV to a digital format on the Atari
(similar, if not identical, to the format Parrot generated), I think.
There was also an Amiga MOD player that worked pretty well for small,
basic MOD music files.

> What were/are some of the best Audio Digitisers for the
> Atari 8-bit?

I only used the Parrot. In poking around Google lately, I discovered
an article that explained how to build, essentially, a homebrew Parrot.

> Also, are there any type of Conversion programs that run on
> the Atari 8-bit that convert Audio and or Picture
> files to a PC or Atari ST format?

Yes, all of the above I mentioned run on the Atari.

> Any PC programs for viewing/listening and Converting
> Atari 8-bit Audio and Graphic files to other formats?

Yes, very likely. A lot of demoscene folks render nice graphics on a PC
or ST or Amiga, and then convert to something they can display on the Atari.

> Any info is much appreciated.

Sorry I can't name many names, it's been a while since I did any
'real computing' with my Atari 8-bit. I look forward to catching up with
this thread, to see what other answers you get!

Good luck!

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2735. Re: Atari 8-bit graphics and audio software info

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-10 01:58:27 UTC
From: bill@newbreedsoftware.com
Message-ID: <496800c3$0$1653$742ec2ed@news.sonic.net>
Source record: 2574

Russg <russgilb@mungesbcglobal.net> wrote:
> There had to be an interface to plug a microphone
> into the joystick port, but I don't remember. Now
> I have to look for stuff.

I connected my Parrot to my VCR and recorded stuff off TV.
You could use a mic or a tape recorder too, of course. Just make sure
the volume's adjusted right.

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2736. Re: Touch Tablet compatible games?

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-10 16:26:43 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.unjunakcgaat7c@mdc>
Source record: 2575

Fixed, thanks Russ!

On Fri, 09 Jan 2009 13:15:48 -0600, Russg <russgilb@mungesbcglobal.net>
wrote:

> Michael,
> Andreas Koch is exhaustive, but I saw something
> that piqued my curiosity. The illustrious Tom Hunt
> is/was a giant in Atariland, but he didn't write
> 'Livewire' in ANALOG, that was Tom Hudson.
> Minor nitpicking, sorry.
> Livewire and paddle version were in issues 12 and 13
> of ANALOG. I'm not familiar with the paddle version.

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

2737. Re: Atari 8-bit graphics and audio software info

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-10 17:27:50 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <jU4al.13387$YU2.12297@nlpi066.nbdc.sbc.com>
Source record: 2576

For music, I think the most widely used was the
AMS, Atari Music System format, by Lee Actor.
There were also public domain AMS players.

2738. Re: ICD Multi I/O RS232 Port Speed

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-10 17:56:32 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <F-idnRGhPb7JfPXUnZ2dnUVZ_hWdnZ2d@earthlink.com>
Source record: 2577

"phantomm_1" <phantomm@suddenlink.net> wrote in message
news:4967d166$0$5472$bbae4d71@news.suddenlink.net...
>
> ICD Multi I/O RS232 Port Speed
> ---------------------------------
>
> Has anyone tried to upgrade the MIO RS232
> hardware for faster Baud Rate?
>
> I know this has been done on other systems,
> Seems possible to do a chip replacement.
>
> And probably possible on the ICD P:R connection
> too.
>
> 28.8 would be good for a start.
>
> And has anyone tried to do anything with the MIO's
> Video port?
> Surely it could be used for something if it can be
> accessed with software.
>
> Also, am I correct that not all MIO's have the Video Port?
>
>

The MIO used a 6551 chip.
http://www.westerndesigncenter.com/wdc/documentation/w65c51s.pdf

for the data sheet if you want to have a look. While it could have been
easily fixed in silicon by adding an extra divide by register or maybe a
different prescaler, I know of nobody who did it. Maybe you can find some
outfit that did it but I am pretty sure none of the usual suspects modified
an MIO or manufacturer modified the silicon. I was kind of suprised when I
saw ICD used a 6551 myself as it was already considered obsolete when the
MIO came out: More of a quick and dirty hobbiest type chip rather then
something a professional would use. I guess in theory you could do it in a
PLD and adapter for a 28 pin socket but there aren't enough people with MIOs
for it to be anything other then a mental exercise. The data sheet suggests
you could just change the crystal i.e. use a 3.68 mHz vs. 1.84 mHz but I
know of no one who has tried this. I did make a cartridge version of a 6551
years ago but it didn't have interupt capability<limit of the cartridge
port> and I never used anything but a standard crystal.

Almost academic in that for doing anything other then blind transfers the Atari couldn't keep up. Things like file transfers where you weren't echoing things to the screen would have been fine.

Story I heard on the PR:Connection was ~the micros that went into them were over runs that a chip manufacturer dumped on the market. Something like 10+ years later FTE still had a pallet of them for sale at fire sale kind of prices and they still didn't sell them all. The PR:C had on chip ROM and were ~surface mounted to PC board so it would be near impossible to fix.

With all these older chips and even using SIO2PC is tiny hardware buffer either on POKEY or the chip itself. More modern chips like the 16550 give you about a dozen bytes of buffer which gives you a little elbow room to work. Thing is even those chips are decades old and nobody uses them anymore. Everyone seems to have gone with those all in one chip sets from various manufacturers that include IDE, floppy, printer, two serial ports, ???. I remember TI had one you could buy for $10 or so. Unfortunately they were made for the IBM/Intel style buss so AFAIK nobody adapted them for the 6502 series.

I don't think the ICD/MIO video ever got beyond the design/dream stage. That is no circuit board or drivers were ever done. Yes, there still are holes in the Atari memory map that you could hang just about anything on. The decoding is already on the 74LS138<?> for $D100, $D600 and $D700 pages. No a huge problem but the MIO takes $D100 page so any expansions have to be mapped outside that range.

Rick

2739. Re: Atari 8-bit graphics and audio software info

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-10 19:27:29 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <Wz6al.10783$D32.3474@flpi146.ffdc.sbc.com>
Source record: 2578

"Russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:jU4al.13387$YU2.12297@nlpi066.nbdc.sbc.com...
> For music, I think the most widely used was the
> AMS, Atari Music System format, by Lee Actor.
> There were also public domain AMS players.
Advanced Music System.

2740. Re: Yht��n joulutorttua en oo sy�nny

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-11 03:43:11 UTC
From: Pertti Ahola <pertti@kugeln.org>
Message-ID: <g76hsf$s6b$1@unlnsed.cnstomers.l-uile.kiev.ua>
Source record: 2579

Netiss� on kovasti keskusteltu siit�, ett� mink� tyyppinen esiintyminen
h�iritsee t��ll� asiallisesti keskustelevia?

No joo toki toiselle on jo pelkk� huumori halkeamisen paukku.

Toisiin ei tehoa sitten mik��n.Meit� on toki moneksi.

Mutta sik�li kun olen seurannut tietty tyyppilaji t��ll� her�tt��
ennenn�kem�t�nt� vastustusta. Ihan nettimaailman alkumetreist� asti
huseeraavat nimimerkit, jotka itsens� korottaen luulottelevat olevansa
ik��nkuin nettipoliiseja, kellokalleja, sanaseeproja. No tuossa mutama p�iv�
sitten heid�t m��ritteli kaveri sanomalla "itsens� korottaneiksi
luulotteluvirannoimaisiksi". Yksinkertaisesti vaikka nyt Fallstr�min
kaltaiset, jotka palloilevat maapallotallaajina ilman, ett� jalat maata
hipaisee. Sitten on tietenkin "Allo�ll�t" ja vastaavat Karailat, jotka
jatkuvin nimimerkkimuunnoksin esiintyv�t ties mink�moisina kontrollereina
m��ritellen montako sanaa kukin saa sanoa. Esitt�v�t "suunnatonta" kiukkua
heit� kritisoidessasi, tai kepitt�ess� heid�n kaltaiset Lillerilallerit
aidalta. Juu on toki ne joilta kuulee vaan yksinkertaisen ja
konstailemattoman faktan, mit��n muuttamatta. Nanoa, Rytk�st�, Kangasta ja
muita kontalemattomia Vahteroita esiintyy onneksi my�s varsin laajasti.

Sit�vastoin t��ll� esiintyv�t TVO:n rahapalkkaamat ties mitk� nimimerkit
Lindelit ja Gr��nruusin-tyyppiset ovat pohjaa toki. Moraalinsa perustuu
seteliselk�rankaisuuteen ja teht�v�n� on palkasta poistaa maamme
sananvapaudet demokratiat. Yksinkertaisesti Pohjois-Koreoittaa koko Suomi
ties min� Sis�ministeri�n palkkaamina bulvaaniheittopusseina.

T�m�n alle vet�� toki jos mahdollista heit� matkivat "Immot" ja vastaavat
"Anssit". Kaverit surffailevat vuodesta toiseen PELK�ST��N vaan r�ksytt�en
tyhjin� rakkikuorihylsyin�. Yksinkertaisesti kaveritovereina, joilla ei ole
mink��nlaatuista sanomaa, p��m��r��, tavoitetta, saati edes kyky muuhun
kuin sonnansyyt��n. Olenko heille vihainen? Voiko toisaalta kiukustua
lehm�npaskaan vapov�liins tallottuaan lehm�nlaitumella?

2741. OT/Drifting

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-11 18:34:52 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <jfSdnZzfz81SpvfUnZ2dnUVZ_q7inZ2d@earthlink.com>
Source record: 2580

I figure maybe another person would like to see this. It was a Xmas thing, I bought one for myself and one for my son. Didn't save a link to my perchase with dollar vs. euros but mine were $33 each for the 4 gig models. Shipping kind of stung as they didn't combine shipping. You get out the door for ~$50 each.
http://cgi.ebay.com/eBayISAPI.dll?ViewItem&item=250353314337

The bad news is my son bricked his trying to flash the OS and I did a ham fisted drop of ~4' with the recharger plugged in which snapped the connector. It is still OK since the thing recharges fine from the USB cable. At least until I drop it with the USB cable plugged in.<grin>

IMO: This thing is an incredible toy! Similar device description can be found at
http://gameking2.wikispaces.com/Internals

I was going to buy another USB flash drive but I started thinking my only complaint with my MP3/4 player was its tiny 1.8" screen. I saw this thing with its 2.8" screen and it seems huge in comparison.

Everything it says it does works. Apparently the ARM 32 bit processor they use in it is plenty fast to run a NES emulator. I've been playing Ultima III and Pools of Radiance on it and the emulation seems flawless. If you switch the mode from built in screen to composite video out there does seem to be just a bit of loss of clarity. The camera/DVR functions do not do well in low light and there is no built in flash.

It would be nice if they would port the Atari emulator to it for us. Controls would be a problem since they don't implement the USB master on the chip so no hooking up keyboards. I'm going to keep an eye on these guys just in case they enhance the thing in capability rather then just keep adding flash space. As it is now, it isn't an Atari but you can play the NES versions of games like Gyrus or Ultima on it.

Rick
--
"The basic tool for the manipulation of reality is the
manipulation of words. If you can control the meaning of words,
you can control the people who must use the words."
(Philip K.Dick)

2742. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-13 02:00:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0901121756420.14239@slate.spiritone.com>
Source record: 2581
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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2743. 20% OFF ALL NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-13 02:02:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0901121800130.14239@slate.spiritone.com>
Source record: 2582
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2744. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-13 02:03:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0901121802280.14239@slate.spiritone.com>
Source record: 2583
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2745. Re: Touch Tablet compatible games?

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-13 17:34:05 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <496cd0a6$0$5484$bbae4d71@news.suddenlink.net>
Source record: 2584

"Michael Current" <michael@mcurrent.name> wrote in message
news:op.unhzf6n6gaat7c@mdc...
> On Tue, 06 Jan 2009 01:46:30 -0600, Bill Kendrick
> <bill@newbreedsoftware.com> wrote:
>

>
> Does anyone know off hand of the compatibility of the Chalkboard Powerpad
> or the Suncom Animation Station? Are they compatible with the KoalaPad,
> or the Atari Touch Tablet?
>
> --
> Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
> 8-bit Atari FAQ/Vendor Lists: http://www.faqs.org/faqs/atari-8-bit/
> St. Paul Atari Computer Enthusiasts: http://space.atari.org/

IIRC, the Animation Station would work with most if not all of the Koala Pad
software.
I don't remember trying it with others, but I just about bet it would work.

Also, If I'm not mistaken, the Animation Station has a small switch that
allows it to work on
the Atari ST as well.

I'll have to pull it out of storage and check it out. The software is pretty
cool.

2746. XEP 80

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-13 17:50:02 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <496cd44d$0$5478$bbae4d71@news.suddenlink.net>
Source record: 2585

Anyone know if the XEP 80 can be used with BBS software such as
BBS Express for 80 column plain text input and output of messages and
Text Menus?

I have all the hardware/software to startup a BBS using BBS Express which
I have some experience with.
For starting out, I'd like to set it up for just a personal data base so
that I can
call and transfer text info and maybe some files.

Was wondering if anyone tried using the XEP 80 with BBS Express or is it
just not worth it.

2747. Re: Touch Tablet compatible games?

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-14 01:24:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0901131712080.32415@slate.spiritone.com>
Source record: 2586

---------- Forwarded message ----------
Date: Tue, 13 Jan 2009 12:34:05 -0500
From: phantomm_1 <phantomm@suddenlink.net>
Newsgroups: comp.sys.atari.8bit
Subject: Re: Touch Tablet compatible games?

"Michael Current" <michael@mcurrent.name> wrote in message
news:op.unhzf6n6gaat7c@mdc...
> On Tue, 06 Jan 2009 01:46:30 -0600, Bill Kendrick
> <bill@newbreedsoftware.com> wrote:
>

>
> Does anyone know off hand of the compatibility of the Chalkboard Powerpad
> or the Suncom Animation Station? Are they compatible with the KoalaPad,
> or the Atari Touch Tablet?
>
> --
> Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
> 8-bit Atari FAQ/Vendor Lists: http://www.faqs.org/faqs/atari-8-bit/
> St. Paul Atari Computer Enthusiasts: http://space.atari.org/

IIRC, the Animation Station would work with most if not all of the Koala Pad
software.
I don't remember trying it with others, but I just about bet it would work.

Also, If I'm not mistaken, the Animation Station has a small switch that
allows it to work on the Atari ST as well.

BS > Does it really work with the ST? Where is the switch at?

I'll have to pull it out of storage and check it out. The software is pretty
cool.

2748. Re: XEP 80

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-14 01:51:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0901131731091.32415@slate.spiritone.com>
Source record: 2587

On Tue, 13 Jan 2009, phantomm_1 wrote:

> Anyone know if the XEP 80 can be used with BBS software such as
> BBS Express for 80 column plain text input and output of messages and
> Text Menus?
>
> I have all the hardware/software to startup a BBS using BBS Express which
> I have some experience with.
> For starting out, I'd like to set it up for just a personal data base so
> that I can
> call and transfer text info and maybe some files.
>
> Was wondering if anyone tried using the XEP 80 with BBS Express or is it
> just not worth it.

BS > I'm planning on using BobTerm with the XEP 80! And with an RGB Monitor
BS > like the Commodore 1084 or Amiga Monitors.

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2749. Re: Touch Tablet compatible games?

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-14 16:34:52 UTC
From: Demivec <likeb4garbage@msn.com>
Message-ID: <gkl46p0u5f@news6.newsguy.com>
Source record: 2588

> >
> > So Googling around just now, I discovered a game that came out recently
> > (there was a "Christmas 2008" edition of the game) that apparently
> > supports
> > Touch Tablet as input. It's called "Click!", and I haven't tried it
> > yet.
> >
> > What other games support tablets? (Obviously, any game that supports
> > a paddle should work reasonably well, but I'm curious about games that
> > _specifically_ support the Touch Tablet.)
>
> There are two such lists in the FAQ:
>
> Subject: 8.7) What programs have a paddle(s) or Koala Pad mode?
>
> This section by Andreas Koch.
>
> - Arachnid (PD)
> - Arkanoid (Taito)
> - Asteraxis (PD)
> - Avalanche (Atari)
> - Balloon Game (B. Williams)
> - Birdman (a demonstration by AMC)
> - Break Wall.BAS (PD)
> - Burgers !
> - Cascade.BAS (PD)
> - Castle Crisis
> - Chicken (Synapse)
> - Chiseler (from Analog mag.)
> - Downhill.BAS (PD by M.Reid)
> - Etch (a painter program)
> - Frogfly.BAS (PD)
> - Hardware-Tester by F. Dingler
> - Horse20.BAS (PD)
> - Landing.BAS (PD)
> - Junkyard Racing (PD)
> - Landing.BAS (PD)
> - Livewire by T. Hunt (Analog mag.)
> - Livewire 2 (Analog mag.)
> - Midtrip.BAS (PD)
> - Nineball (ZiMag)
> - One on One (from Compute!)
> - Paratroop Attack by D. Plotkin
> - (all) Pinballs created with the P.C.S.

> - Planetary Defense (Analog!)
> - Pong (from Antic!)
> - Pong (from Analog!)
> - Pong 3 (PD)
> - Prison.BAS (PD)
> - Ratapede (PD, Millipede clone!)
> - Safecracker.BAS (PD)
> - Slime (Synapse)
> - Space Eggs (Sirius)
> - Super Ball (Compyshop mag.)
> - Super Ball 2 (Compyshop mag.)
> - Super Ball 3 (Compyshop mag.)
> - Super Ball 4 (Compyshop mag.)
> - Super Breakout (Atari)
> - Super Clown.BAS (PD)
> - Stretch (Gr. 15 pict. stretcher)
> - Superski (AMC, patch by Homesoft)
> - Tilter.BAS (PD)
> - Trailpad (from Antic or Analog)
> - Warlord
> - Wildwest.BAS (PD, Kaboom clone!)
>
> for Koala Pad only:
> - KoalaPainter
> - Koalpad.BAS
> - Ksketch.BAS
> - Koalask.BAS
> - Tablety.BAS
> - Edmac
> - Pixel Artist Deluxe (PAD) 1.3
>
>
> Subject: 8.9) What programs have a Touch tablet mode?
>
> This section by Andreas Koch.
>
> - AtariArtist (Atari)
> - The Brundles (KE-Soft)
> - Edmac (PD)
> - Hardware-Tester by F. Dingler
> - Hit the Mole by C. Strotmann
> - Multi-Mouse Management (PD) by Simon Trew
> - Musorqua (Analog computing)
> - Pixel Artist Deluxe 1.3 (PD)
> - Picture Enhancer (PD)
> - Tablety.BAS (PD)
> - TTCalib.BAS (PD)
> - UPN calculator (PD)
> - Word Search.BAS (PD)
>

>
> > Also, it seems Koala Pad has an upside-down Y-axis, compared to the
> > Touch
> > Tablet. (Was this simply because they were being devloped at around
> > the
> > same time? You'd think whichever came out second would have attempted
> > to
> > be compatible with the first. :^/)
>
> Yes, I only just recently learned this too. I need to figure out how to
>
> get this information across in the FAQ.
>
> Does anyone know off hand of the compatibility of the Chalkboard Powerpad
>
> or the Suncom Animation Station? Are they compatible with the KoalaPad,
>
> or the Atari Touch Tablet?

The drawing program "RAMbrandt" by Antic (1985) also allowed use of the
KoalaPad or Joystick along with input from the keyboard at the same time.

I am not sure if it would also function with the Atari Touch Tablet.

Demivec

2750. Re: XEP 80

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-15 05:39:30 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <496ecc19$0$5485$bbae4d71@news.suddenlink.net>
Source record: 2589

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:alpine.DEB.2.00.0901131731091.32415@slate.spiritone.com...
> On Tue, 13 Jan 2009, phantomm_1 wrote:
>
>
> BS > I'm planning on using BobTerm with the XEP 80! And with an RGB
> Monitor BS > like the Commodore 1084 or Amiga Monitors.
>
>
Good for you,

You should try BOT-Term too. Not as well known, but does the job and a
little more! 8-)

2751. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-15 08:57:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0901150055530.21684@slate.spiritone.com>
Source record: 2590
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2752. 20% OFF ALL NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-15 09:00:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0901150057340.21684@slate.spiritone.com>
Source record: 2591
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2753. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-15 09:02:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0901150100190.21684@slate.spiritone.com>
Source record: 2592
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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Be specific! Make the Subject: "Wantlist" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2754. My-IDE Advice

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-15 15:03:16 UTC
From: deadfiber <deadfiber@gmail.com>
Message-ID: <f411a10b-3123-43fa-99e7-3f44a2f49dc5@x16g2000prn.googlegroups.com>
Source record: 2593

Been thinking about getting the my-ide cart, Used blackbox for years.
Iam wanting to go Flash cards only, no more big hookups.
I have read the forums at steve's and not found the questions I was
looking for so hopefully some of you has the info iam looking for.
1 compact flash to IDE which one, ebay has a bunch over 700
2 Use the Pin 20 power or external power on the card and which is best
for the computer
3 Is the voltage 5vdc from pin 20 ?
4 Can you use two (2) CF's at the same time IE: master/slave ?

Thanks for any info,
Mike

2755. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-16 06:18:31 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1232086665@rtfm.mit.edu>
Source record: 2594
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: July 20, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"

http://atari.fandal.cz/ Games, Demos

http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2756. Re: My-IDE Advice

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-18 13:31:23 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <a9c17416-29c8-4def-9b44-45b2e82c7f8f@r36g2000prf.googlegroups.com>
Source record: 2595

Here is info that should be helpful to your questions about power:
http://www.atarimax.com/flashcart/forum/viewtopic.php?t=368
BTW, pin 20 cannot supply enough power for some devices -- results in erratic behavior or color changes on the screen. I normally use an external regulated +5VDC supply (or) +5VDC coming from the inside of the Atari.

As to type of CF adapter, I have yet to find the "perfect adapter". I don't like the ones that stick up 2-3" above the cart. Usually I end up with a 40 to 44 pin adapter, with a 44 pin to CF adapter plugged into that with a very short cable to connect the cart to the adapters, folding the cable so that the card is behind the cart.

The flash modules (like Transcend) are very nice, but have had "iffy" results with the MyIDE compatibility. If you buy the MyIDE cart + module from Atarimax, I presume that will guarantee compatibility assuming your Atari can supply the +5VDC (ask).

OTOH, have you considered using your BB with a compact flash card via a SCSI--IDE bridge (e.g. ACARD 7720U)? Of course, the BB is still pretty large, but this gets rid of drive/case, etc. And although the MYIDE is very nice, the BB is even nicer. I have used this combo for more than a year with good results.

BTW, have you considered the KMK-JZ IDE interface? Much smaller than a BB. Fastest interface available for the Atari, but (normally) only works with XE models. These are made in several variations by different Polish suppliers. I have this interface, and it is much more compatible with differing media than the MyIDE. I currently use it with a Transcend flash module, powered by two wires from the interface pcb. Be aware that for some of these modules, you must ASK for the cartridge jack to be included/attached (you lose your cart jack since it plugs into the XE ECI port).

Here is one source of the interface:
http://afs.atari.org/idea.htm

Read more about it here:
http://drac030.krap.pl/en-kmkjz-info.php

Good Luck!

2757. Re: My-IDE Advice

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-18 19:13:59 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9B9790CC1637Demuslor@69.16.185.252>
Source record: 2596

Despite all prevention efforts, Larry <LLppwhite@aol.com> wrote in
news:a9c17416-29c8-4def-9b44-45b2e82c7f8f@r36g2000prf.googlegroups.com:

>
> OTOH, have you considered using your BB with a compact flash card via
> a SCSI--IDE bridge (e.g. ACARD 7720U)? Of course, the BB is still
> pretty large, but this gets rid of drive/case, etc. And although the
> MYIDE is very nice, the BB is even nicer. I have used this combo for
> more than a year with good results.
>
> BTW, have you considered the KMK-JZ IDE interface? Much smaller than
> a BB. Fastest interface available for the Atari, but (normally) only
> works with XE models. These are made in several variations by
> different Polish suppliers. I have this interface, and it is much
> more compatible with differing media than the MyIDE. I currently use
> it with a Transcend flash module, powered by two wires from the
> interface pcb. Be aware that for some of these modules, you must ASK
> for the cartridge jack to be included/attached (you lose your cart
> jack since it plugs into the XE ECI port).
>

I would recommend either of these options as well. I use my BB with the
Acard SCSI->IDE->CompactFlash solution, and it works great. I also use the
KMK type adapter with IDE->CF too, and it works great as well.

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

2758. Re: Touch Tablet compatible games?

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-19 16:30:49 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.un0it4ragaat7c@mdc>
Source record: 2597

On Wed, 14 Jan 2009 10:34:52 -0600, Demivec <likeb4garbage@msn.com> wrote:

> The drawing program "RAMbrandt" by Antic (1985) also allowed use of the
> KoalaPad or Joystick along with input from the keyboard at the same time.

Thanks!

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

2759. Re: Touch Tablet compatible games?

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-19 16:38:38 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.un0i6otegaat7c@mdc>
Source record: 2598

On Tue, 13 Jan 2009 11:34:05 -0600, phantomm_1 <phantomm@suddenlink.net>
wrote:

> IIRC, the Animation Station would work with most if not all of the Koala
> Pad
> software.
> I don't remember trying it with others, but I just about bet it would
> work.
>
> Also, If I'm not mistaken, the Animation Station has a small switch that
> allows it to work on
> the Atari ST as well.
>
> I'll have to pull it out of storage and check it out. The software is
> pretty
> cool.

Any confirmation of the existence and function of a switch on the
Animation Station would be great.

If the switch allowed for "KoalaPad Mode" vs. "Atari Touch Tablet" mode
that would seem more plausible to me.

I'd really like to know what it does! Thanks.

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

2760. Re: Touch Tablet compatible games?

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-21 04:31:23 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4976a51e$0$20972$bbae4d71@news.suddenlink.net>
Source record: 2599

Hey Mike,

The Animation Station does have a small slide switch on the lower right
corner.
According to the manual....It's called a Emulator Switch and when in the up
position the drawing pad is compatible with Design Lab (Stock Software) and
other graphics software. (probably just about any IMO)
When down the Tablet can be used for a game paddle or joystick emulator.

For those who have never used the software, There is Printer Support, and
FONTS believe it or not. You are able to load different character sets.

There is a form of Cut and Paste with Shapes. Which can be loaded and
saved to disks. There were suppose to be 3 Shape disks that you could
order. The Shapes are like Clip Art.

It's permoted as a Video Titler in the manual too. And goes into detail
on how to setup a VCR and etc.

The software reminds me of early Atari ST paint/drawing programs.
Neat stuff.
No wonder I want to Draw instead of signing my name at the Pharmacy. 8-)

"Michael Current" <michael@mcurrent.name> wrote in message
news:op.un0i6otegaat7c@mdc...
> Any confirmation of the existence and function of a switch on the
> Animation Station would be great.
>
> If the switch allowed for "KoalaPad Mode" vs. "Atari Touch Tablet" mode
> that would seem more plausible to me.
>
> I'd really like to know what it does! Thanks.
>
> --
> Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
> 8-bit Atari FAQ/Vendor Lists: http://www.faqs.org/faqs/atari-8-bit/
> St. Paul Atari Computer Enthusiasts: http://space.atari.org/

2761. Anyone near southern oregon (medford) Using Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-21 14:46:37 UTC
From: Greg.Goodwin@familynet-international.net
Message-ID: <f6d1f6.3542ba@familynet-international.net>
Source record: 2600

> From: deadfiber <deadfiber@gmail.com>

>I have 2 local friends, and 1 other person in the area, anyone else Still usin
> There 8bit system ?

Hey you have a modern day Atari user group! :) Congratulations.

I used to have an Atari user like 15 minutes away, and that was cool. These
days our Atari community is vast, but rather than being in one city, we span
the most remote parts of the globe.

Doc Clu

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

2762. Re: Touch Tablet compatible games?

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-21 14:46:38 UTC
From: Greg.Goodwin@familynet-international.net
Message-ID: <e6d1f7.354364@familynet-international.net>
Source record: 2601

Hey Phantomm, how is your quest to get BBS software working with the XEP80?
Well if you get the BBS running I'll make sure to call it.

As for everyone else here, good to see everyone! I'll try to hit this
newsgroup more this year. I kinda forgot about it, but then in a chat I
remembered this is how I started in Atari fandom, and it has generally been a
fun no hastle place.

So hellos to all!

Doc Clu

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

2763. Re: Touch Tablet compatible games?

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-21 16:47:39 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2009.01.21.16.47.39.513969@suddenlink.net>
Source record: 2602

On Wed, 21 Jan 2009 14:46:38 +0000, Greg.Goodwin wrote:

> As for everyone else here, good to see everyone! I'll try to hit this
> newsgroup more this year. I kinda forgot about it, but then in a chat I
> remembered this is how I started in Atari fandom, and it has generally been a
> fun no hastle place.
>
> So hellos to all!
>
> Doc Clu

Nice to see you back here Doc - been gone far too long :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

2764. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-22 10:40:28 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0901220238470.10948@slate.spiritone.com>
Source record: 2603
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! I can also sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2765. 20% OFF ALL NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-22 10:42:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0901220240360.10948@slate.spiritone.com>
Source record: 2604
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2766. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-22 10:44:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0901220242410.10948@slate.spiritone.com>
Source record: 2605
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
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Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2767. Re: Touch Tablet compatible games?

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-23 02:50:08 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.un6vibk4gaat7c@mdc>
Source record: 2606

On Tue, 20 Jan 2009 22:31:23 -0600, phantomm_1 <phantomm@suddenlink.net>
wrote:

> The Animation Station does have a small slide switch on the lower right
> corner.
> According to the manual....It's called a Emulator Switch and when in the
> up
> position the drawing pad is compatible with Design Lab (Stock Software)
> and
> other graphics software. (probably just about any IMO)
> When down the Tablet can be used for a game paddle or joystick emulator.

Thanks, though I'm afraid I'm still curious about that switch..

I just found an online review from Sept. 7, 1986 by Art Canfil (posted by
me to the Cleveland Free-Net Atari SIG in 1992 - that was only 17 years
ago!) where Art said:

The AS pad also has a tiny switch at
the lower-right corner, which is
supposed to allow the pad to emulate
"paddle, keyboard, mouse or joystick
control" (according to the slickly-
printed box's claim). This comes
perilously close to being a damned lie:
the few games using paddles might be
played with the AS pad, I suppose,
though rather awkwardly. But special
software would have to be written for
the AS pad to function as "keyboard"
(huh?) or as a "joystick"! Certainly
the pad does <not> substitute for a
joystick in the existing programs I
tried. (As for it emulating a mouse, I
won't comment, having never had reason
to use a mouse with an 8-bit Atari.)
...
Flipping
the "emulator" switch back or forth
seems to have no effect. (As far as my
experiments have been able to
determine, the emulator switch does
nothing at all!)

Given that both the KoalaPad/Animation Station and the Atari Touch Tablet
are read by the computer as PADDLE values, my guess is that the switch

doesn't actually do anything when used with the Atari. Maybe it has an
effect when the AS is used with the Apple II or the C64?

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

2768. Crap, another musical controller idea :)

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-24 23:03:19 UTC
From: bill@newbreedsoftware.com
Message-ID: <497b9e37$0$1606$742ec2ed@news.sonic.net>
Source record: 2607

I recently watched the movie "Scratch", about DJ'ing and turntablism.

And now I imagine a controller input similar to a pair of Indy 500 Driving
Controllers (rotary, so they can spin around and around, like a turn table).
Possibly motor driven, but allowing the user to turn them back and forth
manually, the way DJs scratch.

One POT (paddle) input could be used for the fader between the two tables.

Now, if one were super clever, and could convince the Atari to do it,
each rotary input would be tied to a digitized music sample.
The direction and speed the input devices spun would control the direction
and speed of its sample playbacks. The analog input would fade between.

If not samples, you could at least alter the playback speed and direction,
and tweak the pitch, of sounds coming out of the standard Atari voices.
That'd be a lot less CPU-intensive, since you wouldn't be mixing two
channels, or altering speeds/pitches. Though that HAS been done.
(Remember the Amiga MOD music player app on the Atari, from over a
decade ago?)

With a machine-language-driven rotary input reader (since BASIC is way too
slow to properly read Trakballs, mice or Indy 500 controllers), the latter
could be done in BASIC pretty trivially.

Load a pair of 'samples' (songs) into some memory banks (big DIM'd strings?)
and use the rotaty inputs to control how a pair of pointers/indexes into
them move around. Also use that to tweak the pitch as each note is being
played.

Then just use the POT input to control the volume of each voice.
If the slider is at the half-way point, each voice has a volume of about 8.
If it's on the far left, once voice gets 15, the other gets 0 (silence).

I could ALMOST see a game mechanic for this. I remember trying (and utterly
failing) to play some turntable-based game from ... Konami? ... in the arcade
at the Santa Cruz Beach Boardwalk a few years ago. Ah... Google tells me
it was "Beatmania", and it also included a mini keyboard:

http://en.wikipedia.org/wiki/Beatmania

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2769. Atari Error 144

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-25 03:25:11 UTC
From: jim <jehall@care2.com>
Message-ID: <43e12806-48b9-4a0f-887f-e5f6d932b461@d36g2000prf.googlegroups.com>
Source record: 2608

Hello:

Does anyone know why the atari has a error 144? I seem to get them
when I format some disks and not others. I have been doing this for
years, but I get this error with some disks, ever so old ones but not
others. Is the disk dead after that?
JIM

2770. atari softward

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-25 03:27:42 UTC
From: jim <jehall@care2.com>
Message-ID: <154f62ec-1c51-4dec-aa38-8f2bfc75c8e6@p2g2000prf.googlegroups.com>
Source record: 2609

Hello:

Just how many atari software titles are out there? I seem to have
software that no one else has, and I have some of the ones everyone
else have as well. I have been trying to catalog my collection and
have box's and box's of the stuff.

JIM

2771. Re: Atari Error 144

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-25 04:33:56 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <VYRel.149016$H12.29438@newsfe12.iad>
Source record: 2610

"jim" <jehall@care2.com> wrote in message
news:43e12806-48b9-4a0f-887f-e5f6d932b461@d36g2000prf.googlegroups.com...
> Hello:
>
> Does anyone know why the atari has a error 144? I seem to get them
> when I format some disks and not others. I have been doing this for
> years, but I get this error with some disks, ever so old ones but not
> others. Is the disk dead after that?
> JIM

http://www.page6.org/archive/issue_22/page_10.htm

error 144..

2772. Re: Atari Error 144

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-25 05:45:43 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <ttKdnWPz5tsXYebUnZ2dnUVZ_h2WnZ2d@posted.pioneerinternet2>
Source record: 2611

144 is an 'unable to complete operation requested' error; usually
a read or write to the disk. It can be as simple as a write protected
floppy or a bad sector or even a symptom of drive speed variations.
Some references also suggest scrambled directories, though I do not
think I have encountered that as the culprit. Old disks could suffer
from deterioration of the oxide media.

If it happens during format, it could be bad sectors and yes, it will be
dead unless you are a guru with a disk editor and the problem sector(s)
are not 1, 2, 3 or 360-368. Are these previously formatted disks? Are
you able to try the disk in a separate drive?
-Jess

"jim" <jehall@care2.com> wrote in message
news:43e12806-48b9-4a0f-887f-e5f6d932b461@d36g2000prf.googlegroups.com...
> Hello:
>
> Does anyone know why the atari has a error 144? I seem to get them
> when I format some disks and not others. I have been doing this for
> years, but I get this error with some disks, ever so old ones but not
> others. Is the disk dead after that?
> JIM
>

2773. Re: Atari Error 144

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-25 15:23:26 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.uobjptrwgaat7c@mdc>
Source record: 2612

On Sat, 24 Jan 2009 21:25:11 -0600, jim <jehall@care2.com> wrote:

> Does anyone know why the atari has a error 144? I seem to get them
> when I format some disks and not others. I have been doing this for
> years, but I get this error with some disks, ever so old ones but not
> others. Is the disk dead after that?

What DOS?

That is a bit odd, because when the drive finds bad sectors at format time
you're supposed to get Error 173.

Could you be trying to format "high density" 1.44MB disks? You want to
stick to single or double density disks with the Atari drives.
--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

2774. Re: Touch Tablet compatible games?

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-25 15:26:17 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.uobjt31mgaat7c@mdc>
Source record: 2613

On Thu, 22 Jan 2009 20:50:08 -0600, Michael Current
<michael@mcurrent.name> wrote:

> On Tue, 20 Jan 2009 22:31:23 -0600, phantomm_1 <phantomm@suddenlink.net>
> wrote:
>
>> The Animation Station does have a small slide switch on the lower right
>> corner.
>> According to the manual....It's called a Emulator Switch and when in
>> the up
>> position the drawing pad is compatible with Design Lab (Stock Software)
>> and
>> other graphics software. (probably just about any IMO)
>> When down the Tablet can be used for a game paddle or joystick emulator.
>
> Thanks, though I'm afraid I'm still curious about that switch..

I'd still love to hear what effect you find that the switch actually has!

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

2775. Re: atari softward

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-25 15:30:14 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.uobj0oo6gaat7c@mdc>
Source record: 2614

On Sat, 24 Jan 2009 21:27:42 -0600, jim <jehall@care2.com> wrote:

> Just how many atari software titles are out there? I seem to have
> software that no one else has, and I have some of the ones everyone
> else have as well. I have been trying to catalog my collection and
> have box's and box's of the stuff.

I'm not sure what the going estimate is on the total # of software
releases.

But if you have titles that AtariMania doesn't have, they'd love to hear
from you!

http://www.atarimania.com

They aim to document and archive every title ever released.
--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

2776. Re: Atari Error 144

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-25 18:14:48 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <n_1fl.19407$ZP4.10914@nlpi067.nbdc.sbc.com>
Source record: 2615

"Michael Current" <> wrote in message news:> On Sat, 24 Jan 2009
21:25:11 -0600, jim <> wrote:
>
>> Does anyone know why the atari has a error 144? I seem to get them
>> when I format some disks and not others. I have been doing this for
>> years, but I get this error with some disks, ever so old ones but not
>> others. Is the disk dead after that?
>
> What DOS?
>
> That is a bit odd, because when the drive finds bad sectors at format time
> you're supposed to get Error 173.
>
> Could you be trying to format "high density" 1.44MB disks? You want to
> stick to single or double density disks with the Atari drives.
> --
> Michael Current

? error 173? My references only go to 171 (point invalid). What DOS has
173, not Atari DOS or
SpartaDOS.
Error 144 is a common error, it means that the
sector couldn't be read, or written in the case
of a format. It occurs often in copy protected
disks if you try to copy one. Error 144 is common
in commercial copy protected disks, as the error
is on purpose and is expected for a complete load.
error 144 on a format means that a sector couldn't
be formatted is bad. It can also occur if the floppy
drive has problems, maybe a cleaning of the head
with Q-tip and 90% isopropyl alcohol would help.
I had two Indus drives that couldn't read/write above
about sector 700, and would get the error. It ususally
sounds like a 'TONK', other read errors can be a
'PFFFTTT'.

2777. Re: atari softward

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-25 19:34:19 UTC
From: jim <jehall@care2.com>
Message-ID: <5414a8fa-8d7a-4aed-8796-010f5e67c41a@r37g2000prr.googlegroups.com>
Source record: 2616

On Jan 25, 10:30 am, "Michael Current" <mich...@mcurrent.name> wrote:
> On Sat, 24 Jan 2009 21:27:42 -0600, jim <jeh...@care2.com> wrote:
> > Just how many atari software titles are out there? I seem to have
> > software that no one else has, and I have some of the ones everyone
> > else have as well. I have been trying to catalog my collection and
> > have box's and box's of the stuff.
>
> I'm not sure what the going estimate is on the total # of software
> releases.
>
> But if you have titles that AtariMania doesn't have, they'd love to hear
> from you!
>
> http://www.atarimania.com
>
> They aim to document and archive every title ever released.
> --
> Michael Current ~ mich...@mcurrent.name ~ http://mcurrent.name/
> 8-bit Atari FAQ/Vendor Lists:http://www.faqs.org/faqs/atari-8-bit/
> St. Paul Atari Computer Enthusiasts:http://space.atari.org/

Hello:

Once more I have titles of atari software I have never seen on atari
sites, I will have to see if they can take a
excel spreadsheet of what I have and see what they think.
Thanks
8-bit forever
JIM

2778. Re: Atari Error 144

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-25 19:41:26 UTC
From: jim <jehall@care2.com>
Message-ID: <9babd188-a4f0-41c4-bac6-7d56e3b43444@z28g2000prd.googlegroups.com>
Source record: 2617

On Jan 25, 1:14 pm, "Russg" <russg...@MUNGEsbcglobal.net> wrote:
> "Michael Current" <> wrote in message news:> On Sat, 24 Jan 2009
>
> 21:25:11 -0600, jim <> wrote:
>
>
>
> >> Does anyone know why the atari has a error 144? I seem to get them
> >> when I format some disks and not others. I have been doing this for
> >> years, but I get this error with some disks, ever so old ones but not
> >> others. Is the disk dead after that?
>
> > What DOS?
>
> > That is a bit odd, because when the drive finds bad sectors at format time
> > you're supposed to get Error 173.
>
> > Could you be trying to format "high density" 1.44MB disks? You want to
> > stick to single or double density disks with the Atari drives.
> > --
> > Michael Current
>
> ? error 173? My references only go to 171 (point invalid). What DOS has
> 173, not Atari DOS or
> SpartaDOS.
> Error 144 is a common error, it means that the
> sector couldn't be read, or written in the case
> of a format. It occurs often in copy protected
> disks if you try to copy one. Error 144 is common
> in commercial copy protected disks, as the error
> is on purpose and is expected for a complete load.
> error 144 on a format means that a sector couldn't
> be formatted is bad. It can also occur if the floppy
> drive has problems, maybe a cleaning of the head
> with Q-tip and 90% isopropyl alcohol would help.
> I had two Indus drives that couldn't read/write above
> about sector 700, and would get the error. It ususally
> sounds like a 'TONK', other read errors can be a
> 'PFFFTTT'.

hello:

I am going to wear this one to death, seeing I am getting back to
atari's and my black box as well. I am re-doing some disks seeing I am
leary of how long the media will last. I have to save to the hard

drive and then hopefully I can get it off. I have plenty of space and
plenty of time to try.
JIM

2779. Re: Atari Error 144

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-25 19:42:23 UTC
From: jim <jehall@care2.com>
Message-ID: <40125e22-3ca5-47d6-841b-279e0f3d9ac6@t39g2000prh.googlegroups.com>
Source record: 2618

On Jan 25, 12:45 am, "RetroJess" <rjhamil...@pldi.net> wrote:
> # 144 is an 'unable to complete operation requested' error; usually
> a read or write to the disk. It can be as simple as a write protected
> floppy or a bad sector or even a symptom of drive speed variations.
> Some references also suggest scrambled directories, though I do not
> think I have encountered that as the culprit. Old disks could suffer
> from deterioration of the oxide media.
>
> If it happens during format, it could be bad sectors and yes, it will be
> dead unless you are a guru with a disk editor and the problem sector(s)
> are not 1, 2, 3 or 360-368. Are these previously formatted disks? Are
> you able to try the disk in a separate drive?
> -Jess
>
> "jim" <jeh...@care2.com> wrote in message
>
> news:43e12806-48b9-4a0f-887f-e5f6d932b461@d36g2000prf.googlegroups.com...
>
>
>
> > Hello:
>
> > Does anyone know why the atari has a error 144? I seem to get them
> > when I format some disks and not others. I have been doing this for
> > years, but I get this error with some disks, ever so old ones but not
> > others. Is the disk dead after that?
> > JIM- Hide quoted text -
>
> - Show quoted text -

Hello:

I have some disks that format and some do not, on a standard 1050 as
well as a Indus GT drive that formats the disks till they format threw
at least once. I check them and they come out fine. Bonus Disks are
one and I will have to reply later on others. I know the difference of
HD-disks and the regular ones, at one time I could even format the
other side without any problems. but now I can not.
jmore later,
JIM

2780. Re: Crap, another musical controller idea :)

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-26 16:23:07 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9B9F73D42BF88emuslor@69.16.185.252>
Source record: 2619

Despite all prevention efforts, bill@newbreedsoftware.com (Bill
Kendrick) wrote in news:497b9e37$0$1606$742ec2ed@news.sonic.net:

> And now I imagine a controller input similar to a pair of Indy 500
> Driving Controllers (rotary, so they can spin around and around, like
> a turn table). Possibly motor driven, but allowing the user to turn
> them back and forth manually, the way DJs scratch.

Ah - new meaning for "kickin' it old school style"..

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

2781. Re: atari softward

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-26 21:58:45 UTC
From: bill@newbreedsoftware.com
Message-ID: <497e3215$0$1662$742ec2ed@news.sonic.net>
Source record: 2620

jim <jehall@care2.com> wrote:
> Once more I have titles of atari software I have never seen on atari
> sites, I will have to see if they can take a
> excel spreadsheet of what I have and see what they think.

Cool! Good luck!

I've still got old disks with crappy unfinished BASIC games I need to
finish backing up. Yknow, for posterity. Almost none of it is worth
redistributing.

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2782. Re: Touch Tablet compatible games?

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-26 22:01:50 UTC
From: bill@newbreedsoftware.com
Message-ID: <497e32ce$0$1662$742ec2ed@news.sonic.net>
Source record: 2621

Michael Current <michael@mcurrent.name> wrote:
> I'd still love to hear what effect you find that the switch actually has!

Yeah, time for:

```
10 PRINT STICK(0);" ";STRIG(0);" ";PADDLE(0);" ";PADDLE(1)
20 GOTO 10
```

:)

BTW, I recently discovered how Atari Pro Controllers (for the 7800) do
two buttons in some games, but still one button in others. Looks like
the Atari Touch Tablet does something similar for its three buttons
(two on the tablet, one on the stylus). If you just read for a trigger,
all three work. But you can check some other values (stick direction bits?)
to tell which of the three is being used. Clever. :)

> --
> Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
> 8-bit Atari FAQ/Vendor Lists: http://www.faqs.org/faqs/atari-8-bit/
> St. Paul Atari Computer Enthusiasts: http://space.atari.org/

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2783. Re: atari softward

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-27 03:15:23 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <PYufl.831$Lr6.826@flpi143.ffdc.sbc.com>
Source record: 2622

"jim" <> wrote in message news:
> > Just how many atari software titles are out there? I seem to have
> > software that no one else has, and I have some of the ones everyone
> > else have as well. I have been trying to catalog my collection and
> > have box's and box's of the stuff.
>
> I'm not sure what the going estimate is on the total # of software
> releases.
>
> But if you have titles that AtariMania doesn't have, they'd love to hear
> from you!
>
> http://www.atarimania.com
>
> They aim to document and archive every title ever released.
> --
> Michael Current ~ mich...@mcurrent.name ~ http://mcurrent.name/
> 8-bit Atari FAQ/Vendor Lists:http://www.faqs.org/faqs/atari-8-bit/
> St. Paul Atari Computer Enthusiasts:http://space.atari.org/

>Hello:

>Once more I have titles of atari software I have never >seen on atari
>sites, I will have to see if they can take a
>excel spreadsheet of what I have and see what they >think.
>Thanks
>8-bit forever
Before you catalog on a spreadsheet, what are some
of the ones you have like? Are they commercial
bootdisks, with a custom label? Are they load files
on a menu disk? Are they BASIC, OBJ, COM?
What are some of the names? Have you played any
and liked them? With good graphics, playability?
Come with documentation? Maybe we can save
you some time.

2784. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-27 06:13:11 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1233036744@rtfm.mit.edu>
Source record: 2623
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: July 20, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"

http://atari.fandal.cz/ Games, Demos

http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2785. age of my collection

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-28 00:10:48 UTC
From: jim <jehall@care2.com>
Message-ID: <6cbf1bf7-b18a-4608-a1ab-c9506f01be06@q30g2000prq.googlegroups.com>
Source record: 2624

Hello:

Is there a age of a floppy disk ? Is there a failure issue after say
so many years or so many writes or reads? Why I ask is that I have
many disks that are ancient, and I am wondering if I should transfer
them to another disk that was formatted earlier? I have been
diskcom'ing some for that issue, so I have my favorite games and
utilities.
JIM

2786. Re: age of my collection

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-28 03:01:23 UTC
From: bill@newbreedsoftware.com
Message-ID: <497fca83$0$1669$742ec2ed@news.sonic.net>
Source record: 2625

jim <jehall@care2.com> wrote:
> Is there a age of a floppy disk ? Is there a failure issue after say
> so many years or so many writes or reads? Why I ask is that I have
> many disks that are ancient, and I am wondering if I should transfer
> them to another disk that was formatted earlier? I have been
> diskcom'ing some for that issue, so I have my favorite games and
> utilities.

I've gone virtual. I still need to finish backing up my old floppies
(which means finding space and time to set up my 1050 drive and go through
the process), but these days I boot my Atari off of an SIO2SD full of ATR
disk images.

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2787. Re: age of my collection

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-28 03:05:04 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <KXPfl.19009$Ws1.16233@nlpi064.nbdc.sbc.com>
Source record: 2626

"jim" <> wrote in message news:
> Hello:
> Is there a age of a floppy disk ? Is there a failure issue after say
> so many years or so many writes or reads? Why I ask is that I have
> many disks that are ancient, and I am wondering if I should transfer
> them to another disk that was formatted earlier? I have been
> diskcom'ing some for that issue, so I have my favorite games and
> utilities.
> JIM

I would suggest not trying to transfer your disks over
to new ones, but rather transfer your disks to a PC
(or Mac). Use an APE or SIO2PC device for this.
You can diskcomm the disks, but that may fail if
there are error sectors encountered. Alternatively,
you could SUPERARC the files on the disk to
an ARC file, and transfer that to the PC. If there
are error sectors when ARCing, you would be able
to recover all the other files than the ones with
error sectors.

2788. XEGS Rom

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-28 03:52:10 UTC
From: "Latchguy@gmail.com" <Latchguy@gmail.com>
Message-ID: <89287a95-890c-4c69-b604-f4ded5a6945f@n33g2000pri.googlegroups.com>
Source record: 2627

Hi All,

Looking for a nickels worth of free advice here...my first Rom in the Mem test on my XEGS is Red and the unit no longer boots past the mem test screen. Anyone know of the part no. and how difficult a fix this is?

Thanks,

Brett

2789. Re: XEGS Rom

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-28 04:13:04 UTC
From: Mark Bedingfield <atari030@nomorespamplease.optusnet.com.au>
Message-ID: <kXQfl.15142$cu.7377@news-server.bigpond.net.au>
Source record: 2628

Latchguy@gmail.com wrote:
> Hi All,
>
> Looking for a nickels worth of free advice here...my first Rom in the
> Mem test on my XEGS is Red and the unit no longer boots past the mem
> test screen. Anyone know of the part no. and how difficult a fix this
> is?
>
> Thanks,
>
> Brett

A quick google results in possible RAM, ROM or Pokey failure. In my own experience I'd be checking the RAM. Also what can happen is either dry joints on the PCB or oxidisation in the socketed chips. Tho the XEGS is entirely surface mount from memory, so it will most likely not be a socket problem. Open it up and check anyway, its easy to do if there are any socketed chips. Just push them down a bit harder.

ROM MAY be socketed.

Mark

2790. Re: XEGS Rom

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-28 12:01:09 UTC
From: "Latchguy@gmail.com" <Latchguy@gmail.com>
Message-ID: <f55f9967-4d83-43bb-a915-f868c94c81cf@e24g2000vbe.googlegroups.com>
Source record: 2629

On Jan 27, 11:13 pm, Mark Bedingfield
<atari...@nomorespamplease.optusnet.com.au> wrote:
> Latch...@gmail.com wrote:
> > Hi All,
>
> > Looking for a nickels worth of free advice here...my first Rom in the
> > Mem test on my XEGS is Red and the unit no longer boots past the mem
> > test screen. Anyone know of the part no. and how difficult a fix this
> > is?
>
> > Thanks,
>
> > Brett
>
> A quick google results in possible RAM, ROM or Pokey failure. In my own
> experience I'd be checking the RAM. Also what can happen is either dry
> joints on the PCB or oxidisation in the socketed chips. Tho the XEGS is
> entirely surface mount from memory, so it will most likely not be a
> socket problem. Open it up and check anyway, its easy to do if there are
> any socketed chips. Just push them down a bit harder.
>
> ROM MAY be socketed.
>
> Mark

Thanks for the tips...had a look and its definitely not socketed. I
guess it might be easier to just acquire another XEGS, but I'd still
like to identify and try to fix this one, if just for the learning. I
did do a quick google search, but nothing really tells me which chip
represents the bad ROM. Does anyone know of a resource that will?

2791. Re: XEGS Rom

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-28 16:36:12 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.uog62300gaat7c@mdc>
Source record: 2630

On Wed, 28 Jan 2009 06:01:09 -0600, Latchguy@gmail.com
<Latchguy@gmail.com> wrote:

> Thanks for the tips...had a look and its definitely not socketed. I
> guess it might be easier to just acquire another XEGS, but I'd still
> like to identify and try to fix this one, if just for the learning. I
> did do a quick google search, but nothing really tells me which chip
> represents the bad ROM. Does anyone know of a resource that will?

The single ROM chip should be Atari # C101687. Located next to the
cartridge slot, about in the middle of the board.

The two RAM chips are at the front left corner of the board.

This article might be handy for the illustration of the inside of the XEGS:
http://www.atarimagazines.com/v7n4/firstlook.html

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

2792. Re: age of my collection

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-28 16:49:09 UTC
From: jim <jehall@care2.com>
Message-ID: <89b50ec4-45bd-4b18-9b09-ec65171927f9@w1g2000prk.googlegroups.com>
Source record: 2631

On Jan 27, 10:05 pm, "Russg" <russg...@MUNGEsbcglobal.net> wrote:
> "jim" <> wrote in message news:
> > Hello:
> > Is there a age of a floppy disk ? Is there a failure issue after say
> > so many years or so many writes or reads? Why I ask is that I have
> > many disks that are ancient, and I am wondering if I should transfer
> > them to another disk that was formatted earlier? I have been
> > diskcom'ing some for that issue, so I have my favorite games and
> > utilities.
> > JIM
>
> I would suggest not trying to transfer your disks over
> to new ones, but rather transfer your disks to a PC
> (or Mac). Use an APE or SIO2PC device for this.
> You can diskcomm the disks, but that may fail if
> there are error sectors encountered. Alternatively,
> you could SUPERARC the files on the disk to
> an ARC file, and transfer that to the PC. If there
> are error sectors when ARCing, you would be able
> to recover all the other files than the ones with
> error sectors.

Hello:

I need to know if the APE goes both ways, I mean to have traffic both ways, I am not looking for a simple fix, but to give life to my old atari files as well as keep what I have. Now the million dollar question, how much for the APE infterface? Where to get one? and if there are others using it?
JIM

2793. Re: age of my collection

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-28 17:01:35 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <Mp-dnW3g95bhEh3UnZ2dnUVZ_tTinZ2d@earthlink.com>
Source record: 2632

"jim" <jehall@care2.com> wrote in message
news:6cbf1bf7-b18a-4608-a1ab-c9506f01be06@q30g2000prq.googlegroups.com...
> Hello:
>
> Is there a age of a floppy disk ? Is there a failure issue after say
> so many years or so many writes or reads?

I've had the magnetic coating go south. I didn't really store them safely
and on more then a few the coating would just wipe off.

Rick

2794. Re: age of my collection

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-28 17:02:08 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <glq32r$mk3$1@news.motzarella.org>
Source record: 2633

jim wrote:

>
> Hello:
>
> I need to know if the APE goes both ways, I mean to have traffic both
> ways, I am not looking for a simple fix, but to give life to my old
> atari files as well as keep what I have. Now the million dollar
> question, how much for the APE infterface? Where to get one? and if
> there are others using it?
> JIM
>

Yes, APE (Atari Peripheral Emulator) goes both ways. It makes whatever is hooked up to it look like a disk drive to your Atari. If you make the old serial version, it can be done with < $10 in parts from Radio Shack, if I remember correctly (it's probably been a decade since I built and used mine). There are more modern versions that are more expensive and will read from devices such as an SD card.

Take a look here:
http://www.atarimax.com/

- Trevor

2795. Re: Atari Error 144

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-28 17:05:01 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.uog8enh2gaat7c@mdc>
Source record: 2634

On Sun, 25 Jan 2009 12:14:48 -0600, Russg <russgilb@mungesbcglobal.net>
wrote:

> ? error 173? My references only go to 171 (point invalid). What DOS
> has
> 173, not Atari DOS or
> SpartaDOS.

The DOS 2.0S and DOS 2.5 manuals I have go up to 173.

Atari DOS II Reference Manual CO16347 REV.1 (1981), page 80, and
Atari DOS 2.5: XF551 Owner's Manual C033537-0B1 (1988, c1987) page 99 both
have:

ERROR NO. ERROR NAME CAUSE AND RECOVERY

172 Illegal Append You have tried to open a DOS I file for append
using DOS II. DOS II cannot append to DOS I
files. COPY the DOS I file to a DOS II diskette
using DOS II.

173 Bad Sectors at The disk drive has found bad sectors while
Format Time formatting a diskette. Use another diskette, as
you cannot format a diskette with bad sectors.
If
this error occurs with more than one diskette,
your disk drive may need repair.

(For Error 172, the DOS 2.5 manual replaces "DOS I" with "DOS 1", and
replaces "DOS II" with "DOS 2.5".)

Back on topic, a recurring Error 144 could mean the drive's rotation speed
is off. That isn't mentioned in the DOS 2.0S manual, but the DOS 2.5
manual adds, regarding the Error 144 Device Done Error: "This error is
also caused by trying to read an enhanced density diskette in an 810 drive
or by variations in drive motor speed. If you suspect motor speed, have
your drive checked."

So that's an idea.
--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

2796. Re: age of my collection

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-28 19:17:35 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <7g2gl.9716$pr6.1727@flpi149.ffdc.sbc.com>
Source record: 2635

"jim" <> wrote in message news:On Jan 27, 10:05 pm, "Russg" <> wrote:
> "jim" <> wrote in message news:
> > Hello:
> > Is there a age of a floppy disk ? Is there a failure issue after say
> > so many years or so many writes or reads? Why I ask is that I have
> > many disks that are ancient, and I am wondering if I should transfer
> > them to another disk that was formatted earlier? I have been
> > diskcom'ing some for that issue, so I have my favorite games and
> > utilities.
> > JIM
>
> I would suggest not trying to transfer your disks over
> to new ones, but rather transfer your disks to a PC
> (or Mac). Use an APE or SIO2PC device for this.
> You can diskcomm the disks, but that may fail if
> there are error sectors encountered. Alternatively,
> you could SUPERARC the files on the disk to
> an ARC file, and transfer that to the PC. If there
> are error sectors when ARCing, you would be able
> to recover all the other files than the ones with
> error sectors.

" quote
Hello:

I need to know if the APE goes both ways, I mean to have traffic both
ways, I am not looking for a simple fix, but to give life to my old
atari files as well as keep what I have. Now the million dollar
question, how much for the APE infterface? Where to get one? and if
there are others using it?
JIM
" end quote

An APE interface is widely used. So is the SIO2PC
homemade interface. It uses a single chip, and a diode,
it works pretty good. The APE software comes in
DOS and Windows versions. I don't remember how
much it sells for. You can get it free, but I think it
doesn't work PC to Atari, just the other direction for
the free ones. You can check ebaY for the APE interface, it comes in serial
and USB versions, about
$50 if I recall. The APE/PRO interface is nice,
you can get it at www.atarimax.com. There are
a number of interfaces to hook a IDE hard drive
to the Atari, but that isn't getting your collection

over to the PC, myIDE is also available at atarimax.
Seems like the chip for the homemade interface,
a serial port one, is a 1682C, Rick will correct me.

2797. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-29 08:31:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0901290028430.15064@slate.spiritone.com>
Source record: 2636
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! I can also sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2798. 20% OFF ALL NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-29 08:33:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0901290031110.15064@slate.spiritone.com>
Source record: 2637
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2799. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-29 08:34:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0901290033160.15064@slate.spiritone.com>
Source record: 2638
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "Wantlist" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2800. Re: age of my collection

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-29 22:58:44 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <zL2dnZ4Vjr0kqR_UnZ2dnUVZ_gKdnZ2d@earthlink.com>
Source record: 2639

```
"Russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:7g2gl.9716$pr6.1727@flpi149.ffdc.sbc.com...
>
> "jim" <> wrote in message news:On Jan 27, 10:05 pm, "Russg" <> wrote:
>> "jim" <> wrote in message news:
>> > Hello:
<snip>
> Seems like the chip for the homemade interface,
> a serial port one, is a 1682C, Rick will correct me.
>

The most popular chips were 14C89, 1489, 75189, 75C189. All functionally the
same chip in CMOS or silicon. IMHO the CMOS versions are probably the way to
go. I did plug a standard 1489 into the APE/1050 interface and it worked
fine but the voltage levels were much lower with the added drain.

Rick
```

2801. Atari 8Bit Tower

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-30 00:29:02 UTC
From: "Latchguy@gmail.com" <Latchguy@gmail.com>
Message-ID: <d511b37b-0dc1-4307-9820-cbddfe44c036@k19g2000yqg.googlegroups.com>
Source record: 2640

After realizing that my XEGS rom needs replacing, I've decided to cannibalize the unit and build an Atari 8Bit Tower out of it. I've done some initial research and thinking and I thought it'd be fun to gather this groups input before I actually started....Once I get going I'll post a blogger URL so I can upload photos and take comments and everyone can see how it's going.

As far as what I'm thinking so far...I'd like as much compatability with stock 8 bits as possible, but I'm willing to install some performance upgrades as long as they don't alter that too much. I think I'd like to build a tower with a Hard Drive, a CD ROM, at least one 5 1/4 drive, detached keyboard, the cartridge port should remain accessible as should the joystick ports, I'd like to run the whole thing off the tower's power supply. It should be a fun tower too, with see thru side and maybe some flourescent lighting.... I have a Samsung 15 Inch LCD already for the display that will take S-Video input. I'd like to run Spartados X most of the time....

Here are my first thoughts....Use the XEGS because of the detachable keyboard, some rewiring will have to be done to move the cartridge port, and the console system buttons. They keyboard also needs a longer extension and I've been scouring the net looking for Atari 5200 Joystick exstention cables...but no luck yet. I'm thinking of the AtariFlash, MyIDE internal interface for the Hard Drive, but I've absolutely zero experience with this product and I do not know how well it works with Doses and other things in the SIO chain...so this is where I'm looking for feedback first....

Also out of curiosity, anybody tried this before? (I've found one small posting on Atariage, but it was far from complete).

2802. Kuulostaako jotenkin tutulta?

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-30 12:55:04 UTC
From: Pekka Kruger <pekka.kruger@gleich.com>
Message-ID: <489c6a2c$0$25387$9b536df3@79.214.223.103>
Source record: 2641

On ollut naurussa pitelemist� kun on kuulustellut miten SUPO on huolissaan siit� miten kirjoitukseni vaikuttaa t��ll� olevaan "nuorisoon?" Ja sitten selitell��n miten ik��nkuin huolestuneita ollaan heill� siit�, miten kirjoitukseni saa massat rynt��m��n ydinvoiman PUOLELLE!

��.. noin jahas ja onko SUPO:sta siten paha, jos kansa kannattaa ydinvoimaa!??

Onko sitten MY�S mun kannalta 100% uskoittavaa, ett� nimenomaan ydininsin��rien huoli olisi aiheessa AITOA??

Niin oikke juu. Kyll� tuossa yht�l�iss� m�tt�� niin jok ikinen yksityiskohta alusta loppuun asti, ettei noita nauramati luve kukaaN! Kaiken muun syyt�harhansa lis�ksi luuleeko ydininsin��ri, ett� �lyllisen nuoren p��h�n voi noin vaan kirjoittaa aivoituksia, kuin vieraskirjaan? Kyll� nyt SUPO:n porukoiden "pit�isi tajuta ihmispsykologiasta" jotain! Kun nuori aloittelee ammatin valintaa h�n kyselee sit� tietysti ydininsin��ri-is�lt��n. Saaden vaan :"Juu on siel� ihan kivaa ja rahaa saa, �l� kysy, kun kielsiv�t puhumasta asiasta firman ulkopuolella mit��n!" Nuori sanoo harmistuneena tutkivansa sitten itse netist�.

Ja kas kummaa ydinalasta ei aukee sivua paria mainosta enemp��! Ja nuoreen iskee syv�, h�mm�stynyt ep�ilys. Pari nettihitti� Ronneburg, Wismunt, Majakin ydinr�j�hdys ja p��lle ehk� materiaalia Harrisburgista. Ainoat jotka aiheesta osaa kirjoitella on, kas kummaa mun 72 raporttia, jossa kerrotaan rehdisti tuhansista s�teilyyn kuolleista suorasukaisen dogumentoivasti. Ja se yksi pakolinen SUPO:n materiaali joka kertoo kuin insin��ri-is�kloonaus, ett� ydinonnettumuus on :"Hauskinta mit� voi housut jalassa el�m�lt��n toivoa!(Nuori kiikuttaa is�lleen pari kopiota jutuistani ja ilmeisest� ristiriidasta ns. "julkisuuskamaan ja is�insu raivostuu, ett� kuka t�llaista paskaa edes kehtaa! Teini sanoo, ettei tii� kun netiss�.. .Siit� paikasta is� kuin myrkyn merkki ja kielt�� koko netteilyn sein��n viikorahakielloin! .. ..

Siltappaa juu ja kaverit kertoo koulussa 4,5 miljoonasta l�yt�mist��n Tsernon uhrista ja Vartiaisen 7.3 milj/v ydinkuolemasta ja lukuisista muista esiin kaivamistaan jutuistani. No mit�s luulisitte, kun hiiltynyt is� kysele toivojensa intoa parin vuoden p��st� ydint�ihin, jossa rahaa tulee kuin sontaa ja s�teily on ihan JesH!? No hei t��ll� niit� "isi�" oli jo ilahduttavan pian ensiraporttieni j�lkeen ruikuttamassa nuortensa ydinkammoa. .�� noin mist�s syyst�? Ja ennen kaikkea kiikuttaako t�m�n kaiken kokenut is� totuuden t�st� mulle torvet soiden?!))

2803. ATARI ST-FALCON CD#1

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-31 05:26:01 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4983e0eb$0$5503$bbae4d71@news.suddenlink.net>
Source record: 2642
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

We have been working on a ST-Falcon CD for a few weeks now.
And Prior to the release of CD #1 we are going to release a
Special Intro CD.

In order to get the Special Intro CD, contact us by e-mail for details.

Put INTRO CD as the Subject and send us a brief message and we
will contact you by e-mail on how to get this Special Intro CD.

The Intro CD will help determine what goes on the Main CD #1.
So if you want this CD then let us know.

e-mail us at: No Spam)phantomm@suddenlink.net(No Spam

.

2804. CD #1 (Name)

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-31 06:11:38 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4983eb9c$0$5496$bbae4d71@news.suddenlink.net>
Source record: 2643
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

We are looking for a good name for the
ST-Falcon Main CD #1.

So Far were leaning toward... It's Never Good Enough.

anyone?

2805. Re: CD #1 (Name)

Newsgroup: comp.sys.atari.8bit
Date: 2009-01-31 22:55:36 UTC
From: bill@newbreedsoftware.com
Message-ID: <4984d6e8$0$1638$742ec2ed@news.sonic.net>
Source record: 2644
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In comp.sys.atari.8bit phantomm_1 <phantomm@suddenlink.net> wrote:
> We are looking for a good name for the
> ST-Falcon Main CD #1.

This isn't really c.s.a._8bit_ related, is it? :)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2806. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-01 06:00:48 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/vendev_1233468036@rtfm.mit.edu>
Source record: 2645
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: November 1, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

This document is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

The latest version of this document is posted to the following Usenet
newsgroups every 60 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (Multipart ed.)

You may also request my latest working version at: michael@mcurrent.name

**********************************************************************
* For other 8-bit Atari related FAQs please see the "Welcome FAQ": *
* ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome *
* http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html *
* http://www.faqs.org/faqs/atari-8-bit/welcome/ *
**********************************************************************

UPDATES SINCE PREVIOUS POSTING:
2008.11.01 Draco: Eddy v.1.05, CleanUp X 1.1
2008.10.31 Radek Sterba: ATADIM v3.05 Beta
2008.10.31 C.P.U.: SDrive
2008.10.31 added: GR8 Software, and their first title, Hobgoblin
2008.10.26 deleted: Alex Martin (thanks Alex Martin)
2008.10.18 added: Legacy Engineering Group
2008.10.18 deleted: B. Watson (Urchlay) - web site gone
```

2008.09.25 Thomas Richter: atari++ 1.55
2008.09.25 added: Nick Coplin
2008.09.24 added: Ambery
2008.09.20 added: Steel Rodent

Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web page address.

Unless explicitly requested by the vendor, no entries will include an email address due to the overwhelming amount of spam that would result.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Mr. Corey Koltz) 4/06
302 W Dewey St
Cassville WI 53806-9733
USA
Phone: 608-725-2137
http://www.8bitclassics.com/
Vendor: new and used hardware and commercial software

A-ONE Online Magazine 2/07
See: Dana P. Jacobson

ABBUC HAR -- Hannoverschen ABBUC Regionalgruppe 2/07
Hanover
Germany
http://www.bertelmann.org/har/

Vendor: XF351 Upgrade-Kit includes Floppy + Cable + EPROM + Bootdisc,
Used Atari 800 XL PAL, Speedy1050 TDS. Not all items online available--
Ask for more information. Additionally vendor of:
- all items from Frank Heuser Shop
- all items from Wolfram Fischer
Special lower prices for ABBUC members available.

ABBUC Regionalgruppe Frankfurt / Main (RAF) 5/07
Dillenburgerstrabe 61
60439 Frankfurt / Main
Germany
http://www.abbuc-raf.de/
Vendor: MultiJoy8 cable and adapter
Developer: SIO2PC, Network Interface, 2 computer interface (automatic
2 computer switch for use the same peripherie), Schaltnetzteil
(Power supply), 8 channel digital voltmeter, SIO2USB

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated
temperature monitoring station using simple thermisters and the provided
software. Also available: source code listing, temperature data aggregation
utility

Alhart Enterprises Presents (AEP) 8/06
c/o Paul V. Alhart
524 N Z St
Lompoc CA 93436-5019
USA
tel: (805) 736-4624
"encoded" email: OOOp.alhartOOO@OOOverizonOOO.OOOnetOOO
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12
Repair shop: Atari disk drives

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module,
TV/Computer Switch

Ambery 9/08
12335 Denholm Dr Ste E
El Monte CA 91732-3654
USA
tel: 626-350-8956 or 626-698-6739 Mon ~ Fri (10:00AM to 4:00PM PST)
FAX: 626-771-0060
http://www.ambery.com/
Developer: various Video to VGA/RGBHV converter scalers, see
http://www.ambery.com/vitovgcosc.html. Connect your Atari to your PC monitor!

Art Transfair Berlin (Andre Motzkus) 2/07
Brunsbuetteler Damm 223d
13581 Berlin
Germany
http://www.art-transfair.de/
Vendor: Computer, expansion, Floppy, memory-upgrades up to 16 mb,
Audio A/D changer, additional many other Atari items (16/32/64bit).
Special lower prices for ABBUC members.

Atari800 Development Team 6/06
See also: Mark Grebe
See also: Christian Groessler
See also: Piotr Fusik
See also: Kostas Nakos
See also: Vasyl Tsvirkunov
See also: Ludovic Jacomme
Petr Stehlik (maintainer), Troy Ayers (Playstation 2), Michael Borisov (POKEY
sound), Piotr Fusik (core developer), Mark Grebe (Mac OSX), Christian
Groessler (Sega Dreamcast), Perry McFarlane (cycle-exact ANTIC and GTIA),
Kostas Nakos (Windows CE), Krzysztof Nikiel (Win32), Jacek Poplawski (SDL),
Vasyl Tsvirkunov (Windows CE), James Wilkinson (DOS, BeOS, Win32),
Ludovic Jacomme (PSP)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 2.0.2 - an Atari 400, 800, 600XL, 800XL, 130XE
and 5200 emulator for Unix, Linux, Win32, Amiga, MS-DOS, Atari TT/Falcon,
BeOS, WinCE, Mac OSX, Playstation 2 and other systems

Atari8Warez (Ray) 10/07
Toronto, Ontario
Canada
http://atari8warez.for-the.biz/
Developer: SIO2PC serial interface cable,

10502PC / ProSystem Serial Interface cable

AtariAge (Albert Yarusso, Alex Bilstein) 4/06
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware (includes homebrew project supplies by Pixels Past)
Developer: Beef Drop cartridge (by Ken Siders)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX) titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort, Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill, Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match, Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics Package, Solitaire, Source Code For Eastern Front (1941), Letterman, Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc, Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage, Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt, Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show, Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing, BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!, Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy, Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler, Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL

Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atari Fan Store (Irek) 7/08
New York NY
USA
http://afs.atari.org/
Vendor: Polish hardware products, including: SIO2IDE, SIO2SD, KMK/JZ/IDEa IDE Interface

Atarimax (Steven J. Tucker) 5/07
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v3.0.2 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS 32-in-1 for XL/XE, APE Warp+ OS 32-in-1 for 1200XL, Imagic 1.06 95/NT - Atari Disk Image Conversion System (ATR/XFD/DCM/SCP), Imagic 1.06 DOS, Atari Terminal Simulator ATS 2.0 (SR2) - ATASCII Telnet/Serial Terminal & Break Movie Player 95/NT, Break Movie Screensaver 95/NT, MaxFlash Flash MultiCart (1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface (RS232 and USB editions), Atarimax/ABBUC USB Cartridge, MyIDE+Flash IDE Interface Cartridge

Atari Online News, Etc. 2/07
See: Dana P. Jacobson

The Atari Shop (Sandra) 1/07
The Netherlands
http://www.atari-shop.nl/
Vendor: new/used hardware, new/used commercial software

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atlantis Games Group 7/08
(Sal "Kjmann" Esquivel, TJ "Damage X" Edmister, Gary "Rybags" Ryan, Zdenek "Psuedografx" Eisenhammer, Peter "peteofborg" Meyer
USA
http://www.atlantisgamesgroup.com/
Developer: Tempest Xtreem Demo. In progress: OutRun Project, Battle Squadron Project, Tempest Xtreem Project

AV Toolbox 1/04
USA

Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 6/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 2.2 (Interactive 6502 Disassembler for Win32,
designed to specifically support Atari binary files)

Matthew Bacon 2/07
UK
http://www.myatari.net/
Publisher: MyAtari online magazine (back issues online)

BAKTRA Software (Michael Kalous) 5/08
Czech republic
http://www.baktra.wz.cz/
Developer: TURGEN SYSTEM (converts data to various turbo formats, produces
sound or cassette images), Caverns of the lost miner (Game for atari written
in C, open source), mmSAP 2 (SAP player for GNU/Linux), DTX Manager (Editor
of Atari DOS 2 executables), libataricas (library for atari cassette image
manipulation with turbo support)

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator
for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced)
SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz 4/08
Germany

http://www.cc65.org/
Developer: cc65 2.12.0 - a complete cross development package for 65(C)02 systems, including a macro assembler, a C compiler, linker, librarian and several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 4/07
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out), IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10, MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0, CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"), ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 6/07
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: (408) 278-1070 (M-F 1:30pm to 5:00pm PST)
FAX: (408) 278-1092
E-FAX: (815) 364-3703
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch keyboard upgrade for XE computers, Best Light Gun, Best Gold CX40 Joystick PCB, Atari CX40 Joystick Rebuild Kit with Atari Upgraded CX40 Handle and Best Gold CX40 PCB, Atari CX40 Joysticks upgraded with the Best Gold CX40 PCB, Atari Jaguar Power Pad to Other Atari Systems Adapter Cable, Sega Genesis Controllers To Atari Systems Adapter Cable

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/

Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk
drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 8/06
USA
http://www.bigfivesoftware.com/
Developer: Bounty Bob Emulator for Windows NT, 2000, 98, and ME

BITS (SoLo2) 3/08
http://bits.atari.org/
Developer: Intro #1501 (v20080312), Intro #1502 (v20080314)

Blackened Technologies 10/07
Ken Jones (MetalGuy66), Sergio Larrondo (WareRat), Stephen J. Carden
http://www.blackenedtech.com/
Developer: The "NEW" MIO

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenek Burian 4/08
Marie Majerove 33
Prostejov 6
798 11
Czech Republic
Tel. 582 360 714
http://flop.atari.org/
Publisher: FLOP disk magazine, annual (FLOP 51 published April 2008)

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 8/06
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

Mario Caillahuz ("Allas") 11/07
Lima
Peru

http://atari.limitevisual.com/
Developer: Plague Attack, Voyage to Home, Accion, MULE Wars

James Catalano / Classic 8-Bit Atari / Artacyis Software 1/07
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens: Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart
(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/07
1350 Buffalo Rd Ste 2
Rochester NY 14624-1829
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems (include a hard disk, Black Box, power supply,
controller, cables, and software), SIO cables, hard disk controllers:
Adaptec 4000 SCSI, Adaptec 4070 (RLL) SCSI, Xebec S1410a SASI
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,

Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Nick Coplin 9/08
Perth, Western Australia
Australia
http://www.64hdd.com/
Developer: 64JPX - JoyPad eXpander - Use your favourite Sega, SNES, NES or
PCanalog controller with your Commodore or Atari compatible system

Cosine Systems (Exin [Sebastian], Intensity [Arman], Odie [Sean], 1/06
Sack [Adam], Magic Roundabout [Jason])
United Kingdom
http://www.cosine.org.uk/
Developer: demos: C.G.M. UKScene Radio Intro, 1K Party. game: Reaxion

C.P.U. (Radek Sterba (Raster) & Robert Petruzela (Bob!k)) 10/08
See also: Radek Sterba
Czech Republic
http://raster.infos.cz/atari/homepage.htm
Developer: S/XEGS RAMCart 128KB version "G1.04 FIX3+",
STEREO upgrade for XL/XE, SDrive - connects to Atari XL/XE's serial (SIO)
port and simulates an Atari floppy disk drive with full read/write access to
programs and data stored on a SecureDigital flash card (SD)

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file
analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS
or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory
tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4
(written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel
Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor
and more)

CSW-Verlag 2/07
Weidenstrabe 13/1
71364 Winnenden
Germany
tel/FAX: +49 (0) 71 95/6 11 20
http://www.retro-magazin.de/
Publisher: RETRO magazine. Themes: Retro-computing for all systems.
Atari part: approx. 10%. (Not only 8bit) 9.90 euro per magazine, 4

magazines per year for 35 euro.

Jorge Cwik 8/08
http://www.fxatari.com/
Developer: VAPI Atari 8-bits Imaging & Preservation format (.ATX) and
tools: Patched Emulator (based on Atari800Win PLus 4.0 Beta 3) +
VAPI DLL 0.3a, VAPI2SIO (SIO2PC for VAPI) 0.2a

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine
(1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques (Dan Dotson and Marilyn Saul) 9/06
PO Box 40751
Tucson AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

DGS 11/03
See: Dean Garraghty

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?,
What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS,
D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2,
Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5,
Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system:
Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Digital Force (Mario Trams) 1/07
Germany
http://www.digital-force.net/
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler (Flo) 4/07
Germany
http://www.akk.org/~flo/
Developer: Ice-Hockey (for MultiJoy interface, March/April 2002),
Sheep-Race (for MultiJoy interface, Aug 2002),
CardGrabber (for MultiJoy interface, May-Aug 2002),

Peripheral Test (May-July 2004)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

DLT Ltd. 2/08
See also: trub
http://trub.atari8.info/index.php?ref=sdx_upgrade
Developer: SpartaDOS X 4.41

Draco (Konrad M. Kokoszkiewicz, KMK) 11/08
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: 65C816 XL OS: 65C816 XL OS v. 2.22 (28.II.2007.),
FastRAM Test, QE for Warp/F7, SD-Load, D2D v.0.5, grep, LPOKE/LPEEK.
MultiBASIC: MultiBASIC v.0.33, MultiBASIC Manual.
"KMK/JZ IDE" ATA Interface: IDE BIOS 1.11, User's manual, Utility disk.
SpartaDOS: DiskRX 1.9a, SD-Load, SpartaDOS TAR v.1.4a, CP v.1.3b, HDSC 1.5,
Eddy v.1.05, CleanUp X 1.1
Utility programs for (any) Atari 8-bit: DEMON, EYE, RW-Test, SysInfo 2.13.
Patches for: Moon Patrol, Music Protracker v.2.4, Perestroyka Demo,
Prof!'s XDIR.

Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 1/07
PO Box 3365
Spring Hill FL 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware, used commercial software

Emulators (Derek Mihocka) 8/06
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit & Atari ST & Apple
Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 -
8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 -
8-bit Atari emulator for MS-DOS

Epi (Adrian Matoga) 9/08
See also: Tristesse
See also: O.S.
Adrian Matoga
ul. Jezdziecka 11

30-698 Krakow
Poland
http://epi.atari8.info/
Developer: NeoTracker 1.7, NeoTracker Winamp plugin v0.2, TipConv 1.0.0,
TIP Tools 0.3.1 includes TipView 1.0 and BMP2TIP 0.21, xunzip 2.1,
sapemu v0.2 (simple SAP (Slight Atari Player) file player),
HardCore Assembler (hcasm) 1.0, brULlwurFeL, TDC Hack Demou,
Sztab Malopolska #3 Invitation

Raphael Espino 8/07
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility), Atari 8-bit
JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface",
JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg",
JpegShow 0.1 (07Aug01) "A slideshow version",
CpegView 0.5 (18Aug07) "The colour JPEG viewer for Atari 8-bit computers"

Subject: F

Fandal 8/08
Czech Republic
http://atari.fandal.cz/stuff.php
Developer: Sturbon Intro, FreeCellXE, TriPeaksXE, HexxagonXE, Astro Road,
Cubico, The Storm, A Tribute to Quorthon, Bombex, The Steam Train,
Astro4 Road, Mysterion Preview, Mind Blast, Outlaw, Swapz,
Who Lost the Wallet?

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for
68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,
Atari 400/800/XL/XE emulation for the PowerMac),

Wolfram Fischer (Mega-Hz) 8/08
See also: ABBUC HAR
Dorfstrasse 1a
28870 Ottersberg
Germany
"encoded" email: OOOmega-hzOOO@OOOt-onlineOOO.OOOdeOOO
http://mega-hz.no-ip.com/Angebote/angebote.html
Vendor: SIO2SD rev.1, SIO2SD rev.2, SIO2PC interface
Developer: Speedy 1050 TDS with track-led, 256KB memory expansion for

800XL, ASCB - Abbuc Sio Connector Board
Special lower prices for ABBUC members.

FLOP disk magazine 5/05
See: Zdenek Burian

Foundation Two 1/07
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks, N!ne)
Germany
http://www.foundationtwo.de/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut, Bremspunkt (Brems.)

Ron Fries 4/07
http://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98), Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" / "0xF" 4/08
See also: Atari800 Development Team
See also: Infinity
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Taquart
See also: Yoomp!
Poland
http://xasm.atari.org/ or http://atariarea.krap.pl/x-asm/
http://asap.sourceforge.net/
Developer: Atari utilities: Professional Copy 2.1, FlashPack 2.1, PowerGraph 1.0, GR8 Logoser 1.1; PC utilities: ASAP (Another Slight Atari Player) 1.2.0, xasm 3.0.1, SAP Maker 5.0, unsap

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Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes International English versions of Power Per Post (PPP) software from Germany; Commercial Software Collection CD-ROM includes: Quick (programming language) V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM) V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer (DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper,

Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues
1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from
Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain
Software Collection CD-ROM includes 191 mostly double-sided disks plus some
bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

Bostjan Gorisek (Gury, Firemover) 6/07
Poland
http://gury.atari8.info/
Developer: Sprite Engine 1.0.3

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force,
Zero War, Menace, Pacland, Moonbase

GR8 Software (Arek "nosty" Staworzynski) 10/08
Poland
http://www.gr8.atari.pl
Developer: Hobgoblin
(by XXL, Kaz, stRing i.e. Krzysztof Dudek, Michal Radecki, Krzysztof Ziembik)

Mark Grebe 11/07
See also: Atari800 Development Team
USA
http://www.atarimac.com/
Developer: Atari800MacX 3.8.1 (version of Atari800 emulator for Mac OS X),
Sio2OSX 2.0 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 5/08
See Also: Atari800 Development Team
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
http://contiki.cvs.sourceforge.net/contiki/contiki-atari/
Developer: Atari800DC 0.77 (Atari800 emulator for SEGA Dreamcast),
Contiki 1.0 for Atari (a working release of the Contiki web browser for the
Atari 8bit systems)

Subject: H

Lee Hanken 1/07
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atascii/
Developer: ATASCIIView Version 1.3 (ATASCII file viewer for MS-Windows).
web-based Atari 8-bit ATASCII file viewer:
http://www.leehanken.pwp.blueyonder.co.uk/atari/

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,
VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,
CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase,
Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye,
Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

Frank Heuser 2/07
Kappelstrasse 10
67269 Gruenstadt
Germany
http://www.asselheim.de/
Vendor: new hardware expansion items, including: SIO2PC (internal/
external), 1050PC, Midi, Voicebox (Atari Magazin), Function keys,
16-OS-switch, AKI, RAM Expansion, Audio/Video cable and adapter, Videobox.
Special lower prices for ABBUC members.

HiassofT 9/08
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux
kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC
or APE; atarixfer - a small tool to read/write ATR images to an Atari disk
drive connected by a 1050-2-PC or ProSystem cable), AtariDsk V1.2 (read,

write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPicoDos V4.04 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks), MyIDE Tool V0.30 (direct access to harddrives in MyIDE format on your Linux/Windows PC), Highspeed SIO patch for XL/XE OS and MyIDE OS V1.12 (extends the SIO routine of the OS to support: Ultra speed (Happy 1050, Speedy, SIO2PC, ...), 1050 Turbo, XF551, and Warp speed (Happy 810))

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 2/07
USA
http://cth.dtdns.net/
Developer: The Armorizer (file corruption detector), ATOS (graphical desktop environment), BrainFork (programming language), Check CRC32, Disk Fragmentation Utility, The Long Integer Library (CC65 and Action! versions), M.T.O.S. (Multi-Tasking Operating System), Micro BASIC, Mouse (programming language), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell (for SpartaDOS), Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet),

Stephen James Hurd (deuce) 8/08
http://sourceforge.net/projects/syncterm/ and http://syncterm.bbsdev.net/
Developer: SyncTERM 0.9.2. A cross-platform ANSI-BBS terminal designed to connect to remote BBSs via telnet, rlogin, or SSH.
Full Atari 8-bit ATASCII support.

Chris Hutt (Sheddy) 8/07
UK
http://www.sheddyshack.co.uk/
Developer: Space Harrier Conversion Project

Subject: I

IEC "Innovative Electronics & Computing" 4/07
6185 E 56th Ave
Commerce City CO 80022-3959
USA
Phone: +1-303-288-5000
(USA) 800-765-4432 Mon-Fri, 8:00AM-6:00PM MT
Fax: +1-303-288-5099
http://www.iec-usa.com/
Developer: Atari connectors: Atari 13 Position Buss Connector for Atari
400 and Atari 800 Computers. Atari cables:
(http://www.connectworld.net/cgi-bin/iec/05MCOlderAtari.html)
Atari Color Monitor Cable 5', Atari Monochrome Monitor Cable 5',
Atari Color Monitor Cable With 2 RCA Plugs 5',
Atari Monitor Cable With 2 RCA Plugs 5', Atari Lefty Joystick Adapter,
Atari IF850 and IF860 Parallel Cable 6', Atari IF850 and IF860 Modem Cable 6',
Atari IF850 and IF860 to Serial Printer Cable 6',
Atari 400 and 800 Bus (SIO) Cable 6'

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari
MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class
(combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000),
Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik,
Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Ingo (tuxie) 8/08
Germany
http://mega-hz.no-ip.com/Angebote/SIO2IDE33/SIO2IDE33.html
Vendor: SIO2IDE 3.3

Integrated Logic Systems (ILS - Stephen J. Carden) 4/07
See also: Steel Rodent
3321 Jonathan Cir
Augusta GA 30906-3829
USA
http://www.tcpipexpress.com/

Developer: Multiplexer (MUX) board Version 1.1 July 21, 2006,
TurBoss O/S (Atari XL/XE O/S Replacement Module), TCPIP Express,
Real.DOS Ver 1.0a Build 0024 2-Oct-06

Subject: J

Jeff Jackson 8/06
USA
http://www.jeff-jackson.com
Developer: JLS BASIC - Jackson Languange System BASIC compiler

Dana P. Jacobson 2/07
USA
http://www.atarinews.org/ or http://people.delphiforums.com/dpj/a-one.htm
Publisher: Atari Online News, Etc. -- A-ONE Online Magazine. weekly

Ludovic Jacomme (Zx-81) 3/07
France
http://zx81.zx81.free.fr/
Developer: PSPAtari v1.0.7: Atari 800/130/5200 Emulator for PSP
(port of Atari800 emulator for PlayStation Portable)

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not
complete version)

Shawn Jefferson 11/07
Victoria, BC
Canada
http://www.jeffersonsauctioneering.com/atari/
Developer: MyIDE Config 4.0, MyIDE Image Manager 4.1,
MyIDE Image Batcher 1.0

Subject: K

Kendallsoft (Dylan, Jason, Debbie, Jake) 10/08
http://www.freewebs.com/gwobby/
Developer: Gwobby's Adventure, Car Crash, Runaway Van 2, Mite,
Grand Theft Auto Atari, Sky Hawk, The Number Game, Gwobby Jr, Trolley Trouble,
Flikin' Footballs, Bouncin' Boneheads, Rumpelstiltskin, Gorilla Warfare,
Alien Blasting, TRON, Millionaire, Drum Kit, Wiggler

Nick Kennedy 5/07
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843

http://pages.suddenlink.net/wa5bdu/
Developer: SIO2PC 4.21 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari Drive to PC Interface): software, hardware plans, cables, parts (not for Windows-XP), HAM Terminal for Atari, The WA5BDU Computer Keyer 1.5 (morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 7/07
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Krishna Software (Krishnasoft) 1/07
173 Prestwick Way
Edison NJ 08820-4680
USA
http://www.krishnasoft.com/sps.htm
Developer: Multi-platform Distributive Operating System (MPDOS) Standard (version 1.00. simulate joystick, mouse, keyboard with a PC), MPDOS Professional for Atari (version 1.00. simulate Atari disk drive and cassette program recorder), Sound Processing Software (SPS) 1.00 (software for Windows suitable for creating sounds for the Atari)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://hysteria.sk/~mikro/
Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Jakub Kruszona-Zawadzki 11/07
See also: Wolfram Fischer
Poland
http://sio2sd.gucio.pl/
Developer: SIO2SD project

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9, Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/

Developer: Serial to Ethernet interface devices that may be used to
connect an 8-bit Atari computer (or any device with a serial port) directly
to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

LaResistance (born, NoiD, powrooz, pr0be, stryker) 3/07
Poland
http://laresistance.pigwa.net/
Developer: edict (intro), Silly Venture 2k4 Invitation, polymatrix (demo),
the shrine (demo)

Derek Ledbetter 8/05
540 Canal St Apt 9
San Rafael CA 94901-4145
USA
Home Phone (415) 256-1931
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator 1.0.7 developement release 3 for MacOS 8.6 and
later, and OS X

Legacy Engineering Group (Curt Vendel) 10/08
117 Duke Dr
Carmel NY 10512-1598
USA
Phone:(1) 914-509-4570
http://www.legacyengineer.com/
Developer: Classic USB Joystick Controller

Marcin Lewandowski (Jaskier/Taquart) 8/05
See also: Taquart
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
http://atariarea.krap.pl/PLus/index_pl.htm
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM,
MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1,
Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM
(Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2,
3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick
Assembler to PC X-Asm), Atari800Win PLus 4.0 (for Windows, based on
Atari800)

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 9/06
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

MadTeam 9/08
(active: Tebe, Pajero. inactive: Profi, Rage, Psychol, Rocky, KAMM)
Poland
http://madteam.atari8.info/ http://g2f.atari8.info/ http://mads.atari8.info/
Developer: demos: Happy Demo, MadTeam Intro, The Muppet Movie Show, IGOR, FAJER, SINTRO, Running Cow, LAJF, Journey, Vasco, X, Splash, TIT, ANI, SAMAR Graphics Collection, Kaszel #1, Syzygy #8, Dupland Slideshow, Happy Easter 2007, Martial Arts vs Modern Arts
games: Droga Do Duplandu, Mental Age, Dyna Blaster, Getris, Nibbly, Mario Bros. 2007
Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5, Audio Master 1.0, Mathaf****r Editor 3.1, Mathaf****r Reader 1.1, Turbo 2000F, Visage 2.7, XL-Paint 2.5MaX, 2.6MaX, Rip2Max, 2xMPT 8Channel Stereo Project 1.0, Atari Commander 1.81, Via Copy 4.4, SAMAR Hi-res Interlace with Map of Colours (SHIMC) Editor 1.0, LZW Pack 4.2, Squash 1.4, Total Commander ATR Plugin v1.5, DisAsembler v2.0, Deflater 7z, XRLoader v1.2, TIP Animator v2.6
PC utilities: Graph2Font 3.8.6.1 (convert graphics to Atari chars and design multicolor graphics for the Atari), MADS 1.8.2.7 (Mad-Assembler: 4-pass crossassembler designed for 6502 and 65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989), Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

MatoSimi (Martin Simecek) 7/08
Slovakia
http://matosimi.atari.org/
Developer: CMC Musix 1 (demo), CMC MSX Extractor (utility), Plasma4 (intro), Atari FontMaker v1.1 (create ATARI font on PC), Laser Blaster (game), Monex v1.1 (game), Music From Zeus Intro, T2K decoder v.021 (convert programs from cassette tape to disk), Light Up! (game), Belljumper 1k (game), Fireball 1k (game)

MCM, an InOne company 5/06
650 Congress Park Dr
Centerville OH 45459-4000
USA
Phone: 1-800-543-4330

Fax: 1-800-765-6960
http://www.mcminone.com/
Developer: 9 Pin Jack For Atari, AC Adaptor Atari 3.5mm 9V DC 500mA

The MESS Team 1/07
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS)-- an emulator of a large number of systems, including the 8-bit Atari computers -- downloads available for Windows, *nix, Mac OS, and DOS

MicroUSB.org - Microprocessor USB Project 1/06
Atari project: Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann
Germany
http://microusb.org/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart (Hardware Cypress SL811, Hardware USBN9602), AtariXLJoypad (Logitech Rumblepad 2 USB Version 2.0), AtariXLJoystick (Competition Pro USB 1.0), AtariXLKeyboard 0.1 BETA, AtariXLMouse (Logitech USB Mouse), AtariXLWheel (Thrustmaster Nascar Pro Digital 2, Logitech Formula GP 1.0, Logitech Vibration Feedback Wheel), USB Device Driver Development Kit 1.2.0, USB Enduser Driver Disk USBTEST Version 0.6, USB HID Base Driver Version 2.0, USBDOS 0.1

Mirage Interactive 6/05
See also: Rewindgames (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 11/07
Gdansk
Poland
http://www.atariarea.krap.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 3.3a, 4.4, 4.4a (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 2/08
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642

USA
http://morethangames.a8maestro.com/
"encoded" email: mtgYYYY(insert year)"A T"a8maestro.com
Vendor: Many Atari and third party hardware and software items-old/new/used, Supersketch Graphics tablet, AGDA Gamelink based gaming network adapters.
Developer: Audio Video break out box and cables (comp, chroma, luminance, audio), 130XE 4 bit memory upgrade, SPIDER sio port expander, SPEEDIER:19.2K serial port, EASI/O cables to expand SIO, PEEKER:Sio port data monitor, 850 adapters, ATR8000 adapters, SIO Cable Tester. Many more in the works.
Publisher: Atari Game Systems V&D List

Motelsoft 11/07
Germany
http://www.motelsoft.de/
Developer: Caveman II - Caves of Osum (also developed: Der Hexenmeister, Labyrinth, Panzer, Smack-Jack

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

MyAtari 2/07
See: Matthew Bacon

Subject: N

Kostas Nakos 1/06
See also: Atari800 Development Team
Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/
Developer: Pocket Atari 2.0.1

New Breed Software 9/06
c/o Bill Kendrick
2210 Rock St Apt 33
Mountain View CA 94043-2644
USA
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector, MuxChat, SIFE - Super-IRG Font Editor

Nelson Nieves 8/06
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree, TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands

http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

Subject: O

Odsiecz Sobieskiego -- O.S. 3/07
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik
See also: Epi
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
Developer: xunzip v2.1 (18 September 2006 -- a ZIP, TAR, GZ and TGZ
(TAR.GZ) archives depacker) http://www.atari8.info/stuff/xz21.zip

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit
rom dumps

Outland Quest Software 6/06
USA
http://www.outlandquestsoftware.com/
Developer: Ally Attack, Black Sea Silver Fishing, Desert Crossfire,
Dungeons of Oti, Empire, Golf Tees, Graphics 8 Painter, Hoss Racing,
Korellian Conflict, Lite Show, Mad Libs, Motions Variable, Scattergories,
Space Regent, Starbase Alpha, Standoff, Star Maze, Terror Fair,
Three-D Force Tic-Tac-Toe, T.I.A.K. - Taking In Accurate Knowledge,
Uncle Milton's Million Dollar Mystery Mansion

Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

Eric Parent (Joyful Coder) 11/07
http://joyfulcoder.com/
Developer: Memo Pad for Windows Release 6 (November 12, 2007) -
read ATASCII files

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html

Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

Michal Pasiecznik / "Pasiu" 1/08
Poland
http://hardware.atari8.info/ and http://pasiu.krap.pl/
Developer: 576 kB - 1 MB RAM expansions (based on the Amiga 500 and Amiga 600 RAM expansion modules), 1 MB - 2 MB SIMM Expansion, ROM Changer, AutoStereo, XF551 LED Track Display, intSDX (an internal SpartaDOS X upgrade), ARC (Atari Real Clock - an alternative realtime clock), IDEa Interface (100% compatible with the KMK/JZ IDE interface), Simple 65c816 Processor Adapter, Warp4 (4 MHz 65c816 accelerator card), Warp4 MegaMEMboard (1 MB of linear RAM for Warp4), Project F7 (16 MHz 65c816 accelerator card). Software: CD Audio Player 0.9 for KMK/JZ IDE and IDEa Interface.

Pecus and Pirx 6/07
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: OMC65 crossassembler - Our 5oft MaCro assember for 6502 ver. 1.3 (Win32 executable); Scorched Earth for Atari XL/XE build 114, Chip 8 & SuperChip 8 emulator v1.1

Tomasz Piorek / electron 7/07
See also: Taquart
Poland
http://vbxe.atari8.info/
Developer: VBXE - Video Board XE - project is a programmable, FPGA based graphics subsystem for Atari XE computers

Pixels Past (Joe Grand) 4/06
2907 Shelter Island Dr Ste 105-169
San Diego CA 92106-2797
USA
Telephone: 619-222-4100
Facsimile: 619-222-1797
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari), Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

PP's (Ralf Patschke) 3/08
See also: STARSOFT Berlin
Germany
http://www.ppsberlin.de/

Developer: G2F pictures: bos2002, Brandenburger Tor Sylvester, htlogo,
htlogo2005, joggingsheep, Lotus2_001, Lotus2_003, Lotus_003-1, Lotus2_004,
Lotus2_006, Lotus2_006-1, Lotus2_007, Neujahr 2007, New Year,
rasenspriesssheep, Schneemann, STARSOFT Logo, Venus Express, weihnachtsbaum.
other: Boersenspiel Version vom 11.01.1992

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: R

Werner Raetz 9/06
Postfach 16 40
D-75006 Bretten
Germany
Telefon: 07252/4827 oder 07252/3058
Telefax: 07252/85565
"encoded" email: OOORaetz.SMOOO@OOOt-onlineOOO.OOOdeOOO
Publisher: WASEO-Publisher, WASEO-Designer, WASEO-Triology,
WASEO-Grafinoptikum, WASEO-Labouratorium, WASEO-Practoscope, WASEO
DISK-LINE disk magazine

Burkhard Rau (HCRBurk) 5/06
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

Ready Magazin (Sascha Leidel) 2/07
Germany

http://www.8-bits.de
Publisher: READY. Magazine. Atari part: 100%, only Atari.
2.60 euro per magazine. 6 magazines per year
Special lower prize for ABBUC members available.

READY Technologies (Thomas Smailus) 5/06
254 Nelson Dr Apt U
Baton Rouge LA 70808-5059
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital hardware systems; design, development, and production of software systems; software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering, Consulting

RETRO magazine 2/07
See: CSW-Verlag

Rewindgames (Fred Meijer) 4/06
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.rewindgames.com/
Vendor: new and used hardware, new and used commercial software including all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!, Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds, Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility Disk

Thomas Richter 9/08
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ Emulator (800/XL/XE/5200 emulator for Unix/Linux/ Solaris/Irix) Stable Release 1.55, CVS Snapshot 1.55, atari++ 1.55 for win32

Markus Roemer / R.I.K. of Kaisersoft 10/06
An der Roehr 6a
55606 Hochstetten-Dhaun
Germany
Publisher: Top Magazin 2006

Pawel Rosowski 4/05
Poland
http://uce.pl/ikplus/
Developer: IK+ C64 to Atari 8-bit Conversion Project (game)
version 0103 (March 2005)

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/ or http://www.schappel.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy),
BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master,
Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings,
ROBOX, Snow Plow, Snow Plow Editor

Subject: S

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire,
Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons,
zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping,
TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II.
XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint,
MultiJoy 16/2 hardware interface

Darren Schebek 6/07
Canada
http://www.schebek.ca/ or http://www.user.dccnet.com/dschebek/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Serious Magazine 5/05
See: Dial Group

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 9/06
The Netherlands
http://members.home.nl/stack/Atari/atari-xlxe-download.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-
ROM)

Ernest R. Schreurs 9/06
Kempenlandstraat 8
5211 VN Hertogenbosch
The Netherlands
http://home.planet.nl/~ernest/
http://members.home.nl/stack/Atari/atari-pooldisk.html
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm
archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image
system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a
clean .wav file from a Digital Cassette Image), POOLDISK TOO

(PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.ksiders.tzo.com/
Developer: Emulators Utilities: ATR/DCM utilities (DOS),
AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer,
KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler,
Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus.
Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker,
KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic,
Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish,
Circle of Richness

Sikor Soft (Pawel Sikorski) 1/05
See also: Rewindgames (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://sikorsoft.internetdsl.pl/
Developer: 5 x 5, 5 x 5 Editor, ABC, Centurion, Cyborg, Fire Stone,
Ketchup, Liga Polska, Magic of Words, Max, Moscow 1993, Neuroid, Nexus, Orto
Puzzle, Pilkarski Poker, Sexy Six, Sexy Six Data Disk #1, Sexy Six Data Disk
#2, Sexy Six Data Disk #3, Teacher Killer, Tekblast

Mark l. Simonson 9/06
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 1/06
http://makeatr.atari8.info/
Developer: makeATR v0.06 (software for MS-Windows)

Len Spencer 8/06
USA
http://www.lspenc13.us/Lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black
Box interfaces), FoReM-XE Professional BBS Version 5.4

Sascha Springer 3/04
http://www.zerstoerung.de/

Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely
from scratch")

SquoQuo (Hopper, Bugger, Genetic Gemini, Scythoior, Yoda) 4/06
Germany?
http://squoquo.tk/
Developer: Let's Hop, Sh*t Alpin 2005, Ms.Bulimia

STARSOFT Berlin 3/08
See also: PP's
Germany
http://www.ppsberlin.de/
Developer: 1st START Berlin Demo, 2nd STARSOFT Berlin Demo,
3rd STARSOFT Berlin Demo. CCB-Club-Mag: 01/1992, 02/1992, 03/1992, 04/1991,
04/1992, 05/1991. ECS Info-Mag: 01/1991, 02/1991, 03/1991.
Gamtro ABBUC-Magazin 73, GFX 0 Scrolls, Multiple GFX 12 Scrollers,
New Years Disc 2007, New Years Disc 2008, STARSOFT Berlin TurboBasic Demo,
STARSOFT Magazine: 01/1992, 02/1992, 02/1993, 03/1992. TIF2PIC beta,
TOP-Magazin Intro

Steel Rodent (Ken Jones "MetalGuy66", Sergio Larrondo "WareRat", 9/08
Stephen J. Carden)
See also: Integrated Logic Systems
USA
http://www.rasterline.com/
Developer: The "NEW" MIO

Radek Sterba (Raster/C.P.U.) 10/08
See also: C.P.U.
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer:
Games: Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street,
Magnetit, Naturix.
Games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk,
Imagine, Gunhead.
MPE (MIDI Pattern Editor) v2.3.
utilities: HiLoader4.2, CompressCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7,
FROMT, DIRCOPY4.
More games: Head On, Speed Up!, Speed Up!! Gold Edition.
demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Search6502, Flame999,
SelfDemo, Wow1k, Fort 320, RMTdemo, Hellix, Basix, Fireworx, Forever 3000,
Plastic, Victory, Easter Night, Seawolf, Virtuoso, Fluid Chessboard,
Binary Celebration, Jozin z Bazin.
RMT1Player v1.06 (plays *.RMT (Raster Music Tracker) song files on the Atari.
Atari/PC software: ATADIM v3.05 Beta (work with XFD/ATR Atari disk images),
DRATEX 1.6 (Drop file Atari Czech text convertor), MAC2MTX (Mac65 to Text),
Raster Music Tracker (RMT) v1.27 - cross-platform tool for making Atari XE/XL
music on PC (OS Win9x), SA_POKEY (Standalone dynamic DLL library for emulation
of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for
emulation of Atari 6502 processor), Creaxin1 ("Create X in 1") v1.03 (creates

ROM image or Atari executable feeder program for X programs in one S/XEGS
RAMcart 128KB).
Atari/PC hardware: LPTJOY (connect an Atari joystick to a PC), MultiJoy4/
MultiJoy8/MultiJoy 16 (use 4/8/16 joysticks on a single Atari),
SIO D-SUB15M Standard Atariklub PV.
Games for MultiJoy: Cervi, Multris, Shot'em all (SEAL), Cervi 2, Astro4 Road.

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch),
The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS
- 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS)
PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for
BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine
for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS,
ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine
interpreter, original by Steve Wozniak), Infoline for ACTION!

Super Products 4/04
c/o James Bradford
14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 1/07
Czech Republic
http://jirkasuv.duch.cz/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..." text game)

Subject: T

Taquart 1/06
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely'
Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru'
Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj

'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz,
Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski
See also: Tomasz Piorek
See also: Marcin Zukowski
Poland
http://numen.scene.pl/ and
http://www.s-direktnet.de/homepages/k_nadj/taquart.html
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995),
Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag,
1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro,
Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996),
Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997),
Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997),
Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan) 3/07
See also: Epi
Poland
http://atariki.krap.pl/index.php/Tristesse
Developer: SROLL-demo, TRS-Desktop 0.9d alpha:
http://www.atari8.info/trsdesktop.php (screenshots)
http://trub.atari8.info/sdx_files/TRS_desktop_v09d_alfa.zip (download),
NeoTracker v1.6 : http://epi.atari8.info/files/neotracker-1.6.zip ,

trub 2/08
See also: DLT Ltd.
Poland
http://trub.atari8.info/ or http://trub.sys.net.pl/
Developer: for SDX 4.x: TDPL 2.0 / TD 2.0 (enhanced TD.COM, Polish/
English), XEP.SYS 0.1F (XEP80 device driver), FSTRUCT, RUNEXT 0.5, QE 2.0
(Continuation of the famous Quick Edit - E: and CON: accelerator by KMK).
for SDX+65C816: RAMD816.SYS. for SDX+QMEG OS: OSSIO.SYS. for SDX+SIO2IDE:
S2I Commands 0.8. for SIO2IDE: S2I JukeBox 4.0a. for MS Windows: FIXATR.
for SDX+KMK/JZ IDE: CDPLAY 0.4a. more: ED 2.9, ABASIC, YOGI/YELLYSTONE PARK
Multidrive, XLDisk. SRAMCharger and Indus CP/M project for Atari Indus GT,
LDW Super 2000, and CA-2001 disk drives.

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs. (Mainly working these days on HP Alpha (VMS), Sparc
(Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 2/07
See also: Atari800 Development Team
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: new hardware, new commercial software (cassette format)

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable
perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 4/07
http://retrobits.net/
Developer: Atari810 1.4d -- software for emulating an Atari 8-bit floppy
drive or hard disk on your PC (Windows NT/2000/XP)

Video 61 & Atari Sales (Lance Ringquist) 4/06
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
"We service, sell and publish hardware and software"
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developers: Checkers, Hearts, Ultra Translator

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12), commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
USA
http://www.videogametrader.com/
Vendor: new and used commercial software

Vintage Computer Cables 8/07
Fort Lauderdale FL
USA
http://www.vintagecomputercables.com/
Developer: Atari Gold Video Cable, Atari Gold Video Cable (stereo with Y), Atari Gold S-Video Cable (stereo with Y)

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

WASEO 9/06
c/o Thorsten Helbing
Koenigsberger Str. 9
30916 Isernhagen
Germany
tel: +49 175 9982360
FAX: +49 121 258 409 3729
http://www.waseo.de/
Developer: audio CDs: The 20 best ATARI Hits, The 20 most inventive ATARI Songs, The Best of Music Non Stop, The Best of ATARI Game Music, The ATARI Super Soundmix. Titles published by Werner Ratz: WASEO-Publisher (DTP-Programm), WASEO-Designer (Erganzung zum DTP-Programm), WASEO-Triology (Nutzliche Programmsammlung), WASEO-Grafinoptikum (Grafikprogrammsammlung),

WASEO-Labouratorium (Arbeitserleichterungsprogramme), WASEO-Practoscope (Sammlung praktischer Programme), Demo Disk, Basic Hits, DISK-LINE disk magazine

Mark Watson 1/08
http://www.scrameta.net/a800.html
Developer: Atari800 emulator ports: 0.8 for GP32, 1.2 for GP2X, 1.2 for Gizmondo

Jim Wilkinson 8/08
https://sourceforge.net/projects/atarilauncher/
Developer: Atari Launcher (A front end for the various Atari hardware emulators, primarily the Atari800WinPlus emulator)

Wordmark Systems (Charles Marslett) 7/08
USA
http://www.wordmark.org/
Developer: for Atari 8 Bit Computers: MyDOS 4.51 (w/ R. Puff; 6/14/89), A65 assembler 1.2 (7/4/89). PC Utility: ATUTIL (UTIL)(6/15/89)

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/atarixlbox.php
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

---

Subject: Y

Yoomp! 7/08
Marcin "Eru" Zukowski, Lukasz "X-Ray" Sychowicz,
Bartek "BeWu" Wasiel, Piotr "0xF" Fusik
http://yoomp.atari.pl/
Developer: Yoomp! version 1.1

Subject: Z

Marcin Zukowski (eru/tqa) 5/07
See also: Taquart
See also: Yoomp!

```
The Netherlands
http://lepix.sourceforge.net/
Developer: LePix v.0.2.0

=====================================================================
End of atari-8-bit/vendev
=====================================================================
```

2807. Re: Touch Tablet compatible games?

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-01 13:35:21 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <6ulmopFg1qraU1@mid.uni-berlin.de>
Source record: 2646

Trevor Holyoak schrieb:
> Has anyone tried playing M.U.L.E. with a paddle? The part where you set
> up the game seems to indicate you can, but I can't even imagine trying
> to park a M.U.L.E. on your lot using one!

No, you cannot play M.U.L.E. with a paddle, but you can play with at
least one joystick and up to three paddles (thus, it can be played with
three players on any XL/XE despite the lack of joystick ports 3 and 4
using one pair of paddles in port 2).

The paddles are only used in the land grant/auction phases (where you
directly act against the other players), the joystick has to be passed
around for the outfitting/installing/Wampus hunting phases (where you
play against time).

Thorsten

2808. US Gold Disk Release Help / WTB: Strip Poker

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-02 20:40:30 UTC
From: Paul Cawley <paul.cawley@clara.co.uk>
Message-ID: <1233607232.17755.0@proxy00.news.clara.net>
Source record: 2647

Hi,
Does anyone have a complete list of games that US Gold released on disk for the 8-Bit back in the 80's?
I have collected quite a few over the last couple of years from eBay etc. and I am not sure what I still need to get (I am mainly interested in the games released in the plastic wallet type packaging).
Does anyone know if Bounty Bob Strikes Back ever came out in disk format from US Gold, on either Atari or C64?

One title I know was released, but have had trouble tracking down is Strip Poker, if anyone has one they would sell, please let me know!

All help appreciated!
Cheers,
Paul

2809. Re: Touch Tablet compatible games?

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-02 22:34:19 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <gm7sdlkpf1@news.motzarella.org>
Source record: 2648

Thorsten Gï¿œnther wrote:
> Trevor Holyoak schrieb:
>> Has anyone tried playing M.U.L.E. with a paddle? The part where you
>> set up the game seems to indicate you can, but I can't even imagine
>> trying to park a M.U.L.E. on your lot using one!
>
> No, you cannot play M.U.L.E. with a paddle, but you can play with at
> least one joystick and up to three paddles (thus, it can be played with
> three players on any XL/XE despite the lack of joystick ports 3 and 4
> using one pair of paddles in port 2).
>
> The paddles are only used in the land grant/auction phases (where you
> directly act against the other players), the joystick has to be passed
> around for the outfitting/installing/Wampus hunting phases (where you
> play against time).

Ah, that makes sense, thanks! If my USB joysticks don't arrive soon, I
may have to pull out an actual Atari system, and I'll give the paddles a
try.

By the way, has anyone ever been able to catch the Wampus? I've tried
but never been successful.

- Trevor

2810. Iomega Zip drive MFM or GCR?

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-02 23:44:19 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <ezLhl.15487$3p.10351@newsfe21.iad>
Source record: 2649
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

Iomega Zip disk itself is MFM or GCR ?

Thanks!
Jack

2811. Re: Iomega Zip drive MFM or GCR?

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-03 01:54:42 UTC
From: a2aviator@gmail.com
Message-ID: <9138c7bf-ba4e-4d50-b34e-2965f442ea7c@f40g2000pri.googlegroups.com>
Source record: 2650
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

The only Group Code Recording (GCR) use you'll find is the Apple II,
various Commodore disk subsystems and the Amiga supported to to read
other disks but did not use it for it's native storage.

Pretty much every thing else is MFM or a derivative.

2812. Re: Iomega Zip drive MFM or GCR?

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-03 07:25:47 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <gm8ril$e77$1@infosun2.rus.uni-stuttgart.de>
Source record: 2501
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

Jack Tseng schrieb:
> Iomega Zip disk itself is MFM or GCR ?

It is whatever Iomega chose it to be, probably neither of the above. It is rather irrelevant, you cannot access the drive at this level anyhow, it either talks SCSI or ATA commands.

So long,
Thomas

2813. Re: CD #1 (Name)

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-03 17:47:09 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <49888324$0$5470$bbae4d71@news.suddenlink.net>
Source record: 2502
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:4984d6e8$0$1638$742ec2ed@news.sonic.net...
> In comp.sys.atari.8bit phantomm_1 <phantomm@suddenlink.net> wrote:
>> We are looking for a good name for the
>> ST-Falcon Main CD #1.
>
> This isn't really c.s.a._8bit_ related, is it? :)
>
> --
> -bill!
> "Tux Paint" - free children's drawing software for Windows / Mac OS X /
> Linux!
> Download it today! http://www.tuxpaint.org/

I am thinking of putting some 8-bit stuff on it as well.

Still working on it...

2814. atari++

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-04 17:29:23 UTC
From: Gaston Verhulst <gaston.verhulst@pandora.be>
Message-ID: <Tfkil.18026$NV1.14327@newsfe01.ams2>
Source record: 2503

Hello,
In the past I had a Atari 800XL and I could make programs for it, and
now I will try it again in Linux with the atari++ emulator.
Starting it up gives a Atari window with a cursor after D:
Please, how can I get the screen with a cursor for writing a program?
Many thanks in advance for helping,
Gaston.

2815. Re: atari++

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-04 18:09:19 UTC
From: Gaston Verhulst <gaston.verhulst@pandora.be>
Message-ID: <jRkil.18107$NV1.17918@newsfe01.ams2>
Source record: 2504

Gaston Verhulst schreef:
> Hello,
> In the past I had a Atari 800XL and I could make programs for it, and
> now I will try it again in Linux with the atari++ emulator.
> Starting it up gives a Atari window with a cursor after D:
> Please, how can I get the screen with a cursor for writing a program?
> Many thanks in advance for helping,
> Gaston.
Question is how I can get the screen with READY with a cursor?

2816. Re: atari++

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-04 18:44:11 UTC
From: bill@newbreedsoftware.com
Message-ID: <4989e1fb$0$1594$742ec2ed@news.sonic.net>
Source record: 2505

Gaston Verhulst <gaston.verhulst@pandora.be> wrote:
> Gaston Verhulst schreef:
> > Hello,
> > In the past I had a Atari 800XL and I could make programs for it, and
> > now I will try it again in Linux with the atari++ emulator.
> > Starting it up gives a Atari window with a cursor after D:
> > Please, how can I get the screen with a cursor for writing a program?
> > Many thanks in advance for helping,
> > Gaston.
> Question is how I can get the screen with READY with a cursor?

I'm not familiar with Atari++ but in Atari800, you need to tell the
emulator to NOT disable BASIC when you boot up. ([F1] key brings up the
settings menu.)

Note that if you want to load/save your BASIC program, you'll need to
boot into a disk image with a DOS on it, but since you seem to be getting
a "D:" prompt, it sounds like you might already be doing that part of
the process. (SpartaDOS? I normally use MyDOS, which presents a menu
interface. [L]oad object, [A] Disk directory, [C]opy file(s), etc.)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2817. Re: atari++

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-04 20:05:45 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <Aymil.19551$Ws1.12475@nlpi064.nbdc.sbc.com>
Source record: 2506

"Gaston Verhulst" <> wrote in message news:
> Gaston Verhulst schreef:
>> Hello,
>> In the past I had a Atari 800XL and I could make programs for it, and now
>> I will try it again in Linux with the atari++ emulator.
>> Starting it up gives a Atari window with a cursor after D:
>> Please, how can I get the screen with a cursor for writing a program?
>> Many thanks in advance for helping,
>> Gaston.
> Question is how I can get the screen with READY with a cursor?
I'm not familiar with Atari++, but I downloaded it
and ran for Windows 32. Hit F1 to get a big menu.
I added the BASIC ROM in the BASIC menu and
it didn't seem to work. What I did to get BASIC
was load a disk image menu item, MyDOS .ATR
image with a binary load BASIC on the .ATR.
I loaded the BASIC I preferred (BASICB.OBJ)
and it worked.
I'll e-mail you the .ATR

2818. Re: atari++

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-04 20:16:19 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <PFmil.1407$Lr6.993@flpi143.ffdc.sbc.com>
Source record: 2507

Hmmm.....
You hit F1 to enter the menus.
Then you hit the Disk Drives to select the .ATR you want.
Then you hit 'PREFS' to select cold start. then
X out of the menu and do a cold start.
That should get you the MyDOS DUP.SYS (menu).
Then hit 'L' for load. Then BASICB.OBJ for BASICB.
Then you get the READY prompt.

2819. Re: Atari 8Bit Tower

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-05 00:18:56 UTC
From: ataribob <noway@alamedanet.net>
Message-ID: <gmdb9r$9f3$1@news.parasun.com>
Source record: 2508

I did this a long time ago with a 600XL, Transkey, and an XF551 motherboard.
The hardest part was extending the cartridge socket. I used an IDC 34 pin
edge connector and the plastic off of the 600XL. Worked good!

One thing I have noticed is that the newer PCs have lots more room in them
than the old clunker I used.

Bob

<Latchguy@gmail.com> wrote in message
news:d511b37b-0dc1-4307-9820-cbddfe44c036@k19g2000yqg.googlegroups.com...
> After realizing that my XEGS rom needs replacing, I've decided to
> cannibalize the unit and build an Atari 8Bit Tower out of it. I've
> done some initial research and thinking and I thought it'd be fun to
> gather this groups input before I actually started....Once I get going
> I'll post a blogger URL so I can upload photos and take comments and
> everyone can see how it's going.
>
> As far as what I'm thinking so far...I'd like as much compatability
> with stock 8 bits as possible, but I'm willing to install some
> performance upgrades as long as they don't alter that too much. I
> think I'd like to build a tower with a Hard Drive, a CD ROM, at least
> one 5 1/4 drive, detached keyboard, the cartridge port should remain
> accessible as should the joystick ports, I'd like to run the whole
> thing off the tower's power supply. It should be a fun tower too,
> with see thru side and maybe some flourescent lighting.... I have a
> Samsung 15 Inch LCD already for the display that will take S-Video
> input. I'd like to run Spartados X most of the time....
>
> Here are my first thoughts....Use the XEGS because of the detachable
> keyboard, some rewiring will have to be done to move the cartridge
> port, and the console system buttons. They keyboard also needs a
> longer extension and I've been scouring the net looking for Atari 5200
> Joystick exstention cables...but no luck yet. I'm thinking of the
> AtariFlash, MyIDE internal interface for the Hard Drive, but I've
> absolutely zero experience with this product and I do not know how
> well it works with Doses and other things in the SIO chain...so this
> is where I'm looking for feedback first....
>
> Also out of curiosity, anybody tried this before? (I've found one
> small posting on Atariage, but it was far from complete).

2820. Re: atari++

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-05 04:16:56 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <ZKtil.12993$as4.3736@nlpi069.nbdc.sbc.com>
Source record: 2509

Also, the BASIC.ROM on the .ATR is BASIC C.
You can load it by: F1 menu, BASIC, select the
ROM file, menu, PREFS, cold start should give
you READY.
I prefer the B version, I can send you that ROM.
Thor doesn't want to violate BASIC copyright.
I think maybe you have the BASIC in an 8-bit
somewhere.

2821. Re: atari++

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-05 07:16:51 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <gme3pt$iv2$1@infosun2.rus.uni-stuttgart.de>
Source record: 2510

Russg schrieb:

> I'm not familiar with Atari++, but I downloaded it
> and ran for Windows 32. Hit F1 to get a big menu.
> I added the BASIC ROM in the BASIC menu and
> it didn't seem to work.

You also need to tell the emulator to use it. For that,
check the "UseBasic" button in the menu, and also unselect the
"HoldOption" item in the "Keyboard" menu.

So long,
Thomas

2822. Re: Iomega Zip drive MFM or GCR?

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-05 09:59:30 UTC
From: Rick Balkins <rickbalkins.nospam@nospam.gmail.com>
Message-ID: <4Myil.3090$xm4.456@newsfe20.iad>
Source record: 2511
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

It is probably an RLL scheme. MFM is for FAT/FAT12 disks. 5.25" & 3.5" floppy disks and very early hard drives. New hard drives uses an RLL scheme. If anything, for legacy sake, this would be an MFM/RLL style scheme versus a GCR/RLL scheme.

FAT was built around and on top of MFM coding so it is probably founded on this scheme for later FAT file systems for ease of software and hardware mechanics. If you take a look at Iomega SuperDisk project, it alludes to MFM and MFM/RLL encoding scehemes versus GCR because it doesn't read older GCR disks but MFM disks. So, this is probably the case.

GCR was Commodore, Apple II, and few IBM based systems:
http://en.wikipedia.org/wiki/Group_Code_Recording

"Thomas Richter" <thor@math.tu-berlin.de> wrote in message
news:gm8ril$e77$1@infosun2.rus.uni-stuttgart.de...
> Jack Tseng schrieb:
>> Iomega Zip disk itself is MFM or GCR ?
>
> It is whatever Iomega chose it to be, probably neither of the above. It
> is rather irrelevant, you cannot access the drive at this level anyhow,
> it either talks SCSI or ATA commands.
>
> So long,
> Thomas

2823. Re: Iomega Zip drive MFM or GCR?

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-05 10:07:15 UTC
From: Rick Balkins <rickbalkins.nospam@nospam.gmail.com>
Message-ID: <mTyil.3091$xm4.853@newsfe20.iad>
Source record: 2512
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

Another additional thing is PRML or extended PRML (EPRML).
The zip disk would resemble a hard drive more then a floppy disk in the
encoding scheme.

"Rick Balkins" <rickbalkins.nospam@nospam.gmail.com> wrote in message
news:4Myil.3090$xm4.456@newsfe20.iad...
> It is probably an RLL scheme. MFM is for FAT/FAT12 disks. 5.25" & 3.5"
> floppy disks and very early hard drives. New hard drives uses an RLL
> scheme. If anything, for legacy sake, this would be an MFM/RLL style
> scheme versus a GCR/RLL scheme.
>
> FAT was built around and on top of MFM coding so it is probably founded on
> this scheme for later FAT file systems for ease of software and hardware
> mechanics. If you take a look at Iomega SuperDisk project, it alludes to
> MFM and MFM/RLL encoding scehemes versus GCR because it doesn't read older
> GCR disks but MFM disks. So, this is probably the case.
>
> GCR was Commodore, Apple II, and few IBM based systems:
> http://en.wikipedia.org/wiki/Group_Code_Recording
>
>
>
> "Thomas Richter" <thor@math.tu-berlin.de> wrote in message
> news:gm8ril$e77$1@infosun2.rus.uni-stuttgart.de...
>> Jack Tseng schrieb:
>>> Iomega Zip disk itself is MFM or GCR ?
>>
>> It is whatever Iomega chose it to be, probably neither of the above. It
>> is rather irrelevant, you cannot access the drive at this level anyhow,
>> it either talks SCSI or ATA commands.
>>
>> So long,
>> Thomas
>
>

2824. Re: atari++

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-05 13:08:57 UTC
From: Gaston Verhulst <gaston.verhulst@pandora.be>
Message-ID: <JxBil.20037$E93.8464@newsfe11.ams2>
Source record: 2513

Hello Russg and Thomas,

First of all thanks you very much for the helping answers.
From now I come to the READY screen, where I can write and run something.
I also found my old Atari Magazines from SAG and ABBUC, so I can make
some exercises to become again familiar with Atari Basic programming.

Kind regards,
Gaston.

Thomas Richter schreef:
> Russg schrieb:
>
>> I'm not familiar with Atari++, but I downloaded it
>> and ran for Windows 32. Hit F1 to get a big menu.
>> I added the BASIC ROM in the BASIC menu and
>> it didn't seem to work.
>
> You also need to tell the emulator to use it. For that,
> check the "UseBasic" button in the menu, and also unselect the
> "HoldOption" item in the "Keyboard" menu.
>
> So long,
> Thomas

2825. FS eBay: Atari XL/XE QUICK programming lanuage

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-05 16:10:26 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <6aadf727-0eba-4bfb-8f01-c46129baa4f2@y23g2000pre.googlegroups.com>
Source record: 2514

I have available electronic copies of the Quick programming language
package for purchase through eBay. The price is £1.50. Direct listing
link:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=230323826722

Dean Garraghty

2826. Lots of atari stuff about to go to ebay

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-05 16:15:57 UTC
From: Rick <rcollet@gmail.com>
Message-ID: <b8544dfa-4f09-4919-9606-40816e91722f@n33g2000pri.googlegroups.com>
Source record: 2515

Hey guys,

I live in San Jose, CA, and thought I'd offer this stuff up here in
case theres someone local who is interested. It'll get dumped on ebay
if not.

http://www.atari8.com/ebay/

If you are local, and make a decent offer, I'll even deliver it. It
goes on ebay tomorow (Jan 6 2009) - we are moving next week, so I'm
unloading a lot of my stuff to set an example for the kids.

Note: there is also some Sega stuff in there, and also a manual and
boot disks/system disks for the ATR8000.

Feel free to email me with questions. rcollet ()at() gmail ()dot() com
I'd really like to have one person take the whole shabang - as I said,
I'm moving and my time is very limited right now.

Thanks!

2827. Re: Lots of atari stuff about to go to ebay

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-05 17:45:33 UTC
From: Jochen <spam@joschs-robotics.de>
Message-ID: <498b25b4$0$31868$9b4e6d93@newsspool3.arcor-online.net>
Source record: 2516

Hi Rick.

Would you ship to Germany. I made a quick look at the stuff (when I
return home, I will look in detail) and I would be interested in
Phantasie and the Atari 800 (if it's not only the package ;-)

Bye Jochen

Rick schrieb:
> Hey guys,
>
> I live in San Jose, CA, and thought I'd offer this stuff up here in
> case theres someone local who is interested. It'll get dumped on ebay
> if not.
>
> http://www.atari8.com/ebay/
>
> If you are local, and make a decent offer, I'll even deliver it. It
> goes on ebay tomorow (Jan 6 2009) - we are moving next week, so I'm
> unloading a lot of my stuff to set an example for the kids.
>
> Note: there is also some Sega stuff in there, and also a manual and
> boot disks/system disks for the ATR8000.
>
> Feel free to email me with questions. rcollet ()at() gmail ()dot() com
> I'd really like to have one person take the whole shabang - as I said,
> I'm moving and my time is very limited right now.
>
> Thanks!

2828. Re: Iomega Zip drive MFM or GCR?

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-05 18:35:45 UTC
From: "Vanessa E." <vanDEesLEsaeTEzekoTHwlSitz@gmail.com>
Message-ID: <gmfbho$rd8$1@aioe.org>
Source record: 2517
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

Rick Balkins wrote:

> It is probably an RLL scheme. MFM is for FAT/FAT12 disks. 5.25" & 3.5"
> floppy disks and very early hard drives. New hard drives uses an RLL scheme.
> If anything, for legacy sake, this would be an MFM/RLL style scheme versus a
> GCR/RLL scheme.

Only older hard disks with the ST-506 interface used RLL and MFM.

Modern hard disks use something different. Anything made between the ST-506 era and roughly 2006 uses parallel recording of course, but not the RLL/MFM schemes. What exactly is used probably depends on the manufacturer. From 2006 onwards, drives are starting to appear that use perpendicular recording, where the magnetic particles are oriented vertically with respect to the media.

On top of the recording scheme are something called PRML (which helps make sure reads are consistent despite noisy media), and Reed-Solomon error correction (same scheme as used on CD and DVD media).

On top of that is the interface layer, the bit we all know as IDE, SATA, or SCSI. The controller in the computer has no idea at all about the recording scheme.

> FAT was built around and on top of MFM coding ...

It might have been designed with floppy disks in mind, but FAT is a filesystem layer, independent of the underlying recording scheme. These days, it is most commonly found on memory cards, thumbdrives, mp3 players, and so on.

FAT is used so commonly because practically everything made in the last 20 years or so can read it. Other filesystems can theoretically be used as well, as long as the disk is low-level formatted properly and the filesystem's metadata will actually fit into the 1.4 MB space available.

> If you take a look at Iomega SuperDisk project,

SuperDisk was a 3M/Imation technology, not Iomega. That aside...

> it alludes to MFM and MFM/RLL encoding scehemes versus GCR because it
> doesn't read older GCR disks but MFM disks. So, this is probably the case.

You're talking about the floppy disk read capability. The Imation SuperDisk project is a variation on the older Floptical technology, which used RLL for the recording scheme, with a laser to guide the head from track to track.

As Iomega disks are entirely magnetic, RLL probably also forms the basis of the recording scheme, but it likely differs enough from the sort used on floppy disks that it can no longer be called "RLL".

> GCR was Commodore, Apple II, and few IBM based systems:
> http://en.wikipedia.org/wiki/Group_Code_Recording

According to the above link, GCR can be used on top of RLL, which does make sense. Remember that RLL and MFM are the low-level recording schemes, while GCR is really more of an encoding scheme, which is why we have raw GCR-encoded 1541 disk images out there (.G64), in addition to the usual unecoded version (.D64).

As to the ZIP drive, I would have to agree with Thomas - the low-level recording scheme could be just about anything, since it is abstracted away by the interface.

--
"There are some things in life worth obsessing over. Most
things aren't, and when you learn that, life improves."
http://starbase.globalpc.net/~vanessa/
Vanessa Ezekowitz <vanDEesLEsaTEezeTHkoISwitz@gmail.com>

2829. Re: Lots of atari stuff about to go to ebay

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-05 19:08:14 UTC
From: bill@newbreedsoftware.com
Message-ID: <498b391e$0$1667$742ec2ed@news.sonic.net>
Source record: 2518

Rick <rcollet@gmail.com> wrote:
> If you are local, and make a decent offer, I'll even deliver it. It
> goes on ebay tomorow (Jan 6 2009) - we are moving next week, so I'm
> unloading a lot of my stuff to set an example for the kids.

Did you mean Feb? (This post seemed to hit c.s.a.8 on Feb 5 2009)

-bill!

2830. Re: Lots of atari stuff about to go to ebay

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-06 05:58:01 UTC
From: DocRotCod <rahbart@cox.net>
Message-ID: <HjQil.3204$xm4.2784@newsfe20.iad>
Source record: 2519

Rick,

As I am both an avid Atari and Sega fan, i'd be interested in the whole lot
if you would be willing to ship to Oklahoma.

LMK,
Thomas

"Rick" <rcollet@gmail.com> wrote in message
news:b8544dfa-4f09-4919-9606-40816e91722f@n33g2000pri.googlegroups.com...
> Hey guys,
>
> I live in San Jose, CA, and thought I'd offer this stuff up here in
> case theres someone local who is interested. It'll get dumped on ebay
> if not.
>
> http://www.atari8.com/ebay/
>
> If you are local, and make a decent offer, I'll even deliver it. It
> goes on ebay tomorow (Jan 6 2009) - we are moving next week, so I'm
> unloading a lot of my stuff to set an example for the kids.
>
> Note: there is also some Sega stuff in there, and also a manual and
> boot disks/system disks for the ATR8000.
>
> Feel free to email me with questions. rcollet ()at() gmail ()dot() com
> I'd really like to have one person take the whole shabang - as I said,
> I'm moving and my time is very limited right now.
>
> Thanks!

2831. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-06 06:14:11 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1233900808@rtfm.mit.edu>
Source record: 2520
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: July 20, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"

http://atari.fandal.cz/ Games, Demos

http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2832. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-06 11:46:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0902060343480.4754@slate.spiritone.com>
Source record: 2521
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! I can also sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2833. 20% OFF ALL NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-06 11:48:45 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0902060346240.4754@slate.spiritone.com>
Source record: 2522
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

NEW GAMES 20% OFF!NEW GAMES 20% OFF! NEW GAMES 20% OFF!NEW GAMES 20% OFF!

ORDERS OVER $50 GETS 20% OFF ALL NEW CLASSIC ATARI 8 BIT & ATARI ST GAMES!
ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF NEW ATARI
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Address so I can expedite your order or call Ben anytime at (503)256-9974!

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http://www.aracnet.com/~atari/st_soft.htm ATARI ST GAMES & SOFTWARE!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2834. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-06 11:50:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0902060348530.4754@slate.spiritone.com>
Source record: 2523
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "Wantlist" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2835. Re: atari++

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-06 22:22:12 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <kK2jl.16235$yr3.10961@nlpi068.nbdc.sbc.com>
Source record: 2524

I'm more familiar with Atari++ now.
It has the source code, 350+ files in 3.5 megabytes
of code.
I've often wondered what is involved in writing one
of the emulators, and this is the first source code
I've even briefly looked at.
This is a monumental undertaking, congratulations and
thank you, Thomas.

2836. Re: atari++

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-06 22:32:06 UTC
From: bill@newbreedsoftware.com
Message-ID: <498cba66$0$1645$742ec2ed@news.sonic.net>
Source record: 2525

Russg <russgilb@mungesbcglobal.net> wrote:
> I'm more familiar with Atari++ now.
> It has the source code, 350+ files in 3.5 megabytes
> of code.
> I've often wondered what is involved in writing one
> of the emulators, and this is the first source code
> I've even briefly looked at.
> This is a monumental undertaking, congratulations and
> thank you, Thomas.

Note that I believe atari++ was originally based upon the
open source (GPL'd) Atari800 codebase, which is a bit older.
I'm sure Thomas has rewritten the heck out of atari++ in
the meantime, though.

And then there's MESS, which I've never used, but also
apparently does 800 & 5200 emulation. And MAME. :) Yikes.

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2837. [Local] Atari Party, Davis CA, March 28th, 2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-06 22:32:45 UTC
From: bill@newbreedsoftware.com
Message-ID: <498cba8d$0$1645$742ec2ed@news.sonic.net>
Source record: 2526
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,ucd.life,davis.general,yolo.life

Announcing Atari Party 2009!

I'll be assembling a varierty of Atari game systems and computers,
and nearly 200 games, for all to come and play. At the Yolo County Public
Library, Davis Branch, in the Blanchard Room. 6pm-9pm on Saturday, March 28th

Free and open to the public, but space will be limited. Donations welcome to
help pay for the facilities and any pizza we might order during the event.

For more, see: http://www.newbreedsoftware.com/atariparty/

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2838. Re: [Local] Atari Party, Davis CA, March 28th, 2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-07 00:37:10 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2009.02.07.00.37.10.264327@suddenlink.net>
Source record: 2527

On Fri, 06 Feb 2009 22:32:45 +0000, Bill Kendrick wrote:

> Announcing Atari Party 2009!

Dang Bill - I sure wish you didn't live so far away. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

2839. Re: age of my collection

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-07 06:16:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <498d2e32c31a00@comcast.net>
Source record: 2528

>Hello:
>
>Is there a age of a floppy disk ? Is there a failure issue after say
>so many years or so many writes or reads? Why I ask is that I have
>many disks that are ancient, and I am wondering if I should transfer
>them to another disk that was formatted earlier? I have been
>diskcom'ing some for that issue, so I have my favorite games and
>utilities.
>JIM

Not sure really. Ihave many 8-bit games on disk and about 90% of them work
just as good as they did when I originally bought them. Some do not, but then
I have run into the same situations before when I had disk loading problems.
AS far as putting on a different disk, it could not hurt. I strongly believe
in backups.
--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

2840. Re: atari softward

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-07 06:20:16 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <498d2e32c31a01@comcast.net>
Source record: 2529

>Hello:
>
>Just how many atari software titles are out there? I seem to have
>software that no one else has, and I have some of the ones everyone
>else have as well. I have been trying to catalog my collection and
>have box's and box's of the stuff.
>
>JIM

As far as 8-bit is concerned, tons!!!!!!!. I too have some old titles. In the
80's, I would buy 5-10 titles a month and I did that for 5 years in a row.
There are enough 8-bit titles to keep us all happy for years to come.
--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

2841. Re: Iomega Zip drive MFM or GCR?

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-07 16:41:46 UTC
From: Anssi Saari <as@sci.fi>
Message-ID: <vg33aeqp5bp.fsf@omppu.modeemi.cs.tut.fi>
Source record: 2530
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

"Rick Balkins" <rickbalkins.nospam@nospam.gmail.com> writes:

> Another additional thing is PRML or extended PRML (EPRML).
> The zip disk would resemble a hard drive more then a floppy disk in the
> encoding scheme.

We might guess RLL. I found a paper from Quantum
(http://www.forensicswiki.org/images/c/c6/Maxtor_PRML_Read_Channels.pdf)
where they say they first put PRML in their Empire drives in 1993.
Maybe IBM did it already in 1992 when they came out with the first
3.5" 1 GB drive
(http://www-03.ibm.com/ibm/history/exhibits/storage/storage_chrono20.html).

The Empire models were apparently 540 MB - 2 GB in size. The 540 model
had four heads so presumably 270 MB per platter, almost three times
the capacity of Zip media which came out in 1994. So one might think
Zips used old encoding since they weren't exactly top of the line in
storage density back then.

Well, it looks like Gibson Research confirms it, RLL was used, at
http://www.grc.com/tip/codknowledge.htm which is about the click of
death.

2842. Re: Touch Tablet compatible games?

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-07 21:02:07 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <6v6b6eFidq0eU1@mid.uni-berlin.de>
Source record: 2531

Trevor Holyoak schrieb:
> By the way, has anyone ever been able to catch the Wampus?

Yes, personally, I am quite good at it. I approach the mountain where he shows up from the side, adjust my vertical position and wait for the little dot to shine up. Just make sure you are not too close beforehand, then he'll certainly jump to another mountain.

Thorsten

2843. xa 2.3.5

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-08 07:20:01 UTC
From: Cameron Kaiser <ckaiser@floodgap.com>
Message-ID: <498e8729$0$193$bb4e3ad8@newscene.com>
Source record: 2532
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

The xa 6502 cross-assembler package has been updated to version 2.3.5. This version fixes a bug with the .bin pseudo-op and character sets, adds PETSCREEN and HIGH character sets, adds the .aasc pseudo-op, and has multiple small custodial and bug fixes. It will compile on most systems with an ANSI C compiler, can generate code for all NMOS and most CMOS variants of the 6502 and the 65816, and is known to work on Win32, most Un*ces and Mac OS X. It is licensed under GPL.

http://www.floodgap.com/retrotech/xa/

--
Cameron Kaiser * ckaiser@floodgap.com * posting with a Commodore 128
personal page: http://www.cameronkaiser.com/
** Computer Workshops: games, productivity software and more for C64/128! **
** http://www.armory.com/%7Espectre/cwi/ **

2844. Re: Iomega Zip drive MFM or GCR?

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-10 00:44:17 UTC
From: Rick Balkins <rickbalkins.nospam@nospam.gmail.com>
Message-ID: <u54kl.8599$mN5.1845@newsfe03.iad>
Source record: 2533
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

I'd be damn, my guess prior was RLL but I left open for newer schemes that
may exists in the 250 MBytes Zip disks versus the 100 MB.

Got a good point.

"Anssi Saari" <as@sci.fi> wrote in message
news:vg33aeqp5bp.fsf@omppu.modeemi.cs.tut.fi...
> "Rick Balkins" <rickbalkins.nospam@nospam.gmail.com> writes:
>
>> Another additional thing is PRML or extended PRML (EPRML).
>> The zip disk would resemble a hard drive more then a floppy disk in the
>> encoding scheme.
>
> We might guess RLL. I found a paper from Quantum
> (http://www.forensicswiki.org/images/c/c6/Maxtor_PRML_Read_Channels.pdf)
> where they say they first put PRML in their Empire drives in 1993.
> Maybe IBM did it already in 1992 when they came out with the first
> 3.5" 1 GB drive
> (http://www-03.ibm.com/ibm/history/exhibits/storage/storage_chrono20.html).
>
> The Empire models were apparently 540 MB - 2 GB in size. The 540 model
> had four heads so presumably 270 MB per platter, almost three times
> the capacity of Zip media which came out in 1994. So one might think
> Zips used old encoding since they weren't exactly top of the line in
> storage density back then.
>
> Well, it looks like Gibson Research confirms it, RLL was used, at
> http://www.grc.com/tip/codknowledge.htm which is about the click of
> death.
>

2845. Borrow Atari 800 near Sacramento

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-10 23:41:43 UTC
From: bill@newbreedsoftware.com
Message-ID: <499210b7$0$1655$742ec2ed@news.sonic.net>
Source record: 2534

Anyone near Davis, Calif. willing to lend me an Atari 800?
I'd like to have a system for playing 4-player games (M.U.L.E. & Dandy)
at my Atari Party in late March.
(http://www.newbreedsoftware.com/atariparty/)

Thanks!

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2846. Re: Driving Controller games?

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-12 04:52:07 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <gn09tn01rta@news5.newsguy.com>
Source record: 2535

kev242@gmail.com <kev242@gmail.com> wrote:
> Gyruss used a joystick, but Star Trek the video game (color vector
> graphics) used a rotary controller.

The arcade Gyruss was actually a rotary controller with a joystick
on it instead of a paddle. Once you play the arcade version the 8-bit
version is harder to control.

2847. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-12 10:41:26 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0902120239540.16198@slate.spiritone.com>
Source record: 2536
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! I can also sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2848. 20% OFF ALL NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-12 10:44:40 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0902120241330.16198@slate.spiritone.com>
Source record: 2538
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

NEW GAMES 20% OFF!NEW GAMES 20% OFF! NEW GAMES 20% OFF!NEW GAMES 20% OFF!

ORDERS OVER $50 GETS 20% OFF ALL NEW CLASSIC ATARI 8 BIT & ATARI ST GAMES!
ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF NEW ATARI
GAMES!Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask
for Atari catalogs. My Software & Book Catalogs are sorted alphabetically
by Title so Cut-&-Paste your order and E-Mail your list with your Shipping
Address so I can expedite your order or call Ben anytime at (503)256-9974!

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http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT GAMES & SOFTWARE!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST GAMES & SOFTWARE!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2849. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-12 10:46:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0902120244500.16198@slate.spiritone.com>
Source record: 2537
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "Wantlist" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2850. Re: Driving Controller games?

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-12 18:56:27 UTC
From: bill@newbreedsoftware.com
Message-ID: <499470db$0$1611$742ec2ed@news.sonic.net>
Source record: 2539

gozarcollins@spamtraphotmail.com wrote:
> The arcade Gyruss was actually a rotary controller with a joystick
> on it instead of a paddle. Once you play the arcade version the 8-bit
> version is harder to control.

Huh, I did not remember that. But found a shapsnot via images.google.com
that seems to confirm. Looks like a joystick with a spherical bulb at
the top, but the diagram below it has a curved, double-pointed arrow.

Although, it can also imagine the stick being just left/right (and the
curve is shown to denote the fact that the ship spins around the screen.)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2851. Thriving video gaming auction site takes bite out of Ebay fees

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-15 19:30:53 UTC
From: socalmike@chasingthechuckwagon.com
Message-ID: <942f1839-e050-485e-9bde-dc72965803e2@z1g2000yqn.googlegroups.com>
Source record: 2540

Sick of Ebay and their fees? Want to deal in an auction site
dedicated to video games? Check out http://www.ChaseTheChuckwagon.com.
Over 3,000 auctions running now!

2852. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-17 05:41:56 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1234849285@rtfm.mit.edu>
Source record: 2541
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: July 20, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"

http://atari.fandal.cz/ Games, Demos

http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2853. CGE 2K7 4-DVD set now available for pre-order!

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-17 13:55:54 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <cc7ed8a0-01c4-4e65-be88-742a0a3bb11e@s20g2000yqh.googlegroups.com>
Source record: 2542
Cross-posted to:
comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.arcade,rec.games.vectrex,rec.games.video.arcade.collecting

http://www.thelogbook.com/media/cge/

2854. Re: CGE 2K7 4-DVD set now available for pre-order!

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-18 00:35:38 UTC
From: vectrexmad@fastmail.fm
Message-ID: <8fd9564b-5ab1-419b-a7ce-f6382362f019@x9g2000yqk.googlegroups.com>
Source record: 2543
Cross-posted to:
comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.arcade,rec.games.vectrex,rec.games.video.arcade.collecting

On Feb 17, 1:55 pm, "super_sto...@yahoo.com" <super_sto...@yahoo.com>
wrote:
> http://www.thelogbook.com/media/cge/

I see Jay Smith is on the DVD!
I am interested to buy, but will these DVDs play on a standard DVD
player in the UK (i.e. PAL format and Europe region) ?
regards
VectrexMad!
www.vectrex.co.uk

2855. Re: CGE 2K7 4-DVD set now available for pre-order!

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-18 10:57:06 UTC
From: Mayhemers@hotmail.com
Message-ID: <34a693f9-033b-4638-867f-d9b14390d693@j8g2000yql.googlegroups.com>
Source record: 2544
Cross-posted to:
comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.arcade,rec.games.vectrex,rec.games.video.arcade.collecting

I'd imagine it will be NTSC but hopefully region 0. I'll go ask Earl
and find out...

2856. Re: CGE 2K7 4-DVD set now available for pre-order!

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-18 14:36:07 UTC
From: "super_stonic@yahoo.com" <super_stonic@yahoo.com>
Message-ID: <6148e970-971b-4774-93ed-b3af2b294c9f@g38g2000yqd.googlegroups.com>
Source record: 2545
Cross-posted to:
comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.arcade,rec.games.vectrex,rec.games.video.arcade.collecting

On Feb 18, 5:57 am, Mayhem...@hotmail.com wrote:
> I'd imagine it will be NTSC but hopefully region 0. I'll go ask Earl
> and find out...

All 4 discs are region 0.

2857. Been a long time!

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-18 15:14:54 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <gnh8le$up5$1@news.xmission.com>
Source record: 2546

It's been quite some time since I've been here. Had to check to see if anybody (from back-in-the-day) was still here.

Sold off most of my remaining 8bit equipment about a year ago, but kept enough to remain functional.

My 10 year old son found a box that's been taped up since 1982 and was amazed at what I did back
then with an 8bit Atari. I had some old Dungeons & Dragons print-out (character sheets) that
were made with my Atari and a printer connected to a printer interface.

Wow!

2858. Re: Been a long time!

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-18 15:45:26 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <s2Wml.4746$PE4.271@nlpi061.nbdc.sbc.com>
Source record: 2547

"James King" <> wrote in message news:
> It's been quite some time since I've been here. Had to check to see if
> anybody (from
> back-in-the-day) was still here.
>
> Sold off most of my remaining 8bit equipment about a year ago, but kept
> enough to remain
> functional.
>
> My 10 year old son found a box that's been taped up since 1982 and was
> amazed at what I did back
> then with an 8bit Atari. I had some old Dungeons & Dragons print-out
> (character sheets) that
> were made with my Atari and a printer connected to a printer interface.
>
> Wow!
>
Hi, James. I remember you. We exchanged adapters
for 130XE to MIO/Black Box, and did some other
trades.
You ever hear from Bob Klass?
I still use the Atari, but mostly Atari800winplus 3.1.

2859. Re: CGE 2K7 4-DVD set now available for pre-order!

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-18 16:35:23 UTC
From: Mayhemers@hotmail.com
Message-ID: <9f4d7ce5-3df4-4da9-891c-7cfd16814de5@u18g2000vbb.googlegroups.com>
Source record: 2548
Cross-posted to:
comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.arcade,rec.games.vectrex,rec.games.video.arcade.collecting

```
Anyways, just connect your DVD player via RGB or component if you
don't think your TV does NTSC for some reason...
```

2860. Re: CGE 2K7 4-DVD set now available for pre-order!

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-19 00:11:01 UTC
From: jt august <starsabre@net.att>
Message-ID: <starsabre-C631E8.18110118022009@inetnews.worldnet.att.net>
Source record: 2549
Cross-posted to:
comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.arcade,rec.games.vectrex,rec.games.video.arcade.collecting

In article
<9f4d7ce5-3df4-4da9-891c-7cfd16814de5@u18g2000vbb.googlegroups.com>,
Mayhemers@hotmail.com wrote:

> Anyways, just connect your DVD player via RGB or component if you
> don't think your TV does NTSC for some reason...

Or watch it on your computer. VGA doesn't care about PAL and NTSC. I
have watched numerous MPEGs sourced from the Beeb on my computer in the
Midwest. I tried a PAL DVD last summer and it played flawlessly.

jt

2861. Re: CGE 2K7 4-DVD set now available for pre-order!

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-19 00:38:40 UTC
From: James Sweet <jamessweet1@trashmail.net>
Message-ID: <gni9masva1@news.motzarella.org>
Source record: 2550
Cross-posted to:
comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.arcade,rec.games.vectrex,rec.games.video.arcade.collecting

```
jt august wrote:
> In article
> <9f4d7ce5-3df4-4da9-891c-7cfd16814de5@u18g2000vbb.googlegroups.com>,
> Mayhemers@hotmail.com wrote:
>
>> Anyways, just connect your DVD player via RGB or component if you
>> don't think your TV does NTSC for some reason...
>
> Or watch it on your computer. VGA doesn't care about PAL and NTSC. I
> have watched numerous MPEGs sourced from the Beeb on my computer in the
> Midwest. I tried a PAL DVD last summer and it played flawlessly.
>
> jt

I used to have an Apex region free DVD player, it played PAL DVDs just
fine on my NTSC-only TV set.
```

2862. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-19 12:46:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0902190444560.18855@slate.spiritone.com>
Source record: 2451
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! I can also sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2863. 20% OFF ALL NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-19 12:50:29 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0902190446561.18855@slate.spiritone.com>
Source record: 2453
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

NEW GAMES 20% OFF!NEW GAMES 20% OFF! NEW GAMES 20% OFF!NEW GAMES 20% OFF!

ORDERS OVER $50 GETS 20% OFF ALL NEW CLASSIC ATARI 8 BIT & ATARI ST GAMES!
ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF NEW ATARI
GAMES!Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask
for Atari catalogs. My Software & Book Catalogs are sorted alphabetically
by Title so Cut-&-Paste your order and E-Mail your list with your Shipping
Address so I can expedite your order or call Ben anytime at (503)256-9974!

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http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI SALES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT GAMES & SOFTWARE!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST GAMES & SOFTWARE!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2864. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-19 12:53:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0902190450380.18855@slate.spiritone.com>
Source record: 2452
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "Wantlist" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2865. Re: CGE 2K7 4-DVD set now available for pre-order!

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-20 08:51:00 UTC
From: Iain
Message-ID: <memo.20090220085159.7336A@ioi.zen.co.uk>
Source record: 2454

In article <8fd9564b-5ab1-419b-a7ce-f6382362f019@x9g2000yqk.googlegroups.com>, vectrexmad@fastmail.fm () wrote:

> *From:* vectrexmad@fastmail.fm
> *Date:* Tue, 17 Feb 2009 16:35:38 -0800 (PST)
>
> On Feb 17, 1:55 pm, "super_sto...@yahoo.com"
> <super_sto...@yahoo.com>
> wrote:
> > http://www.thelogbook.com/media/cge/
>
> I see Jay Smith is on the DVD!
> I am interested to buy, but will these DVDs play on a standard DVD
> player in the UK (i.e. PAL format and Europe region) ?

Most UK DVD players will play NTSC fine. What they output depends though, could be NTSC, could be psuedo-PAL so it's down to whatever your TV can handle but again, most UK ones should be fine as they are nearly all multi standard.

2866. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-21 03:13:48 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.upolxsdkgaat7c@mdc>
Source record: 2455

I just wanted to point out that the latest FAQ version contains a very large amount of new or newly revised info. I've put a bunch of time into it the last couple months. The list of updates since last time is at the top as usual.

Any feedback is appreciated as always!

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

2867. Re: 20% OFF ALL NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-21 07:42:17 UTC
From: Nathan <nathan.dkassandra4@gmail.com>
Message-ID: <cd1d4112-f1c6-40cd-8af4-53557a5dc769@e1g2000pra.googlegroups.com>
Source record: 2456
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On Feb 19, 5:50 am, Bravo Sierra Computers <at...@aracnet.com> wrote:
> NEW GAMES 20% OFF!NEW GAMES 20% OFF! NEW GAMES 20% OFF!NEW GAMES 20% OFF!
>
> ORDERS OVER $50 GETS 20% OFF ALL NEW CLASSIC ATARI 8 BIT & ATARI ST GAMES!
> ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF NEW ATARI
> GAMES!Gotohttp://BensCatalogs.Atari.orgor E-Mail BenSe...@Atari.org ask
> for Atari catalogs. My Software & Book Catalogs are sorted alphabetically
> by Title so Cut-&-Paste your order and E-Mail your list with your Shipping
> Address so I can expedite your order or call Ben anytime at (503)256-9974!
>
> http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI
CATALOGS!http://www.aracnet.com/~atari/specials.htm ALL ABOUT CURRENT ATARI
SALES!http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT GAMES &
SOFTWARE!http://www.aracnet.com/~atari/st_soft.htm ATARI ST GAMES & SOFTWARE!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. Customers love the speedy service! I have
> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>
> Please Direct all Replies Through E-Mail to: BenSe...@Atari.org or
> At...@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
> FREE Catalogs @http://BenSells.Atari.orgorhttp://BensCatalogs.Atari.orgor
> Catalogs Requested by E-Mail at At...@aracnet.com or BenSe...@Atari.org and
> Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

I had a request from someone for a certain game, and went to the /
newstuff page and its last update was from 2005. Business must be
booming to miss an update like that one.

Don't mean to lurk. I do have a neat story. I bought a common lot of
Genesis games, and the store sticker was from a store, now closed, in
Dhahran, Saudi Arabia. I had been stationed there in 97 and to see
these labels from before the Gulf War was a real trip. The previous
owner's father was an employee over there and hosted soldiers to give
them a break. He has a bathroom door that he had all the guys sign,
and on it Tim McVeigh signed. All I could say was wow.

Had to share, back to lurking.

Nathan

2868. Re: 20% OFF ALL NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-21 13:00:54 UTC
From: jt august <starsabre@net.att>
Message-ID: <starsabre-3E6297.07005321022009@inetnews.worldnet.att.net>
Source record: 2457
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

In article
<cd1d4112-f1c6-40cd-8af4-53557a5dc769@e1g2000pra.googlegroups.com>,
Nathan <nathan.dkassandra4@gmail.com> wrote:

> I had a request from someone for a certain game, and went to the /
> newstuff page and its last update was from 2005. Business must be
> booming to miss an update like that one.

Not surprised, since his ad campaign seems to be solely dependent on
spamming newsgroups, and anyone of regularity around here knows how to
use filters. I haven't seen an ad of his in over a year and a half.

jt

2869. St Guild BBS.

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-23 01:40:08 UTC
From: Sniperstorm <cabacon@cox.net>
Message-ID: <88nol.1512$QC1.789@newsfe15.iad>
Source record: 2458

```
telnet://stguild-bbs.dyndns.org

Call today!
```

2870. Re: CGE 2K7 4-DVD set now available for pre-order!

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-23 06:36:22 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <49a248e08c29b1@comcast.net>
Source record: 2459
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.arcade,
rec.games.vectrex,rec.games.video.arcade.collecting

>http://www.thelogbook.com/media/cge/

Looks good to me. I will order a set. I went to few of them and had the time
of my life.
--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

2871. Wanted: M.U.L.E. for my Atari Party

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-24 10:25:55 UTC
From: bill@newbreedsoftware.com
Message-ID: <49a3cb33$0$1636$742ec2ed@news.sonic.net>
Source record: 2460

I'm putting together a big Atari Party in Davis, Calif. next month
(http://www.newbreedsoftware.com/atariparty/).

Bob Wooley is hopefully coming, and can hopefully supply an Atari 800
for some M.U.L.E. and Dandy fun. I'll be booting off of an SIO2SD,
and it's trivial to find a bootleg copy of M.U.L.E., but obviously I'd
like to be as legit as possible.

I was hoping B&C had a copy of M.U.L.E., but I don't see it in their
listings online. (I've asked, to double-check.) I also found nothing but
Nintendo NES cartrridges on ebay.

Does anyone have a copy they'd be willing to sell (or donate!?!?!) so I can
keep everything 'above board' here at my event?

Thanks,

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2872. Re: CGE 2K7 4-DVD set now available for pre-order!

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-24 15:31:27 UTC
From: stonic <super_stonic@yahoo.com>
Message-ID: <b9118b1d-bccc-4925-9291-cd41808637b4@r27g2000vbp.googlegroups.com>
Source record: 2461
Cross-posted to:
comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.arcade,rec.games.vectrex,rec.games.video.arcade.collecting

On Feb 23, 1:36 am, "Edward S. Baiz Jr." <edbai...@comcast.net> wrote:
> >http://www.thelogbook.com/media/cge/
>
> Looks good to me. I will order a set. I went to few of them and had the time
> of my life.
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> Falcon 030 16meg of Ram

Here's some screenshots:
http://www.thelogbook.com/earl/hizzouse/q1-08/cgedvdtease1.jpg
http://www.thelogbook.com/earl/hizzouse/q4-08/cgeauction.jpg
http://www.thelogbook.com/earl/hizzouse/q3-08/cgepreview.jpg
http://www.thelogbook.com/earl/hizzouse/q3-08/cgeprevue.jpg

Here's some footage of the auction (compressed for online use):
http://www.thelogbook.com/phostv/

Here's a picture of the discs themselves:
http://home.comcast.net/~scottith/cge_disc_set_1.jpg
http://home.comcast.net/~scottith/cge_disc_set_2.jpg

2873. Re: Wanted: M.U.L.E. for my Atari Party

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-25 04:12:39 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <49a4c540$0$5454$bbae4d71@news.suddenlink.net>
Source record: 2462

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:49a3cb33$0$1636$742ec2ed@news.sonic.net...
> I'm putting together a big Atari Party in Davis, Calif. next month
> (http://www.newbreedsoftware.com/atariparty/).
>
> Bob Wooley is hopefully coming, and can hopefully supply an Atari 800
> for some M.U.L.E. and Dandy fun. I'll be booting off of an SIO2SD,
> and it's trivial to find a bootleg copy of M.U.L.E., but obviously I'd
> like to be as legit as possible.
>
> I was hoping B&C had a copy of M.U.L.E., but I don't see it in their
> listings online. (I've asked, to double-check.) I also found nothing but
> Nintendo NES cartrridges on ebay.
>
> Does anyone have a copy they'd be willing to sell (or donate!?!?!) so I
> can
> keep everything 'above board' here at my event?
>
> Thanks,
>

Been awhile since I've went thru my 8-bit game software, but I may have
this,
What does, M.U.L.E. stand for or is it the actual name of the game, and what
company/name made the game and about what year?

A brief description of the game would also be helpful.

2874. Re: Wanted: M.U.L.E. for my Atari Party

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-25 16:01:34 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <go3q0u$3fr$1@news.xmission.com>
Source record: 2463

Bill Kendrick <bill@newbreedsoftware.com> spit out...:

> I was hoping B&C had a copy of M.U.L.E., but I don't see it in their
> listings online. (I've asked, to double-check.) I also found nothing but
> Nintendo NES cartrridges on ebay.

> Does anyone have a copy they'd be willing to sell (or donate!?!?!) so I can
> keep everything 'above board' here at my event?

When's the event? I have the original boxed set that I could lend, but I'd have to mail it from Utah.

2875. Re: St Guild BBS.

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-25 17:57:18 UTC
From: Sniperstorm <cabacon@cox.net>
Message-ID: <4Efpl.30055$aZ3.22899@newsfe01.iad>
Source record: 2464

Sorry to anyone who tried to call I had a serial port problem and it will be back later on tongiht
"Sniperstorm" <cabacon@cox.net> wrote in message news:88nol.1512$QC1.789@newsfe15.iad...
> telnet://stguild-bbs.dyndns.org
> Call today!

2876. Re: Wanted: M.U.L.E. for my Atari Party

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-25 22:52:31 UTC
From: bill@newbreedsoftware.com
Message-ID: <49a5cbaf$0$1600$742ec2ed@news.sonic.net>
Source record: 2465

James King <jamesk@atxmissiondot.com> wrote:
> When's the event? I have the original boxed set that I could lend, but I'd have to mail it from Utah.

March 28th. I just want to have a copy around so I'm 'legit'. :)
So borrowing should be fine. (Though I'd love to have my own copy, just to have!)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2877. Re: Wanted: M.U.L.E. for my Atari Party

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-25 22:53:48 UTC
From: bill@newbreedsoftware.com
Message-ID: <49a5cbfc$0$1600$742ec2ed@news.sonic.net>
Source record: 2466

phantomm_1 <phantomm@suddenlink.net> wrote:
> Been awhile since I've went thru my 8-bit game software, but I may have
> this,
> What does, M.U.L.E. stand for or is it the actual name of the game, and what
> company/name made the game and about what year?

> A brief description of the game would also be helpful.

M.U.L.E. stands for "Multiple Use Labor Element" (Wikipedia tells me :)),
but the name of the game is simply "M.U.L.E." It was published by
Electronic Arts (developed by Ozark Software).

The Wikipedia entry for it has a picture of the box (disk sleeve) art:

http://en.wikipedia.org/wiki/M.U.L.E.

Thx!

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2878. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-26 19:37:43 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0902261135150.28597@slate.spiritone.com>
Source record: 2467
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Find Books from ABACUS, ANTIC, ATARI, COMPUTE, HOFACKER, SAMS & TAB BOOKS!

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST!Some you wont find anywhere else but here! On Sale 20% off!
Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask for
Atari catalogs. My Software & Book Catalogs are sorted alphabetically
by Title so Cut-&-Paste your order and E-Mail your list with your Shipping
Address so I can expedite your order or call Ben anytime at (503)256-9974!

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http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/birthday.htm Ben's Birthday Bash!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

Celebrate my Birthday this March with a 20% Discount on Atari 8 Bit and ST
Books & Software! OR BUY 3 NEW IN THE BOX ATARI GAMES AND GET 1 GAME FREE!
Bless me with your business or bless me with your Gifts of Atari HardWare,
Games/SoftWare, Books & Accessories! Or just bless my Birthday this Month!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2879. BUY 3 ATARI GAMES, GET 1 FREE!

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-26 19:40:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0902261137510.28597@slate.spiritone.com>
Source record: 2468
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Buy any 3 titles of my new in the box games for the Classic Atari 8 Bit and Atari ST Computers and receive a brand new in the box game. Qualify for more than 1 free offer by doubling, or tripling, etc. your order! Mix and Match 8 Bit & ST Games! Pick a minimum of 4 new in the box games, for each 3 games I'll give you 1 FREE from your list! Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask for Atari catalogs. My Software & Book Catalogs are sorted alphabetically by Title so Cut-&-Paste your order and E-Mail your list with your Shipping Address so I can expedite your order or call Ben anytime at (503)256-9974! And Remember, FREE is a very good price!

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http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/birthday.htm Ben's Birthday Bash!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

Celebrate my Birthday this March with a 20% Discount on Atari 8 Bit and ST Books & Software! OR BUY 3 NEW IN THE BOX ATARI GAMES AND GET 1 GAME FREE! Bless me with your business or bless me with your Gifts of Atari HardWare, Games/SoftWare, Books & Accessories! Or just bless my Birthday this Month!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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2880. FREE ATARI CATALOGS! BRAND NEW SOFTWARE! 2-26-2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-26 19:44:40 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0902261141060.28597@slate.spiritone.com>
Source record: 2469
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

NEW FREE Catalogs for Used & New Classic Atari 8 Bit & ST Computer Lines!
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E-Mail. Really, it's not an inconvenience. I ask that you specify 8 Bit,
ST or both! Then I'll send them to you by E-Mail. Let me know if I can or
cant attach files to your E-Mail. Atari@aracnet.com or call (503)256-9974!

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http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/birthday.htm Ben's Birthday Bash!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

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order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2881. XEGS problem

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-27 00:48:56 UTC
From: Conrad <conrad.russo@gmail.com>
Message-ID: <4f3444cd-bde6-4fd6-a1b1-797f76a4f9dc@v13g2000pro.googlegroups.com>
Source record: 2470

Hi, I have a problem with my XE game system. Maybe one of you can tell me what the matter is. Sometimes when I power on my XEGS, it will just not work, e.g: will go to a blank blue screen with a buzzing noise and a cursor, sometimes a red screen with a cursor, sometimnes just a blank blue screen. When it boots to these screens, it will be unresponsive most of the time, however sometimes when I get the blue screen with a buzzing noise, basic will boot after ~3-5 seconds, and everything will work as normal. All I have to do to fix it is hit restart and it will boot to basic or to cartridge like normal. Rarely I will have to hit restart more then once, but it will always eventually work. Also, holding select while booting is supposed to bring me to missile command, but many times it will just boot to basic as if I just booted normally. I'm willing to live with it if it's unfixable, I'm just hoping it won't effect the operation of any of the new hardware I ordered. I ordered an SIO-2-PC USB edition, and an internal MyIDE. Any ideas or comments?

2882. Wanted----Atari Items----

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-27 06:20:07 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <49a7861a$0$20972$bbae4d71@news.suddenlink.net>
Source record: 2471

Wanted....

Atari TOS 2.06 (2 Chip Set) and or Tos 2.06 Switcher.

EtherNet Hardware and Software for a MSTE and Falcon 030.

I'm interested in doing a Trade in Atari Hardware/Software for the
above items.

Contact me at: phantomm@suddenlink.net if interested.

2883. Re: XEGS problem

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-28 01:35:03 UTC
From: bill@newbreedsoftware.com
Message-ID: <49a894c7$0$1595$742ec2ed@news.sonic.net>
Source record: 2472

Conrad <conrad.russo@gmail.com> wrote:
> Hi, I have a problem with my XE game system. Maybe one of you can
> tell me what the matter is. Sometimes when I power on my XEGS, it
> will just not work, e.g: will go to a blank blue screen with a
> buzzing noise and a cursor, sometimes a red screen with a cursor,
> sometimnes just a blank blue screen. When it boots to these screens,
> it will be unresponsive most of the time, however sometimes when I get
> the blue screen with a buzzing noise, basic will boot after ~3-5
> seconds, and everything will work as normal.

The "buzzing + cursor" is the OS looking for a floppy disk drive,
and not finding one. If you don't want to wait the 3-5 seconds,
hit [Break] key a few times to hurry it along.

As for the unusable red/blue screens, not sure what's up there.
Might be a ROM or RAM chip failure. Others here on c.s.a.8 would
probably be better able to help.

Good luck!

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2884. Re: XEGS problem

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-28 04:09:16 UTC
From: Conrad <conrad.russo@gmail.com>
Message-ID: <e77979fa-3649-47ad-8280-c1cf69457368@k9g2000prh.googlegroups.com>
Source record: 2473

On Feb 27, 5:35 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> Conrad <conrad.ru...@gmail.com> wrote:
> > Hi, I have a problem with my XE game system. Maybe one of you can
> > tell me what the matter is. Sometimes when I power on my XEGS, it
> > will just not work, e.g: will go to a blank blue screen with a
> > buzzing noise and a cursor, sometimes a red screen with a cursor,
> > sometimnes just a blank blue screen. When it boots to these screens,
> > it will be unresponsive most of the time, however sometimes when I get
> > the blue screen with a buzzing noise, basic will boot after ~3-5
> > seconds, and everything will work as normal.
>
> The "buzzing + cursor" is the OS looking for a floppy disk drive,
> and not finding one. If you don't want to wait the 3-5 seconds,
> hit [Break] key a few times to hurry it along.
>
> As for the unusable red/blue screens, not sure what's up there.
> Might be a ROM or RAM chip failure. Others here on c.s.a.8 would
> probably be better able to help.
>
> Good luck!
>
> --
> -bill!
> "Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
> Download it today! http://www.tuxpaint.org/

Thanks for the help Bill, I guess it's less fubar then I thought
before. Can't wait for my SIO-2-PC and my MyIDE. Still looking for
any ideas as to why it intermittently if any one else has any ideas.
If it is a rom/ram chip failure, will any of the interfaces I
purchased be effected by that to the point where I will not be able to
use them. Also, how can I identify the problem

2885. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-28 06:15:30 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1235801695@rtfm.mit.edu>
Source record: 2474
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: July 20, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"

http://atari.fandal.cz/ Games, Demos

http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2886. Re: XEGS problem

Newsgroup: comp.sys.atari.8bit
Date: 2009-02-28 17:05:43 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <p4eql.13001$8_3.12741@flpi147.ffdc.sbc.com>
Source record: 2475

"Conrad" <> wrote in message news:
> Hi, I have a problem with my XE game system. Maybe one of you can
> tell me what the matter is. Sometimes when I power on my XEGS, it
> will just not work, e.g: will go to a blank blue screen with a
> buzzing noise and a cursor, sometimes a red screen with a cursor,
> sometimnes just a blank blue screen. When it boots to these screens,
> it will be unresponsive most of the time, however sometimes when I get
> the blue screen with a buzzing noise, basic will boot after ~3-5
> seconds, and everything will work as normal. All I have to do to fix
> it is hit restart and it will boot to basic or to cartridge like
> normal. Rarely I will have to hit restart more then once, but it will
> always eventually work. Also, holding select while booting is
> supposed to bring me to missile command, but many times it will just
> boot to basic as if I just booted normally. I'm willing to live with
> it if it's unfixable, I'm just hoping it won't effect the operation of
> any of the new hardware I ordered. I ordered an SIO-2-PC USB edition,
> and an internal MyIDE. Any ideas or comments?
I don't know why, but I suspect your ROM chip.
Rick Cortese is a hardware person.
What was neat about the 800 and some 800XL is
that the chips are socketed. In that case you can swap
out known good chips and try find the bad one.
Of course, it means you'd have to have a working,
socketed mate to your original.
Since it is intermittent, it may be the power supply,
it having to come up to level, that is something you
could try if you have a spare. So, buy a 800XL.

2887. Re: XEGS problem

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-01 22:50:58 UTC
From: Conrad <conrad.russo@gmail.com>
Message-ID: <85ef7e74-1637-45f0-b5a0-6e3b268e1bfa@k9g2000prh.googlegroups.com>
Source record: 2476

On Feb 28, 9:05 am, "Russg" <russg...@MUNGEsbcglobal.net> wrote:
> "Conrad" <> wrote in message news:
> > Hi, I have a problem with my XE game system. Maybe one of you can
> > tell me what the matter is. Sometimes when I power on my XEGS, it
> > will just not work, e.g: will go to a blank blue screen with a
> > buzzing noise and a cursor, sometimes a red screen with a cursor,
> > sometimnes just a blank blue screen. When it boots to these screens,
> > it will be unresponsive most of the time, however sometimes when I get
> > the blue screen with a buzzing noise, basic will boot after ~3-5
> > seconds, and everything will work as normal. All I have to do to fix
> > it is hit restart and it will boot to basic or to cartridge like
> > normal. Rarely I will have to hit restart more then once, but it will
> > always eventually work. Also, holding select while booting is
> > supposed to bring me to missile command, but many times it will just
> > boot to basic as if I just booted normally. I'm willing to live with
> > it if it's unfixable, I'm just hoping it won't effect the operation of
> > any of the new hardware I ordered. I ordered an SIO-2-PC USB edition,
> > and an internal MyIDE. Any ideas or comments?
>
> I don't know why, but I suspect your ROM chip.
> Rick Cortese is a hardware person.
> What was neat about the 800 and some 800XL is
> that the chips are socketed. In that case you can swap
> out known good chips and try find the bad one.
> Of course, it means you'd have to have a working,
> socketed mate to your original.
> Since it is intermittent, it may be the power supply,
> it having to come up to level, that is something you
> could try if you have a spare. So, buy a 800XL.

I did the self test and it passed every test with flying colors.
Also, I think the problem was the mainboard touching the RF shielding,
because I opened it to look for obvious damage and found 2 of the pegs
that keep the mainboard from touching the shielding broken off. I
superglued them back in place, and now it seems to work beautifully.
Thanks for all your help guys.

2888. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-02 07:36:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0903012333530.25781@slate.spiritone.com>
Source record: 2477
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Mailing List sent by E-Mail From Bravo Sierra Computers! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2889. Re: XEGS problem

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-02 16:16:53 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9BC272C527F1Bemuslor@69.16.185.252>
Source record: 2478

Despite all prevention efforts, Conrad <conrad.russo@gmail.com> wrote in
news:85ef7e74-1637-45f0-b5a0-6e3b268e1bfa@k9g2000prh.googlegroups.com:

>
> I did the self test and it passed every test with flying colors.
> Also, I think the problem was the mainboard touching the RF shielding,
> because I opened it to look for obvious damage and found 2 of the pegs
> that keep the mainboard from touching the shielding broken off. I
> superglued them back in place, and now it seems to work beautifully.
> Thanks for all your help guys.
>

Gotta love a simple fix!

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

2890. Re: CGE 2K7 4-DVD set now available for pre-order!

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-03 03:28:49 UTC
From: rbernardo@iglou.com
Message-ID: <ccbaa45b-2681-4f4c-87ac-b5c731546235@v38g2000yqb.googlegroups.com>
Source record: 2479
Cross-posted to:
comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.arcade,rec.games.vectrex,rec.games.video.arcade.collecting

No word on CGE *2009*? :(

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
CommVEx v5 info -
http://www.commodore.ca/forum
and click on ComVEX

2891. Re: CGE 2K7 4-DVD set now available for pre-order!

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-03 10:59:17 UTC
From: Mayhemers@hotmail.com
Message-ID: <5f86d9fb-63c7-4c1f-b908-4c92df1d2d16@v39g2000yqm.googlegroups.com>
Source record: 2480
Cross-posted to:
comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.arcade,rec.games.vectrex,rec.games.video.arcade.collecting

Unless a miracle occurs, there is no CGE 2009 either...

2892. The ATARI 800 is crap!

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-05 01:50:02 UTC
From: Jacques De Molay <knight_templar_grandmaster@yahoo.fr>
Message-ID: <be93ba75-8dbe-4af6-8e1f-3612c7df48b8@s19g2000vbp.googlegroups.com>
Source record: 2481
Cross-posted to: de.alt.augenoptik,comp.sys.atari.8bit

```
The ATARI 800 is a piece of crap with only 4 colors,
4 monochrome sprites and a lousy soundchip.

The C64 is much better!

Discuss!
```

2893. Re: The ATARI 800 is crap!

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-05 03:14:08 UTC
From: bill@newbreedsoftware.com
Message-ID: <49af4380$0$1622$742ec2ed@news.sonic.net>
Source record: 2482
Cross-posted to: de.alt.augenoptik,comp.sys.atari.8bit

Jacques De Molay <knight_templar_grandmaster@yahoo.fr> wrote:
> The C64 is much better!
> Discuss!

Get back to me when the C=64 can do this ;^)

http://www.youtube.com/watch?v=Bo8UevxuQN4

(Well, it might, but I just haven't seen anything quite like
this outside Amiga or Super Nintendo!)

I also like this one :)
http://www.youtube.com/watch?v=vAZkiR7MV3s&feature=related

It's a few years old now.

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2894. Re: The ATARI 800 is crap!

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-05 03:26:14 UTC
From: Mark Bedingfield <atari030@nomorespamplease.optusnet.com.au>
Message-ID: <qDHrl.25297$cu.11934@news-server.bigpond.net.au>
Source record: 2483

Bill Kendrick wrote:
> Jacques De Molay <knight_templar_grandmaster@yahoo.fr> wrote:
>> The C64 is much better!
>> Discuss!
>
> Get back to me when the C=64 can do this ;^)
>
> http://www.youtube.com/watch?v=Bo8UevxuQN4
>
> (Well, it might, but I just haven't seen anything quite like
> this outside Amiga or Super Nintendo!)
>
>
> I also like this one :)
> http://www.youtube.com/watch?v=vAZkiR7MV3s&feature=related
>
> It's a few years old now.
>

Thanks Bill. I really enjoyed those.

Pretty impressive for 4 colours.

Mark

2895. Re: The ATARI 800 is crap!

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-05 03:37:59 UTC
From: bill@newbreedsoftware.com
Message-ID: <49af4917$0$1622$742ec2ed@news.sonic.net>
Source record: 2484

Mark Bedingfield <atari030@nomorespamplease.optusnet.com.au> wrote:
> Pretty impressive for 4 colours.

Heh yeah, well anyway, it's 9 paletted colors per scanline, assuming
you don't tweak the palette mid-scanline. (Tricky, but certainly
possible... see, for example, demos that throw 8 player/missiles
across the screen.) :)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2896. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-05 06:52:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0903042249380.22341@slate.spiritone.com>
Source record: 2485
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Find Books from ABACUS, ANTIC, ATARI, COMPUTE, HOFACKER, SAMS & TAB BOOKS!

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST!Some you wont find anywhere else but here! On Sale 20% off!
Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask for
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Address so I can expedite your order or call Ben anytime at (503)256-9974!

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http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/birthday.htm Ben's Birthday Bash!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

Celebrate my Birthday this March with a 20% Discount on Atari 8 Bit and ST
Books & Software! OR BUY 3 NEW IN THE BOX ATARI GAMES AND GET 1 GAME FREE!
Bless me with your business or bless me with your Gifts of Atari HardWare,
Games/SoftWare, Books & Accessories! Or just bless my Birthday this Month!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2897. BUY 3 ATARI GAMES, GET 1 FREE!

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-05 06:55:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0903042253460.22341@slate.spiritone.com>
Source record: 2486
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Buy any 3 titles of my new in the box games for the Classic Atari 8 Bit and Atari ST Computers and receive a brand new in the box game. Qualify for more than 1 free offer by doubling, or tripling, etc. your order! Mix and Match 8 Bit & ST Games! Pick a minimum of 4 new in the box games, for each 3 games I'll give you 1 FREE from your list! Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask for Atari catalogs. My Software & Book Catalogs are sorted alphabetically by Title so Cut-&-Paste your order and E-Mail your list with your Shipping Address so I can expedite your order or call Ben anytime at (503)256-9974! And Remember, FREE is a very good price!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI LISTS CATALOGS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/birthday.htm Ben's Birthday Bash!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

Celebrate my Birthday this March with a 20% Discount on Atari 8 Bit and ST Books & Software! OR BUY 3 NEW IN THE BOX ATARI GAMES AND GET 1 GAME FREE! Bless me with your business or bless me with your Gifts of Atari HardWare, Games/SoftWare, Books & Accessories! Or just bless my Birthday this Month!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References! FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2898. FREE ATARI CATALOGS! BRAND NEW SOFTWARE! 2-26-2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-05 06:58:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0903042255590.22341@slate.spiritone.com>
Source record: 2487
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

NEW FREE Catalogs for Used & New Classic Atari 8 Bit & ST Computer Lines!
View Catalogs on-line, Download them or Feel free to Request catalogs by
E-Mail. Really, it's not an inconvenience. I ask that you specify 8 Bit,
ST or both! Then I'll send them to you by E-Mail. Let me know if I can or
cant attach files to your E-Mail. Atari@aracnet.com or call (503)256-9974!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI LISTS CATALOGS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/birthday.htm Ben's Birthday Bash!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2899. Wanted: M.U.L.E. for my Atari Party

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-05 11:33:20 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0903050324520.22341@slate.spiritone.com>
Source record: 2488

I dont have the Disk, but I have the Player's Guide/Manual, Command Summary
and the Box! If your interested, E-Mail me and Make Offer! Please Reply!
Please Answer! Please Reply Irregardless of your Answers! Thanx! =-=Ben=-=

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

---------- Forwarded message ----------
Date: 24 Feb 2009 10:25:55 GMT
From: Bill Kendrick <bill@newbreedsoftware.com>
Newsgroups: comp.sys.atari.8bit
Subject: Wanted: M.U.L.E. for my Atari Party

I'm putting together a big Atari Party in Davis, Calif. next month
(http://www.newbreedsoftware.com/atariparty/).

Bob Wooley is hopefully coming, and can hopefully supply an Atari 800
for some M.U.L.E. and Dandy fun. I'll be booting off of an SIO2SD,
and it's trivial to find a bootleg copy of M.U.L.E., but obviously I'd
like to be as legit as possible.

I was hoping B&C had a copy of M.U.L.E., but I don't see it in their
listings online. (I've asked, to double-check.) I also found nothing but
Nintendo NES cartrridges on ebay.

Does anyone have a copy they'd be willing to sell (or donate!?!?!) so I can
keep everything 'above board' here at my event?

Thanks,

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2900. Re: Wanted: M.U.L.E. for my Atari Party

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-05 18:51:38 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <gop6vq$7n0$1@news.motzarella.org>
Source record: 2489

So does a manual and/or box now constitute ownership? ;)

If I don't have a manual or box for my Chase the Chuckwagon cart, does
that mean I don't have any rights to it? :)

- Trevor

Bravo Sierra Computers wrote:
> I dont have the Disk, but I have the Player's Guide/Manual, Command Summary
> and the Box! If your interested, E-Mail me and Make Offer! Please Reply!
> Please Answer! Please Reply Irregardless of your Answers! Thanx! =-=Ben=-=
>
> Atari 8 Bit and ST Games/Software, Hardware/Accessories and
> Books/References!
> FREE Catalogs @ http://BenSells.Atari.org or
> http://BensCatalogs.Atari.org or
> Catalogs Requested by E-Mail at Atari@aracnet.com or
> BenSells@Atari.org and
> Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at
> (503)256-9974!
>
> ---------- Forwarded message ----------
> Date: 24 Feb 2009 10:25:55 GMT
> From: Bill Kendrick <bill@newbreedsoftware.com>
> Newsgroups: comp.sys.atari.8bit
> Subject: Wanted: M.U.L.E. for my Atari Party
>
> I'm putting together a big Atari Party in Davis, Calif. next month
> (http://www.newbreedsoftware.com/atariparty/).
>
> Bob Wooley is hopefully coming, and can hopefully supply an Atari 800
> for some M.U.L.E. and Dandy fun. I'll be booting off of an SIO2SD,
> and it's trivial to find a bootleg copy of M.U.L.E., but obviously I'd
> like to be as legit as possible.
>
> I was hoping B&C had a copy of M.U.L.E., but I don't see it in their
> listings online. (I've asked, to double-check.) I also found nothing but
> Nintendo NES cartrridges on ebay.
>
> Does anyone have a copy they'd be willing to sell (or donate!?!?!) so I can
> keep everything 'above board' here at my event?
>
> Thanks,
>

2901. Re: I'm porting Neverwinter Nights to the ATARI 800...

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-07 06:32:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <49b21a3a8bd551@comcast.net>
Source record: 2491
Cross-posted to: de.alt.augenoptik,comp.sys.atari.8bit

>x-no-archive: yes
>
>I've already programmed the main routines and most of the gfx has been converted
>from the PC. Neverwinter Nights is a great rpg for the PC and the
>ATARI version will be great, too.
>
>Stay tuned!

Oh yes. My sons play it on the PC and loved it. Would be really to have it for
the Atari 8-bit. Is it going to be on a CD or regular Atari discs? Yes, Keep
us posted...

--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

2902. Re: The ATARI 800 is crap!

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-07 06:36:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <49b21a3a8bd553@comcast.net>
Source record: 2492
Cross-posted to: de.alt.augenoptik,comp.sys.atari.8bit

>The ATARI 800 is a piece of crap with only 4 colors,
>4 monochrome sprites and a lousy soundchip.
>
>The C64 is much better!
>
>Discuss!

Sounds like you are interested in just to use the C64 as a game machine. I bought a C64 and quickly sold it. I like the 800 MUCH better. If you really want to get to it, take each computer a part and look at them. The 800 looks like it should, a computer whereas the C64 look like a hack. Most computer experts agree. I just wish I had saved all those quotes...

--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

2903. Re: Wanted----Atari Items----

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-07 06:40:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <49b21a3a8bd554@comcast.net>
Source record: 2490

>Wanted....
>
>Atari TOS 2.06 (2 Chip Set) and or Tos 2.06 Switcher.

Try Best Electronics.

>
>EtherNet Hardware and Software for a MSTE and Falcon 030.

Rory C. from S.C.A.T. sells this now.

--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

2904. RGB for XEGS

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-07 19:09:53 UTC
From: Conrad <conrad.russo@gmail.com>
Message-ID: <7b0b7bf9-d197-4140-aed9-910218da6ab2@h20g2000yqn.googlegroups.com>
Source record: 2493

Hi everyone, I'm looking for a little help here. I'm looking for any information available on getting RGB video from an XEGS or 8 bit Ataris in general. I plan on doing a small run of boards combining a 1 MB SIMM expansion I have been working on with S-Video and RGB outputs (possibly Y-Pb-Pr as well if I can figure that one out). Any info anyone has that could be helpful would be appreciated. Thanks alot. Conrad.

2905. Re: [Local] Atari Party, Davis CA, March 28th, 2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-07 21:41:13 UTC
From: bill@newbreedsoftware.com
Message-ID: <49b2e9f9$0$1671$742ec2ed@news.sonic.net>
Source record: 2494
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,ucd.life,davis.general,yolo.life

We're on a roll with planning for Atari Party 2009 here in Davis!

http://www.newbreedsoftware.com/atariparty/

We've got a 2600, 7800, 800, 800XL, Jaguar, 3 Lynxes and a 520ST
(as well as an Atari Flashback II and TV Paddle Games), which will all be
running simultaneously!

Expect to see Tempest 2000 and Star Raiders up on a video projector. :)

We'll also have some educational displays (specs on the systems,
"how do sprites work?", etc.), as well as some guest speakers!

* Paul Cubbage, manager of Atari Program Exchange back in 1982-1984, will be
doing a short presentation on APX and Atari (before 'the fall').

* Lx Rudis, creator of music on countless Atari Lynx titles, will talk about
his work on Lynx games. (Still waiting to confirm whether he can make it)

* Yours truly, creator of the homebrew Atari XL game "Gem Drop", will talk
about "Super IRG" graphics mode used in the game, and other software-driven
graphics modes.

I'm also happy to welcome other speakers, so if you want to come talk
for a few minutes at this event (or know someone who might be able
to make it), please let me know!

This event is free and open to the public. Children are welcome
(but please keep an eye on them!)

When:
Saturday, March 28th, 2009
6pm to 9pm

Where:
Davis Public Library
315 East 14th St
Davis, California USA 95616

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2906. Issue # 57 of the Retrogaming Times Monthly, is now online

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-08 09:31:38 UTC
From: Bryan Roppolo Boulder <brop99@hotmail.com>
Message-ID: <0d0a114f-a53d-4b4c-9a34-769c3b4ffd8d@w9g2000yqa.googlegroups.com>
Source record: 2495

I'm posting this on behalf of Alan Hewston, who is the webmaster for
Retrogaming Times Monthly, the classic on-line video gaming magazine.
BTW, if anyone is interested in writing for the magazine, send me an
e-
mail at bro...@hotmail.com and I'll get you signed up. You wouldn't
have to contribute something every month, just something every now
and
then when you feel like it. Thought I would extend the offer to the
group to see if anyone was interested.

Sorry, after only one issue, we've had another change in our editor,
and
I had web site problem and then some error to read/post on the
newsgroups , whihc finally went away. Anyhow, assuming this actually
posts, we're finally up.

We hope to get the March issue out when it is actually March.

Highlights from our February 2009 issue include:
NES'cade - Excitebike
RTM Idiocy - part 2
Apple][Incider - Stargate
The Thrill Of Defeat - Zaxxon In 1K? Oh My!
Old Wine New Bottles - Atari Anthology
Videological Dig

You can find all these inside the Retrogaming Times Monthly!
137 months in a row - the longest-running online free retro-gaming
newsletter ever!

http://my.stratos.net/~hewston95/RTM/RTM_Home.htm

2907. Atari 800XL in computer orchestra

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-09 03:52:18 UTC
From: bill@newbreedsoftware.com
Message-ID: <49b49272$0$1644$742ec2ed@news.sonic.net>
Source record: 2496

Saw this whiz by via Slashdot:

http://www.bit-tech.net/news/hardware/2009/03/06/bletchley-park-retro-computer-orchestra/1

"The shrill bleeps from 80s home computers and the hammering clicks
of ancient calculating machines are noises that many people would
prefer to forget, but not chip-tune musician Matthew Applegate. He
plans on assembling a virtual orchestra of 20 retired relics of
computing at the National Museum of Computing at Bletchley Park.

"The choice of venue will even allow Applegate to feature the
infamous Colossus Mark 2 computer in the event, which was used for
code-breaking in World War II..."

Enjoy!

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2908. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-10 07:59:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0903100056440.21471@slate.spiritone.com>
Source record: 2497
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Mailing List sent by E-Mail From Bravo Sierra Computers! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References! FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2909. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-10 08:24:12 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1236673310@rtfm.mit.edu>
Source record: 2498
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: July 20, 2008

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"

http://atari.fandal.cz/ Games, Demos

http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2910. ATR File Manager for DOS

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-11 02:00:42 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <eXEtl.50106$FI5.46032@newsfe07.iad>
Source record: 2499

I am looking for ATR file manager for DOS.... The program extracts the file from/to the ATR image file. Any idea?

Thanks!
Jack

2911. New To Emulation. Please Help

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-11 04:45:20 UTC
From: androidlove <gentle.dissident@gmail.com>
Message-ID: <0b5d8dfb-4b57-4995-b305-8ca5f61c699c@r16g2000vbp.googlegroups.com>
Source record: 2500

Hello,

When I turned 16, my dad offered me a car or a computer. I chose an Atari 1200XL with floppy drive. It recently occurred to me an Atari computer might be emulated. I've found a few 800XL emulators, but I'm having no luck with disk images. The help I'm finding tells me very little and assumes I'm familiar with emulators. I'm running XP. I'd like to be able to save my BASIC programs and load example programs. I've found some I'd like to look at with the extension .BAS. Please, could someone tell me which emulator I should use and point me to a step by step for saving and loading?

I have read thorough the emulator FAQ in this group and am still lost.

Thank you.

Michael Henkell

2912. Re: New To Emulation. Please Help

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-11 07:12:04 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <9vJtl.66200$EO2.41938@newsfe04.iad>
Source record: 2351

"androidlove" <gentle.dissident@gmail.com> wrote in message
news:0b5d8dfb-4b57-4995-b305-8ca5f61c699c@r16g2000vbp.googlegroups.com...
> Hello,
>
> When I turned 16, my dad offered me a car or a computer. I chose an
> Atari 1200XL with floppy drive. It recently occurred to me an Atari
> computer might be emulated. I've found a few 800XL emulators, but I'm
> having no luck with disk images. The help I'm finding tells me very
> little and assumes I'm familiar with emulators. I'm running XP. I'd
> like to be able to save my BASIC programs and load example programs.
> I've found some I'd like to look at with the extension .BAS. Please,
> could someone tell me which emulator I should use and point me to a
> step by step for saving and loading?
>
> I have read thorough the emulator FAQ in this group and am still
> lost.
>
> Thank you.
>
> Michael Henkell

Try this one. Read the help files for usage.
Atari800 plus 4.0.exe Installer
http://a800win.atari-area.prv.pl/

Take also the xf25.zip if you can't find your original OS. Or can't dump
the basic rom.
Also inside is an ATR file for booting to dos.

READ the HELP files.

2913. Re: ATR File Manager for DOS

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-11 07:20:11 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <LCJtl.66460$EO2.7073@newsfe04.iad>
Source record: 2352

"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:eXEtl.50106$FI5.46032@newsfe07.iad...
>I am looking for ATR file manager for DOS.... The program extracts the
>file from/to the ATR image file. Any idea?
>
> Thanks!
> Jack
>

Thy this program version 0.6 MakeATR.

http://serious-dial.atari.pl/makeATR/

Good Luck

2914. Re: ATR File Manager for DOS

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-12 01:41:42 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <wLZtl.34400$l71.30007@newsfe23.iad>
Source record: 2353

It runs on Windows but I need the program for DOS... any idea?

"RoyE" <r-dean@ cox.net> wrote in message
news:LCJtl.66460$EO2.7073@newsfe04.iad...
> "Jack Tseng" <tseng4@hotmail.com> wrote in message
> news:eXEtl.50106$FI5.46032@newsfe07.iad...
>>I am looking for ATR file manager for DOS.... The program extracts the
>>file from/to the ATR image file. Any idea?
>>
>> Thanks!
>> Jack
>>
>
> Thy this program version 0.6 MakeATR.
>
> http://serious-dial.atari.pl/makeATR/
>
> Good Luck
>

2915. Re: RGB for XEGS

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-12 02:00:23 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <N-mdncGdNLcg8SXUnZ2dnUVZ_uOWnZ2d@earthlink.com>
Source record: 2354

"Conrad" <conrad.russo@gmail.com> wrote in message
news:7b0b7bf9-d197-4140-aed9-910218da6ab2@h20g2000yqn.googlegroups.com...
> Hi everyone, I'm looking for a little help here. I'm looking for any
> information available on getting RGB video from an XEGS or 8 bit
> Ataris in general. I plan on doing a small run of boards combining a
> 1 MB SIMM expansion I have been working on with S-Video and RGB
> outputs (possibly Y-Pb-Pr as well if I can figure that one out). Any
> info anyone has that could be helpful would be appreciated. Thanks
> alot. Conrad.

What most people are doing about monitors if they use anything other then a TV or composite monitor is use some kind of conversion dongle that lets you use a VGA monitor. The problem for us has been the horizontal scan rate which is double what the Atari can handle for most RGB monitors.

If you can find an old monitor that can sync down to Atari levels ~NEC Multisync or Atari ST color monitor maybe, it is still problematic in that you don't have the right signals to work with. Foggy memory but I think the GTIA output 4 bits of lum to a 4049 or 4050 that does the summing. Hard to explain but the data comes out in two pieces. That is, the RED doesn't have a RED level but it is added on the fly by the GTIA from the summing circuitry. One lum output for all colors. Anyway, see if you can spot an 800XL schematic on the web and you can see what I mean.

There is a Trident single<?> chip solution. Can't remember the name, something like Trivideo 5600. Takes composite, S-Video and converts it.

Rick

2916. Re: ATR File Manager for DOS

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-12 03:37:51 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <ks%tl.8617$jZ1.6107@flpi144.ffdc.sbc.com>
Source record: 2355

I use imageman.exe, it works on DOS 2/2.5/MyDOS
single density ATRs.
There's also Schreur's xdir, that will work on
SpartaFTe images also. I haven't used it much,
it extracts files from images, and probably you
can add files as well, don't know.
Once you prepare your imageman compatible
atr, you can further manipulate it in an emulator.

2917. Re: New To Emulation. Please Help

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-12 04:47:12 UTC
From: androidlove <gentle.dissident@gmail.com>
Message-ID: <a7ace7e7-491c-4e90-8b54-520187313a69@o36g2000yqh.googlegroups.com>
Source record: 2356

Thank you for your reply. That's the emulator that locked up on me, so
i gave up on it. I'll look at it again.

2918. New forum: Retro-link.com

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-12 05:01:32 UTC
From: rbernardo@iglou.com
Message-ID: <cd944857-f987-40e7-bf73-6fdedd4792c4@v19g2000yqn.googlegroups.com>
Source record: 2357

Paul Quirk has created a new web forum for users of
classic computers. Go to http://retro-link.com to see the
opening message or to http://retro-link.com/smf/ to browse.
To sign up, send an e-mail to paul(at)retro-link.com

According to Paul, Retro-link.com will be different. This is
what he says --

"There will be a new site for enthusiasts of retro computers...
It will include other retro computer systems, as demand
warrants. That site will be called retro-link. The domain,
which has been registered, is at retro-link.com. I intend to
have it ready and open to the public this weekend.

The theme will be a mature, friendly, harassment-free
place where people can contribute as much or as little
as they wish. It will be a positive place where people can
post questions that have been asked a hundred times
without being insulted for doing so. It will be less of a
repository of information, and more of a social place to
gather and discuss...

The forum seems to be all-encompassing in its eight
categories -- General, 8-bit Commodores, Amiga, Atari,
Apple, Tandy/TRS-80, Vintage PC, and Others.

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
Notacon 6 / Blockparty 3 on April 16-19
http://www.notacon.org , http://www.demoparty.us

2919. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-12 08:26:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0903120123050.374@slate.spiritone.com>
Source record: 2358
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Find Books from ABACUS, ANTIC, ATARI, COMPUTE, HOFACKER, SAMS & TAB BOOKS!

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http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!
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http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
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2920. BUY 3 ATARI GAMES, GET 1 FREE!

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-12 08:30:26 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0903120127110.374@slate.spiritone.com>
Source record: 2359
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

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2921. FREE ATARI CATALOGS! BRAND NEW SOFTWARE! 2-26-2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-12 08:32:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0903120130530.374@slate.spiritone.com>
Source record: 2360
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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cant attach files to your E-Mail. Atari@aracnet.com or call (503)256-9974!

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2922. Re: ATR File Manager for DOS

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-12 17:40:42 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <6p6dnYWII_iZ1CTUnZ2dnUVZ_giWnZ2d@giganews.com>
Source record: 2361

RoyE wrote:

> Thy this program version 0.6 MakeATR.
>
> http://serious-dial.atari.pl/makeATR/

Is that the one that comes in the form of a Total Commander plug-in? If so,
it's the slickest thing since sliced bread.

2923. Re: ATR File Manager for DOS

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-12 20:22:57 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <gpbqv1jhs6@news.motzarella.org>
Source record: 2362

Steven Hirsch wrote:
> RoyE wrote:
>
>> Thy this program version 0.6 MakeATR.
>>
>> http://serious-dial.atari.pl/makeATR/
>
> Is that the one that comes in the form of a Total Commander plug-in? If
> so, it's the slickest thing since sliced bread.

Could someone give me a direct link to the program? I don't see where
the page is available in English, and the babel fish doesn't seem to
understand Polish any better than I do.

Thanks,
Trevor

2924. Re: ATR File Manager for DOS

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-12 21:09:35 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <jSeul.101775$EO2.44541@newsfe04.iad>
Source record: 2363

"Trevor Holyoak" <trevor@holyoak.com> wrote in message
news:gpbqv1jhs6@news.motzarella.org...
> Steven Hirsch wrote:
>> RoyE wrote:
>>
>>> Thy this program version 0.6 MakeATR.
>>>
>>> http://serious-dial.atari.pl/makeATR/
>>
>> Is that the one that comes in the form of a Total Commander plug-in? If
>> so, it's the slickest thing since sliced bread.
>
> Could someone give me a direct link to the program? I don't see where the
> page is available in English, and the babel fish doesn't seem to
> understand Polish any better than I do.
>
> Thanks,
> Trevor
Trevor
Look for this text near the bottom of page:

14.01.2004 wersja 0.06
http://serious-dial.atari.pl/makeATR/pliki/makeATR_v0.06.zip

2925. HIP, RIP and TIP

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-13 20:25:44 UTC
From: bill@newbreedsoftware.com
Message-ID: <49bac148$0$1581$742ec2ed@news.sonic.net>
Source record: 2364

Does anyone have a good layman's explanation of how HIP, TIP and RIP work?
(I understand APAC and ColorView, and kind of understand HIP... it's 80x192 16 grey and 80x192 9 palette, and that somehow causes the pixels to shift 1/2... interlace that and you can, kinda, get 160x192 with 30 shades.)

What do TIP and RIP do?

(Am I hallucinating? There IS something called TIP, right? :))

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2926. Re: HIP, RIP and TIP

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-13 22:13:18 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <2UAul.57921$Zp.40129@newsfe21.iad>
Source record: 2365

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:49bac148$0$1581$742ec2ed@news.sonic.net...
> Does anyone have a good layman's explanation of how HIP, TIP and RIP work?
> (I understand APAC and ColorView, and kind of understand HIP... it's
> 80x192 16 grey
> and 80x192 9 palette, and that somehow causes the pixels to shift 1/2...
> interlace
> that and you can, kinda, get 160x192 with 30 shades.)
>
> What do TIP and RIP do?
>
> (Am I hallucinating? There IS something called TIP, right? :))
>
> --
> -bill!
> "Tux Paint" - free children's drawing software for Windows / Mac OS X /
> Linux!
> Download it today! http://www.tuxpaint.org/

Here is some of the latest tip stuff. Animations and goodies.
http://www.atariage.com/forums/index.php?showtopic=130172&hl=ANIMATION

AtariAge Forums: Info.

2927. verify the hard drive

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-14 04:59:56 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <cRGul.85152$RJ7.70483@newsfe18.iad>
Source record: 2366

I am looking for the program that verify the sectors and files on the hard drive... Any idea?

Thanks!
Jack

2928. Re: verify the hard drive

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-14 11:02:13 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <qlRul.136585$2h5.46443@newsfe11.iad>
Source record: 2368

```
"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:cRGul.85152$RJ7.70483@newsfe18.iad...
>I am looking for the program that verify the sectors and files on the hard
>drive... Any idea?
>
> Thanks!
> Jack
>

For a SpartaDos partition 'ie' harddrive - Cleanup 1.4
http://atariki.krap.pl/index.php/CleanUp_X
For a MyDOS partition 'ie' harddrive - Vtocfix.com
http://www.newbreedsoftware.com/xlsearch/xlsearch.cgi?keywords=vtocfix
```

2929. Re: ATR File Manager for DOS

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-14 14:02:47 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <dOudnZpWXLBvJSbUnZ2dnUVZ_giWnZ2d@giganews.com>
Source record: 2367

Steven Hirsch wrote:
> RoyE wrote:
>
>> Thy this program version 0.6 MakeATR.
>>
>> http://serious-dial.atari.pl/makeATR/
>
> Is that the one that comes in the form of a Total Commander plug-in? If
> so, it's the slickest thing since sliced bread.

I confused makeATR with something else. I don't recall where I picked it up, but the Total Commander plug-in came in an archive named 'atrwcx_1.6.zip'. It lets you browse the contents of an ATR image from a Norton Commander-like point and shoot file browser.

2930. Re: ATR File Manager for DOS

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-14 17:04:35 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <DsRul.136638$2h5.16680@newsfe11.iad>
Source record: 2369

"Steven Hirsch" <snhirsch@gmail.com> wrote in message
news:dOudnZpWXLBvJSbUnZ2dnUVZ_giWnZ2d@giganews.com...
> Steven Hirsch wrote:
>> RoyE wrote:
>>
>>> Thy this program version 0.6 MakeATR.
>>>
>>> http://serious-dial.atari.pl/makeATR/
>>
>> Is that the one that comes in the form of a Total Commander plug-in? If
>> so, it's the slickest thing since sliced bread.
>
> I confused makeATR with something else. I don't recall where I picked it
> up, but the Total Commander plug-in came in an archive named
> 'atrwcx_1.6.zip'. It lets you browse the contents of an ATR image from a
> Norton Commander-like point and shoot file browser.
>

Yes That is a great plug-in. I have Total Commander also. Works great for
dumping atr's to a different directory, even large atr (16mg). I started
using TC when I got pissed at the new explorer that came with windows vista.

2931. End of Atari Auction, thanks.

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-14 23:32:38 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <49bc3e9b$0$5465$bbae4d71@news.suddenlink.net>
Source record: 2370
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Just wanted to say thanks to everyone who bought my Atari 8-bit and Atari
ST-Falcon
Computers and related software, hardware, books and mags.

Just about everything was sold and what didn't was donated.

I do not have anything to do with Atari Computers anymore.

The Auction is over, so please do not e-mail about Atari related stuff any
more.

Thanks and best of luck.
Barry
phantomm@suddenlink.net

2932. Re: End of Atari Auction, thanks.

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-15 01:25:04 UTC
From: bill@newbreedsoftware.com
Message-ID: <49bc58f0$0$1591$742ec2ed@news.sonic.net>
Source record: 2371
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In comp.sys.atari.8bit phantomm_1 <phantomm@suddenlink.net> wrote:
> I do not have anything to do with Atari Computers anymore.

Hee hee. You'll be back. :) It's addictive.

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2933. "Dandy" clone for modern systems

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-15 10:22:49 UTC
From: bill@newbreedsoftware.com
Message-ID: <49bcd6f9$0$1601$742ec2ed@news.sonic.net>
Source record: 2372

I've began creating a modern clone of "Dandy" (the ancestor of Gauntlet)
using Simple DirectMedia Layer, an open source library for Linux,
Windows, Mac, BeOS, Amiga and various other systems and platforms.

It's written in C and utilizes a cellular automata map to control the
bad guys, just like Jack Pavelich's original Dandy. (I'm unsure whether
Ed Logg's Gauntlet in the arcade, or Tengen's Gauntlet on the Nintend (NES)
did exactly the same, but anyhow...)

It's pulled in a few concepts from Gauntlet (and gazillions of other
games since), such as different characters you can select from, with
different abilities. (One is very fast but has a weak weapon, another
is very slow but also very strong (high hit points), etc.)

The graphics are horrid, mostly drawn using a trackpad on my laptop,
though some that I whipped together tonight were done using a Wacom pad.

Tonight I added temporary upgrades you can collect (make a slow guy go
faster for a while, for example), initial varied artwork for the
characters (and their projectile weapons), and smooth scrolling.

Now, to make it even more on-topic to c.s.a.8, it probably would not
be an insane endeavor to try and port the game to Action! to run on
an Atari. >:^) But with Dandy already there, why would you bother?

Anyway, it lives here: http://www.newbreedsoftware.com/fop/
And is open source: GNU GPL.

Only source is available, as of this writing, but it should be
compilable on anything SDL and SDL_image compile on.
(See http://www.libsdl.org/ -- think iPhone, Nintendo DS, Wii, Sony PSP,
QNX, Sega Dreamcast, MorphOS, Amiga, GP2X, Pandora, etc...)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2934. arc

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-16 01:12:49 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <3divl.44387$l71.27094@newsfe23.iad>
Source record: 2373

I can not find arc for MS DOS 4.53. I need to uncompress the file. can you help?

Thanks!
Jack

2935. Re: End of Atari Auction, thanks.

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-16 03:40:17 UTC
From: Sniperstorm <cabacon@cox.net>
Message-ID: <MSjvl.101398$RJ7.16770@newsfe18.iad>
Source record: 2374
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

What auction?

"phantomm_1" <phantomm@suddenlink.net> wrote in message
news:49bc3e9b$0$5465$bbae4d71@news.suddenlink.net...
>
> Just wanted to say thanks to everyone who bought my Atari 8-bit and Atari
> ST-Falcon
> Computers and related software, hardware, books and mags.
>
> Just about everything was sold and what didn't was donated.
>
> I do not have anything to do with Atari Computers anymore.
>
> The Auction is over, so please do not e-mail about Atari related stuff any
> more.
>
> Thanks and best of luck.
> Barry
> phantomm@suddenlink.net
>
>

2936. Re: arc

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-16 07:39:50 UTC
From: bill@newbreedsoftware.com
Message-ID: <49be0246$0$1613$742ec2ed@news.sonic.net>
Source record: 2375

Jack Tseng <tseng4@hotmail.com> wrote:
> I can not find arc for MS DOS 4.53. I need to uncompress the file. can you
> help?

Try:
http://www.umich.edu/~archive/atari/8bit/Archivers/Arc/supunarc.com

Good luck!

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2937. Re: [Local] Atari Party, Davis CA, March 28th, 2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-16 19:16:36 UTC
From: bill@newbreedsoftware.com
Message-ID: <49bea594$0$1602$742ec2ed@news.sonic.net>
Source record: 2376
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,ucd.life,davis.general,yolo.life

In comp.sys.atari.8bit Bill Kendrick <bill@newbreedsoftware.com> wrote:
> We're on a roll with planning for Atari Party 2009 here in Davis!
>
> http://www.newbreedsoftware.com/atariparty/
>
> We'll also have some educational displays (specs on the systems,
> "how do sprites work?", etc.), as well as some guest speakers!
>
> * Paul Cubbage, manager of Atari Program Exchange back in 1982-1984, will be
> doing a short presentation on APX and Atari (before 'the fall').

Bob Woolley, Atari 1200XL hacker extraordinairre (who also at one time
resurrected the print magazine "Atari Classics") has also offered to
speak at this event, as well as bring some of his hacked 1200XLs for
people to look at.

(He'll also be bringing an 800, 130XE and 1200XL to play games on,
bringing the total number of systems that we'll have, up and running
simultaneously, to 14! Spanning all Atari platforms[*],
from 2600 to Jaguar!)

[*] Well, no Pong, Portfolio palmtop, or IBM PC clones. :)
--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2938. Atari SIO2CF

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-18 01:37:15 UTC
From: William McCord <bkmccord@verizon.net>
Message-ID: <ffYvl.740$6%.208@nwrddc01.gnilink.net>
Source record: 2377

Anyone know how to format a NEW SD Card for the SIO2CF Adapters ?
I have another one that I want to format to store images on.
Any help appreciated.

-Bill

2939. Re: arc

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-18 02:54:35 UTC
From: melee5@my-deja.com
Message-ID: <8bfe0074-9505-4394-9438-f8a35a5be149@o8g2000pre.googlegroups.com>
Source record: 2378

On Mar 15, 7:12 pm, "Jack Tseng" <tse...@hotmail.com> wrote:
> I can not find arc for MS DOS 4.53. I need to uncompress the file. can you
> help?
>
> Thanks!
> Jack

Try Arc version 5.00 for the straight across the board MS-DOS
equivalent of Atari's Super Arc and Super Unarc. Don't forget to snag
the documents for it - this is original System Enhancement Associates
(SEA) code with the famous Phil Katz curse within. I quote, "If you
fail to abide by the terms of this license, then your conscience will
haunt you for the rest of your life." Not so spooky stuff on the face
of it, but then Katz died a few years later on of self consumption...

http://www.utexas.edu/ftp/microlib/dos/z100/compress/
http://en.wikipedia.org/wiki/Phil_Katz

The file you want (or maybe don't want!! - boogety, boogety) is the
self-extracting arc500.exe and then the documentation on it is
arc5doc.arc.

On my system, I renamed it from arc.exe to arc500.exe so that WinZip
and others will not invoke it by chance. When I need to use it from a
batch file for example I just do:
arc500 a makemea.arc stufftocrunch.exe

And ONLY version 5.00 arc then gets used to make the arc file - after
over ten years of using it, I've never found the real Atari system
unable to uncompress the files made by version 5.00 arc from SEA.
Good stuff from 01/21/86 at 18:12:02.

2940. Re: Atari SIO2CF

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-18 07:53:00 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <xL1wl.1612$xU1.846@newsfe25.iad>
Source record: 2379

"William McCord" <bkmccord@verizon.net> wrote in message
news:ffYvl.740$6%.208@nwrddc01.gnilink.net...
> Anyone know how to format a NEW SD Card for the SIO2CF Adapters ?
> I have another one that I want to format to store images on.
> Any help appreciated.
>
> -Bill
>

Mine came preformatted in the package, so I just did a delete all and then
put my images on it.
If your asking about the SD card and not the CF card because the SIO2SD
doesn't use CF cards. I have never heard of an SIO2CF adapter.

2941. Re: Atari SIO2CF

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-18 22:04:52 UTC
From: bill@newbreedsoftware.com
Message-ID: <49c17004$0$1613$742ec2ed@news.sonic.net>
Source record: 2380

RoyE <r-dean@ cox.net> wrote:
> Mine came preformatted in the package, so I just did a delete all and then
> put my images on it.
> If your asking about the SD card and not the CF card because the SIO2SD
> doesn't use CF cards. I have never heard of an SIO2CF adapter.

My thoughts exactly. The SD card should be in FAT format (what DOS & Win use). Mine was already formatted when I bought it (or my digital camera formatted it into FAT format when I first used it?), and I'm able to access it easily under Linux on my laptop (has a built-in SD reader next to the headphone jacks :)).

Just make an "atari" folder at the root of the card, put your ATR disk images (or EXE, XEX, COM executables, which you can also boot directly into) in there. You can even have subfolders and navigate them using the SIO2SD's buttons. (I honestly haven't loaded mine with much yet, I haven't had too much time to play with my Atari 8-bit lately.)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2942. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-19 10:11:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0903190309090.17770@slate.spiritone.com>
Source record: 2382
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

books
Date: Thu, 14 Feb 2002 18:14:25 -0800 (PST)
From: Bravo Sierra Computers <atari@aracnet.com>
Newsgroups: Subject:

Find Books from ABACUS, ANTIC, ATARI, COMPUTE, HOFACKER, SAMS & TAB BOOKS!

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST!Some you wont find anywhere else but here! On Sale 20% off!
Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask for
Atari catalogs. My Software & Book Catalogs are sorted alphabetically
by Title so Cut-&-Paste your order and E-Mail your list with your Shipping
Address so I can expedite your order or call Ben anytime at (503)256-9974!

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http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI LISTS CATALOGS!
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http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/birthday.htm Ben's Birthday Bash!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

Celebrate my Birthday this March with a 20% Discount on Atari 8 Bit and ST
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order goes out the same day. Customers love the speedy service! I have
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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2943. BUY 3 ATARI GAMES, GET 1 FREE!

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-19 10:13:40 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0903190311180.17770@slate.spiritone.com>
Source record: 2383
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Buy any 3 titles of my new in the box games for the Classic Atari 8 Bit and Atari ST Computers and receive a brand new in the box game. Qualify for more than 1 free offer by doubling, or tripling, etc. your order! Mix and Match 8 Bit & ST Games! Pick a minimum of 4 new in the box games, for each 3 games I'll give you 1 FREE from your list! Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask for Atari catalogs. My Software & Book Catalogs are sorted alphabetically by Title so Cut-&-Paste your order and E-Mail your list with your Shipping Address so I can expedite your order or call Ben anytime at (503)256-9974! And Remember, FREE is a very good price!

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http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/birthday.htm Ben's Birthday Bash!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

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2944. FREE ATARI CATALOGS! BRAND NEW SOFTWARE! 2-26-2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-19 10:16:03 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0903190313480.17770@slate.spiritone.com>
Source record: 2381
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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E-Mail. Really, it's not an inconvenience. I ask that you specify 8 Bit,
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cant attach files to your E-Mail. Atari@aracnet.com or call (503)256-9974!

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http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/birthday.htm Ben's Birthday Bash!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2945. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-20 10:38:26 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1237545354@rtfm.mit.edu>
Source record: 2384
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: March 10, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"

http://atari.fandal.cz/ Games, Demos

http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2946. Re: Alternate Reality - City and Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-20 20:37:41 UTC
From: bill@newbreedsoftware.com
Message-ID: <49c3fe95$0$1599$742ec2ed@news.sonic.net>
Source record: 2385
Cross-posted to: comp.sys.atari.8bit,alt.games.atari

In comp.sys.atari.8bit Gabooch <Anonymous@anon.com> wrote:
> Back in 1986, there was a forum on Compu$erve for Alternate Reality,
> The City. I captured the entire forum comments from June 30, 1986
> (Message 1) through to December 15, 1988 (Message 221.)

I can't speak to the legality of publishing the forum discussions, but..

> I have been able to scan my old printouts of these forums into PDF
> Format. My problem is that the files are VERY large - 27Mb and 30Mb
> for the two. (You will understand why so big when you see them!)

... it sounds like the PDFs are just giant scanned images.
It'd be useful to run them through an OCR (optical character recognition)
tool, to turn them back into text.

It might be something AtariMuseum.com would want.

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2947. Re: Alternate Reality - City and Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-20 23:04:55 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <gq17er$qo1$1@news.motzarella.org>
Source record: 2386
Cross-posted to: comp.sys.atari.8bit,alt.games.atari

I might be interested in hosting them on my web site
(www.atariplanet.info). Send me an e-mail if you're interested.

- Trevor

Gabooch wrote:
> Hi all:
>
> I have been a fan of Atari for MANY Years, since the Atari 400 first came out,
> actually - I can't BELIVE how much money I spent on that thing, or how much it was
> WORTH IT!!
>
> Anyway, back in the day I was a die-hard Alternate Reality fanatic, and I just found
> some very interesting commentary on the two games while digging through some old
> boxes.
>
> Back in 1986, there was a forum on Compu$erve for Alternate Reality, The City. I
> captured the entire forum comments from June 30, 1986 (Message 1) through to December
> 15, 1988 (Message 221.)
>
> And there was a Forum for Alternate Reality, The Dungeon as well. I have messages
> from August 26, 1987 (Message 1) through to February 4, 1989 (Message 247.) Cost me
> an arm and a leg to download those forums at 300 baud!!
>
> Sound boring? NOT!!
>
> These forums include many responses from Philip Price -The MASTER HIMSELF. As well,
> there are heaps of hints, comments and just plain cool things discussed about the two
> games.
>
> I have been able to scan my old printouts of these forums into PDF Format. My
> problem is that the files are VERY large - 27Mb and 30Mb for the two. (You will
> understand why so big when you see them!)
>
> Thus, I cannot attach them here.
>
> Any suggestions as to where I upload them to? (I shall watch this newsgroup for any
> assistance!)
>
> Thanks!
>
> Agent D.A.D.

2948. Re: RGB for XEGS

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-21 06:28:16 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <49c48cec5986b0@comcast.net>
Source record: 2387

>Hi everyone, I'm looking for a little help here. I'm looking for any
>information available on getting RGB video from an XEGS or 8 bit
>Ataris in general. I plan on doing a small run of boards combining a
>1 MB SIMM expansion I have been working on with S-Video and RGB
>outputs (possibly Y-Pb-Pr as well if I can figure that one out). Any
>info anyone has that could be helpful would be appreciated. Thanks
>alot. Conrad.

I used the Commodore monitor cable to hook up to our 32 Inch flat screen TV.
It looked just great. For S-Video you could use the Commodore monitor cable
and a video adapter. Using this setup, I was able to hook the XE upto a PC
monitor with no problems.
--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

2949. Tempest Extreme is great!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-21 06:30:32 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <49c48cec5986b1@comcast.net>
Source record: 2388

I bought this game for my XE and loved it. Great graphics and sound. There is even some sound clips from the Jaguar game. it was nicely done and well worth the money I paid for it.
--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

2950. Re: ATR File Manager for DOS

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-21 06:33:20 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <49c48cec5986b2@comcast.net>
Source record: 2389

>I am looking for ATR file manager for DOS.... The program extracts the file
>from/to the ATR image file. Any idea?
>
>Thanks!
>Jack

There is one out there. I ran into it a long time ago, but chose one that
works under Windows which is much easier to use.

--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

2951. Re: Atari SIO2CF

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-21 16:42:00 UTC
From: William McCord <bkmccord@verizon.net>
Message-ID: <sN8xl.1303$6%.732@nwrddc01.gnilink.net>
Source record: 2390

My mistake, it is a SIO2SD not CF.
I bought a 4GB SD card, but after some reading, I may have to stick with a 2gb or 1gb.
I tried formatting the SD card with the FAT file system, but I still get a Card Init Error.
Do I need to stick with 1 or 2gb cards ?

Thanks,
Bill

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message news:49c17004$0$1613$742ec2ed@news.sonic.net...
> RoyE <r-dean@ cox.net> wrote:
>> Mine came preformatted in the package, so I just did a delete all and
>> then
>> put my images on it.
>> If your asking about the SD card and not the CF card because the SIO2SD
>> doesn't use CF cards. I have never heard of an SIO2CF adapter.
>
> My thoughts exactly. The SD card should be in FAT format (what DOS & Win
> use). Mine was already formatted when I bought it (or my digital camera
> formatted it into FAT format when I first used it?), and I'm able to
> access it easily under Linux on my laptop (has a built-in SD reader next
> to the headphone jacks :)).
>
> Just make an "atari" folder at the root of the card, put your ATR disk
> images (or EXE, XEX, COM executables, which you can also boot directly
> into) in there. You can even have subfolders and navigate them using
> the SIO2SD's buttons. (I honestly haven't loaded mine with much yet,
> I haven't had too much time to play with my Atari 8-bit lately.)
>
> --
> -bill!
> "Tux Paint" - free children's drawing software for Windows / Mac OS X /
> Linux!
> Download it today! http://www.tuxpaint.org/

2952. Re: Tempest Extreme is great!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-21 16:48:25 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.uq5iazdegaat7c@mdc2>
Source record: 2391

On Sat, 21 Mar 2009 01:30:32 -0500, Edward S. Baiz Jr.
<edbaizjr@comcast.net> wrote:

> I bought this game for my XE and loved it. Great graphics and sound.
> There is
> even some sound clips from the Jaguar game. it was nicely done and well
> worth
> the money I paid for it.

I concur, Tempest Xtreem is pretty fantastic.

I scored 429,000 the other night. Died on the first red board, which I
think was the first board after the second bonus round.

http://members.tcq.net/video61/tempest1.html

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name
8-bit Atari FAQ/Vendor Lists: htt://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

2953. Re: Atari SIO2CF

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-22 01:40:44 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <wGgxl.134573$EO2.66037@newsfe04.iad>
Source record: 2392

"William McCord" <bkmccord@verizon.net> wrote in message
news:sN8xl.1303$6%.732@nwrddc01.gnilink.net...
> My mistake, it is a SIO2SD not CF.
> I bought a 4GB SD card, but after some reading, I may have to stick with a
> 2gb or 1gb.
> I tried formatting the SD card with the FAT file system, but I still get a
> Card Init Error.
> Do I need to stick with 1 or 2gb cards ?
>
> Thanks,
> Bill

Yes 1gb is fine. 4 gb is too much.

2954. Re: Alternate Reality - City and Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-22 22:04:27 UTC
From: Gabooch <anonymous@anon.com>
Message-ID: <MByxI.32126$5t4.6591@newsfe24.iad>
Source record: 2393
Cross-posted to: alt.games.atari,comp.sys.atari.8bit

Oops...It appears the forums were on GEnie, not CompuServe - my mistake!

Also, the reason the files are so big is, correctly, because they are images - the original forums had many lines of header information before each message, so I chose to print them out in a three-column style, on a dot-matrix printer, in condensed type. Perfectly readable, and big paper saving, but not really suitable for OCR (I did try, Acrobat does not do a very good job of this style...)

I will check up on the couple of suggested locations to post these to.

Agent D.A.D.

2955. Re: HIP, RIP and TIP

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-23 12:30:28 UTC
From: rybagz@gmail.com
Message-ID: <4b58cca1-1009-44a6-b757-c31fc2bb8760@s22g2000prg.googlegroups.com>
Source record: 2394

> What do TIP and RIP do?

HIP was the first mode introduced. It interleaves Graphics 9 and 10
on alternating scanlines.
Due to the way GTIA works, Gr. 10 pixels are shifted one colour clock
to the right (ie half a pixel in that mode).
That can work to advantage - by alternating 2 copies of the picture
with the Gr. 9 and 10 lines swapped you get an "apparent" 160 pixels
across.
You can also simulate more luma levels since you get a kind of
averaging of pixel values, so can perceive intermediate values.
In HIP, you use 8 of the 9 available colour registers and represent
luma values 0,2... etc to 12, 14.

TIP is probably the most advanced use of Graphics 10 pixel-shift, it
also relies on PAL colour averaging between scanlines.
With TIP, you build a 2 displays with a repeating sequence of 4
lines...
Gr.11 (Colour only mode)
Gr. 9 (Luma only mode)
Gr. 11
Gr. 10 (paletted)

The second display is repetition of 11, 10, 11, 9.
So, by flicking between the 2 screens you get the perceived 160 pixels
across from mixing modes 9 and 10. You also have colour averaging
which allows 256 colours on the mode 9 lines and 128 on the mode 10
lines.
PAL colour averaging though does lose some saturation since the mode
9,10 lines are shades of white.

All of these modes rely on DLIs or a screen kernal to change the PRIOR
register on GTIA.

2956. Re: [Local] Atari Party, Davis CA, March 28th, 2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-26 21:51:53 UTC
From: bill@newbreedsoftware.com
Message-ID: <49cbf8f9$0$1593$742ec2ed@news.sonic.net>
Source record: 2395
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,ucd.life,davis.general,yolo.life

One last reminder! If you're anywhere near the SF Bay Area or
Sacramento, come on out to Davis for our first-ever "Atari Party"!

http://www.newbreedsoftware.com/atariparty/

This Saturday, March 28th, from 6pm to 9pm. Free, open to the public,
and children are welcome.

Come play on a dozen systems, spanning 2600 through Jaguar, including
8-bit and ST computers, and over 200 games! There'll even be a few
educational displays and guest speakers.

Davis Public Library
315 East 14th St
Davis, CA 95616

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2957. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-27 09:47:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0903270245230.20198@slate.spiritone.com>
Source record: 2398
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Find Books from ABACUS, ANTIC, ATARI, COMPUTE, HOFACKER, SAMS & TAB BOOKS!

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST!Some you wont find anywhere else but here! On Sale 20% off!
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http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/birthday.htm Ben's Birthday Bash!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

Celebrate my Birthday this March with a 20% Discount on Atari 8 Bit and ST
Books & Software! OR BUY 3 NEW IN THE BOX ATARI GAMES AND GET 1 GAME FREE!
Bless me with your business or bless me with your Gifts of Atari HardWare,
Games/SoftWare, Books & Accessories! Or just bless my Birthday this Month!

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order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2958. BUY 3 ATARI GAMES, GET 1 FREE!

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-27 09:49:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0903270247440.20198@slate.spiritone.com>
Source record: 2399
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Buy any 3 titles of my new in the box games for the Classic Atari 8 Bit and Atari ST Computers and receive a brand new in the box game. Qualify for more than 1 free offer by doubling, or tripling, etc. your order! Mix and Match 8 Bit & ST Games! Pick a minimum of 4 new in the box games, for each 3 games I'll give you 1 FREE from your list! Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask for Atari catalogs. My Software & Book Catalogs are sorted alphabetically by Title so Cut-&-Paste your order and E-Mail your list with your Shipping Address so I can expedite your order or call Ben anytime at (503)256-9974! And Remember, FREE is a very good price!

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http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

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2959. FREE ATARI CATALOGS! BRAND NEW SOFTWARE! 2-26-2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-27 09:53:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0903270249530.20198@slate.spiritone.com>
Source record: 2396
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/birthday.htm Ben's Birthday Bash!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2960. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-27 09:55:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0903270253210.20198@slate.spiritone.com>
Source record: 2397
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Mailing List sent by E-Mail From Bravo Sierra Computers! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2961. Retrogaming Times TV

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-27 21:21:22 UTC
From: Bryan Roppolo Boulder <brop99@hotmail.com>
Message-ID: <f89c4d79-54bd-4fc8-95fb-167a9920099c@r36g2000vbr.googlegroups.com>
Source record: 2400
Cross-posted to: comp.sys.ti,rec.games.video.classic,alt.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

HI!
I am floating around the idea of making a TV version of
Retrogaming Times Monthly, called Retrogaming Times TV, which would be
hosted on YouTube. It would be a central place to post videos on old
games for anything (reviews, homemade classic videogame cartoons,
interviews, etc). Thought I would mention that this could happen if I
can get enough people to submit videos to me. Old video game
commercials, interviews, etc would be able to be posted to this new TV
effort, just not something that somebody already has made himself and
posted on YouTube (such as a review done recently that already is on-
line on YouTube).
I was thinking of including many of the videos on RTTV also in
Retrogaming Times Monthly at its website, www.retrogamingtimes.com,
therefore giving videos posted on Retrogaming Times TV airtime at both
YouTube and the on-line magazine. To those interested in this venture,
send me an e-mail at bryan@retrogamingtimes.com. Thought it would be
neat to have both print and video outlets for Retrogaming Times
Monthly!

"Kind of Like MTV for Retrogamers"

P.S. Spread the word around about this to your friends so that
everyone that might be interested knows about this new effort for the
on-line magazine.

Sincerely,

Bryan Roppolo

2962. Re: Retrogaming Times TV

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-27 21:40:01 UTC
From: commodorejohn@gmail.com
Message-ID: <115c3dc4-6a41-425b-8cf3-66ecad219369@v6g2000vbb.googlegroups.com>
Source record: 2401
Cross-posted to: comp.sys.ti,rec.games.video.classic,alt.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

On Mar 27, 4:21 pm, Bryan Roppolo Boulder <bro...@hotmail.com> wrote:
> HI!
> I am floating around the idea of making a TV version of
> Retrogaming Times Monthly, called Retrogaming Times TV, which would be
> hosted on YouTube. It would be a central place to post videos on old
> games for anything (reviews, homemade classic videogame cartoons,
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> therefore giving videos posted on Retrogaming Times TV airtime at both
> YouTube and the on-line magazine. To those interested in this venture,
> send me an e-mail at br...@retrogamingtimes.com. Thought it would be
> neat to have both print and video outlets for Retrogaming Times
> Monthly!
>
> "Kind of Like MTV for Retrogamers"
>
> P.S. Spread the word around about this to your friends so that
> everyone that might be interested knows about this new effort for the
> on-line magazine.
>
> Sincerely,
>
> Bryan Roppolo

Not to sound like a total crank, but is "Kind of Like MTV for
Retrogamers" supposed to be a -selling point?- I can't think of any
tagline that would inspire me to watch it -less.-

2963. Re: Retrogaming Times TV

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-28 00:40:55 UTC
From: "ksaunders242@yahoo.com" <kev242@gmail.com>
Message-ID: <0581e14d-c8d8-419a-99b4-9d0600f0f162@k2g2000yql.googlegroups.com>
Source record: 2402
Cross-posted to: comp.sys.ti,rec.games.video.classic,alt.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

On Mar 27, 5:40 pm, commodorej...@gmail.com wrote:
> On Mar 27, 4:21 pm, Bryan Roppolo Boulder <bro...@hotmail.com> wrote:
>
>
>
> > HI!
> > I am floating around the idea of making a TV version of
> > Retrogaming Times Monthly, called Retrogaming Times TV, which would be
> > hosted on YouTube. It would be a central place to post videos on old
> > games for anything (reviews, homemade classic videogame cartoons,
> > interviews, etc). Thought I would mention that this could happen if I
> > can get enough people to submit videos to me. Old video game
> > commercials, interviews, etc would be able to be posted to this new TV
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> > I was thinking of including many of the videos on RTTV also in
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> > therefore giving videos posted on Retrogaming Times TV airtime at both
> > YouTube and the on-line magazine. To those interested in this venture,
> > send me an e-mail at br...@retrogamingtimes.com. Thought it would be
> > neat to have both print and video outlets for Retrogaming Times
> > Monthly!
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> > "Kind of Like MTV for Retrogamers"
>
> > P.S. Spread the word around about this to your friends so that
> > everyone that might be interested knows about this new effort for the
> > on-line magazine.
>
> > Sincerely,
>
> > Bryan Roppolo
>
> Not to sound like a total crank, but is "Kind of Like MTV for
> Retrogamers" supposed to be a -selling point?- I can't think of any
> tagline that would inspire me to watch it -less.-

I wonder if he's watched MTV lately.. it's all reality shows now...

2964. Re: Retrogaming Times TV

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-28 00:48:31 UTC
From: Bryan Roppolo Boulder <brop99@hotmail.com>
Message-ID: <f021e106-1fd7-4f92-83d9-cef182ae9b16@q9g2000yqc.googlegroups.com>
Source record: 2403
Cross-posted to: comp.sys.ti,rec.games.video.classic,alt.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

On Mar 27, 8:40 pm, "ksaunders...@yahoo.com" <kev...@gmail.com> wrote:
> On Mar 27, 5:40 pm, commodorej...@gmail.com wrote:
>
>
>
>
>
>
> > On Mar 27, 4:21 pm, Bryan Roppolo Boulder <bro...@hotmail.com> wrote:
>
> > > HI!
> > > I am floating around the idea of making aTVversion of
> > >RetrogamingTimesMonthly, calledRetrogamingTimesTV, which would be
> > > hosted on YouTube. It would be a central place to post videos on old
> > > games for anything (reviews, homemade classic videogame cartoons,
> > > interviews, etc). Thought I would mention that this could happen if I
> > > can get enough people to submit videos to me. Old video game
> > > commercials, interviews, etc would be able to be posted to this newTV
> > > effort, just not something that somebody already has made himself and
> > > posted on YouTube (such as a review done recently that already is on-
> > > line on YouTube).
> > > I was thinking of including many of the videos on RTTV also in
> > >RetrogamingTimesMonthly at its website,www.retrogamingtimes.com,
> > > therefore giving videos posted onRetrogamingTimesTVairtime at both
> > > YouTube and the on-line magazine. To those interested in this venture,
> > > send me an e-mail at br...@retrogamingtimes.com. Thought it would be
> > > neat to have both print and video outlets forRetrogamingTimes
> > > Monthly!
>
> > > "Kind of Like MTV for Retrogamers"
>
> > > P.S. Spread the word around about this to your friends so that
> > > everyone that might be interested knows about this new effort for the
> > > on-line magazine.
>
> > > Sincerely,
>
> > > Bryan Roppolo
>
> > Not to sound like a total crank, but is "Kind of Like MTV for
> > Retrogamers" supposed to be a -selling point?- I can't think of any
> > tagline that would inspire me to watch it -less.-
>
> I wonder if he's watched MTV lately.. it's all reality shows now...- Hide quoted text -

>
> - Show quoted text -

I have seen MTV recently, but I was thinking more along the lines that MTV and early 80s gaming go pretty much hand in hand as it defines that part of the decade. Might not have been phrased right, but the general idea was making a reference to MTV along with early 80s video games, became popular at the same time period. It's just something I threw out there as it came to mind with TV and gaming from the 80s.

2965. Re: Atari Party, Davis CA, March 28th, 2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-28 04:55:25 UTC
From: rbernardo@iglou.com
Message-ID: <7c7a2a90-42a8-4b07-9861-67279849fd62@r5g2000prh.googlegroups.com>
Source record: 2404
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx

On Mar 26, 2:51 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:

> One last reminder! If you're anywhere near the SF Bay Area or
> Sacramento, come on out to Davis for our first-ever "Atari Party"!
>
> http://www.newbreedsoftware.com/atariparty/
>
> This Saturday, March 28th, from 6pm to 9pm.

Ack! I was planning to go to the Atari Party, but I have to
attend another event in Sacramento from 5 to 8 p.m.. :(
Good luck with the Atari Party.

Truly,
Robert Bernardo

2966. Re: Retrogaming Times TV

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-28 06:15:16 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <49cdc4385115b0@comcast.net>
Source record: 2406
Cross-posted to: comp.sys.ti,rec.games.video.classic,alt.games.video.classic, comp.sys.cbm,comp.sys.atari.8bit

>HI!
> I am floating around the idea of making a TV version of
>Retrogaming Times Monthly, called Retrogaming Times TV, which would be
>hosted on YouTube. It would be a central place to post videos on old
>games for anything (reviews, homemade classic videogame cartoons,
>interviews, etc). Thought I would mention that this could happen if I
>can get enough people to submit videos to me. Old video game
>commercials, interviews, etc would be able to be posted to this new TV
>effort, just not something that somebody already has made himself and
>posted on YouTube (such as a review done recently that already is on-
>line on YouTube).
> I was thinking of including many of the videos on RTTV also in
>Retrogaming Times Monthly at its website, www.retrogamingtimes.com,
>therefore giving videos posted on Retrogaming Times TV airtime at both
>YouTube and the on-line magazine. To those interested in this venture,
>send me an e-mail at bryan@retrogamingtimes.com. Thought it would be
>neat to have both print and video outlets for Retrogaming Times
>Monthly!
>
>"Kind of Like MTV for Retrogamers"
>
>P.S. Spread the word around about this to your friends so that
>everyone that might be interested knows about this new effort for the
>on-line magazine.
>
>Sincerely,
>
>Bryan Roppolo

Sounds good. Let us know if it comes to light. I would love it. Thanks.
--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

2967. Re: Retrogaming Times TV

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-28 06:38:43 UTC
From: jt august <starsabre@sbcglobal.net>
Message-ID: <starsabre-E6070F.01384428032009@inetnews.worldnet.att.net>
Source record: 2405
Cross-posted to: comp.sys.ti,rec.games.video.classic,alt.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

What you are proposing is a video podcast, target audience being who are interested in classic gaming, trying to capture the production stylings and standards popularized in the 80's with the look of vintage MTV and/or Miami Vice. Fast paced, energetic presentations, brightly colored sets and wardrobes, big hair, parachute pants and mallrats hanging in the arcade.

jt

2968. Re: Retrogaming Times TV

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-28 15:06:11 UTC
From: jrdigiacomo <jrdigiacomo@askme.com>
Message-ID: <49CE3CF4.4070202@askme.com>
Source record: 2407

Hi Byran--

That's a great start. I think it would make more sense to use stikcam
instead of Youtube. This way you can have live episodes as well as
storing recorded ones.

Just adding my 2cents :P

Bryan Roppolo Boulder wrote:
> HI!
> I am floating around the idea of making a TV version of
> Retrogaming Times Monthly, called Retrogaming Times TV, which would be
> hosted on YouTube. It would be a central place to post videos on old
> games for anything (reviews, homemade classic videogame cartoons,
> interviews, etc). Thought I would mention that this could happen if I
> can get enough people to submit videos to me. Old video game
> commercials, interviews, etc would be able to be posted to this new TV
> effort, just not something that somebody already has made himself and
> posted on YouTube (such as a review done recently that already is on-
> line on YouTube).

2969. Re: Atari Party, Davis CA, March 28th, 2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-28 15:40:06 UTC
From: bill@newbreedsoftware.com
Message-ID: <49ce44d6$0$1622$742ec2ed@news.sonic.net>
Source record: 2408
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx

In rec.games.video.atari rbernardo@iglou.com wrote:
> Ack! I was planning to go to the Atari Party, but I have to
> attend another event in Sacramento from 5 to 8 p.m.. :(
> Good luck with the Atari Party.

Duuude! You, of all people, I expected to be there! *disappointment*

In other news, Zach Matley, a homebrew Atari 2600 game developer who
happens to be out in the Sac. area, found out about the event, and is
bringing some more gear and games, and will be doing a short presentation!

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2970. Re: Atari Party, Davis CA, March 28th, 2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-29 07:02:37 UTC
From: rbernardo@iglou.com
Message-ID: <c2f4c0e5-5062-4d29-9a70-22ce95a0dc04@x31g2000prc.googlegroups.com>
Source record: 2409
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx

On Mar 28, 8:40 am, b...@newbreedsoftware.com (Bill Kendrick) wrote:

> You, of all people, I expected to be there! *disappointment*

Yay! I was able to make it to the Atari Party
the full time! Congratulations on the success of
the show. Good attendance, good games to
play, good presentations.

Truly,
Robert Bernardo

2971. Re: Atari Party, Davis CA, March 28th, 2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-29 21:37:02 UTC
From: bill@newbreedsoftware.com
Message-ID: <49cfe9fe$0$1621$742ec2ed@news.sonic.net>
Source record: 2410
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx

In comp.sys.atari.8bit rbernardo@iglou.com wrote:
> Yay! I was able to make it to the Atari Party
> the full time! Congratulations on the success of
> the show. Good attendance, good games to
> play, good presentations.

I'm glad you made it! For those who did miss it, I've been collecting
photos over here:

http://www.newbreedsoftware.com/atariparty/2009/photos/

(Robert, send me your photos, and I can post them there, too!)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2972. Re: Atari Party, Davis CA, March 28th, 2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-30 05:36:08 UTC
From: rbernardo@iglou.com
Message-ID: <92f9e2fd-0d76-4284-99a5-1530cbf173a6@d25g2000prn.googlegroups.com>
Source record: 2411
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx

On Mar 29, 2:37 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:

> http://www.newbreedsoftware.com/atariparty/2009/photos/
>
> (Robert, send me your photos, and I can post them there, too!)

Thanks! But they have to be developed first. :)

Truly,
Robert Bernardo

2973. Re: Atari Party, Davis CA, March 28th, 2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-30 07:34:42 UTC
From: jt august <starsabre@sbcglobal.net>
Message-ID: <starsabre-3BEA19.02344630032009@inetnews.worldnet.att.net>
Source record: 2412
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx

In article
<92f9e2fd-0d76-4284-99a5-1530cbf173a6@d25g2000prn.googlegroups.com>,
rbernardo@iglou.com wrote:

> On Mar 29, 2:37 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
>
> > > http://www.newbreedsoftware.com/atariparty/2009/photos/
> > >
> > > (Robert, send me your photos, and I can post them there, too!)
>
> Thanks! But they have to be developed first. :)

Oh, wow. Classic computer pictures on a classic imaging format. Who'da
thunk?

jt

2974. Tempest giveaway!

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-30 20:14:21 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2009.03.30.20.14.21.152886@suddenlink.net>
Source record: 2413

Thats right folks, for the month of April, The DarkForce!
BBS is giving away a free copy of "Tempest Extreme". Don't
miss out on a chance to own this great new 8bit game. The
reviews are in and Tempest Extreme is a winner!

But...you can't win if you don't call... :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

2975. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-30 20:37:54 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1238444786@rtfm.mit.edu>
Source record: 2414
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: March 10, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"

http://atari.fandal.cz/ Games, Demos

http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

2976. Re: Atari Party, Davis CA, March 28th, 2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-31 02:26:40 UTC
From: rbernardo@iglou.com
Message-ID: <c1d75ecc-895c-44df-a849-a45a6c7b300b@y34g2000prb.googlegroups.com>
Source record: 2415
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx

On Mar 30, 12:34 am, jt august <starsa...@sbcglobal.net> wrote:

> Oh, wow. Classic computer pictures on a classic imaging format.

Too bad I wasn't using an early 80's camera to
match the console/computer hardware there. :)
Just an early 2000's Nikon N-80.

Truly,
Robert Bernardo

2977. 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-31 03:29:52 UTC
From: jim <jehall@care2.com>
Message-ID: <111f822e-cc93-4e02-b49b-3d596bf7c4d0@o6g2000yql.googlegroups.com>
Source record: 2416

Hello:

If you were stranded on a desert island, with your Atari, and be able
to play them, what 5 games would you have to play, maybe before you
were picked up?
(The MULE folks please dont apply)

Gauntlet?
Zaxxon?
PacMan?

Dare go on ?
JIM

2978. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-31 04:54:02 UTC
From: bill@newbreedsoftware.com
Message-ID: <49d1a1ea$0$1662$742ec2ed@news.sonic.net>
Source record: 2417

jim <jehall@care2.com> wrote:
> If you were stranded on a desert island, with your Atari, and be able
> to play them, what 5 games would you have to play, maybe before you
> were picked up?

Atartris, because I'd need a Tetris fix now and then.
Star Raiders, because it's one of my all-time favorites.
Pac-Man's on the XL is a pretty good translation, so I'd agree with that.
And 'yes' to Gauntlet, if you're talking the space shooter. :)

Man, what would #5 be for me... hrm? BASIC or Action! ;) Esp. if I could
bring some books (De Re, Compute!s, etc.)

--
-bill!
"Tux Paint" - free children's drawing software for Windows / Mac OS X / Linux!
Download it today! http://www.tuxpaint.org/

2979. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-31 04:56:33 UTC
From: Mark Bedingfield <atari030@nomorespamplease.optusnet.com.au>
Message-ID: <5ohAl.1711$Bm1.1475@news-server.bigpond.net.au>
Source record: 2418

jim wrote:
> Hello:
>
> If you were stranded on a desert island, with your Atari, and be able
> to play them, what 5 games would you have to play, maybe before you
> were picked up?
> (The MULE folks please dont apply)
>
> Gauntlet?
> Zaxxon?
> PacMan?
>
> Dare go on ?
> JIM

Star Raiders
Pole Position
Star Wars
Archon
Alternate Reality the dungeon

This really is quite hard. There are so many good games for the old girl.

Mark

2980. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-31 11:40:59 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <gjnAl.15314$W06.12952@flpi148.ffdc.sbc.com>
Source record: 2419

"jim" <> wrote in message news
> Hello:
>
> If you were stranded on a desert island, with your Atari, and be able
> to play them, what 5 games would you have to play, maybe before you
> were picked up?
> (The MULE folks please dont apply)
>
> Gauntlet?
> Zaxxon?
> PacMan?
>
> Dare go on ?
> JIM
Sargon III
FTe DOS 3.2g
My utilities disk
right now an AMS disk and player
My SKUNK game and Elevator Repairman
A laptop to use Atari800winPlus and electrical outlet to charge the battery.

2981. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-31 14:39:17 UTC
From: "ksaunders242@yahoo.com" <kev242@gmail.com>
Message-ID: <42be8770-76f9-4f4d-a2f8-0051b55c9015@d25g2000prn.googlegroups.com>
Source record: 2420

On Mar 30, 11:29 pm, jim <jeh...@care2.com> wrote:
> Hello:
>
> If you were stranded on a desert island, with your Atari, and be able
> to play them, what 5 games would you have to play, maybe before you
> were picked up?
> (The MULE folks please dont apply)
>
> Gauntlet?
> Zaxxon?
> PacMan?
>
> Dare go on ?
> JIM

Donkey Kong
K-razy Shootout
Ms. Pac Man
JumpMan
Mr Do or Zybex cant decide.

2982. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-31 17:12:56 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <5pGdnYCPzda20k_UnZ2dnUVZ_hSdnZ2d@earthlink.com>
Source record: 2421

"jim" <jehall@care2.com> wrote in message
news:111f822e-cc93-4e02-b49b-3d596bf7c4d0@o6g2000yql.googlegroups.com...
> Hello:
>
> If you were stranded on a desert island, with your Atari, and be able
> to play them, what 5 games would you have to play, maybe before you
> were picked up?
> (The MULE folks please dont apply)
>
> Gauntlet?
> Zaxxon?
> PacMan?
>
> Dare go on ?
> JIM

Since you give Mule a free pass.
I would go one from each group with the following choices as good'nuff
RPG
AR City, AR Dungeon, Ultima III or Ultima IV
Board game
Sargon II, Sargon III, Chess Master<?>. The other games like checkers were
just too strong and Othello too boring for me.
Shoot'em
River Raid, Gorf, Galaxians, Star Raiders
Maze chase
Zenji

By no means an exhaustive list, didn't even get to side scrollers or
platforms.

Rick
Rick

2983. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-31 18:16:40 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2009.03.31.18.16.40.373400@suddenlink.net>
Source record: 2422

On Tue, 31 Mar 2009 10:12:56 -0700, richard cortese wrote:

> "jim" <jehall@care2.com> wrote in message
> news:111f822e-cc93-4e02-b49b-3d596bf7c4d0@o6g2000yql.googlegroups.com...
>> Hello:
>>
>> If you were stranded on a desert island, with your Atari, and be able
>> to play them, what 5 games would you have to play, maybe before you
>> were picked up?
>> (The MULE folks please dont apply)

In no particular order:

Ultima 3
Archon
Realm of Impossibility
Alternate Reality
Hitchhikers Guide To The Galaxy

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

2984. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-31 19:22:12 UTC
From: jim <jehall@care2.com>
Message-ID: <0f1d7b7f-a91c-468b-b1c0-f8e960e0759d@e15g2000vbe.googlegroups.com>
Source record: 2423

On Mar 31, 12:56 am, Mark Bedingfield
<atari...@nomorespamplease.optusnet.com.au> wrote:
> jim wrote:
> > Hello:
>
> > If you were stranded on a desert island, with your Atari, and be able
> > to play them, what 5 games would you have to play, maybe before you
> > were picked up?
> > (The MULE folks please dont apply)
>
> > Gauntlet?
> > Zaxxon?
> > PacMan?
>
> > Dare go on ?
> > JIM
>
> Star Raiders
> Pole Position
> Star Wars
> Archon
> Alternate Reality the dungeon
>
> This really is quite hard. There are so many good games for the old girl.
>
> Mark

Hello:

I am glad this post got some creative minds going, and the colorful
titles they are. I think I would keep Star Raiders, and PolePosition
and Archon would be in my top five, With Zaxxon there and one more
fill in, and do you have any RPG's for us old folks. I am hard on
joysticks and if I get to this island I might have to opt for a few
joysticks before I go for another game.
JIM

2985. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-31 19:25:49 UTC
From: jim <jehall@care2.com>
Message-ID: <103a2444-4bc6-417e-acb0-645af6f94f3c@v37g2000vbb.googlegroups.com>
Source record: 2424

On Mar 31, 1:12 pm, "richard cortese" <ricor...@earthlink.net> wrote:
> "jim" <jeh...@care2.com> wrote in message
>
> news:111f822e-cc93-4e02-b49b-3d596bf7c4d0@o6g2000yql.googlegroups.com...
>
> > Hello:
>
> > If you were stranded on a desert island, with your Atari, and be able
> > to play them, what 5 games would you have to play, maybe before you
> > were picked up?
> > (The MULE folks please dont apply)
>
> > Gauntlet?
> > Zaxxon?
> > PacMan?
>
> > Dare go on ?
> > JIM
>
> Since you give Mule a free pass.
> I would go one from each group with the following choices as good'nuff
> RPG
> AR City, AR Dungeon, Ultima III or Ultima IV
> Board game
> Sargon II, Sargon III, Chess Master<?>. The other games like checkers were
> just too strong and Othello too boring for me.
> Shoot'em
> River Raid, Gorf, Galaxians, Star Raiders
> Maze chase
> Zenji
>
> By no means an exhaustive list, didn't even get to side scrollers or
> platforms.
>
> Rick
> Rick

Hello:

I can imagine the noise coming from this deserted island, the locals
would think there is a war going on! and by any means you would have
so many dug out canoe's around the island, it would come out as a hot
spot for any one to come. I know this dont apply but as I sit here and
go a few steps further. I have to laugh in what the noises would
be ? ?

JIM

2986. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-31 22:46:18 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <gqu6fr$or4$1@news.motzarella.org>
Source record: 2425

What do you have against M.U.L.E.? :)

- Trevor

jim wrote:
> Hello:
>
> If you were stranded on a desert island, with your Atari, and be able
> to play them, what 5 games would you have to play, maybe before you
> were picked up?
> (The MULE folks please dont apply)
>
> Gauntlet?
> Zaxxon?
> PacMan?
>
> Dare go on ?
> JIM

2987. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-03-31 23:22:35 UTC
From: Mark Bedingfield <atari030@nomorespamplease.optusnet.com.au>
Message-ID: <%AxAI.60$y61.26@news-server.bigpond.net.au>
Source record: 2426

jim wrote:
> On Mar 31, 12:56 am, Mark Bedingfield
> <atari...@nomorespamplease.optusnet.com.au> wrote:
>> jim wrote:
>>> Hello:
>>> If you were stranded on a desert island, with your Atari, and be able
>>> to play them, what 5 games would you have to play, maybe before you
>>> were picked up?
>>> (The MULE folks please dont apply)
>>> Gauntlet?
>>> Zaxxon?
>>> PacMan?
>>> Dare go on ?
>>> JIM
>> Star Raiders
>> Pole Position
>> Star Wars
>> Archon
>> Alternate Reality the dungeon
>>
>> This really is quite hard. There are so many good games for the old girl.
>>
>> Mark
>
> Hello:
>
> I am glad this post got some creative minds going, and the colorful
> titles they are. I think I would keep Star Raiders, and PolePosition
> and Archon would be in my top five, With Zaxxon there and one more
> fill in, and do you have any RPG's for us old folks. I am hard on
> joysticks and if I get to this island I might have to opt for a few
> joysticks before I go for another game.
> JIM

Alternate Reality, mate. There is none finer on ANY machine EVER. There
are 2 versions, The Dungeon and The City. A third was supposed to be
created but never made it. It is an incredible piece of programming.

Mark

2988. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-01 02:17:15 UTC
From: Bill McCord <bkmccord@verizon.net>
Message-ID: <L8AAI.892$Q52.305@nwrddc02.gnilink.net>
Source record: 2427

My picks would be:
Montezuma's Revenge
Star League Baseball
Ball Blaster
Monster Bash
Pinball Construction Set

-Bill

"jim" <jehall@care2.com> wrote in message
news:111f822e-cc93-4e02-b49b-3d596bf7c4d0@o6g2000yql.googlegroups.com...
> Hello:
>
> If you were stranded on a desert island, with your Atari, and be able
> to play them, what 5 games would you have to play, maybe before you
> were picked up?
> (The MULE folks please dont apply)
>
> Gauntlet?
> Zaxxon?
> PacMan?
>
> Dare go on ?
> JIM

2989. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-01 02:18:35 UTC
From: Bill McCord <bkmccord@verizon.net>
Message-ID: <%9AAI.893$Q52.154@nwrddc02.gnilink.net>
Source record: 2428

My thought would be, What 4 games along with M.U.L.E. would you want on a deserted island.....

-Bill

"Trevor Holyoak" <trevor@holyoak.com> wrote in message news:gqu6fr$or4$1@news.motzarella.org...
> What do you have against M.U.L.E.? :)
>
> - Trevor
>
> jim wrote:
>> Hello:
>>
>> If you were stranded on a desert island, with your Atari, and be able
>> to play them, what 5 games would you have to play, maybe before you
>> were picked up?
>> (The MULE folks please dont apply)
>>
>> Gauntlet?
>> Zaxxon?
>> PacMan?
>>
>> Dare go on ?
>> JIM

2990. Re: Atari Party, Davis CA, March 28th, 2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-01 06:50:37 UTC
From: jt august <starsabre@sbcglobal.net>
Message-ID: <starsabre-E3A9FF.01503701042009@inetnews.worldnet.att.net>
Source record: 2429
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx

In article
<c1d75ecc-895c-44df-a849-a45a6c7b300b@y34g2000prb.googlegroups.com>,
rbernardo@iglou.com wrote:

> On Mar 30, 12:34 am, jt august <starsa...@sbcglobal.net> wrote:
>
> > Oh, wow. Classic computer pictures on a classic imaging format.
>
> Too bad I wasn't using an early 80's camera to
> match the console/computer hardware there. :)
> Just an early 2000's Nikon N-80.

Well, to attempt that, you would need a Kodak Disk camera, but the film
as abandoned back in the 90's, so that would not be possible.

jt

2991. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-01 09:20:22 UTC
From: Puddle <Puddle@invalid.xx>
Message-ID: <49d33420$1@news.orcon.net.nz>
Source record: 2430

jim wrote:
> Hello:
>
> If you were stranded on a desert island, with your Atari, and be able
> to play them, what 5 games would you have to play, maybe before you
> were picked up?
> (The MULE folks please dont apply)
>
> Gauntlet?
> Zaxxon?
> PacMan?
>
> Dare go on ?
> JIM

blue max
bruce lee
ultima iv
ball blaster
alternate reality - the dungeon

2992. Tempest Extreme reminder

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-01 16:28:13 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2009.04.01.16.28.13.342954@suddenlink.net>
Source record: 2431

Just wanted to remind everyone that the official Tempest
Extreme give-away starts today! (and no, its not an April
Fools joke!)... :)

Good luck everyone!

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

2993. Re: Atari Party, Davis CA, March 28th, 2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-01 21:58:44 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <gr0o2k$8ef$1@news.motzarella.org>
Source record: 2432
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx

```
jt august wrote:
> In article
> <c1d75ecc-895c-44df-a849-a45a6c7b300b@y34g2000prb.googlegroups.com>,
> rbernardo@iglou.com wrote:
>
>> On Mar 30, 12:34 am, jt august <starsa...@sbcglobal.net> wrote:
>>
>>> Oh, wow. Classic computer pictures on a classic imaging format.
>> Too bad I wasn't using an early 80's camera to
>> match the console/computer hardware there. :)
>> Just an early 2000's Nikon N-80.
>
> Well, to attempt that, you would need a Kodak Disk camera, but the film
> as abandoned back in the 90's, so that would not be possible.

A Polaroid instant camera would be even better. :)

- Trevor
```

2994. Linux tool to convert images to Atari formats?

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-01 22:54:36 UTC
From: bill@newbreedsoftware.com
Message-ID: <49d3f0ab$0$1676$742ec2ed@news.sonic.net>
Source record: 2433

Are there any easy-to-use tools to convert images to the different
Atari 8-bit formats (APAC, ColorView, HIP, TIP or even just Micropainter/Koaa)
that one can use on the command-line in Linux?

e.g. do something like:

jpeg2apac my_giant_picture.jpg PICTURE.APC

I'd even be happy with something you can chain along using pipes,
or cobble together, step-by-step in a shell script. e.g.:

djpeg my_giant_picture.jpg | pnmscale -xysize 320x192 | ... \
| pnmtoapac > PICTURE.APC

Thx!

--
-bill!
Sent from my computer

2995. Re: Atari Party, Davis CA, March 28th, 2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-02 06:44:13 UTC
From: rbernardo@iglou.com
Message-ID: <16ad77e9-cda9-4af2-b73b-01058502e48d@z8g2000prd.googlegroups.com>
Source record: 2434
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx

On Apr 1, 2:58 pm, Trevor Holyoak <tre...@holyoak.com> wrote:

> A Polaroid instant camera would be even better. :)

It would have been difficult to find film for our family's Polaroid
SX-70 camera. :)

Truly,
Robert Bernardo

2996. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-02 13:06:09 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/vendev_1238677001@rtfm.mit.edu>
Source record: 2435
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: February 28, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

This document is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

The latest version of this document is posted to the following Usenet
newsgroups every 60 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (Multipart ed.)

You may also request my latest working version at: michael@mcurrent.name

**********************************************************************
* For other 8-bit Atari related FAQs please see the "Welcome FAQ": *
* ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome *
* http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html *
* http://www.faqs.org/faqs/atari-8-bit/welcome/ *
**********************************************************************

UPDATES SINCE PREVIOUS POSTING:
2009.02.28 added Cameron Kaiser (xa 2.3.5)
2009.02.26 MadTeam: Graph2Font 3.8.6.4
2009.02.20 Mark Grebe: Atari800MacX 3.9.1
2009.02.15 added: raz0red (WiiXL v0.1)
2009.01.14 Jonathan Halliday: new URL
2009.01.09 Len Spencer: new URL
2009.01.03 added: Jonathan Halliday (The Last Word, RIF SpartaDOS Utilities,
```

MA65 Macro Assember, XEDIT Text Editor)
2008.12.30 Atlantis Games Group: Tempest Xtreem (sold by Video 61)
2008.12.29 MadTeam: Deflater 7z (DEF7z) v2.4
2008.12.29 B. Watson (Urchlay): FujiChat v0.4
2008.12.29 DLT: SpartaDOS X 4.42
2008.12.14 Florian Dingler: Peripheral Test 2.0
2008.11.30 MadTeam: MADS 1.8.4, Graph2Font 3.8.6.3
2008.11.28 Ken Siders: new URL http://atari.kensclassics.org/
2008.11.16 B. Watson (Urchlay): FujiChat v0.3
2008.11.16 added: Peter Svoboda (Fly)
2008.11.10 added: B. Watson (Urchlay) and FujiChat v0.1
2008.11.08 Mario Caillahuz: Animal Party

Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web page address.

Unless explicitly requested by the vendor, no entries will include an email address due to the overwhelming amount of spam that would result.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Mr. Corey Koltz) 4/06
302 W Dewey St
Cassville WI 53806-9733
USA
Phone: 608-725-2137
http://www.8bitclassics.com/
Vendor: new and used hardware and commercial software

A-ONE Online Magazine 2/07
See: Dana P. Jacobson

ABBUC HAR -- Hannoverschen ABBUC Regionalgruppe 2/07
Hanover
Germany
http://www.bertelmann.org/har/
Vendor: XF351 Upgrade-Kit includes Floppy + Cable + EPROM + Bootdisc,
Used Atari 800 XL PAL, Speedy1050 TDS. Not all items online available--
Ask for more information. Additionally vendor of:
- all items from Frank Heuser Shop
- all items from Wolfram Fischer
Special lower prices for ABBUC members available.

ABBUC Regionalgruppe Frankfurt / Main (RAF) 5/07
Dillenburgerstrabe 61
60439 Frankfurt / Main
Germany
http://www.abbuc-raf.de/
Vendor: MultiJoy8 cable and adapter
Developer: SIO2PC, Network Interface, 2 computer interface (automatic
2 computer switch for use the same peripherie), Schaltnetzteil
(Power supply), 8 channel digital voltmeter, SIO2USB

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated
temperature monitoring station using simple thermisters and the provided
software. Also available: source code listing, temperature data aggregation
utility

Alhart Enterprises Presents (AEP) 8/06
c/o Paul V. Alhart
524 N Z St
Lompoc CA 93436-5019
USA
tel: (805) 736-4624
"encoded" email: OOOp.alhartOOO@OOOverizonOOO.OOOnetOOO
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12
Repair shop: Atari disk drives

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista

Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module,
TV/Computer Switch

Ambery 9/08
12335 Denholm Dr Ste E
El Monte CA 91732-3654
USA
tel: 626-350-8956 or 626-698-6739 Mon ~ Fri (10:00AM to 4:00PM PST)
FAX: 626-771-0060
http://www.ambery.com/
Developer: various Video to VGA/RGBHV converter scalers, see
http://www.ambery.com/vitovgcosc.html. Connect your Atari to your PC monitor!

Art Transfair Berlin (Andre Motzkus) 2/07
Brunsbuetteler Damm 223d
13581 Berlin
Germany
http://www.art-transfair.de/
Vendor: Computer, expansion, Floppy, memory-upgrades up to 16 mb,
Audio A/D changer, additional many other Atari items (16/32/64bit).
Special lower prices for ABBUC members.

Atari800 Development Team 6/06
See also: Mark Grebe
See also: Christian Groessler
See also: Piotr Fusik
See also: Kostas Nakos
See also: Vasyl Tsvirkunov
See also: Ludovic Jacomme
Petr Stehlik (maintainer), Troy Ayers (Playstation 2), Michael Borisov (POKEY
sound), Piotr Fusik (core developer), Mark Grebe (Mac OSX), Christian
Groessler (Sega Dreamcast), Perry McFarlane (cycle-exact ANTIC and GTIA),
Kostas Nakos (Windows CE), Krzysztof Nikiel (Win32), Jacek Poplawski (SDL),
Vasyl Tsvirkunov (Windows CE), James Wilkinson (DOS, BeOS, Win32),
Ludovic Jacomme (PSP)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 2.0.2 - an Atari 400, 800, 600XL, 800XL, 130XE
and 5200 emulator for Unix, Linux, Win32, Amiga, MS-DOS, Atari TT/Falcon,
BeOS, WinCE, Mac OSX, Playstation 2 and other systems

Atari8Warez (Ray) 10/07
Toronto, Ontario
Canada
http://atari8warez.for-the.biz/
Developer: SIO2PC serial interface cable,
10502PC / ProSystem Serial Interface cable

AtariAge (Albert Yarusso, Alex Bilstein) 4/06
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware (includes homebrew project supplies by Pixels Past)
Developer: Beef Drop cartridge (by Ken Siders)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX) titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort, Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill, Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match, Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics Package, Solitaire, Source Code For Eastern Front (1941), Letterman, Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc, Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage, Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt, Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show, Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing, BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!, Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy, Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler, Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second

Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atari Fan Store (Irek) 7/08
New York NY
USA
http://afs.atari.org/
Vendor: Polish hardware products, including: SIO2IDE, SIO2SD, KMK/JZ/IDEa IDE Interface

Atarimax (Steven J. Tucker) 5/07
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v3.0.2 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS 32-in-1 for XL/XE, APE Warp+ OS 32-in-1 for 1200XL, Imagic 1.06 95/NT - Atari Disk Image Conversion System (ATR/XFD/DCM/SCP), Imagic 1.06 DOS, Atari Terminal Simulator ATS 2.0 (SR2) - ATASCII Telnet/Serial Terminal & Break Movie Player 95/NT, Break Movie Screensaver 95/NT, MaxFlash Flash MultiCart (1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface (RS232 and USB editions), Atarimax/ABBUC USB Cartridge, MyIDE+Flash IDE Interface Cartridge

Atari Online News, Etc. 2/07
See: Dana P. Jacobson

The Atari Shop (Sandra) 1/07
The Netherlands
http://www.atari-shop.nl/
Vendor: new/used hardware, new/used commercial software

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atlantis Games Group 12/08
(Sal "Kjmann" Esquivel, TJ "Damage X" Edmister, Gary "Rybags" Ryan, Zdenek "Psuedografx" Eisenhammer, Peter "peteofborg" Meyer
USA
http://www.atlantisgamesgroup.com/
Developer: Tempest Xtreem (sold by Video 61).

In progress: OutRun Project, Battle Squadron Project

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 6/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 2.2 (Interactive 6502 Disassembler for Win32,
designed to specifically support Atari binary files)

Matthew Bacon 2/07
UK
http://www.myatari.net/
Publisher: MyAtari online magazine (back issues online)

BAKTRA Software (Michael Kalous) 5/08
Czech republic
http://www.baktra.wz.cz/
Developer: TURGEN SYSTEM (converts data to various turbo formats, produces
sound or cassette images), Caverns of the lost miner (Game for atari written
in C, open source), mmSAP 2 (SAP player for GNU/Linux), DTX Manager (Editor
of Atari DOS 2 executables), libataricas (library for atari cassette image
manipulation with turbo support)

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator
for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced)

SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz 4/08
Germany
http://www.cc65.org/
Developer: cc65 2.12.0 - a complete cross development package for 65(C)02 systems, including a macro assembler, a C compiler, linker, librarian and several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 4/07
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out), IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10, MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0, CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"), ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 6/07
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: (408) 278-1070 (M-F 1:30pm to 5:00pm PST)
FAX: (408) 278-1092
E-FAX: (815) 364-3703
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch keyboard upgrade for XE computers, Best Light Gun, Best Gold CX40 Joystick PCB, Atari CX40 Joystick Rebuild Kit with Atari Upgraded CX40 Handle and Best Gold CX40 PCB, Atari CX40 Joysticks upgraded with the Best Gold CX40 PCB, Atari Jaguar Power Pad to Other Atari Systems Adapter Cable, Sega Genesis Controllers To Atari Systems Adapter Cable

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097

USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 8/06
USA
http://www.bigfivesoftware.com/
Developer: Bounty Bob Emulator for Windows NT, 2000, 98, and ME

BITS (SoLo2) 3/08
http://bits.atari.org/
Developer: Intro #1501 (v20080312), Intro #1502 (v20080314)

Blackened Technologies 10/07
Ken Jones (MetalGuy66), Sergio Larrondo (WareRat), Stephen J. Carden
http://www.blackenedtech.com/
Developer: The "NEW" MIO

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenek Burian 4/08
Marie Majerove 33
Prostejov 6
798 11
Czech Republic
Tel. 582 360 714
http://flop.atari.org/
Publisher: FLOP disk magazine, annual (FLOP 51 published April 2008)

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 8/06
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

Mario Caillahuz ("Allas") 11/08
Lima
Peru
http://atari.limitevisual.com/
Developer: Plague Attack, Voyage to Home, Accion, MULE Wars, Animal Party

James Catalano / Classic 8-Bit Atari / Artacyis Software 1/07
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens: Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart
(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/07
1350 Buffalo Rd Ste 2
Rochester NY 14624-1829
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems (include a hard disk, Black Box, power supply,
controller, cables, and software), SIO cables, hard disk controllers:
Adaptec 4000 SCSI, Adaptec 4070 (RLL) SCSI, Xebec S1410a SASI

Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Nick Coplin 9/08
Perth, Western Australia
Australia
http://www.64hdd.com/
Developer: 64JPX - JoyPad eXpander - Use your favourite Sega, SNES, NES or
PCanalog controller with your Commodore or Atari compatible system

Cosine Systems (Exin [Sebastian], Intensity [Arman], Odie [Sean], 1/06
Sack [Adam], Magic Roundabout [Jason])
United Kingdom
http://www.cosine.org.uk/
Developer: demos: C.G.M. UKScene Radio Intro, 1K Party. game: Reaxion

C.P.U. (Radek Sterba (Raster) & Robert Petruzela (Bob!k)) 10/08
See also: Radek Sterba
Czech Republic
http://raster.infos.cz/atari/homepage.htm
Developer: S/XEGS RAMCart 128KB version "G1.04 FIX3+",
STEREO upgrade for XL/XE, SDrive - connects to Atari XL/XE's serial (SIO)
port and simulates an Atari floppy disk drive with full read/write access to
programs and data stored on a SecureDigital flash card (SD)

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file
analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS
or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory
tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4
(written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel
Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor
and more)

CSW-Verlag 2/07
Weidenstrabe 13/1
71364 Winnenden
Germany
tel/FAX: +49 (0) 71 95/6 11 20
http://www.retro-magazin.de/

Publisher: RETRO magazine. Themes: Retro-computing for all systems.
Atari part: approx. 10%. (Not only 8bit) 9.90 euro per magazine, 4
magazines per year for 35 euro.

Jorge Cwik 8/08
http://www.fxatari.com/
Developer: VAPI Atari 8-bits Imaging & Preservation format (.ATX) and
tools: Patched Emulator (based on Atari800Win PLus 4.0 Beta 3) +
VAPI DLL 0.3a, VAPI2SIO (SIO2PC for VAPI) 0.2a

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine
(1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques (Dan Dotson and Marilyn Saul) 9/06
PO Box 40751
Tucson AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

DGS 11/03
See: Dean Garraghty

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?,
What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS,
D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2,
Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5,
Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system:
Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Digital Force (Mario Trams) 1/07
Germany
http://www.digital-force.net/
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler (Flo) 12/08
Germany
http://www.akk.org/~flo/
Developer: Ice-Hockey (for MultiJoy interface, March/April 2002),

Sheep-Race (for MultiJoy interface, Aug 2002),
CardGrabber (for MultiJoy interface, May-Aug 2002),
Peripheral Test 2.0 (Hardwaretester) (Dec.2008)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

DLT Ltd. (trub, drac030) 1/09
See also: trub
See also: Draco
http://sdx.atari8.info/
Developer: SpartaDOS X Version 4.42 (December 2008)

Draco (Konrad M. Kokoszkiewicz, KMK, drac030) 11/08
See also: DLT Ltd.
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: 65C816 XL OS: 65C816 XL OS v. 2.22 (28.II.2007.),
FastRAM Test, QE for Warp/F7, SD-Load, D2D v.0.5, grep, LPOKE/LPEEK.
MultiBASIC: MultiBASIC v.0.33, MultiBASIC Manual.
"KMK/JZ IDE" ATA Interface: IDE BIOS 1.11, User's manual, Utility disk.
SpartaDOS: DiskRX 1.9a, SD-Load, SpartaDOS TAR v.1.4a, CP v.1.3b, HDSC 1.5,
Eddy v.1.05, CleanUp X 1.1
Utility programs for (any) Atari 8-bit: DEMON, EYE, RW-Test, SysInfo 2.13.
Patches for: Moon Patrol, Music Protracker v.2.4, Perestroyka Demo,
Prof!'s XDIR.

Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 1/07
PO Box 3365
Spring Hill FL 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware, used commercial software

Emulators (Derek Mihocka) 8/06
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit & Atari ST & Apple
Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 -
8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 -
8-bit Atari emulator for MS-DOS

Epi (Adrian Matoga) 9/08
See also: Tristesse
See also: O.S.
Adrian Matoga
ul. Jezdziecka 11
30-698 Krakow
Poland
http://epi.atari8.info/
Developer: NeoTracker 1.7, NeoTracker Winamp plugin v0.2, TipConv 1.0.0,
TIP Tools 0.3.1 includes TipView 1.0 and BMP2TIP 0.21, xunzip 2.1,
sapemu v0.2 (simple SAP (Slight Atari Player) file player),
HardCore Assembler (hcasm) 1.0, brULlwurFeL, TDC Hack Demou,
Sztab Malopolska #3 Invitation

Raphael Espino 8/07
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility), Atari 8-bit
JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface",
JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg",
JpegShow 0.1 (07Aug01) "A slideshow version",
CpegView 0.5 (18Aug07) "The colour JPEG viewer for Atari 8-bit computers"

Subject: F

Fandal 8/08
Czech Republic
http://atari.fandal.cz/stuff.php
Developer: Sturbon Intro, FreeCellXE, TriPeaksXE, HexxagonXE, Astro Road,
Cubico, The Storm, A Tribute to Quorthon, Bombex, The Steam Train,
Astro4 Road, Mysterion Preview, Mind Blast, Outlaw, Swapz,
Who Lost the Wallet?

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for
68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,
Atari 400/800/XL/XE emulation for the PowerMac),

Wolfram Fischer (Mega-Hz) 8/08
See also: ABBUC HAR
Dorfstrasse 1a
28870 Ottersberg
Germany

"encoded" email: OOOmega-hzOOO@OOOt-onlineOOO.OOOdeOOO
http://mega-hz.no-ip.com/Angebote/angebote.html
Vendor: SIO2SD rev.1, SIO2SD rev.2, SIO2PC interface
Developer: Speedy 1050 TDS with track-led, 256KB memory expansion for
800XL, ASCB - Abbuc Sio Connector Board
Special lower prices for ABBUC members.

FLOP disk magazine 5/05
See: Zdenek Burian

Foundation Two 1/07
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks,
N!ne)
Germany
http://www.foundationtwo.de/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut,
Bremspunkt (Brems.)

Ron Fries 4/07
http://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" / "0xF" 4/08
See also: Atari800 Development Team
See also: Infinity
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Taquart
See also: Yoomp!
Poland
http://xasm.atari.org/ or http://atariarea.krap.pl/x-asm/
http://asap.sourceforge.net/
Developer: Atari utilities: Professional Copy 2.1, FlashPack 2.1,
PowerGraph 1.0, GR8 Logoser 1.1; PC utilities: ASAP (Another Slight Atari
Player) 1.2.0, xasm 3.0.1, SAP Maker 5.0, unsap

Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from Germany;

Commercial Software Collection CD-ROM includes: Quick (programming language) V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM) V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer (DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper, Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues 1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain Software Collection CD-ROM includes 191 mostly double-sided disks plus some bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

Bostjan Gorisek (Gury, Firemover) 6/07
Poland
http://gury.atari8.info/
Developer: Sprite Engine 1.0.3

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force, Zero War, Menace, Pacland, Moonbase

GR8 Software (Arek "nosty" Staworzynski) 10/08
Poland
http://www.gr8.atari.pl
Developer: Hobgoblin
(by XXL, Kaz, stRing i.e. Krzysztof Dudek, Michal Radecki, Krzysztof Ziembik)

Mark Grebe 2/09
See also: Atari800 Development Team
USA
http://www.atarimac.com/
Developer: Atari800MacX 3.9.1 (version of Atari800 emulator for Mac OS X), Sio2OSX 2.0 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 5/08
See Also: Atari800 Development Team
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
http://contiki.cvs.sourceforge.net/contiki/contiki-atari/
Developer: Atari800DC 0.77 (Atari800 emulator for SEGA Dreamcast), Contiki 1.0 for Atari (a working release of the Contiki web browser for the Atari 8bit systems)

Subject: H

Jonathan Halliday (flashjazzcat, RIF Software) 1/09
145 Wenlock Road

South Shields
Tyne & Wear
NE34 9AL
England
http://www.atari8.co.uk/
Developer: The Last Word 2.1 (word processor), RIF SpartaDOS Utilities
(@.COM, CALL.COM, DESEG.COM, EDIT.COM, FD.COM, FLASH.COM, IF.COM, LPRINT.COM,
MOVE.COM, QC.COM, XKEY.COM, XKED.COM), MA65 Macro Assember 1.6 for SpartaDOS,
XEDIT Text Editor

Lee Hanken 1/07
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atascii/
Developer: ATASCIIView Version 1.3 (ATASCII file viewer for MS-Windows).
web-based Atari 8-bit ATASCII file viewer:
http://www.leehanken.pwp.blueyonder.co.uk/atari/

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,
VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,
CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase,
Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye,
Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

Frank Heuser 2/07
Kappelstrasse 10
67269 Gruenstadt

Germany
http://www.asselheim.de/
Vendor: new hardware expansion items, including: SIO2PC (internal/
external), 1050PC, Midi, Voicebox (Atari Magazin), Function keys,
16-OS-switch, AKI, RAM Expansion, Audio/Video cable and adapter, Videobox.
Special lower prices for ABBUC members.

HiassofT 9/08
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux
kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC
or APE; atarixfer - a small tool to read/write ATR images to an Atari disk
drive connected by a 1050-2-PC or ProSystem cable), AtariDsk V1.2 (read,
write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write
double density ATR-images to Atari floppy disks on your PC; also create
ATR-images of double density floppy disks), MyPicoDos V4.04 (small
"gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS
subdirectories and large disks), MyIDE Tool V0.30 (direct access to
harddrives in MyIDE format on your Linux/Windows PC), Highspeed SIO patch
for XL/XE OS and MyIDE OS V1.12 (extends the SIO routine of the OS to
support: Ultra speed (Happy 1050, Speedy, SIO2PC, ...), 1050 Turbo, XF551,
and Warp speed (Happy 810))

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 2/07
USA
http://cth.dtdns.net/
Developer: The Armorizer (file corruption detector), ATOS (graphical
desktop environment), BrainFork (programming language), Check CRC32, Disk
Fragmentation Utility, The Long Integer Library (CC65 and Action! versions),

M.T.O.S. (Multi-Tasking Operating System), Micro BASIC, Mouse (programming
language), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive
Delete Utility, Shell (for SpartaDOS), Snapshot, The Sound Utility, Term80,
UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your
old computer or dumb terminal to access the internet), CTH Emulator (based
on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet),

Stephen James Hurd (deuce) 8/08
http://sourceforge.net/projects/syncterm/ and http://syncterm.bbsdev.net/
Developer: SyncTERM 0.9.2. A cross-platform ANSI-BBS terminal designed to
connect to remote BBSs via telnet, rlogin, or SSH.
Full Atari 8-bit ATASCII support.

Chris Hutt (Sheddy) 8/07
UK
http://www.sheddyshack.co.uk/
Developer: Space Harrier Conversion Project

Subject: I

IEC "Innovative Electronics & Computing" 4/07
6185 E 56th Ave
Commerce City CO 80022-3959
USA
Phone: +1-303-288-5000
(USA) 800-765-4432 Mon-Fri, 8:00AM-6:00PM MT
Fax: +1-303-288-5099
http://www.iec-usa.com/
Developer: Atari connectors: Atari 13 Position Buss Connector for Atari
400 and Atari 800 Computers. Atari cables:
(http://www.connectworld.net/cgi-bin/iec/05MCOlderAtari.html)
Atari Color Monitor Cable 5', Atari Monochrome Monitor Cable 5',
Atari Color Monitor Cable With 2 RCA Plugs 5',
Atari Monitor Cable With 2 RCA Plugs 5', Atari Lefty Joystick Adapter,
Atari IF850 and IF860 Parallel Cable 6', Atari IF850 and IF860 Modem Cable 6',
Atari IF850 and IF860 to Serial Printer Cable 6',
Atari 400 and 800 Bus (SIO) Cable 6'

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari
MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class
(combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000),
Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik,
Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Ingo (tuxie) 8/08
Germany
http://mega-hz.no-ip.com/Angebote/SIO2IDE33/SIO2IDE33.html
Vendor: SIO2IDE 3.3

Integrated Logic Systems (ILS - Stephen J. Carden) 4/07
See also: Steel Rodent
3321 Jonathan Cir
Augusta GA 30906-3829
USA
http://www.tcpipexpress.com/
Developer: Multiplexer (MUX) board Version 1.1 July 21, 2006,
TurBoss O/S (Atari XL/XE O/S Replacement Module), TCPIP Express,
Real.DOS Ver 1.0a Build 0024 2-Oct-06

Subject: J

Jeff Jackson 8/06
USA
http://www.jeff-jackson.com
Developer: JLS BASIC - Jackson Languange System BASIC compiler

Dana P. Jacobson 2/07
USA
http://www.atarinews.org/ or http://people.delphiforums.com/dpj/a-one.htm
Publisher: Atari Online News, Etc. -- A-ONE Online Magazine. weekly

Ludovic Jacomme (Zx-81) 3/07
France
http://zx81.zx81.free.fr/
Developer: PSPAtari v1.0.7: Atari 800/130/5200 Emulator for PSP
(port of Atari800 emulator for PlayStation Portable)

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not
complete version)

Shawn Jefferson 11/07
Victoria, BC
Canada
http://www.jeffersonsauctioneering.com/atari/

Developer: MyIDE Config 4.0, MyIDE Image Manager 4.1,
MyIDE Image Batcher 1.0

Subject: K

Cameron Kaiser 2/09
http://www.floodgap.com/retrotech/xa/
Developer: xa 2.3.5 (two-pass portable cross-assembler for NMOS 6502s
(such as 6502A, 6504, 6507, 6510, 7501, 8500, 8501, 8502 ...), CMOS 6502s
(65C02 and Rockwell R65C02) and the 65816

Kendallsoft (Dylan, Jason, Debbie, Jake) 10/08
http://www.freewebs.com/gwobby/
Developer: Gwobby's Adventure, Car Crash, Runaway Van 2, Mite,
Grand Theft Auto Atari, Sky Hawk, The Number Game, Gwobby Jr, Trolley Trouble,
Flikin' Footballs, Bouncin' Boneheads, Rumpelstiltskin, Gorilla Warfare,
Alien Blasting, TRON, Millionaire, Drum Kit, Wiggler

Nick Kennedy 5/07
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://pages.suddenlink.net/wa5bdu/
Developer: SIO2PC 4.21 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari
Drive to PC Interface): software, hardware plans, cables, parts (not for
Windows-XP), HAM Terminal for Atari, The WA5BDU Computer Keyer 1.5
(morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 7/07
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Krishna Software (Krishnasoft) 1/07
173 Prestwick Way
Edison NJ 08820-4680
USA
http://www.krishnasoft.com/sps.htm
Developer: Multi-platform Distributive Operating System (MPDOS) Standard
(version 1.00. simulate joystick, mouse, keyboard with a PC),
MPDOS Professional for Atari (version 1.00. simulate Atari disk drive and
cassette program recorder), Sound Processing Software (SPS) 1.00 (software
for Windows suitable for creating sounds for the Atari)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://mikro.umpc.sk/
Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite
editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR
in double density to XFD format)

Jakub Kruszona-Zawadzki 11/07
See also: Wolfram Fischer
Poland
http://sio2sd.gucio.pl/
Developer: SIO2SD project

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9,
Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to
connect an 8-bit Atari computer (or any device with a serial port) directly
to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

LaResistance (born, NoiD, powrooz, pr0be, stryker) 3/07
Poland
http://laresistance.pigwa.net/
Developer: edict (intro), Silly Venture 2k4 Invitation, polymatrix (demo),
the shrine (demo)

Derek Ledbetter 8/05
540 Canal St Apt 9
San Rafael CA 94901-4145
USA
Home Phone (415) 256-1931
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator 1.0.7 developement release 3 for MacOS 8.6 and
later, and OS X

Legacy Engineering Group (Curt Vendel) 10/08
117 Duke Dr
Carmel NY 10512-1598
USA
Phone:(1) 914-509-4570
http://www.legacyengineer.com/
Developer: Classic USB Joystick Controller

Marcin Lewandowski (Jaskier/Taquart) 8/05
See also: Taquart
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
http://atariarea.krap.pl/PLus/index_pl.htm
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM, MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1, Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM (Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2, 3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick Assembler to PC X-Asm), Atari800Win PLus 4.0 (for Windows, based on Atari800)

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 9/06
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

MadTeam 2/09
(active: Tebe, Pajero. inactive: Profi, Rage, Psychol, Rocky, KAMM)
Poland
http://madteam.atari8.info/ http://g2f.atari8.info/ http://mads.atari8.info/
Developer: demos: Happy Demo, MadTeam Intro, The Muppet Movie Show, IGOR, FAJER, SINTRO, Running Cow, LAJF, Journey, Vasco, X, Splash, TIT, ANI, SAMAR Graphics Collection, Kaszel #1, Syzygy #8, Dupland Slideshow, Happy Easter 2007, Martial Arts vs Modern Arts
games: Droga Do Duplandu, Mental Age, Dyna Blaster, Getris, Nibbly, Mario Bros. 2007
Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5, Audio Master 1.0, Mathaf****r Editor 3.1, Mathaf****r Reader 1.1, Turbo 2000F, Visage 2.7, XL-Paint 2.5MaX, 2.6MaX, Rip2Max, 2xMPT 8Channel Stereo Project 1.0, Atari Commander 1.81, Via Copy 4.4, SAMAR Hi-res Interlace with Map of Colours (SHIMC) Editor 1.0, LZW Pack 4.2, Squash 1.4, Total Commander ATR Plugin v1.5, DisAsembler v2.0, Deflater 7z (DEF7z) v2.4, XRLoader v1.2, TIP Animator v2.6
PC utilities: Graph2Font 3.8.6.4 (convert graphics to Atari chars and design multicolor graphics for the Atari), MADS 1.8.4 (Mad-Assembler: 4-pass

crossassembler designed for 6502 and 65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989), Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

MatoSimi (Martin Simecek) 7/08
Slovakia
http://matosimi.atari.org/
Developer: CMC Musix 1 (demo), CMC MSX Extractor (utility), Plasma4 (intro), Atari FontMaker v1.1 (create ATARI font on PC), Laser Blaster (game), Monex v1.1 (game), Music From Zeus Intro, T2K decoder v.021 (convert programs from cassette tape to disk), Light Up! (game), Belljumper 1k (game), Fireball 1k (game)

MCM, an InOne company 5/06
650 Congress Park Dr
Centerville OH 45459-4000
USA
Phone: 1-800-543-4330
Fax: 1-800-765-6960
http://www.mcminone.com/
Developer: 9 Pin Jack For Atari, AC Adaptor Atari 3.5mm 9V DC 500mA

The MESS Team 1/07
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS)-- an emulator of a large number of systems, including the 8-bit Atari computers -- downloads available for Windows, *nix, Mac OS, and DOS

MicroUSB.org - Microprocessor USB Project 1/06
Atari project: Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann
Germany
http://microusb.org/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart (Hardware Cypress SL811, Hardware USBN9602), AtariXLJoypad (Logitech Rumblepad 2 USB Version 2.0), AtariXLJoystick (Competition Pro USB 1.0), AtariXLKeyboard 0.1 BETA, AtariXLMouse (Logitech USB Mouse), AtariXLWheel (Thrustmaster Nascar Pro Digital 2, Logitech Formula GP 1.0, Logitech Vibration Feedback Wheel), USB Device Driver Development Kit 1.2.0, USB Enduser Driver Disk USBTEST Version 0.6, USB HID Base Driver Version 2.0, USBDOS 0.1

Mirage Interactive 6/05
See also: Rewindgames (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555

http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 11/07
Gdansk
Poland
http://www.atariarea.krap.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 3.3a, 4.4, 4.4a (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 2/08
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://morethangames.a8maestro.com/
"encoded" email: mtgYYYY(insert year)"A T"a8maestro.com
Vendor: Many Atari and third party hardware and software items-old/new/used, Super Sketch Graphics tablet, AGDA Gamelink based gaming network adapters.
Developer: Audio Video break out box and cables (comp, chroma, luminance, audio), 130XE 4 bit memory upgrade, SPIDER sio port expander, SPEEDIER:19.2K serial port, EASI/O cables to expand SIO, PEEKER:Sio port data monitor, 850 adapters, ATR8000 adapters, SIO Cable Tester. Many more in the works.
Publisher: Atari Game Systems V&D List

Motelsoft 11/07
Germany
http://www.motelsoft.de/
Developer: Caveman II - Caves of Osum (also developed: Der Hexenmeister, Labyrinth, Panzer, Smack-Jack

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

MyAtari 2/07
See: Matthew Bacon

Subject: N

Kostas Nakos 1/06
See also: Atari800 Development Team
Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/
Developer: Pocket Atari 2.0.1

New Breed Software 9/06
c/o Bill Kendrick
2210 Rock St Apt 33
Mountain View CA 94043-2644
USA
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector, MuxChat, SIFE - Super-IRG Font Editor

Nelson Nieves 8/06
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree, TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

Subject: O

Odsiecz Sobieskiego -- O.S. 3/07
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik
See also: Epi
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
Developer: xunzip v2.1 (18 September 2006 -- a ZIP, TAR, GZ and TGZ (TAR.GZ) archives depacker) http://www.atari8.info/stuff/xz21.zip

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit rom dumps

Outland Quest Software 6/06
USA
http://www.outlandquestsoftware.com/
Developer: Ally Attack, Black Sea Silver Fishing, Desert Crossfire, Dungeons of Oti, Empire, Golf Tees, Graphics 8 Painter, Hoss Racing, Korellian Conflict, Lite Show, Mad Libs, Motions Variable, Scattergories, Space Regent, Starbase Alpha, Standoff, Star Maze, Terror Fair, Three-D Force Tic-Tac-Toe, T.I.A.K. - Taking In Accurate Knowledge, Uncle Milton's Million Dollar Mystery Mansion

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Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

Eric Parent (Joyful Coder) 11/07
http://joyfulcoder.com/
Developer: Memo Pad for Windows Release 6 (November 12, 2007) -
read ATASCII files

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

Michal Pasiecznik / "Pasiu" 1/08
Poland
http://hardware.atari8.info/ and http://pasiu.krap.pl/
Developer: 576 kB - 1 MB RAM expansions (based on the Amiga 500 and Amiga
600 RAM expansion modules), 1 MB - 2 MB SIMM Expansion, ROM Changer,
AutoStereo, XF551 LED Track Display, intSDX (an internal SpartaDOS X
upgrade), ARC (Atari Real Clock - an alternative realtime clock), IDEa
Interface (100% compatible with the KMK/JZ IDE interface), Simple 65c816
Processor Adapter, Warp4 (4 MHz 65c816 accelerator card), Warp4 MegaMEMboard
(1 MB of linear RAM for Warp4), Project F7 (16 MHz 65c816 accelerator card).
Software: CD Audio Player 0.9 for KMK/JZ IDE and IDEa Interface.

Pecus and Pirx 6/07
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: OMC65 crossassembler - Our 5oft MaCro assember for 6502
ver. 1.3 (Win32 executable); Scorched Earth for Atari XL/XE build 114,
Chip 8 & SuperChip 8 emulator v1.1

Tomasz Piorek / electron 7/07
See also: Taquart
Poland
http://vbxe.atari8.info/
Developer: VBXE - Video Board XE - project is a programmable, FPGA based
graphics subsystem for Atari XE computers

Pixels Past (Joe Grand) 4/06
2907 Shelter Island Dr Ste 105-169
San Diego CA 92106-2797
USA

Telephone: 619-222-4100
Facsimile: 619-222-1797
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari), Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

PP's (Ralf Patschke) 3/08
See also: STARSOFT Berlin
Germany
http://www.ppsberlin.de/
Developer: G2F pictures: bos2002, Brandenburger Tor Sylvester, htlogo, htlogo2005, joggingsheep, Lotus2_001, Lotus2_003, Lotus_003-1, Lotus2_004, Lotus2_006, Lotus2_006-1, Lotus2_007, Neujahr 2007, New Year, rasenspriesssheep, Schneemann, STARSOFT Logo, Venus Express, weihnachtsbaum.
other: Boersenspiel Version vom 11.01.1992

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving), The Famous List Of Hight Score, File Designer (convert from cassette to disk or from boot program to Atari DOS binary file), Disk Wizard II modification (updating and improvement of the disassembly code), Boot Loader. PC software: Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC cable)

Subject: R

Werner Raetz 9/06
Postfach 16 40
D-75006 Bretten
Germany
Telefon: 07252/4827 oder 07252/3058
Telefax: 07252/85565
"encoded" email: OOORaetz.SMOOO@OOOt-onlineOOO.OOOdeOOO
Publisher: WASEO-Publisher, WASEO-Designer, WASEO-Triology,
WASEO-Grafinoptikum, WASEO-Labouratorium, WASEO-Practoscope, WASEO
DISK-LINE disk magazine

Burkhard Rau (HCRBurk) 5/06
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

raz0red 2/09
http://wiibrew.org/wiki/WiiXL
Developer: WiiXL v0.1 (port of Atari800 emulator for Nintendo Wii)

Ready Magazin (Sascha Leidel) 2/07
Germany
http://www.8-bits.de
Publisher: READY. Magazine. Atari part: 100%, only Atari.
2.60 euro per magazine. 6 magazines per year
Special lower prize for ABBUC members available.

READY Technologies (Thomas Smailus) 5/06
254 Nelson Dr Apt U
Baton Rouge LA 70808-5059
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital
hardware systems; design, development, and production of software systems;
software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn
Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering,
Consulting

RETRO magazine 2/07
See: CSW-Verlag

Rewindgames (Fred Meijer) 4/06
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.rewindgames.com/
Vendor: new and used hardware, new and used commercial software including
all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG
titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!,
Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation
Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds,

Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility
Disk

Thomas Richter 9/08
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ Emulator (800/XL/XE/5200 emulator for Unix/Linux/
Solaris/Irix) Stable Release 1.55, CVS Snapshot 1.55, atari++ 1.55 for win32

Markus Roemer / R.I.K. of Kaisersoft 10/06
An der Roehr 6a
55606 Hochstetten-Dhaun
Germany
Publisher: Top Magazin 2006

Pawel Rosowski 4/05
Poland
http://uce.pl/ikplus/
Developer: IK+ C64 to Atari 8-bit Conversion Project (game)
version 0103 (March 2005)

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/ or http://www.schappel.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy),
BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master,
Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings,
ROBOX, Snow Plow, Snow Plow Editor

Subject: S

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire,
Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons,
zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping,
TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II.
XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint,
MultiJoy 16/2 hardware interface

Darren Schebek 6/07
Canada
http://www.schebek.ca/ or http://www.user.dccnet.com/dschebek/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Serious Magazine 5/05
See: Dial Group

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 9/06
The Netherlands
http://members.home.nl/stack/Atari/atari-xlxe-download.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR), XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs 9/06
Kempenlandstraat 8
5211 VN Hertogenbosch
The Netherlands
http://home.planet.nl/~ernest/
http://members.home.nl/stack/Atari/atari-pooldisk.html
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.kensclassics.org/
Developer: Emulators Utilities: ATR/DCM utilities (DOS), AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer, KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler, Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus. Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker, KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish, Circle of Richness

Sikor Soft (Pawel Sikorski) 1/05
See also: Rewindgames (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://sikorsoft.internetdsl.pl/
Developer: 5 x 5, 5 x 5 Editor, ABC, Centurion, Cyborg, Fire Stone, Ketchup, Liga Polska, Magic of Words, Max, Moscow 1993, Neuroid, Nexus, Orto Puzzle, Pilkarski Poker, Sexy Six, Sexy Six Data Disk #1, Sexy Six Data Disk #2, Sexy Six Data Disk #3, Teacher Killer, Tekblast

Mark l. Simonson 9/06
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 1/06
http://makeatr.atari8.info/
Developer: makeATR v0.06 (software for MS-Windows)

Len Spencer 1/09
USA
http://www.lenardspencer.com/Lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely from scratch")

SquoQuo (Hopper, Bugger, Genetic Gemini, Scythoior, Yoda) 4/06
Germany?
http://squoquo.tk/
Developer: Let's Hop, Sh*t Alpin 2005, Ms.Bulimia

STARSOFT Berlin 3/08
See also: PP's
Germany
http://www.ppsberlin.de/
Developer: 1st START Berlin Demo, 2nd STARSOFT Berlin Demo, 3rd STARSOFT Berlin Demo. CCB-Club-Mag: 01/1992, 02/1992, 03/1992, 04/1991, 04/1992, 05/1991. ECS Info-Mag: 01/1991, 02/1991, 03/1991. Gamtro ABBUC-Magazin 73, GFX 0 Scrolls, Multiple GFX 12 Scrollers, New Years Disc 2007, New Years Disc 2008, STARSOFT Berlin TurboBasic Demo, STARSOFT Magazine: 01/1992, 02/1992, 02/1993, 03/1992. TIF2PIC beta, TOP-Magazin Intro

Steel Rodent (Ken Jones "MetalGuy66", Sergio Larrondo "WareRat", 9/08
Stephen J. Carden)
See also: Integrated Logic Systems
USA
http://www.rasterline.com/
Developer: The "NEW" MIO

Radek Sterba (Raster/C.P.U.) 10/08
See also: C.P.U.
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer:

Games: Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix.
Games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead.
MPE (MIDI Pattern Editor) v2.3.
utilities: HiLoader4.2, CompressCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4.
More games: Head On, Speed Up!, Speed Up!! Gold Edition.
demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Search6502, Flame999, SelfDemo, Wow1k, Fort 320, RMTdemo, Hellix, Basix, Fireworx, Forever 3000, Plastic, Victory, Easter Night, Seawolf, Virtuoso, Fluid Chessboard, Binary Celebration, Jozin z Bazin.
RMT1Player v1.06 (plays *.RMT (Raster Music Tracker) song files on the Atari.
Atari/PC software: ATADIM v3.05 Beta (work with XFD/ATR Atari disk images), DRATEX 1.6 (Drop file Atari Czech text convertor), MAC2MTX (Mac65 to Text), Raster Music Tracker (RMT) v1.27 - cross-platform tool for making Atari XE/XL music on PC (OS Win9x), SA_POKEY (Standalone dynamic DLL library for emulation of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of Atari 6502 processor), Creaxin1 ("Create X in 1") v1.03 (creates ROM image or Atari executable feeder program for X programs in one S/XEGS RAMcart 128KB).
Atari/PC hardware: LPTJOY (connect an Atari joystick to a PC), MultiJoy4/ MultiJoy8/MultiJoy 16 (use 4/8/16 joysticks on a single Atari), SIO D-SUB15M Standard Atariklub PV.
Games for MultiJoy: Cervi, Multris, Shot'em all (SEAL), Cervi 2, Astro4 Road.

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch), The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS - 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS) PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS, ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine interpreter, original by Steve Wozniak), Infoline for ACTION!

Super Products 4/04
c/o James Bradford
14 poplar place

Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 1/07
Czech Republic
http://jirkasuv.duch.cz/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..." text game)

Peter Svoboda (Fly) 11/08
Czech Republic
http://fly.atari.org/
Developer: Day After One, Demo 2001, Donkey Kong Junior, Gangsters 2007,
Gangsters Intro, Indiana Jones 3 aneb Tajemstvi Svateho Gralu, K.I.,
Kolony cz, Logik, Maturita 2001, Mesta CR, Mesta SR, No Name, Podraz 2001,
Pomsta Sileneho Hulice, Ruleta, Sniper, Sniper 2007, Sniper Intro, Strategi,
Textovky, V.U. 5259 aneb Utek z Hejcina, V.U. 5259 aneb Utek z Hejcina intro.
ALSO: a large number of images created with G2F.

Subject: T

Taquart 1/06
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely'
Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru'
Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj
'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz,
Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski
See also: Tomasz Piorek
See also: Marcin Zukowski
Poland
http://numen.scene.pl/ and
http://www.s-direktnet.de/homepages/k_nadj/taquart.html
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995),
Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag,
1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro,
Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996),
Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997),
Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997),
Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic

http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan) 3/07
See also: Epi
Poland
http://atariki.krap.pl/index.php/Tristesse
Developer: SROLL-demo, TRS-Desktop 0.9d alpha:
http://www.atari8.info/trsdesktop.php (screenshots)
http://trub.atari8.info/sdx_files/TRS_desktop_v09d_alfa.zip (download),
NeoTracker v1.6 : http://epi.atari8.info/files/neotracker-1.6.zip ,

trub 2/08
See also: DLT Ltd.
Poland
http://trub.atari8.info/ or http://trub.sys.net.pl/
Developer: for SDX 4.x: TDPL 2.0 / TD 2.0 (enhanced TD.COM, Polish/
English), XEP.SYS 0.1F (XEP80 device driver), FSTRUCT, RUNEXT 0.5, QE 2.0
(Continuation of the famous Quick Edit - E: and CON: accelerator by KMK).
for SDX+65C816: RAMD816.SYS. for SDX+QMEG OS: OSSIO.SYS. for SDX+SIO2IDE:
S2I Commands 0.8. for SIO2IDE: S2I JukeBox 4.0a. for MS Windows: FIXATR.
for SDX+KMK/JZ IDE: CDPLAY 0.4a. more: ED 2.9, ABASIC, YOGI/YELLYSTONE PARK
Multidrive, XLDisk. SRAMCharger and Indus CP/M project for Atari Indus GT,
LDW Super 2000, and CA-2001 disk drives.

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs. (Mainly working these days on HP Alpha (VMS), Sparc
(Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 2/07
See also: Atari800 Development Team
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: new hardware, new commercial software (cassette format)

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable
perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 4/07
http://retrobits.net/
Developer: Atari810 1.4d -- software for emulating an Atari 8-bit floppy
drive or hard disk on your PC (Windows NT/2000/XP)

Video 61 & Atari Sales (Lance Ringquist) 4/06
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
"We service, sell and publish hardware and software"
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Checkers, Hearts, Ultra Translator

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12),
commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
USA
http://www.videogametrader.com/
Vendor: new and used commercial software

Vintage Computer Cables 8/07
Fort Lauderdale FL
USA
http://www.vintagecomputercables.com/
Developer: Atari Gold Video Cable, Atari Gold Video Cable (stereo with Y),
Atari Gold S-Video Cable (stereo with Y)

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

WASEO 9/06
c/o Thorsten Helbing
Koenigsberger Str. 9
30916 Isernhagen
Germany
tel: +49 175 9982360
FAX: +49 121 258 409 3729
http://www.waseo.de/
Developer: audio CDs: The 20 best ATARI Hits, The 20 most inventive ATARI Songs, The Best of Music Non Stop, The Best of ATARI Game Music, The ATARI Super Soundmix. Titles published by Werner Ratz: WASEO-Publisher (DTP-Programm), WASEO-Designer (Erganzung zum DTP-Programm), WASEO-Triology (Nutzliche Programmsammlung), WASEO-Grafinoptikum (Grafikprogrammsammlung), WASEO-Labouratorium (Arbeitserleichterungsprogramme), WASEO-Practoscope (Sammlung praktischer Programme), Demo Disk, Basic Hits, DISK-LINE disk magazine

B. Watson (Urchlay) 12/08
http://rogue3.homeip.net/~urchlay/fujichat.html
Developer: FujiChat v0.4: An IRC (Internet Relay Chat) client for the Atari 8-bit, based on the uIP TCP/IP stack, using a SLIP connection

Mark Watson 1/08
http://www.scrameta.net/a800.html
Developer: Atari800 emulator ports: 0.8 for GP32, 1.2 for GP2X, 1.2 for Gizmondo

Jim Wilkinson 8/08
https://sourceforge.net/projects/atarilauncher/
Developer: Atari Launcher (A front end for the various Atari hardware emulators, primarily the Atari800WinPlus emulator)

Wordmark Systems (Charles Marslett) 7/08
USA
http://www.wordmark.org/
Developer: for Atari 8 Bit Computers: MyDOS 4.51 (w/ R. Puff; 6/14/89),

A65 assembler 1.2 (7/4/89). PC Utility: ATUTIL (UTIL)(6/15/89)

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/atarixlbox.php
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

---

Subject: Y

Yoomp! 7/08
Marcin "Eru" Zukowski, Lukasz "X-Ray" Sychowicz,
Bartek "BeWu" Wasiel, Piotr "0xF" Fusik
http://yoomp.atari.pl/
Developer: Yoomp! version 1.1

Subject: Z

Marcin Zukowski (eru/tqa) 5/07
See also: Taquart
See also: Yoomp!
The Netherlands
http://lepix.sourceforge.net/
Developer: LePix v.0.2.0

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End of atari-8-bit/vendev
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2997. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-02 14:32:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0904020730060.7976@slate.spiritone.com>
Source record: 2436
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Find Books from ABACUS, ANTIC, ATARI, COMPUTE, HOFACKER, SAMS & TAB BOOKS!

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http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2998. BUY 3 ATARI GAMES, GET 1 FREE!

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-02 14:36:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0904020732480.7976@slate.spiritone.com>
Source record: 2437
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Buy any 3 titles of my NEW IN the BOX games for the Classic Atari 8 Bit and Atari ST Computers and get a BRAND NEW IN the BOX GAME FREE! Qualify for more than 1 free offer by doubling, or tripling, etc. your order! Mix and Match 8 Bit & ST Games! Pick a minimum of 4 new in the box games, for each 4 games I'll give you 1 FREE from your list! Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask for Atari catalogs. My Software & Book Catalogs are sorted alphabetically by Title so Cut-&-Paste your order and E-Mail your list with your Shipping Address so I can expedite your order or call Ben anytime at (503)256-9974! And Remember, FREE is a very good price!

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http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!

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Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

2999. Video of the Atari Party 2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-03 03:31:09 UTC
From: rbernardo@iglou.com
Message-ID: <480544c3-82eb-4b64-8b66-460fe48dc2e1@v1g2000prd.googlegroups.com>
Source record: 2438
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

BIOS has posted my video of the March 28 Atari Party
2009, which was held in Davis, California. In the video,
you will see much gaming and the presentations from
Paul Cubbage (APX magazine) and Bill Kendrick (Atari
8-bit computer video modes). Go to

http://blip.tv/file/1942452

Truly,
Robert Bernardo

3000. atari folks, gizmodo on my RSS spotted these

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-03 06:15:42 UTC
From: rob williams <robbbbwilliams@gmail.com>
Message-ID: <96017cae-ca25-42ae-8d4f-839069264ba8@d38g2000prn.googlegroups.com>
Source record: 2439

http://i.gizmodo.com/5190252/found-18+karat-atari-computer-chip-bangle-geek-vitality-%252B10

http://i.gizmodo.com/5191057/in-case-of-rapid-atari-2600-disassembly-consult-this-t+shirt

cheers

Big Rob

3001. Re: atari folks, gizmodo on my RSS spotted these

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-03 16:36:19 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <gr5du3$3f3$1@news.motzarella.org>
Source record: 2440

Unfortunately, that ring looks like it could be any of a bunch of eproms
I have sitting in my basement.

- Trevor

rob williams wrote:
> http://i.gizmodo.com/5190252/found-18+karat-atari-computer-chip-bangle-geek-vitality-%25
2B10
>
>
http://i.gizmodo.com/5191057/in-case-of-rapid-atari-2600-disassembly-consult-this-t+shirt
>
> cheers
>
> Big Rob

3002. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-03 16:40:15 UTC
From: Helsch <helsch@ki.tng.de>
Message-ID: <49D63BEF.2080007@ki.tng.de>
Source record: 2441

My favorites:
- Mule
- Star Raiders
- Seven Cities of Gold
- Jumpman
- Pac Man

Helge

jim schrieb:
> Hello:
>
> If you were stranded on a desert island, with your Atari, and be able
> to play them, what 5 games would you have to play, maybe before you
> were picked up?
> (The MULE folks please dont apply)
>
> Gauntlet?
> Zaxxon?
> PacMan?
>
> Dare go on ?
> JIM
>

3003. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-03 19:39:09 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <B4WdnSqobNZT-EvU4p2dnAA@telenor.com>
Source record: 2442

"Helsch" <helsch@ki.tng.de> skrev i melding
news:49D63BEF.2080007@ki.tng.de...
> My favorites:
> - Mule
> - Star Raiders
> - Seven Cities of Gold
> - Jumpman
> - Pac Man
>
> Helge

:-) Not supposed to mention MULE for some reason :-)

Mine is
Star Raiders
Alternate Reality : The City (If only to listen to title tune, which is
absolute some of the best computer music I heard)
Wizards Crown (Since I never got around to complete it ... if have time
soon, I think I want to give it another try)
Starfleet I
Bounty Bob Strikes Back

But there's a lot of games I'd miss :-/ Rescue on Fractalus, Ballblazer,
Pole Position ... oh a lot really

3004. Best games for the ATARI 8 Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-04 00:09:09 UTC
From: Jasper Tiler <slimier_trap@hotmail.com>
Message-ID: <fa0c73a6-7cc1-4888-bfbc-e28d1dc014c8@l22g2000vba.googlegroups.com>
Source record: 2443
Cross-posted to: de.alt.augenoptik,comp.sys.atari.8bit

I want to start a collection of classic computers and
consoles and I want to get the best games for the
ATARI 800.

Which are the must-have titles for the ATARI 800?

3005. Re: Best games for the ATARI 8 Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-04 01:04:18 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <JZCdnTuIP_mxL0vU4p2dnAA@telenor.com>
Source record: 2444
Cross-posted to: de.alt.augenoptik,comp.sys.atari.8bit

"Jasper Tiler" <slimier_trap@hotmail.com> skrev i melding
news:fa0c73a6-7cc1-4888-bfbc-e28d1dc014c8@l22g2000vba.googlegroups.com...
>I want to start a collection of classic computers and
> consoles and I want to get the best games for the
> ATARI 800.
>
> Which are the must-have titles for the ATARI 800?

Must haves :
Star Raiders, MULE, Dropzone, Bounty Bob Strikes Back, Miner 2049'er, Rescue on Fractalus, Ballblazer, Koronis Rift, The Eidolon, Starfleet I, Pole Position, Datasoft version of Pac-Man (have the interludes) ... Mostly all Atari carts were very good ...

Hmmm ... Wizards Crown, Ultima series, Alternate Reality, Mr. Robot and his Robot Factory, Cavernia, The Last Starfighter/Star Raiders II ... Hmmm ... difficult to remember, but probably more pop up soon :-)

It's a lovely computer

3006. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-04 08:29:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0904032242220.9546@slate.spiritone.com>
Source record: 2445

1st - Star Raiders, Why I bought my 1st Atari Computer, a 600xl!

2nd - Star Trek by Sega is very Good. I love it when I Destroy Nomad! I'm missing the Manual, Box and the Joystick overlay!

I had Star Fleet 1 for my 800xl but I prefer it on my ST! I can completely control it on my ST's Numeric KeyPad! I wrote a review years ago! I'm good!

3rd - Silent Service is the 1st Commercial Disk Game I bought and my 1st Disk Drive was a Brand New In the Box 1050! Before Silent Service I played Submarine Commander on Cartridge by EMI Thorne Video from Kay Bee Toy & Hobby! My 3rd choice is Silent Service!

BTW, I love Simulators especially by MicroProse like Silent Service!

4th - I Love most LucasFilm Games like Eidolon, Koronis Rift, BallBlazer & Rescue on Fractulus! I love Games that use Fractal Math Like Silent Service & Rescue on Fractalus! My 4th Choice is Rescue on Fractalus!

5th - I Love many XE Game Cartridges, especially because Atari repackaged good games some formally on Disk! My 5th Choice is Star Raiders II!

6th - I know were only picking 5 but my 6th is Final Legacy by Atari! The Box says it's 3 Games in 1 and it's a simple way to Relax!

7th - One of my favourite Movies is War Games with Matthew Broderick and Ally Sheedy! I still have my VHS copy! I dont have it for the Atari by Coleco but I have EMI Thorne Video's release of Computer War. I love that the Tic Tac Toe is worked in!My 7th Game is Computer War!

I prefer Simple Games to help me relax! The more complicated work the more needed simplicity of play! Paraphrased from Captain Kirk on the Pleasure Planet on Shore Leave! I prefer an older familiar game over a new game to keep it simple, not learn a complicated new game with a big, thick manual! My 1st game is Star Raiders! I loved reading the Manual mainly because it spun a story which helped me get into the Fantasy of the story & prepared me so I could Play! "Do you want to play a game?" Quoted from War Games!

3007. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-04 12:54:55 UTC
From: tyndareus <tyndareus@hotmail.com>
Message-ID: <gr7la4$99f$1@nntp.motzarella.org>
Source record: 2446

Here are my picks so be kind.....lol

BoulderDash
Joust
Miner2049er
Bristles
Rescue on Fractalus

3008. Re: Best games for the ATARI 8 Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-04 16:04:21 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <JsLBI.14989$8_3.146@flpi147.ffdc.sbc.com>
Source record: 2447
Cross-posted to: de.alt.augenoptik,comp.sys.atari.8bit

"Jasper Tiler" <> wrote in message news:
>I want to start a collection of classic computers and
> consoles and I want to get the best games for the
> ATARI 800.
>
> Which are the must-have titles for the ATARI 800?
You might want to specify a little more the type of
games.
Graphics chaser, role playing, board, shootem
strategy, multi-player.

3009. Re: Best games for the ATARI 8 Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-04 17:36:13 UTC
From: "ksaunders242@yahoo.com" <kev242@gmail.com>
Message-ID: <957bdc65-57f9-433d-8800-378591f53b25@c9g2000yqm.googlegroups.com>
Source record: 2448
Cross-posted to: de.alt.augenoptik,comp.sys.atari.8bit

On Apr 3, 8:09 pm, Jasper Tiler <slimier_t...@hotmail.com> wrote:
> I want to start a collection of classic computers and
> consoles and I want to get the best games for the
> ATARI 800.
>
> Which are the must-have titles for the ATARI 800?

Star Raiders
Donkey Kong
Ms Pac Man
Donkey Kong jr
Shamus
Blue Max
MULE
Zybex
Rainbow Walker
Krazy Shootout
Pac Man
Pengo
Joust
Defender
Spelunker
Jumpman
Jumpman Jr
Miner 2049er
Caverns of Mars
Galaxian
Rescue on Fractalus (aka Behind Jaggi Lines)
Ball Blazer
Alternate Reality
Dig Dug
Ultima I, II
Missle Command
Gateway to Apshai
Eastern Front
Montezumas Revenge
Quasimodo
Bruce Lee
Fort Apocalpse
All the Infocom games (Zork, Hitchhikers, etc..)
Archon
Arkanoid
Gyruss

I think that should pretty much cover it... but there are even more
for example almost any Synapse game is worth trying. I suggest you
get an emulator or a SIO to PC if you use a real xl/xe and try them
all to see what you like.

3010. Re: Best games for the ATARI 8 Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-04 17:52:32 UTC
From: bill@newbreedsoftware.com
Message-ID: <49d79e5f$0$1662$742ec2ed@news.sonic.net>
Source record: 2449
Cross-posted to: de.alt.augenoptik,comp.sys.atari.8bit

ksaunders242@yahoo.com <kev242@gmail.com> wrote:
> I think that should pretty much cover it... but there are even more
> for example almost any Synapse game is worth trying. I suggest you
> get an emulator or a SIO to PC if you use a real xl/xe and try them
> all to see what you like.

Or an SIO2SD. :)

Personally, I'm also enjoying games on carts. (1) Nice to be legit
(vs. grabbing a cracked copy off an FTP site), (2) Instant load times,
no need for floppy drive or even SIO2SD. (Not the most 2-year-old-toddler
friendly devicde ;))

--
-bill!
Sent from my computer

3011. Best operating syster for the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-05 02:15:26 UTC
From: jim <jehall@care2.com>
Message-ID: <d8fee653-476c-4c30-b40a-77f49b5fa503@r33g2000yqn.googlegroups.com>
Source record: 2450

Hello:

I have every variation of MYDOS and have been hooked on MYDOS 4.5 for ages. I am not a power user, but still enjoy finding my collection of DOS that is out there,(for example DOS 1.0, TOP-DOS, MACH-DOS and MYDOS)
I do have FORTH, KYAN PASCAL, but love to see what "C" can do on the Atari, but is there one out there?
Curious on your favorite DOS ?

JIM

3012. Re: Best operating syster for the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-05 02:52:55 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <52VBl.17511$as4.16893@nlpi069.nbdc.sbc.com>
Source record: 2251

```
"jim" <> wrote in message news:
> Hello:
>
> I have every variation of MYDOS and have been hooked on MYDOS 4.5 for
> ages. I am not a power user, but still enjoy finding my collection of
> DOS that is out there,(for example DOS 1.0, TOP-DOS, MACH-DOS and
> MYDOS)
> I do have FORTH, KYAN PASCAL, but love to see what "C" can do on the
> Atari, but is there one out there?
> Curious on your favorite DOS ?
>
> JIM
I prefer FTe/SpartaDOS. Have you seen/tried
CC65 'C' for the Atari 8-bit?
I haven't tried it, but it looks good.
You may be able to find it at:

http://ftp.pigwa.net/stuff/collections/holmes%20cd/Holmes%202/Programming/index.html

If that wraps on you, goto ftp.pigwa.net
then stuff
then collections
then holmes
then programming.
then C
```

3013. MYDOS 128K

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-05 04:22:27 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <_IWBl.15639$u05.7541@newsfe19.iad>
Source record: 2252

I am looking for MYDOS 4.53 for 130XE. I do not want the ramdisk.128K ram is useful for one or two pass duplicate disk and files. or disk / file copier supports 128K or more. Any idea?

Thanks!
Jack

3014. New shrink wrapped 5.25 floppy disk 10 packs available!

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-05 16:38:07 UTC
From: amigaguy@bellsouth.net
Message-ID: <2acf5947-33ef-468d-b48b-7e4c2d8c40f5@w40g2000yqd.googlegroups.com>
Source record: 2253

http://www.redsretro.com/index.php?main_page=product_info&cPath=4&products_id=58

These are NOS (New Old Stock) floppies, perfect for Atari 8bit
Computers. Enjoy!

3015. Re: MYDOS 128K

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-05 18:54:49 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <S77CI.3632$im1.1696@nlpi061.nbdc.sbc.com>
Source record: 2254

"Jack Tseng" <> wrote in message news
>I am looking for MYDOS 4.53 for 130XE. I do not want the ramdisk.128K ram
>is useful for one or two pass duplicate disk and files. or disk / file
>copier supports 128K or more. Any idea?
>
> Thanks!
> Jack
ftp://ftp.pigwa.net/stuff/collections/holmes%20cd/Holmes%202/!Archived%20Files/Umich%20University%20Archive/Os/

That one probably wraps. You'll find mydos453.atr
there. I don't know what you're talking mydos453 for
130xe, I believe there is only one mydos453.
I'll try to see if it wraps. It is a bit complicated URL.

3016. Re: New shrink wrapped 5.25 floppy disk 10 packs available!

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-05 19:27:10 UTC
From: bill@newbreedsoftware.com
Message-ID: <49d9060e$0$1588$742ec2ed@news.sonic.net>
Source record: 2255

amigaguy@bellsouth.net wrote:
> http://www.redsretro.com/index.php?main_page=product_info&cPath=4&products_id=58

> These are NOS (New Old Stock) floppies, perfect for Atari 8bit
> Computers. Enjoy!

Oh man, too bad I don't use floppies any more. :)

That Icontroller looks tempting, but perhaps not for $35. :^(

--
-bill!
Sent from my computer

3017. Re: Best operating syster for the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-05 22:19:40 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <f96dnQknwOu3pUTUnZ2dnUVZ_jGWnZ2d@earthlink.com>
Source record: 2256

"jim" <jehall@care2.com> wrote in message
news:d8fee653-476c-4c30-b40a-77f49b5fa503@r33g2000yqn.googlegroups.com...
> Hello:
>
> I have every variation of MYDOS and have been hooked on MYDOS 4.5 for
> ages. I am not a power user, but still enjoy finding my collection of
> DOS that is out there,(for example DOS 1.0, TOP-DOS, MACH-DOS and
> MYDOS)
> I do have FORTH, KYAN PASCAL, but love to see what "C" can do on the
> Atari, but is there one out there?
> Curious on your favorite DOS ?
>
> JIM

It depends on the computer and what you do with it. If you have an expanded memory XL/XE computer and/or a USD1050 then Sparta DOS is definately the way to go.

Stock 800/400 computer and drives would make MyDOS the best option.

I loved the features of SD for running a BBS but when programming a ramdisk meant a lot of crashes and lost time.

I used Lightspeed C for a little while on the Atari. C on the Atari is just OK but still isn't enough of a speed up to be a killer ap. The Atari doesn't hve the {} keys so you have to use $[ ]$ or something like that. It bothered me enough to use Speedscript which had the {} and IIRC Lightspeed which could use them.

Rick

3018. Re: MYDOS 128K

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-06 01:25:59 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <voydnZ4_tIq1x0TUnZ2dnUVZ_hadnZ2d@posted.pioneerinternet2>
Source record: 2257

I'm with Russ here; creation of the RAMdisk depends on the contents of your
boot disk; ie how you were configured (option 'O') when you wrote (option
'H')
the DOS files to it. I do not have an XE, but the expanded XL can boot
either
with or without the RAMdisk using MyDos 4.53/4.
- RetroJess

"Russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:S77Cl.3632$im1.1696@nlpi061.nbdc.sbc.com...
>
> "Jack Tseng" <> wrote in message news
>>I am looking for MYDOS 4.53 for 130XE. I do not want the ramdisk.128K ram
>>is useful for one or two pass duplicate disk and files. or disk / file
>>copier supports 128K or more. Any idea?
>>
>> Thanks!
>> Jack
> ftp://ftp.pigwa.net/stuff/collections/holmes%20cd/Holmes%202/!Archived%20Files/Umich%20U
niversity%20Archive/Os/
>
> That one probably wraps. You'll find mydos453.atr
> there. I don't know what you're talking mydos453 for
> 130xe, I believe there is only one mydos453.
> I'll try to see if it wraps. It is a bit complicated URL.
>

3019. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-06 16:02:56 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <grd93o$7su$1@news.motzarella.org>
Source record: 2258

WarGames is one of my favorite movies also. I have it on laserdisc. :)

They finally made sort of a sequel, called WarGames: The Dead Code. It
is a similar story, but updated to today's technology. Professor Falken
and the WOPR make appearances in it. It's not as good as the original,
but is entertaining to watch once.

- Trevor

Bravo Sierra Computers wrote:

> 7th - One of my favourite Movies is War Games with Matthew Broderick and
> Ally Sheedy! I still have my VHS copy! I dont have it for the Atari
> by Coleco but I have EMI Thorne Video's release of Computer War. I
> love that the Tic Tac Toe is worked in!My 7th Game is Computer War!
>
> I prefer Simple Games to help me relax! The more complicated work the
> more needed simplicity of play! Paraphrased from Captain Kirk on the
> Pleasure Planet on Shore Leave! I prefer an older familiar game over a
> new game to keep it simple, not learn a complicated new game with a big,
> thick manual! My 1st game is Star Raiders! I loved reading the Manual
> mainly because it spun a story which helped me get into the Fantasy of
> the story & prepared me so I could Play! "Do you want to play a game?"
> Quoted from War Games!

3020. Re: Touch Tablet compatible games?

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-06 21:36:23 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <grdsko$5s7$1@news.motzarella.org>
Source record: 2259

Thorsten Gï¿œnther wrote:
> Trevor Holyoak schrieb:
>> By the way, has anyone ever been able to catch the Wampus?
>
> Yes, personally, I am quite good at it. I approach the mountain where he
> shows up from the side, adjust my vertical position and wait for the
> little dot to shine up. Just make sure you are not too close beforehand,
> then he'll certainly jump to another mountain.

Hey, my daughter actually caught one when we were playing last night!
That's the first time I've ever seen the resulting screen. One question
I have is do you have to press the joystick button, or just land on him
at just the right time?

Thanks,
Trevor

3021. Re: MYDOS 128K

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-07 00:17:25 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <lYwCl.3541$qO1.853@newsfe13.iad>
Source record: 2260

I am looking for MyDOS 128K that one or two pass duplicate disk. For
example, MSDOS copies one pass whole 1.44MB disks, use extended memory.
MyDOS copies one pass whole 90K disk, use 128K extended memory.

Like Commodore 64 with 1764 REU, adding 256K expended memory. Disk copy
program uses the REU to copy the whole disk in single drive.

"Russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:S77Cl.3632$im1.1696@nlpi061.nbdc.sbc.com...
>
> "Jack Tseng" <> wrote in message news
>>I am looking for MYDOS 4.53 for 130XE. I do not want the ramdisk.128K ram
>>is useful for one or two pass duplicate disk and files. or disk / file
>>copier supports 128K or more. Any idea?
>>
>> Thanks!
>> Jack
> ftp://ftp.pigwa.net/stuff/collections/holmes%20cd/Holmes%202/!Archived%20Files/Umich%20U
niversity%20Archive/Os/
>
> That one probably wraps. You'll find mydos453.atr
> there. I don't know what you're talking mydos453 for
> 130xe, I believe there is only one mydos453.
> I'll try to see if it wraps. It is a bit complicated URL.
>

3022. Re: MYDOS 128K

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-07 02:38:32 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <CWyCl.16132$D32.5932@flpi146.ffdc.sbc.com>
Source record: 2261

"Jack Tseng" <> wrote in message news:
>I am looking for MyDOS 128K that one or two pass duplicate disk. For
>example, MSDOS copies one pass whole 1.44MB disks, use extended memory.
>MyDOS copies one pass whole 90K disk, use 128K extended memory.
>
> Like Commodore 64 with 1764 REU, adding 256K expended memory. Disk copy
> program uses the REU to copy the whole disk in single drive.
>
snip
I don't know if MyDOS 4.53/4 uses extended RAM or
not. You may be talking about a third party copy
disk program, which I don't know about.
There's a lot I don't know about, so maybe someone
else can set me straight.

3023. Re: MYDOS 128K

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-07 04:48:31 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <WYudnVjyHOatRkfUnZ2dnUVZ_sudnZ2d@earthlink.com>
Source record: 2262

"Russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:CWyCl.16132$D32.5932@flpi146.ffdc.sbc.com...
>
> "Jack Tseng" <> wrote in message news:
>>I am looking for MyDOS 128K that one or two pass duplicate disk. For
>>example, MSDOS copies one pass whole 1.44MB disks, use extended memory.
>>MyDOS copies one pass whole 90K disk, use 128K extended memory.
>>
>> Like Commodore 64 with 1764 REU, adding 256K expended memory. Disk copy
>> program uses the REU to copy the whole disk in single drive.
>>
> snip
> I don't know if MyDOS 4.53/4 uses extended RAM or
> not. You may be talking about a third party copy
> disk program, which I don't know about.
> There's a lot I don't know about, so maybe someone
> else can set me straight.

That's is one of the things that make me give the edge to Sparta. No facts just impression that there are a lot more Rambo memory expansions then Newell. I had at least one each in my systems and I remember the problems they gave me at first. I had to edit the MyDOS ramdisk handler to work with Rambo banking and it took a while before ICD came out with RD.COM that could handle the Newell. I think Tim Patrick wrote a ramdisk handler that could check anything and everything but I don't know if it was Atari DOS only or if it can handle MyDOS.

If Jack is using dup disk then a 3rd party one would be a good choice if he can find one that uses expanded memory. I'm pretty sure at least some ignored unused sectors for quicker copies. If it is just files then he is better off doing wildcard copies to get the files unified.

Rick

3024. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-07 13:14:54 UTC
From: Sebastian Kaliszewski <s.bez_spamu@remove.that.informa.and.that.pl>
Message-ID: <ljura6-bah.ln1@bozon.softax.pl>
Source record: 2263

jim wrote:
> Hello:
>
> If you were stranded on a desert island, with your Atari, and be able
> to play them, what 5 games would you have to play, maybe before you
> were picked up?
> (The MULE folks please dont apply)
>
> Gauntlet?
> Zaxxon?
> PacMan?
>
> Dare go on ?
> JIM

Behind Jaggi Lines -- incredible for it's time

Gyruss
Blue Max
River Raid
Spy vs Spy 2

rgds
\SK
--
"Never underestimate the power of human stupidity" -- L. Lang
--
http://www.tajga.org -- (some photos from my travels)

3025. Atari 400 joystick ports - problem

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-07 14:55:21 UTC
From: Michael <mlspera@gmail.com>
Message-ID: <7d369d79-d0eb-42c0-ae37-acdb1aa1f115@r34g2000vba.googlegroups.com>
Source record: 2264

I recently got hold of an Atari 400. There seems to be a problem with the joystick ports which are unresponsive except for firing.

I've tried two different Atari joysticks which I know are wroking fine - neither casue any movement in different games, but the fire buttons work fine. I even cleaned the contacts inside the joystick as well as in the 9-pin connector,

I tried running a basic program to read each of the ports and joystick buttons (i.e., "10 print stick(X), strig(X): goto 10"

The results: Stick(0) gives mostly "3" with an occasional 13, 6, 8, 0, and 10 thrown in. No change when stick is moved or even removed, nor when pins 1 through 4 are connected with a short jumper wire to ground. Again, pressing the joystick button works.

Stick (1) is similar to stick(0), mostly "13" witrh 0, 2, 8, and 6 appearing occasionally. Joystick button works.

Stick(2) Gives only the number 3. Joystick button works.

Stick(3) Gives only the number "13". Joystick button works,

Again, grounding any of the directional pins does not affect the result of stick(X).

I then tried measuring the DC voltage at each of the pins on the computer ports when connected to ground.

Stick(0) Pin 1: 341 mV Stick(1) Pin 1: 340 mV Stick (2)
Pin 1: 4.8 V Stick(3) Pin 1: 4.8 V
Pin 2: 340 mV Pin 2: 339
mV Pin 2: 4.8 V Pin 2 4.8 V
Pin 3: 342 mV Pin 3: 342
mV Pin 3 4.8 V Pin 3: 4.8 V
Pin 4 302 mV Pin 4: 342
mV Pin 4: 4.8 V Pin 4: 4.8 V
Pin 5: 68 mV Pin 5: 59
mV Pin 5: 4.3 V Pin 5: 4.8 V
Pin 6 4.87 V Pin 6: 4.79
V Pin 6 4.8 V Pin 6: 4.3 V
Pin 9 67 mV Pin 9: 28
mV Pin 9: 64 mV Pin 9: 67 mV

Shorting pin 7 (the +5 V supply) to ground causes a cold start of the computer.

I know the pins that are supposed to be "on" should be arounnd 5V, and the ones that are off should be around 60 mV......So it seems to me that something is definitely wrong with the first two ports on the computer, although why the other two are also unrespoonsive, even when a pin is shorted to ground is beyond me. The only reaction I get is shorting pin 6, which causes STRIG(X) to read 0.

Before I starrt poking around inside the computer, does anyone have any suggestions? Has anyone run into this problem before?

I appreciate everyones input!

Michael

3026. Re: Atari 400 joystick ports - problem

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-07 16:57:09 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <NvKdnS1joddlGEbUnZ2dnUVZ_jednZ2d@earthlink.com>
Source record: 2265

"Michael" <mlspera@gmail.com> wrote in message
news:7d369d79-d0eb-42c0-ae37-acdb1aa1f115@r34g2000vba.googlegroups.com...
>I recently got hold of an Atari 400. There seems to be a problem with
> the joystick ports which are unresponsive except for firing.
<snip>

Very rare for the 6520 to fail, I have only seen one go bad in the last 25 years, but I think that may be your problem. I would have a replacement on hand before I tore into the computer. Get either the 6520 or 6820 and the CMOS versions of both chips would be OK too. It could be the existing chip may just need to be reseated but 68C20s are only about $2.

One way of checking to see if it is the connector instead of the 6520 would be to test the JS fire button. The fire button is controlled by the GTIA so if those buttons work it probably isn't a broken connector.

Rick

3027. Re: Atari 400 joystick ports - problem

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-07 19:03:06 UTC
From: Michael <mlspera@gmail.com>
Message-ID: <561008fd-495e-46aa-9dd4-04fdfef0478f@z9g2000yqi.googlegroups.com>
Source record: 2266

On Apr 7, 12:57 pm, "richard cortese" <ricor...@earthlink.net> wrote:
> "Michael" <mlsp...@gmail.com> wrote in message
>
> news:7d369d79-d0eb-42c0-ae37-acdb1aa1f115@r34g2000vba.googlegroups.com...>I recently got hold of an Atari 400. There seems to be a problem with
> > the joystick ports which are unresponsive except for firing.
>
> <snip>
>
> Very rare for the 6520 to fail, I have only seen one go bad in the last 25
> years, but I think that may be your problem. I would have a replacement on
> hand before I tore into the computer. Get either the 6520 or 6820 and the
> CMOS versions of both chips would be OK too. It could be the existing chip
> may just need to be reseated but 68C20s are only about $2.
>
> One way of checking to see if it is the connector instead of the 6520 would
> be to test the JS fire button. The fire button is controlled by the GTIA so
> if those buttons work it probably isn't a broken connector.
>
> Rick

Yes, the joystick fire button works for all four ports. That's why
I'm so puzzled. I will check to see if the 6520 is seated
correctly. If the chip itself is bad, what other symptoms should I
be looking for?

Michael

3028. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-07 21:39:31 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <741vgiF10v0trU1@mid.uni-berlin.de>
Source record: 2267

jim schrieb:
> Hello:
>
> If you were stranded on a desert island, with your Atari, and be able
> to play them, what 5 games would you have to play, maybe before you
> were picked up?

Rescue on Fractalus
Star Raiders
Spelunker
Boulder Dash
The Seven Cities of Gold

Thorsten

3029. Re: New shrink wrapped 5.25 floppy disk 10 packs available!

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-08 04:30:02 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9BE751975ACemuslor@69.16.185.252>
Source record: 2268

Despite all prevention efforts, bill@newbreedsoftware.com (Bill
Kendrick) wrote in news:49d9060e$0$1588$742ec2ed@news.sonic.net:

>
> That Icontroller looks tempting, but perhaps not for $35. :^(
>

I'm with you. For half that, I'd consider one for my XE.

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

3030. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-08 11:43:45 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0904080419020.14513@slate.spiritone.com>
Source record: 2269

I would like to buy both WarGames and Cloak & Dagger on DVD! Cloak & Dagger! A perfect advertisement for Atari DealerShips! I believe I spotted an Actor named John Forsythe in one of his first roles working at the Atari Dealership and his Dead Body stowed in the Trunk of a car with Henry Thomas playing Davey Osborne! John Forsythe also played in Con Air & starred in "The Untouchables" series playing Al Capone! I think made in the 1990s! I loved Dabney Coleman in his Dual Role as the Father and as Jack Flash the RPG Character! =-=Ben=-=

---------- Forwarded message ----------
On Mon, 6 Apr 2009, Trevor Holyoak wrote:

> WarGames is one of my favorite movies also. I have it on laserdisc. :)
>
> They finally made sort of a sequel, called WarGames: The Dead Code. It is a
> similar story, but updated to today's technology. Professor Falken and the
> WOPR make appearances in it. It's not as good as the original, but is
> entertaining to watch once.
>
> - Trevor

---------- Forwarded message ----------
Date: Sat, 4 Apr 2009 01:29:31 -0700

1st - Star Raiders, Why I bought my 1st Atari Computer, a 600xl!

2nd - Star Trek by Sega is very Good. I love it when I Destroy Nomad! I'm missing the Manual, Box and the Joystick overlay!

I had Star Fleet 1 for my 800xl but I prefer it on my ST! I can completely control it on my ST's Numeric KeyPad! I wrote a review years ago! I'm good!

3rd - Silent Service is the 1st Commercial Disk Game I bought and my 1st Disk Drive was a Brand New In the Box 1050! Before Silent Service I played Submarine Commander on Cartridge by EMI Thorne Video from Kay Bee Toy & Hobby! My 3rd choice is Silent Service!

BTW, I love Simulators especially by MicroProse like Silent Service!

4th - I Love most LucasFilm Games like Eidolon, Koronis Rift, BallBlazer & Rescue on Fractulus! I love Games that use Fractal Math Like Silent Service & Rescue on Fractalus! My 4th Choice is Rescue on Fractalus!

5th - I Love many XE Game Cartridges, especially because Atari repackaged good games some formally on Disk! My 5th Choice is Star Raiders II!

6th - I know were only picking 5 but my 6th is Final Legacy by Atari! The Box says it's 3 Games in 1 and it's a simple way to Relax!

7th - One of my favourite Movies is War Games with Matthew Broderick and Ally Sheedy! I still have my VHS copy! I dont have it for the Atari by Coleco but I have EMI Thorne Video's release of Computer War. I love that the Tic Tac Toe is worked in!My 7th Game is Computer War!

I prefer Simple Games to help me relax! The more complicated work the more needed simplicity of play! Paraphrased from Captain Kirk on the Pleasure Planet on Shore Leave! I prefer an older familiar game over a new game to keep it simple, not learn a complicated new game with a big, thick manual! My 1st game is Star Raiders! I loved reading the Manual mainly because it spun a story which helped me get into the Fantasy of the story & prepared me so I could Play! "Do you want to play a game?" Quoted from War Games!

3031. Re: Atari 400 joystick ports - problem

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-08 16:59:24 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <soWdnWLuAcebRUHUnZ2dnUVZ_vudnZ2d@earthlink.com>
Source record: 2270

"Michael" <mlspera@gmail.com> wrote in message
news:561008fd-495e-46aa-9dd4-04fdfef0478f@z9g2000yqi.googlegroups.com...
On Apr 7, 12:57 pm, "richard cortese" <ricor...@earthlink.net> wrote:
> "Michael" <mlsp...@gmail.com> wrote in message
>
> news:7d369d79-d0eb-42c0-ae37-acdb1aa1f115@r34g2000vba.googlegroups.com...>I
> recently got hold of an Atari 400. There seems to be a problem with
> > the joystick ports which are unresponsive except for firing.
>
> <snip>
>
> Very rare for the 6520 to fail, I have only seen one go bad in the last 25
> years, but I think that may be your problem. I would have a replacement on
> hand before I tore into the computer. Get either the 6520 or 6820 and the
> CMOS versions of both chips would be OK too. It could be the existing chip
> may just need to be reseated but 68C20s are only about $2.
>
> One way of checking to see if it is the connector instead of the 6520
> would
> be to test the JS fire button. The fire button is controlled by the GTIA
> so
> if those buttons work it probably isn't a broken connector.
>
> Rick

Yes, the joystick fire button works for all four ports. That's why
I'm so puzzled. I will check to see if the 6520 is seated
correctly. If the chip itself is bad, what other symptoms should I
be looking for?
****

Not much else to check on an Atari 400. You already did the voltage checks
and they were out of specs. You showed it wasn't the connector so it has to
be the chip. Time to replace the 6520 IMO. BTW: I hope when you shorted the
chip power pin to ground it was an accident.

Rick

3032. Re: Atari 400 joystick ports - problem

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-09 16:11:53 UTC
From: Michael <mlspera@gmail.com>
Message-ID: <c437ac21-fc2d-48b7-aebf-f336ae837f0e@3g2000yqk.googlegroups.com>
Source record: 2271

On Apr 8, 12:59 pm, "richard cortese" <ricor...@earthlink.net> wrote:
> "Michael" <mlsp...@gmail.com> wrote in message
>
> news:561008fd-495e-46aa-9dd4-04fdfef0478f@z9g2000yqi.googlegroups.com...
> On Apr 7, 12:57 pm, "richard cortese" <ricor...@earthlink.net> wrote:
>
>
>
>
>
> > "Michael" <mlsp...@gmail.com> wrote in message
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> >news:7d369d79-d0eb-42c0-ae37-acdb1aa1f115@r34g2000vba.googlegroups.com...>I
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> > <snip>
>
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> > years, but I think that may be your problem. I would have a replacement on
> > hand before I tore into the computer. Get either the 6520 or 6820 and the
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> > One way of checking to see if it is the connector instead of the 6520
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> > be to test the JS fire button. The fire button is controlled by the GTIA
> > so
> > if those buttons work it probably isn't a broken connector.
>
> > Rick
>
> Yes, the joystick fire button works for all four ports. That's why
> I'm so puzzled. I will check to see if the 6520 is seated
> correctly. If the chip itself is bad, what other symptoms should I
> be looking for?
> **********
>
> Not much else to check on an Atari 400. You already did the voltage checks
> and they were out of specs. You showed it wasn't the connector so it has to
> be the chip. Time to replace the 6520 IMO. BTW: I hope when you shorted the
> chip power pin to ground it was an accident.
>
> Rick- Hide quoted text -

>
> - Show quoted text -

I tried reseating the 6520 but that didn't help. I'm ordering a new one today. I'll let you know what happens when I install it. Thanks for you help!

Michael

3033. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-10 15:12:11 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <grnnkbbqk1@news.motzarella.org>
Source record: 2272

Both movies are available on DVD, and Cloak and Dagger is available on
Netflix Instant Watch as well. :)

- Trevor

Bravo Sierra Computers wrote:
> I would like to buy both WarGames and Cloak & Dagger on DVD! Cloak &
> Dagger!
> A perfect advertisement for Atari DealerShips! I believe I spotted an
> Actor named John Forsythe in one of his first roles working at the Atari
> Dealership
> and his Dead Body stowed in the Trunk of a car with Henry Thomas playing
> Davey
> Osborne! John Forsythe also played in Con Air & starred in "The
> Untouchables"
> series playing Al Capone! I think made in the 1990s! I loved Dabney
> Coleman in his Dual Role as the Father and as Jack Flash the RPG
> Character! =-=Ben=-=
>
> ---------- Forwarded message ----------
> On Mon, 6 Apr 2009, Trevor Holyoak wrote:
>
>> WarGames is one of my favorite movies also. I have it on laserdisc. :)
>>
>> They finally made sort of a sequel, called WarGames: The Dead Code. It
>> is a
>> similar story, but updated to today's technology. Professor Falken and
>> the WOPR make appearances in it. It's not as good as the original, but
>> is entertaining to watch once.
>>
>> - Trevor
>
> ---------- Forwarded message ----------
> Date: Sat, 4 Apr 2009 01:29:31 -0700
>
> 1st - Star Raiders, Why I bought my 1st Atari Computer, a 600xl!
>
> 2nd - Star Trek by Sega is very Good. I love it when I Destroy Nomad! I'm
> missing the Manual, Box and the Joystick overlay!
>
> I had Star Fleet 1 for my 800xl but I prefer it on my ST! I can
> completely control it on my ST's Numeric KeyPad! I wrote a review years
> ago! I'm good!
>
> 3rd - Silent Service is the 1st Commercial Disk Game I bought and my 1st

> Disk
> Drive was a Brand New In the Box 1050! Before Silent Service I played
> Submarine Commander on Cartridge by EMI Thorne Video from Kay Bee Toy
> & Hobby! My 3rd choice is Silent Service!
>
> BTW, I love Simulators especially by MicroProse like Silent Service!
>
> 4th - I Love most LucasFilm Games like Eidolon, Koronis Rift, BallBlazer &
> Rescue on Fractulus! I love Games that use Fractal Math Like Silent
> Service & Rescue on Fractalus! My 4th Choice is Rescue on Fractalus!
>
> 5th - I Love many XE Game Cartridges, especially because Atari repackaged
> good games some formally on Disk! My 5th Choice is Star Raiders II!
>
> 6th - I know were only picking 5 but my 6th is Final Legacy by Atari! The
> Box says it's 3 Games in 1 and it's a simple way to Relax!
>
> 7th - One of my favourite Movies is War Games with Matthew Broderick and
> Ally Sheedy! I still have my VHS copy! I dont have it for the Atari
> by Coleco but I have EMI Thorne Video's release of Computer War. I
> love that the Tic Tac Toe is worked in!My 7th Game is Computer War!
>
> I prefer Simple Games to help me relax! The more complicated work the
> more needed simplicity of play! Paraphrased from Captain Kirk on the
> Pleasure Planet on Shore Leave! I prefer an older familiar game over a
> new game to keep it simple, not learn a complicated new game with a big,
> thick manual! My 1st game is Star Raiders! I loved reading the Manual
> mainly because it spun a story which helped me get into the Fantasy of
> the story & prepared me so I could Play! "Do you want to play a game?"
> Quoted from War Games!

3034. Re: Atari Party, Davis CA, March 28th, 2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-11 00:08:21 UTC
From: rbernardo@iglou.com
Message-ID: <9e9d00bc-4fb8-4d88-9dc0-0e215748c697@z8g2000prd.googlegroups.com>
Source record: 2273
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx

On Mar 29, 2:37 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:

> For those who did miss it, I've been collecting
> photos over here:
>
> http://www.newbreedsoftware.com/atariparty/2009/photos/

Ah-ha, more photos posted at the above link!

Truly,
Robert Bernardo

3035. Re: Atari Party, Davis CA, March 28th, 2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-11 01:13:07 UTC
From: bill@newbreedsoftware.com
Message-ID: <49dfeea3$0$1667$742ec2ed@news.sonic.net>
Source record: 2274
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx

In comp.sys.atari.8bit rbernardo@iglou.com wrote:
> > ï¿½http://www.newbreedsoftware.com/atariparty/2009/photos/
> Ah-ha, more photos posted at the above link!

Indeed! Thanks for sharing! Sorry I scaled them down to 400-wide instead of 640-wide. Force of habit from the huge collection of Linux User Group photos I've been posting for ages.

Thx again!

--
-bill!
Sent from my computer

3036. Re: Atari Party, Davis CA, March 28th, 2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-11 02:13:26 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <a1TDl.23052$c45.18443@nlpi065.nbdc.sbc.com>
Source record: 2275
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx

"Bill Kendrick" <> wrote in message news:> In comp.sys.atari.8bit rbernardo
wrote:
>> > http://www.newbreedsoftware.com/atariparty/2009/photos/
>> Ah-ha, more photos posted at the above link!
>
> Indeed! Thanks for sharing! Sorry I scaled them down to 400-wide instead
> of 640-wide. Force of habit from the huge collection of Linux User Group
> photos I've been posting for ages.
>
> Thx again!
>
> --
> -bill!
> Sent from my computer
No front shot of Bob Woolley? I see the back shot.

3037. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-11 03:13:14 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <49e037da7e61f0@comcast.net>
Source record: 2277

Ultima II and III
Castle Wolfenstein
PacMan
Tail Of Beta Lyra (sp)

>Hello:
>
>If you were stranded on a desert island, with your Atari, and be able
>to play them, what 5 games would you have to play, maybe before you
>were picked up?
>(The MULE folks please dont apply)
>
>Gauntlet?
>Zaxxon?
>PacMan?
>
>Dare go on ?
>JIM

--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

3038. Re: Best games for the ATARI 8 Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-11 03:18:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <49e037da7e61f1@comcast.net>
Source record: 2278
Cross-posted to: de.alt.augenoptik,comp.sys.atari.8bit

>I want to start a collection of classic computers and
>consoles and I want to get the best games for the
>ATARI 800.
>
>Which are the must-have titles for the ATARI 800?

The list is endless really, but for a start:

Ultima 1-4
Star Raiders
Tempest Extreme
Alternate Reality series
PacMan
Castle Wolfenstein and sequel
Ball Blazer
Resue on Fractalus
Ms. Pacan
--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

3039. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-11 10:46:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0904110340250.8427@slate.spiritone.com>
Source record: 2276

I dont own a PC or a Mac so I wouldnt know how to do Netflix! I would like to buy both Movies on DVD, maybe someone could sell them to me? Please Reply! Please Answer! Please Reply Irregardless of your Answers! Thanx! =-=Ben=-=

On Fri, 10 Apr 2009, Trevor Holyoak wrote:

> Date: Fri, 10 Apr 2009 09:12:11 -0600
> From: Trevor Holyoak <trevor@holyoak.com>
> Newsgroups: comp.sys.atari.8bit
> Subject: Re: 5 best games
>
> Both movies are available on DVD, and Cloak and Dagger is available on
> Netflix Instant Watch as well. :)
>
> - Trevor
>
> Bravo Sierra Computers wrote:
>> I would like to buy both WarGames and Cloak & Dagger on DVD! Cloak &
>> Dagger!
>> A perfect advertisement for Atari DealerShips! I believe I spotted an Actor
>> named John Forsythe in one of his first roles working at the Atari
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>> Osborne! John Forsythe also played in Con Air & starred in "The
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>> series playing Al Capone! I think made in the 1990s! I loved Dabney Coleman
>> in his Dual Role as the Father and as Jack Flash the RPG Character!
>> =-=Ben=-=
>>
>> ---------- Forwarded message ----------
>> On Mon, 6 Apr 2009, Trevor Holyoak wrote:
>>
>>> WarGames is one of my favorite movies also. I have it on laserdisc. :)
>>>
>>> They finally made sort of a sequel, called WarGames: The Dead Code. It is
>>> a
>>> similar story, but updated to today's technology. Professor Falken and the
>>> WOPR make appearances in it. It's not as good as the original, but is
>>> entertaining to watch once.
>>>
>>> - Trevor
>>
>> ---------- Forwarded message ----------
>> Date: Sat, 4 Apr 2009 01:29:31 -0700

>>
>> 1st - Star Raiders, Why I bought my 1st Atari Computer, a 600xl!
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>> 2nd - Star Trek by Sega is very Good. I love it when I Destroy Nomad! I'm
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>> I had Star Fleet 1 for my 800xl but I prefer it on my ST! I can completely
>> control it on my ST's Numeric KeyPad! I wrote a review years ago! I'm good!
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>> 3rd - Silent Service is the 1st Commercial Disk Game I bought and my 1st
>> Disk
>> Drive was a Brand New In the Box 1050! Before Silent Service I played
>> Submarine Commander on Cartridge by EMI Thorne Video from Kay Bee Toy
>> & Hobby! My 3rd choice is Silent Service!
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>> BTW, I love Simulators especially by MicroProse like Silent Service!
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>> 4th - I Love most LucasFilm Games like Eidolon, Koronis Rift, BallBlazer &
>> Rescue on Fractulus! I love Games that use Fractal Math Like Silent
>> Service & Rescue on Fractalus! My 4th Choice is Rescue on Fractalus!
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>> good games some formally on Disk! My 5th Choice is Star Raiders II!
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>> 6th - I know were only picking 5 but my 6th is Final Legacy by Atari! The
>> Box says it's 3 Games in 1 and it's a simple way to Relax!
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>> 7th - One of my favourite Movies is War Games with Matthew Broderick and
>> Ally Sheedy! I still have my VHS copy! I dont have it for the Atari
>> by Coleco but I have EMI Thorne Video's release of Computer War. I
>> love that the Tic Tac Toe is worked in!My 7th Game is Computer War!
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>> I prefer Simple Games to help me relax! The more complicated work the more
>> needed simplicity of play! Paraphrased from Captain Kirk on the Pleasure
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>> keep it simple, not learn a complicated new game with a big, thick manual!
>> My 1st game is Star Raiders! I loved reading the Manual mainly because it
>> spun a story which helped me get into the Fantasy of the story & prepared
>> me so I could Play! "Do you want to play a game?" Quoted from War Games!

3040. Re: Atari Party, Davis CA, March 28th, 2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-11 16:04:55 UTC
From: bill@newbreedsoftware.com
Message-ID: <49e0bfa7$0$1586$742ec2ed@news.sonic.net>
Source record: 2279

In comp.sys.atari.8bit Russg <russgilb@mungesbcglobal.net> wrote:
> No front shot of Bob Woolley? I see the back shot.

How's a side shot?

http://www.newbreedsoftware.com/atariparty/2009/photos/IMG_1560.JPG

He's in the light-blue Pac-Man shirt, on the right.

--
-bill!
Sent from my computer

3041. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-11 17:30:54 UTC
From: Trevor <trevor.holyoak@gmail.com>
Message-ID: <bc476598-5913-49f0-a649-6f1c48d280a6@j18g2000prm.googlegroups.com>
Source record: 2280

You can buy them both from Amazon.com.

Netflix Instant Watch is also available on a $100 box from Roku that
connects to your TV, as well as Tivo, XBox 360, etc. - so a PC or Mac
are not necessary. But I wouldn't go through all that trouble and
expense unless you wanted to watch more than just the one movie
(although WarGames: The Dead Code is also available that way). ;)

- Trevor

On Apr 11, 4:46 am, Bravo Sierra Computers <at...@aracnet.com> wrote:
> I dont own a PC or a Mac so I wouldnt know how to do Netflix! I would like to
> buy both Movies on DVD, maybe someone could sell them to me? Please Reply!
> Please Answer! Please Reply Irregardless of your Answers! Thanx! =-=Ben=-=
>
> On Fri, 10 Apr 2009, Trevor Holyoak wrote:
> > Date: Fri, 10 Apr 2009 09:12:11 -0600
> > From: Trevor Holyoak <tre...@holyoak.com>
> > Newsgroups: comp.sys.atari.8bit
> > Subject: Re: 5 best games
>
> > Both movies are available on DVD, and Cloak and Dagger is available on
> > Netflix Instant Watch as well. :)
>
> > - Trevor
>
> > Bravo Sierra Computers wrote:
> >> I would like to buy both WarGames and Cloak & Dagger on DVD! Cloak &
> >> Dagger!
> >> A perfect advertisement for Atari DealerShips! I believe I spotted an Actor
> >> named John Forsythe in one of his first roles working at the Atari
> >> Dealership
> >> and his Dead Body stowed in the Trunk of a car with Henry Thomas playing
> >> Davey
> >> Osborne! John Forsythe also played in Con Air & starred in "The
> >> Untouchables"
> >> series playing Al Capone! I think made in the 1990s! I loved Dabney Coleman
> >> in his Dual Role as the Father and as Jack Flash the RPG Character!
> >> =-=Ben=-=
>
> >> ---------- Forwarded message ----------
> >> On Mon, 6 Apr 2009, Trevor Holyoak wrote:
>
> >>> WarGames is one of my favorite movies also. I have it on laserdisc. :)
>

> >>> They finally made sort of a sequel, called WarGames: The Dead Code. It is
> >>> a
> >>> similar story, but updated to today's technology. Professor Falken and the
> >>> WOPR make appearances in it. It's not as good as the original, but is
> >>> entertaining to watch once.
>
> >>> - Trevor
>
> >> ---------- Forwarded message ----------
> >> Date: Sat, 4 Apr 2009 01:29:31 -0700
>
> >> 1st - Star Raiders, Why I bought my 1st Atari Computer, a 600xl!
>
> >> 2nd - Star Trek by Sega is very Good. I love it when I Destroy Nomad! I'm
> >> missing the Manual, Box and the Joystick overlay!
>
> >> I had Star Fleet 1 for my 800xl but I prefer it on my ST! I can completely
> >> control it on my ST's Numeric KeyPad! I wrote a review years ago! I'm good!
>
> >> 3rd - Silent Service is the 1st Commercial Disk Game I bought and my 1st
> >> Disk
> >> Drive was a Brand New In the Box 1050! Before Silent Service I played
> >> Submarine Commander on Cartridge by EMI Thorne Video from Kay Bee Toy
> >> & Hobby! My 3rd choice is Silent Service!
>
> >> BTW, I love Simulators especially by MicroProse like Silent Service!
>
> >> 4th - I Love most LucasFilm Games like Eidolon, Koronis Rift, BallBlazer &
> >> Rescue on Fractulus! I love Games that use Fractal Math Like Silent
> >> Service & Rescue on Fractalus! My 4th Choice is Rescue on Fractalus!
>
> >> 5th - I Love many XE Game Cartridges, especially because Atari repackaged
> >> good games some formally on Disk! My 5th Choice is Star Raiders II!
>
> >> 6th - I know were only picking 5 but my 6th is Final Legacy by Atari! The
> >> Box says it's 3 Games in 1 and it's a simple way to Relax!
>
> >> 7th - One of my favourite Movies is War Games with Matthew Broderick and
> >> Ally Sheedy! I still have my VHS copy! I dont have it for the Atari
> >> by Coleco but I have EMI Thorne Video's release of Computer War. I
> >> love that the Tic Tac Toe is worked in!My 7th Game is Computer War!
>
> >> I prefer Simple Games to help me relax! The more complicated work the more
> >> needed simplicity of play! Paraphrased from Captain Kirk on the Pleasure
> >> Planet on Shore Leave! I prefer an older familiar game over a new game to
> >> keep it simple, not learn a complicated new game with a big, thick manual!
> >> My 1st game is Star Raiders! I loved reading the Manual mainly because it
> >> spun a story which helped me get into the Fantasy of the story & prepared
> >> me so I could Play! "Do you want to play a game?" Quoted from War Games!

3042. Re: Atari Party, Davis CA, March 28th, 2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-11 21:55:40 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <sl8El.26855$yr3.9636@nlpi068.nbdc.sbc.com>
Source record: 2281

```
"Bill Kendrick" <> wrote in message news:
> In comp.sys.atari.8bit Russg <russgilb> wrote:
>> No front shot of Bob Woolley? I see the back shot.
>
> How's a side shot?
>
> http://www.newbreedsoftware.com/atariparty/2009/photos/IMG_1560.JPG
>
> He's in the light-blue Pac-Man shirt, on the right.
>
That's pretty good, thanks. I have a picture of Tom
Hunt.
```

3043. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-11 22:43:33 UTC
From: bill@newbreedsoftware.com
Message-ID: <49e11d15$0$1670$742ec2ed@news.sonic.net>
Source record: 2282

Trevor <trevor.holyoak@gmail.com> wrote:
> Netflix Instant Watch is also available on a $100 box from Roku that
> connects to your TV, as well as Tivo, XBox 360, etc. - so a PC or Mac
> are not necessary.

Actually, you control which movies go into your Instant Watch queue via
the Netflix website, so web access _is_ required.

Now, of course, Web access isn't impossible on an Atari 8-bit, if the
site is compatible with a text-based browser like Lynx (or the more
modern Links). 80 column terminal software with VT capabilities
(like IceT or FlickerTerm80 on the Atair) are likely required...
and, obviously, a box somewhere connected to the internet that you
can run Links on.

(I actually check my email on my DSL provider's shell -- where I also go
in and manage my website by hand-editing my PHP scripts and HTML :) -- and
can browse the web using Links there. I could almost certainly dial into
one of their dialup lines via my Atari 800XL, if I still had a modem.
I'm guessing that's more-or-less what Ben does to check his email and
Usenet, but I'm only guessing. If he's connected to a Linux or Unix shell,
then Lynx or Links is almost certainly available!)

--
-bill!
Sent from my computer

3044. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-11 22:48:03 UTC
From: bill@newbreedsoftware.com
Message-ID: <49e11e23$0$1670$742ec2ed@news.sonic.net>
Source record: 2283

Bill Kendrick <bill@newbreedsoftware.com> wrote:
> If he's connected to a Linux or Unix shell,
> then Lynx or Links is almost certainly available!)

And guess what!? I just fired up "links http://www.newflix.com/" on my laptop (which happens to run Linux), and have an ugly, but apparently navigable, view of my Netflix account!

And hey, there's my queue! :) I wonder if it works. (I know the Netflix site is heavily Ajax-based, meaning it uses DHTML tricks and JavaScript to talk to their server without actually going to a new page... e.g., for giving a DVD a particular rating, or re-arranging your queue.)

... Hey cool! I just moved: "Mystery Science Theatre 3000: Teenagers from Outer Space" from the 2nd to first queue position using the "^" button. Netflix might actually be relatively usable via a text-only browser! :)

--
-bill!
Sent from my computer

3045. Re: Atari Party, Davis CA, March 28th, 2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-11 22:51:22 UTC
From: bill@newbreedsoftware.com
Message-ID: <49e11eea$0$1670$742ec2ed@news.sonic.net>
Source record: 2284

Russg <russgilb@mungesbcglobal.net> wrote:
> That's pretty good, thanks. I have a picture of Tom Hunt.

Heh, I've got some other Bob Woolley & his Magical 1200XLs shots from
one of the times I went to Vintage Computer Festival.

http://www.newbreedsoftware.com/bill/photos/vcf60/img_2064.jpg
(hey! Same Pac-Man shirt :) ... and that's our friend Ben Corr on the right,
making a funny face ;))

And the rest (a punch of Bob's hand pointing at the insides of his
1200XLs) are here, of course:

http://www.newbreedsoftware.com/bill/photos/vcf60/

Enjoy! :)

(Oh, I also went to some other VCF shows... replace "vcf60" with "vcf70"
and "vcf80". It doens't look like Bob made either of those.)

--
-bill!
Sent from my computer

3046. Re: Atari 400 joystick ports - problem

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-12 13:33:40 UTC
From: Michael <mlspera@gmail.com>
Message-ID: <385239ca-a624-4ccc-91cf-35267569b5d9@o18g2000vbi.googlegroups.com>
Source record: 2285

```
On Apr 9, 12:11 pm, Michael <mlsp...@gmail.com> wrote:
> On Apr 8, 12:59 pm, "richard cortese" <ricor...@earthlink.net> wrote:
>
>
>
>
>
> > "Michael" <mlsp...@gmail.com> wrote in message
>
> >news:561008fd-495e-46aa-9dd4-04fdfef0478f@z9g2000yqi.googlegroups.com...
> > On Apr 7, 12:57 pm, "richard cortese" <ricor...@earthlink.net> wrote:
>
> > > "Michael" <mlsp...@gmail.com> wrote in message
>
> > > >news:7d369d79-d0eb-42c0-ae37-acdb1aa1f115@r34g2000vba.googlegroups.com...>I
> > > > recently got hold of an Atari 400. There seems to be a problem with
> > > > > the joystick ports which are unresponsive except for firing.
>
> > > > <snip>
>
> > > > Very rare for the 6520 to fail, I have only seen one go bad in the last 25
> > > > years, but I think that may be your problem. I would have a replacement on
> > > > hand before I tore into the computer. Get either the 6520 or 6820 and the
> > > > CMOS versions of both chips would be OK too. It could be the existing chip
> > > > may just need to be reseated but 68C20s are only about $2.
>
> > > > One way of checking to see if it is the connector instead of the 6520
> > > > would
> > > > be to test the JS fire button. The fire button is controlled by the GTIA
> > > > so
> > > > if those buttons work it probably isn't a broken connector.
>
> > > > Rick
>
> > Yes, the joystick fire button works for all four ports. That's why
> > I'm so puzzled. I will check to see if the 6520 is seated
> > correctly. If the chip itself is bad, what other symptoms should I
> > be looking for?
> > **********
>
> > Not much else to check on an Atari 400. You already did the voltage checks
> > and they were out of specs. You showed it wasn't the connector so it has to
> > be the chip. Time to replace the 6520 IMO. BTW: I hope when you shorted the
> > chip power pin to ground it was an accident.
```

>
> > Rick- Hide quoted text -
>
> > - Show quoted text -
>
> I tried reseating the 6520 but that didn't help. I'm ordering a new
> one today. I'll let you know what happens when I install it. Thanks
> for you help!
>
> Michael- Hide quoted text -
>
> - Show quoted text -

Bingo! It was the PIA chip. Thanks for the help RIck!

Michael

3047. Re: Atari 400 joystick ports - problem

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-12 18:53:14 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <kM-dna59_tU_pX_UnZ2dnUVZ_oCdnZ2d@earthlink.com>
Source record: 2286

"Michael" <mlspera@gmail.com> wrote in message
news:385239ca-a624-4ccc-91cf-35267569b5d9@o18g2000vbi.googlegroups.com...
On Apr 9, 12:11 pm, Michael <mlsp...@gmail.com> wrote:
> On Apr 8, 12:59 pm, "richard cortese" <ricor...@earthlink.net> wrote:
>
>
>
>
>
> > "Michael" <mlsp...@gmail.com> wrote in message
>
> >news:561008fd-495e-46aa-9dd4-04fdfef0478f@z9g2000yqi.googlegroups.com...
> > On Apr 7, 12:57 pm, "richard cortese" <ricor...@earthlink.net> wrote:
>
> > > "Michael" <mlsp...@gmail.com> wrote in message
>
> > > >news:7d369d79-d0eb-42c0-ae37-acdb1aa1f115@r34g2000vba.googlegroups.com...>I
> > > > recently got hold of an Atari 400. There seems to be a problem with
> > > > > the joystick ports which are unresponsive except for firing.
>
> > > <snip>
>
> > > Very rare for the 6520 to fail, I have only seen one go bad in the
> > > last 25
> > > years, but I think that may be your problem. I would have a
> > > replacement on
> > > hand before I tore into the computer. Get either the 6520 or 6820 and
> > > the
> > > CMOS versions of both chips would be OK too. It could be the existing
> > > chip
> > > may just need to be reseated but 68C20s are only about $2.
>
> > > One way of checking to see if it is the connector instead of the 6520
> > > would
> > > be to test the JS fire button. The fire button is controlled by the
> > > GTIA
> > > so
> > > if those buttons work it probably isn't a broken connector.
>
> > > Rick
>
> > Yes, the joystick fire button works for all four ports. That's why
> > I'm so puzzled. I will check to see if the 6520 is seated
> > correctly. If the chip itself is bad, what other symptoms should I

> > be looking for?
> > **********
>
> > Not much else to check on an Atari 400. You already did the voltage
> > checks
> > and they were out of specs. You showed it wasn't the connector so it has
> > to
> > be the chip. Time to replace the 6520 IMO. BTW: I hope when you shorted
> > the
> > chip power pin to ground it was an accident.
>
> > Rick- Hide quoted text -
>
> > - Show quoted text -
>
> I tried reseating the 6520 but that didn't help. I'm ordering a new
> one today. I'll let you know what happens when I install it. Thanks
> for you help!
>
> Michael- Hide quoted text -
>
> - Show quoted text -

Bingo! It was the PIA chip. Thanks for the help RIck!

Michael
******

My pleasure. It was your throughness in testing that made 'guessimate
diagnosis' possible. Kind of wish everyone could do that good a job!

Rick

3048. Re: Atari Party, Davis CA, March 28th, 2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-12 18:57:44 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <C8ydnZ-2IaItpH_UnZ2dnUVZ_gmdnZ2d@earthlink.com>
Source record: 2287

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:49e11eea$0$1670$742ec2ed@news.sonic.net...
> Russg <russgilb@mungesbcglobal.net> wrote:
>> That's pretty good, thanks. I have a picture of Tom Hunt.
>
> Heh, I've got some other Bob Woolley & his Magical 1200XLs shots from
> one of the times I went to Vintage Computer Festival.
>
> http://www.newbreedsoftware.com/bill/photos/vcf60/img_2064.jpg
> (hey! Same Pac-Man shirt :) ... and that's our friend Ben Corr on the
> right,
> making a funny face ;))
>
> And the rest (a punch of Bob's hand pointing at the insides of his
> 1200XLs) are here, of course:
>
> http://www.newbreedsoftware.com/bill/photos/vcf60/
>
> Enjoy! :)
>
> (Oh, I also went to some other VCF shows... replace "vcf60" with "vcf70"
> and "vcf80". It doens't look like Bob made either of those.)
>
> --
> -bill!
> Sent from my computer

GAWD! I was pretty sure Bob was a bit older then me 20 years ago. I think I caught and passed him! I owe it all to hard living!

Rick

3049. Re: MYDOS 128K

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-12 21:43:04 UTC
From: melee5@my-deja.com
Message-ID: <794761ed-73a5-4ab5-94e0-56c494902552@y34g2000prb.googlegroups.com>
Source record: 2288

On Apr 6, 6:17 pm, "Jack Tseng" <tse...@hotmail.com> wrote:
> I am looking for MyDOS 128K that one or two pass duplicate disk. For
> example, MSDOS copies one pass whole 1.44MB disks, use extended memory.
> MyDOS copies one pass whole 90K disk, use 128K extended memory.
>
> Like Commodore 64 with 1764 REU, adding 256K expended memory. Disk copy
> program uses the REU to copy the whole disk in single drive.
>
> "Russg" <russg...@MUNGEsbcglobal.net> wrote in message
>
> news:S77Cl.3632$im1.1696@nlpi061.nbdc.sbc.com...
>
>
>
>
>
> > "Jack Tseng" <> wrote in message news
> >>I am looking for MYDOS 4.53 for 130XE. I do not want the ramdisk.128K ram
> >>is useful for one or two pass duplicate disk and files. or disk / file
> >>copier supports 128K or more. Any idea?
>
> >> Thanks!
> >> Jack
> >ftp://ftp.pigwa.net/stuff/collections/holmes%20cd/Holmes%202/!Archive...
>
> > That one probably wraps. You'll find mydos453.atr
> > there. I don't know what you're talking mydos453 for
> > 130xe, I believe there is only one mydos453.
> > I'll try to see if it wraps. It is a bit complicated URL.- Hide quoted text -
>
> - Show quoted text -

You won't find any MyDOS versions that do what you want with full
disks to duplicate. One or two pass duplications can only happen with
basically empty disks with standard MyDOS and there are no "super"
versions that magically used extended memory without regard to
possible ramdisk data. You will have to write it yourself or use a
third part app that does exactly that - I don't know of any. Except
perhaps copymate, didn't they have an extended memory version?

3050. a8 group

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-12 21:53:56 UTC
From: proteanthread <rtdos@rtdos.com>
Message-ID: <grtntm$6cg$1@news.motzarella.org>
Source record: 2289

Glad to see it still active.

--
Woodzy
http://rtdos.communitytoolbars.com
http://rollyo.com/proteanthread/rtdos

3051. Re: MYDOS 128K

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-13 00:42:40 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <b8qdnQmlX_8cF3_UnZ2dnUVZ_uydnZ2d@posted.pioneerinternet2>
Source record: 2290

Exactly, you cannot do a single pass "J" Duplicate disk" for boot disks
and those with system files or hidden data; you can only do a "*.*"
wild card file copy into and then back out of the RamDisk in one pass
each way. And, yes, Copymate did have a version or maybe just a
configuration for the 130XE that utilized all of the RAM for single pass
copies of SSSD 720 sector floppies.

-Jess

<melee5@my-deja.com>
>
> > "Jack Tseng" <> wrote in message news
> >>I am looking for MYDOS 4.53 for 130XE. I do not want the ramdisk.128K
> >>ram
> >>is useful for one or two pass duplicate disk and files. or disk / file
> >>copier supports 128K or more. Any idea?
>
> >> Thanks!
> >> Jack

You won't find any MyDOS versions that do what you want with full
disks to duplicate. One or two pass duplications can only happen with
basically empty disks with standard MyDOS and there are no "super"
versions that magically used extended memory without regard to
possible ramdisk data. You will have to write it yourself or use a
third part app that does exactly that - I don't know of any. Except
perhaps copymate, didn't they have an extended memory version?

3052. Re: MYDOS 128K

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-13 06:14:23 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <74g3hvFuhk8tU1@mid.uni-berlin.de>
Source record: 2291

melee5@my-deja.com schrieb:
> You won't find any MyDOS versions that do what you want with full
> disks to duplicate. One or two pass duplications can only happen with
> basically empty disks with standard MyDOS and there are no "super"
> versions that magically used extended memory without regard to
> possible ramdisk data. You will have to write it yourself or use a
> third part app that does exactly that - I don't know of any. Except
> perhaps copymate, didn't they have an extended memory version?

I have used an extended memory sector copier (which also uses high speed routines e.g. when used with my Speedy enhanced drive and SIO2SD) lately, and this one was written in 1988: the "SECTORCOPY 1.5" off the Speedy System Disk (you will find a Polish language stand-alone version at atarionline.pl)

Thorsten

3053. Re: Best operating syster for the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-13 09:17:03 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <74ge8gF12u29oU1@mid.uni-berlin.de>
Source record: 2292

richard cortese schrieb:
> "jim" <jehall@care2.com> wrote in message
> news:d8fee653-476c-4c30-b40a-77f49b5fa503@r33g2000yqn.googlegroups.com...
>> Hello:
>>
>> I have every variation of MYDOS and have been hooked on MYDOS 4.5 for
>> ages. I am not a power user, but still enjoy finding my collection of
>> DOS that is out there,(for example DOS 1.0, TOP-DOS, MACH-DOS and
>> MYDOS)
>> I do have FORTH, KYAN PASCAL, but love to see what "C" can do on the
>> Atari, but is there one out there?
>> Curious on your favorite DOS ?
>>
>> JIM
>
> It depends on the computer and what you do with it. If you have an expanded
> memory XL/XE computer and/or a USD1050 then Sparta DOS is definately the way
> to go.
>
> Stock 800/400 computer and drives would make MyDOS the best option.

IBTD here. For use with disk drives I prefer Stefan Dorndorfs XDOS (a
late heir of the great OS/A+ by OSS), and I only use MyDOS/MyPicoDOS for
larger disk images on my SIO2SD.

I have yet to use SpartaDOS, though, but have been told it is very good.

Thorsten

3054. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-13 18:03:31 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <grvups$i8s$1@news.motzarella.org>
Source record: 2293

Yeah, it was the actual movie viewing part that I thought he was worried
about. I believe you can even adjust your queue with a cell phone.

- Trevor

Bill Kendrick wrote:
> Bill Kendrick <bill@newbreedsoftware.com> wrote:
>> If he's connected to a Linux or Unix shell,
>> then Lynx or Links is almost certainly available!)
>
> And guess what!? I just fired up "links http://www.newflix.com/" on my
> laptop (which happens to run Linux), and have an ugly, but apparently
> navigable, view of my Netflix account!
>
> And hey, there's my queue! :) I wonder if it works. (I know the Netflix
> site is heavily Ajax-based, meaning it uses DHTML tricks and JavaScript
> to talk to their server without actually going to a new page... e.g., for
> giving a DVD a particular rating, or re-arranging your queue.)
>
> ... Hey cool! I just moved: "Mystery Science Theatre 3000: Teenagers from
> Outer Space" from the 2nd to first queue position using the "^" button.
> Netflix might actually be relatively usable via a text-only browser! :)
>

3055. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-13 19:03:30 UTC
From: bill@newbreedsoftware.com
Message-ID: <49e38c82$0$1640$742ec2ed@news.sonic.net>
Source record: 2294

Trevor Holyoak <trevor@holyoak.com> wrote:
> Yeah, it was the actual movie viewing part that I thought he was worried
> about. I believe you can even adjust your queue with a cell phone.

Oh yeah, duh. He'd need broadband (or a neighbor willing to share some
wireless broadband), which I somehow doubt he has, if he hasn't got a
modern PC or Mac connecting to the Internet.

--
-bill!
Sent from my computer

3056. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-13 19:15:44 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <gs0313$7s2$1@news.motzarella.org>
Source record: 2295

Bill Kendrick wrote:
> Trevor Holyoak <trevor@holyoak.com> wrote:
>> Yeah, it was the actual movie viewing part that I thought he was worried
>> about. I believe you can even adjust your queue with a cell phone.
>
> Oh yeah, duh. He'd need broadband (or a neighbor willing to share some
> wireless broadband), which I somehow doubt he has, if he hasn't got a
> modern PC or Mac connecting to the Internet.
>

Ah, good point. :)

- Trevor

3057. The C64 is much better than the ATARI 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-15 01:55:36 UTC
From: Ben Tuddy <cinema_pigs@yahoo.com>
Message-ID: <65e29e44-0b67-44ac-b75e-39719f578324@c9g2000yqm.googlegroups.com>
Source record: 2296
Cross-posted to: fj.kanji,comp.sys.atari.8bit,comp.sys.cbm

Why do you people still use ATARI 800 computers???

The C64 is far superior, it has 8 real sprites, better scrolling
and a real sound-synthesizer chip, the SID.

Why did anybody buy the inferior ATARI 800???

The ATARI 800 is crap, when it's compared to the C64.

Why don't you throw away your ATARI???

3058. faulty 65XE

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-15 05:55:36 UTC
From: Powermac <teozenios@gmail.com>
Message-ID: <6f6c34c9-4b76-425e-bf8a-a4c7a338cc45@37g2000yqp.googlegroups.com>
Source record: 2297

I have a 65XE that turns on (red power light is on) but has a dark red
video out (using both the TV out and video out) with no text.

Any idea what is wrong?

3059. Re: The C64 is much better than the ATARI 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-15 15:15:52 UTC
From: proteanthread <rtdos@rtdos.com>
Message-ID: <5e574b93-55a3-44a3-a132-f9c5895bd768@g19g2000yql.googlegroups.com>
Source record: 2298
Cross-posted to: fj.kanji,comp.sys.atari.8bit,comp.sys.cbm

On Apr 14, 7:55 pm, Ben Tuddy <cinema_p...@yahoo.com> wrote:
> Why do you people still use ATARI 800 computers???
>
> The C64 is far superior, it has 8 real sprites, better scrolling
> and a real sound-synthesizer chip, the SID.
>
> Why did anybody buy the inferior ATARI 800???
>
> The ATARI 800 is crap, when it's compared to the C64.
>
> Why don't you throw away your ATARI???

If we did, then you'd go dumpster diving for a free Atari. Nice try.
If you want an Atari that bad, there's always eBay!

3060. Re: The C64 is much better than the ATARI 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-15 15:38:56 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <6ImdnQicYJsYYnjU4p2dnAA@telenor.com>
Source record: 2299
Cross-posted to: fj.kanji,comp.sys.atari.8bit,comp.sys.cbm

"Ben Tuddy" <cinema_pigs@yahoo.com> skrev i melding
news:65e29e44-0b67-44ac-b75e-39719f578324@c9g2000yqm.googlegroups.com...
> Why do you people still use ATARI 800 computers???
>
> The C64 is far superior, it has 8 real sprites, better scrolling
> and a real sound-synthesizer chip, the SID.
>
> Why did anybody buy the inferior ATARI 800???
>
> The ATARI 800 is crap, when it's compared to the C64.
>
> Why don't you throw away your ATARI???

Maybe because I want to play a proper version of M.U.L.E., Rescue on
Fractalus, Ballblazer and a bunch of others ... Dropzone was not better on
the C64 ... The explosions in the Atari version is beautiful. I have C64
too, but Atari's have soul ...

3061. Re: The C64 is much better than the ATARI 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-15 16:48:30 UTC
From: lyricalnanoha <lyricalnanoha@usotsuki.hoshinet.org>
Message-ID: <alpine.DEB.0.99.0904151245240.32271@andisteele.dosius.ath.cx>
Source record: 2300
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Trophy collector group deleted.

On Wed, 15 Apr 2009, Vidar Olavesen wrote:

> "Ben Tuddy" <cinema_pigs@yahoo.com> skrev i melding
> news:65e29e44-0b67-44ac-b75e-39719f578324@c9g2000yqm.googlegroups.com...
>> Why do you people still use ATARI 800 computers???
>>
>> The C64 is far superior, it has 8 real sprites, better scrolling
>> and a real sound-synthesizer chip, the SID.
>>
>> Why did anybody buy the inferior ATARI 800???
>>
>> The ATARI 800 is crap, when it's compared to the C64.
>>
>> Why don't you throw away your ATARI???
>
> Maybe because I want to play a proper version of M.U.L.E., Rescue on
> Fractalus, Ballblazer and a bunch of others ... Dropzone was not better on
> the C64 ... The explosions in the Atari version is beautiful. I have C64
> too, but Atari's have soul ...

I'd take anything so long as it's up to the task. And depending on what
I'm doing, that could be just about any 8-bitter.

For some things the better machine is the Atari 800, for some things the
C64, and for some things the Apple][.

(Though, imho, the VIC-20 might have been a good game system for its day,
and certainly it stomped the Atari 2600 flat, but as a computer, it was a
joke.)

-uso.

3062. Re: The C64 is much better than the ATARI 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-15 17:12:49 UTC
From: Jeremy J Starcher <r3jjs@yahoo.com>
Message-ID: <lAoFl.24002$c45.19939@nlpi065.nbdc.sbc.com>
Source record: 2301
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Wed, 15 Apr 2009 16:48:30 +0000, lyricalnanoha wrote:

> (Though, imho, the VIC-20 might have been a good game system for its
> day, and certainly it stomped the Atari 2600 flat, but as a computer, it
> was a joke.)

Hey!

The VIC-20 was a MAJOR step up from my first computer ... a home-built 8008 machine with 128 BYTES of RAM that used a paper TTY and punchtape for I/O.

I learned to code writing programs that did multiplication and long division while showing all of the work on screen. ;) Made homework easy.

(It was also the only machine I've ever destroyed through software alone -- was trying to write out Morse Code practice tapes and figured I'd just toggle the data-write line of the cassette port. No smoke, but it quit working.)

Also learned 6502 assembly on that machine.

That said, the Atari 800XL quickly became my second love and getting used to "Atari Strings" set me up quite nicely for doing weird things in C.

When I hit high school the Atari became my 'graphing calculator' for calculus.

3063. Re: The C64 is much better than the ATARI 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-15 18:17:35 UTC
From: winston19842005 <bjjlyates@NOSPAMbellsouth.net>
Message-ID: <C60B9CFF.C3C6%bjjlyates@NOSPAMbellsouth.net>
Source record: 2302
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 4/15/09 1:12 PM, in article lAoFl.24002$c45.19939@nlpi065.nbdc.sbc.com,
"Jeremy J Starcher" <r3jjs@yahoo.com> wrote:

> On Wed, 15 Apr 2009 16:48:30 +0000, lyricalnanoha wrote:
>
>> (Though, imho, the VIC-20 might have been a good game system for its
>> day, and certainly it stomped the Atari 2600 flat, but as a computer, it
>> was a joke.)
>
>
> Hey!
>
> The VIC-20 was a MAJOR step up from my first computer ... a home-built
> 8008 machine with 128 BYTES of RAM that used a paper TTY and punchtape
> for I/O.
>
> I learned to code writing programs that did multiplication and long
> division while showing all of the work on screen. ;) Made homework easy.

How'd you fit *all* of the work on that tiny screen?
Oh, never mind. I see the ";)" now...

3064. Re: The C64 is much better than the ATARI 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-15 18:23:04 UTC
From: Jeremy J Starcher <r3jjs@yahoo.com>
Message-ID: <cCpFl.24009$c45.20616@nlpi065.nbdc.sbc.com>
Source record: 2304
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Wed, 15 Apr 2009 14:17:35 -0400, winston19842005 wrote:

> On 4/15/09 1:12 PM, in article
> lAoFl.24002$c45.19939@nlpi065.nbdc.sbc.com, "Jeremy J Starcher"
> <r3jjs@yahoo.com> wrote:
>
>> On Wed, 15 Apr 2009 16:48:30 +0000, lyricalnanoha wrote:
>>
>>> (Though, imho, the VIC-20 might have been a good game system for its
>>> day, and certainly it stomped the Atari 2600 flat, but as a computer,
>>> it was a joke.)
>>
>>
>> Hey!
>>
>> The VIC-20 was a MAJOR step up from my first computer ... a home-built
>> 8008 machine with 128 BYTES of RAM that used a paper TTY and punchtape
>> for I/O.
>>
>> I learned to code writing programs that did multiplication and long
>> division while showing all of the work on screen. ;) Made homework
>> easy.
>
> How'd you fit *all* of the work on that tiny screen? Oh, never mind. I
> see the ";)" now...

Hey ... it was 3rd and 4th grade homework ... didn't take a lot of space.

Hardest part was keeping track of the decimal point. Ended up using
inverse video to mark the decimal part.

3065. Re: faulty 65XE

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-15 18:23:16 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <IaOdnS1ypPezu3vUnZ2dnUVZ_gGdnZ2d@earthlink.com>
Source record: 2303

"Powermac" <teozenios@gmail.com> wrote in message
news:6f6c34c9-4b76-425e-bf8a-a4c7a338cc45@37g2000yqp.googlegroups.com...
>I have a 65XE that turns on (red power light is on) but has a dark red
> video out (using both the TV out and video out) with no text.
>
> Any idea what is wrong?
>

If you get a any screen => boot went as far as initializing hardware that
far. While it could be something else, usually it means that ROM, 6502,
GTIA, and POKEY are OK. Swap RAM chips if you can as a first try. There are
other things that can go wrong like if you have a Rockwell 6502 made in
Mexico they fail when they heat up or sooner if you are unlucky.

Rick

3066. Re: The C64 is much better than the ATARI 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-15 20:33:57 UTC
From: Andreas Kohlbach <ank@spamfence.net>
Message-ID: <87fxg9sll6.fsf@usenet.ankman.de>
Source record: 2308
Cross-posted to: fj.kanji,comp.sys.atari.8bit,comp.sys.cbm

Ben Tuddy wrote on 14. April 2009:
>
> Why do you people still use ATARI 800 computers???
>
> The C64 is far superior, it has 8 real sprites, better scrolling
> and a real sound-synthesizer chip, the SID.

The ATARI had the better graphics. Well AFAIK 256 colors instead of the 16 of a C64. You cannot do <http://www.youtube.com/watch?v=e-ZbgXolZQs> with a C64... Well after seeing this video, I thought it looked way better when I saw it on an ATARI back then. Looks like the C64 could do that too now

> Why did anybody buy the inferior ATARI 800???

I guess it's that you buy what your best friend already has. If he has his new ATARI and shows you what it can do, and none of the other guys you know have a C64, you won't buy a C64 then.

> The ATARI 800 is crap, when it's compared to the C64.
>
> Why don't you throw away your ATARI???

Coz you came and picked it up. ;-)

F'up alt.0d (no one reads there).
--
Andreas
My Commodore 64 classic game music page at
http://freenet-homepage.de/ankman/sid.html

3067. TurboBASIC XL and S.A.M.?

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-15 20:42:00 UTC
From: bill@newbreedsoftware.com
Message-ID: <49e64698$0$1628$742ec2ed@news.sonic.net>
Source record: 2305

Do they play nice, or do they interfere?

I'd like to write some simply little games for my 2yo son to play on
the Atari, and speech would be nice (even if it is a bit robotic...
I mean, he DOES love robots :))

I guess I can go try. ;)

--
-bill!
Sent from my computer

3068. 4 player games?

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-15 21:00:24 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <gs5ht8$h1t$1@news.motzarella.org>
Source record: 2306

I brought an 800 up out of the basement a few days ago, and have been playing games on it with my kids. It's kind of like Christmas for them, as I haven't had a system set up and going since my oldest was a toddler (she's now 12).

I'm unable to find all my disks, and can't find the sio2pc interface that I built 10 or so years ago, so I'm doing what I can with the disks I can find while I wait for the sio2sd interface that I ordered yesterday to arrive.

Anyway, I'm wondering what games were made that will allow up to 4 players? These are the ones I'm aware of:

M.U.L.E.
Party Quiz
Dandy

Any others?

Thanks,
Trevor

3069. Re: The C64 is much better than the ATARI 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-15 21:27:52 UTC
From: commodorejohn@gmail.com
Message-ID: <8e9ec54a-eb7b-430f-87e6-52d147c253a1@l1g2000yqk.googlegroups.com>
Source record: 2307
Cross-posted to: fj.kanji,comp.sys.atari.8bit,comp.sys.cbm

On Apr 14, 8:55 pm, Ben Tuddy <cinema_p...@yahoo.com> wrote:
> The ATARI 800 is crap, when it's compared to the C64.

I'm partial to the PDP-1, myself.

3070. Re: The C64 is much better than the ATARI 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-15 21:56:55 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <gs5l76elv1@news.motzarella.org>
Source record: 2309
Cross-posted to: fj.kanji,comp.sys.atari.8bit,comp.sys.cbm

There were two games that a couple of friends had that I liked on the
C64 that weren't available on the Atari, but that was the only thing the
C64 ever had going for it... ;)

- Trevor

Ben Tuddy wrote:
> Why do you people still use ATARI 800 computers???
>
> The C64 is far superior, it has 8 real sprites, better scrolling
> and a real sound-synthesizer chip, the SID.
>
> Why did anybody buy the inferior ATARI 800???
>
> The ATARI 800 is crap, when it's compared to the C64.
>
> Why don't you throw away your ATARI???

3071. Re: 4 player games?

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-16 02:44:18 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.usgkj4kwgaat7c@mdc2>
Source record: 2310

On Wed, 15 Apr 2009 16:00:24 -0500, Trevor Holyoak <trevor@holyoak.com>
wrote:

> Anyway, I'm wondering what games were made that will allow up to 4
> players? These are the ones I'm aware of:
>
> M.U.L.E.
> Party Quiz
> Dandy
>
> Any others?

Subject: 8.3) What games support 4 or more simultaneous players?

Contributors to this section: Jeff M Lodoen, Vidar \"Hawk\" Olavesen, Pat
Mulvey, Steven E. Posey (Party Quiz), Andreas Koch, Florian Dingler,
Matthias, Jason Harmon, Cathryn Mataga, Andreas Koch again 2008.06.10

a) The following games support 3 simultaneous players:
(2 players via joystick, 1 player via keyboard)

- Dynakillers full-version by GMG/Slovakia (Freeware!)
- Blastermind by Numbercruncher/Germany (Freeware!)
- M.U.L.E. cracked+changed by CSS/Germany (pirate copy!)
- Achtung Panza ! (from 6502 compo)
- some more PD and commercial games...

Arek Jezowski writes (16 Apr 2007):
- M.U.L.E. supports three players on two port joystick machines (800xl,
65xe etc).
the game goes like this:
- joystick in first port
- two paddles in second port
then:
- button confirming, land grant phase, auctions - each player is
using of its controller
- phase that require movement (pub, mule deployment etc.) joystick is
passed between players on its turns

b) The following games support 4-joystick head-to-head play:
(Only the 400 and 800 computer models have 4 controller ports)

- Ali Baba and the Forty Thieves by Quality Software
- Aliens a PD-game by ??? using an altered Dandy program
(the Dandy font and thus the graphics were changed, however,
the levels remain the same and can be used in both games);
- Asteroids cart. by Atari,

- Basketball cart. by Atari,
- Battle Room (CIA vs. KGB) a PD game by SNACC
- Dandy disk by APX,
- Depth Warrior by ??? from ROM magazine, Aug. 1984 ***
- Floyd of the Jungle
- Major League Soccer cart. by Thorn EMI,
- Major League Hockey cart. by Thorn EMI,
- Soccer by Gamma Software
- Hockey by Gamma Software
- Maze War disk or cart. by ???,
- M.U.L.E. disk by Electronic Arts,
- Roadblock by Brian Holness from Compute! magazine
- Silicon Warrior disk or tape by Epyx,
- Sky Warrior by ??? from ROM magazine, June 1984 ***
- Survivor disk or cart. by Synapse,
- Tank Battle by Fred Pinho from Antic magazine:
http://www.atarimagazines.com/v3n2/animate.html
- Volleyball by ??? (PD game written in Atari BASIC);
- Yellow-Brick-Road by ??? from ROM magazine, Feb. 1984 ***

*** these programs are reported to be 4-player programs, I'm
not sure if they are meant to be 4-players simultaneously
or 4-players - one after another (try to find out!);

c) The following games support 8 players on the 400/800 or 4 on the other
computer models, using the 2 controllers-per-port CX30 Paddle controllers:

- Super Breakout by Atari,
- Worms? by Electronic Arts
(a "life" like sim., has nothing to do with the PC game!)

d) The following game supports 4 players on all machines, using special
4-button keypad controllers linked together with RJ-11 jacks (standard
phone jacks) to a box with 2 joystick port connectors:

- PQ: The Party Quiz Game by Suncom

e) The following programs support multi-joystick games, using extra
hardware called Quadrotron (from the German Atari Magazin 2/1989):

- test program for 4 joysticks (and assembler source);
- Quadro-Tron by H.Schoenfeld (4-player Tron-clone);

f) The following programs support multi-joystick games, using extra
hardware called Multijoy (multijoy4 for up to 4 players, multijoy8
for up to 8 players and multijoy16 for up to 16 players; originally
developed by Raster/Radek Sterba, but also available from ABBUC):

- Astro4Road by Fandal
- Bremspunkt (demo-version) by T. Butschke
- Bremspunkt (full-version) by T. Butschke
- Card Grabber by F. Dingler
- Cervi by R.Sterba

- Cervi 2 by R. Sterba
- Fujirun by Schmutzpuppe (see below!)
- Hardwaretester/Peripheral Test 2.0 by Florian Dingler, 2008
- Icehockey by F. Dingler
- Multijoy-tester by Fandal or Raster
- Multris by R.Sterba
- Quadrotron-M4 by R. Sterba
- Sheep-Race by F.Dingler
- Shot'em All by R.Sterba

The following patches are available at:
http://mitglied.lycos.de/gunnarbusse/bajamar/download.htm
- Asteroids, modified for Multijoy by Schmutzpuppe
- Basketball, modified for Multijoy by Schmutzpuppe
- Tennis, modified for Multijoy by Schmutzpuppe
- Dandy, modified for Multijoy by Schmutzpuppe
- M.U.L.E., modified for Multijoy by Schmutzpuppe

And the following patches are available at:
www.atari.fandal.cz
- Wingman modified for Multijoy by Fandal
- (Thorn EMI) Hockey modified for Multijoy by Fandal
- (Thorn EMI) Soccer modified for Multijoy by Fandal
- (Gamma) Hockey modified for Multijoy by Fandal
- (Gamma) Soccer modified for Multijoy by Fandal
- Battle Room modified for Multijoy by Fandal
- Silicon Warrior by Epyx modified for Multijoy by Fandal
- Mazewar modified for Multijoy by Fandal
- Survivor modified for Multijoy by Fandal
- Floyd of the Jungle modified for Multijoy by Fandal

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name
8-bit Atari FAQ/Vendor Lists: htt://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

3072. Re: faulty 65XE

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-16 03:46:31 UTC
From: Powermac <teozenios@gmail.com>
Message-ID: <f06dcc13-a3ff-42bc-af4e-f51a5ddcf671@q9g2000yqc.googlegroups.com>
Source record: 2311

On Apr 15, 2:23 pm, "richard cortese" <ricor...@earthlink.net> wrote:
> "Powermac" <teozen...@gmail.com> wrote in message
>
> news:6f6c34c9-4b76-425e-bf8a-a4c7a338cc45@37g2000yqp.googlegroups.com...
>
> >I have a 65XE that turns on (red power light is on) but has a dark red
> > video out (using both the TV out and video out) with no text.
>
> > Any idea what is wrong?
>
> If you get a any screen => boot went as far as initializing hardware that
> far. While it could be something else, usually it means that ROM, 6502,
> GTIA, and POKEY are OK. Swap RAM chips if you can as a first try. There are
> other things that can go wrong like if you have a Rockwell 6502 made in
> Mexico they fail when they heat up or sooner if you are unlucky.
>
> Rick

Know of any place I can get a set of RAM cheaply?

3073. Re: 4 player games?

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-16 04:08:47 UTC
From: Trevor <trevor.holyoak@gmail.com>
Message-ID: <ea16f4d6-918b-4830-9dc0-9d295bdd85fc@d38g2000prn.googlegroups.com>
Source record: 2312

Thanks. I've read that FAQ several times, but forgot that was in
it. :)

- Trevor

On Apr 15, 8:44 pm, "Michael Current" <mich...@mcurrent.name> wrote:

> Subject: 8.3) What games support 4 or more simultaneous players?
>
> Contributors to this section: Jeff M Lodoen, Vidar \"Hawk\" Olavesen, Pat
> Mulvey, Steven E. Posey (Party Quiz), Andreas Koch, Florian Dingler,
> Matthias, Jason Harmon, Cathryn Mataga, Andreas Koch again 2008.06.10
>
> a) The following games support 3 simultaneous players:
> (2 players via joystick, 1 player via keyboard)
>
> - Dynakillers full-version by GMG/Slovakia (Freeware!)
> - Blastermind by Numbercruncher/Germany (Freeware!)
> - M.U.L.E. cracked+changed by CSS/Germany (pirate copy!)
> - Achtung Panza ! (from 6502 compo)
> - some more PD and commercial games...
>
> Arek Jezowski writes (16 Apr 2007):
> - M.U.L.E. supports three players on two port joystick machines (800xl,
> 65xe etc).
> the game goes like this:
> - joystick in first port
> - two paddles in second port
> then:
> - button confirming, land grant phase, auctions - each player is
> using of its controller
> - phase that require movement (pub, mule deployment etc.) joystick is
> passed between players on its turns
>
> b) The following games support 4-joystick head-to-head play:
> (Only the 400 and 800 computer models have 4 controller ports)
>
> - Ali Baba and the Forty Thieves by Quality Software
> - Aliens a PD-game by ??? using an altered Dandy program
> (the Dandy font and thus the graphics were changed, however,
> the levels remain the same and can be used in both games);
> - Asteroids cart. by Atari,
> - Basketball cart. by Atari,
> - Battle Room (CIA vs. KGB) a PD game by SNACC
> - Dandy disk by APX,

> - Depth Warrior by ??? from ROM magazine, Aug. 1984 ***
> - Floyd of the Jungle
> - Major League Soccer cart. by Thorn EMI,
> - Major League Hockey cart. by Thorn EMI,
> - Soccer by Gamma Software
> - Hockey by Gamma Software
> - Maze War disk or cart. by ???,
> - M.U.L.E. disk by Electronic Arts,
> - Roadblock by Brian Holness from Compute! magazine
> - Silicon Warrior disk or tape by Epyx,
> - Sky Warrior by ??? from ROM magazine, June 1984 ***
> - Survivor disk or cart. by Synapse,
> - Tank Battle by Fred Pinho from Antic magazine:
> http://www.atarimagazines.com/v3n2/animate.html
> - Volleyball by ??? (PD game written in Atari BASIC);
> - Yellow-Brick-Road by ??? from ROM magazine, Feb. 1984 ***
>
> *** these programs are reported to be 4-player programs, I'm
> not sure if they are meant to be 4-players simultaneously
> or 4-players - one after another (try to find out!);
>
> c) The following games support 8 players on the 400/800 or 4 on the other
> computer models, using the 2 controllers-per-port CX30 Paddle controllers:
>
> - Super Breakout by Atari,
> - Worms? by Electronic Arts
> (a "life" like sim., has nothing to do with the PC game!)
>
> d) The following game supports 4 players on all machines, using special
> 4-button keypad controllers linked together with RJ-11 jacks (standard
> phone jacks) to a box with 2 joystick port connectors:
>
> - PQ: The Party Quiz Game by Suncom
>
> e) The following programs support multi-joystick games, using extra
> hardware called Quadrotron (from the German Atari Magazin 2/1989):
>
> - test program for 4 joysticks (and assembler source);
> - Quadro-Tron by H.Schoenfeld (4-player Tron-clone);
>
> f) The following programs support multi-joystick games, using extra
> hardware called Multijoy (multijoy4 for up to 4 players, multijoy8
> for up to 8 players and multijoy16 for up to 16 players; originally
> developed by Raster/Radek Sterba, but also available from ABBUC):
>
> - Astro4Road by Fandal
> - Bremspunkt (demo-version) by T. Butschke
> - Bremspunkt (full-version) by T. Butschke
> - Card Grabber by F. Dingler
> - Cervi by R.Sterba

> - Cervi 2 by R. Sterba
> - Fujirun by Schmutzpuppe (see below!)
> - Hardwaretester/Peripheral Test 2.0 by Florian Dingler, 2008
> - Icehockey by F. Dingler
> - Multijoy-tester by Fandal or Raster
> - Multris by R.Sterba
> - Quadrotron-M4 by R. Sterba
> - Sheep-Race by F.Dingler
> - Shot'em All by R.Sterba
>
> The following patches are available
at:http://mitglied.lycos.de/gunnarbusse/bajamar/download.htm
> - Asteroids, modified for Multijoy by Schmutzpuppe
> - Basketball, modified for Multijoy by Schmutzpuppe
> - Tennis, modified for Multijoy by Schmutzpuppe
> - Dandy, modified for Multijoy by Schmutzpuppe
> - M.U.L.E., modified for Multijoy by Schmutzpuppe
>
> And the following patches are available at:www.atari.fandal.cz
> - Wingman modified for Multijoy by Fandal
> - (Thorn EMI) Hockey modified for Multijoy by Fandal
> - (Thorn EMI) Soccer modified for Multijoy by Fandal
> - (Gamma) Hockey modified for Multijoy by Fandal
> - (Gamma) Soccer modified for Multijoy by Fandal
> - Battle Room modified for Multijoy by Fandal
> - Silicon Warrior by Epyx modified for Multijoy by Fandal
> - Mazewar modified for Multijoy by Fandal
> - Survivor modified for Multijoy by Fandal
> - Floyd of the Jungle modified for Multijoy by Fandal
>
> --
> Michael Current ~ mich...@mcurrent.name ~ http://mcurrent.name
> 8-bit Atari FAQ/Vendor Lists: htt://www.faqs.org/faqs/atari-8-bit/
> St. Paul Atari Computer Enthusiasts:http://space.atari.org/

3074. Re: The C64 is much better than the ATARI 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-16 05:27:50 UTC
From: Angry Dove <what@mail.net>
Message-ID: <MPG.24507dd4170853229896b0@news.mts.net>
Source record: 2313
Cross-posted to: fj.kanji,comp.sys.atari.8bit,comp.sys.cbm

In article <5e574b93-55a3-44a3-a132-f9c5895bd768
@g19g2000yql.googlegroups.com>, rtdos@rtdos.com says...
> On Apr 14, 7:55 pm, Ben Tuddy <cinema_p...@yahoo.com> wrote:
> > Why do you people still use ATARI 800 computers???
> >
> > The C64 is far superior, it has 8 real sprites, better scrolling
> > and a real sound-synthesizer chip, the SID.
> >
> > Why did anybody buy the inferior ATARI 800???
> >
> > The ATARI 800 is crap, when it's compared to the C64.
> >
> > Why don't you throw away your ATARI???
>
>
STAR RAIDERS!!!

3075. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-16 08:34:47 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0904160132360.2205@slate.spiritone.com>
Source record: 2314
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3076. BUY 3 ATARI GAMES, GET 1 FREE!

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-16 08:41:03 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0904160134580.2205@slate.spiritone.com>
Source record: 2315
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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3077. Re: 4 player games?

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-16 10:35:39 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <-cednU3DEvlqlHrURVnzvQA@telenor.com>
Source record: 2316

"Trevor Holyoak" <trevor@holyoak.com> skrev i melding
news:gs5ht8$h1t$1@news.motzarella.org...
>I brought an 800 up out of the basement a few days ago, and have been
> playing games on it with my kids. It's kind of like Christmas for them,
> as I haven't had a system set up and going since my oldest was a toddler
> (she's now 12).
>
> I'm unable to find all my disks, and can't find the sio2pc interface
> that I built 10 or so years ago, so I'm doing what I can with the disks
> I can find while I wait for the sio2sd interface that I ordered
> yesterday to arrive.
>
> Anyway, I'm wondering what games were made that will allow up to 4
> players? These are the ones I'm aware of:
>
> M.U.L.E.
> Party Quiz
> Dandy
>
> Any others?
>
> Thanks,
> Trevor

I remmeber having loads of fun playing four with Thorn EMI Soccer and Hockey
...

3078. Re: The C64 is much better than the ATARI 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-16 11:05:07 UTC
From: "dott.Piergiorgio" <dott.PiergiorgioNIHON@KAIGUN.fastwebnet.it>
Message-ID: <EhEFI.24868$VA5.8418@tornado.fastwebnet.it>
Source record: 2317
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Jeremy J Starcher ha scritto:
> On Wed, 15 Apr 2009 16:48:30 +0000, lyricalnanoha wrote:
>
>> (Though, imho, the VIC-20 might have been a good game system for its
>> day, and certainly it stomped the Atari 2600 flat, but as a computer, it
>> was a joke.)
>
>
> Hey!
>
> The VIC-20 was a MAJOR step up from my first computer ... a home-built
> 8008 machine with 128 BYTES of RAM that used a paper TTY and punchtape
> for I/O.

ngh.... I wonder how a kid in early grades has actually handled a
front-panel, toggle-switch early micro... (you seems to refer to the
Kenbak-1)

Best regards from Italy,
Dott. Piergiorgio.

3079. Re: The C64 is much better than the ATARI 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-16 15:06:13 UTC
From: commodorejohn@gmail.com
Message-ID: <6c7e750f-6bf1-4cf1-96b5-2957eecf58b4@p11g2000yqe.googlegroups.com>
Source record: 2318
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

> ngh.... I wonder how a kid in early grades has actually handled a
> front-panel, toggle-switch early micro... (you seems to refer to the
> Kenbak-1)

The Kenbak wasn't an 80xx machine; it had a custom TTL CPU. Most
likely he's talking about one of the various S100 systems back in the
mid-late 70s.

3080. Re: faulty 65XE

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-16 19:58:36 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <lL-dnU46y-90EHrUnZ2dnUVZ_sqdnZ2d@earthlink.com>
Source record: 2319

"Powermac" <teozenios@gmail.com> wrote in message
news:f06dcc13-a3ff-42bc-af4e-f51a5ddcf671@q9g2000yqc.googlegroups.com...
On Apr 15, 2:23 pm, "richard cortese" <ricor...@earthlink.net> wrote:
> "Powermac" <teozen...@gmail.com> wrote in message
>
> news:6f6c34c9-4b76-425e-bf8a-a4c7a338cc45@37g2000yqp.googlegroups.com...
>
> >I have a 65XE that turns on (red power light is on) but has a dark red
> > video out (using both the TV out and video out) with no text.
>
> > Any idea what is wrong?
>
> If you get a any screen => boot went as far as initializing hardware that
> far. While it could be something else, usually it means that ROM, 6502,
> GTIA, and POKEY are OK. Swap RAM chips if you can as a first try. There
> are
> other things that can go wrong like if you have a Rockwell 6502 made in
> Mexico they fail when they heat up or sooner if you are unlucky.
>
> Rick

Know of any place I can get a set of RAM cheaply?
****

If you are in a hurry, old MSDOS XT type mother boards, memory boards, or
video cards can work.. IIRC you can even plug in 256k X 1 chips and they
will function as if they are 64k X 1.

If you don't have a surplus store or recycling store near you, I probably
have some 64k X 1 left over from upgrading XL computers to 256k.

Usually one working chip is enough. You just substitute it one position at a
time until the computer boots.

Rick

3081. Re: The C64 is much better than the ATARI 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-16 20:04:46 UTC
From: Jeremy J Starcher <r3jjs@yahoo.com>
Message-ID: <ybMFl.14679$hc1.7254@flpi150.ffdc.sbc.com>
Source record: 2320
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Thu, 16 Apr 2009 08:06:13 -0700, commodorejohn wrote:

>> ngh.... I wonder how a kid in early grades has actually handled a
>> front-panel, toggle-switch early micro... (you seems to refer to the
>> Kenbak-1)
>
> The Kenbak wasn't an 80xx machine; it had a custom TTL CPU. Most likely
> he's talking about one of the various S100 systems back in the mid-late
> 70s.

Correct, it was an S100 based machine. Don't remember what it was, but
it was a single-board machine with simple I/O ports on board. Built-in
ML monitor that allowed hex to be keyed in through the keyboard and you
could 'save' by doing a hex dump with the tape puncher on. Patch the
binaries by splicing tape ....

I only used toggle switches to program once ... that was on a single-step
PROM burner. Glad I missed that particular era of computing.

3082. Re: faulty 65XE

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-16 20:56:42 UTC
From: Bill Marcum <marcumbill@bellsouth.net>
Message-ID: <alikb6-64f.ln1@marcumbill.bellsouth.net>
Source record: 2324

On 2009-04-16, richard cortese <ricortes@earthlink.net> wrote:
> If you are in a hurry, old MSDOS XT type mother boards, memory boards, or
> video cards can work.. IIRC you can even plug in 256k X 1 chips and they
> will function as if they are 64k X 1.
>
> If you don't have a surplus store or recycling store near you, I probably
> have some 64k X 1 left over from upgrading XL computers to 256k.
>
> Usually one working chip is enough. You just substitute it one position at a
> time until the computer boots.
>
On the 65XE all the ram chips are soldered.

3083. Re: TurboBASIC XL and S.A.M.?

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-16 21:25:05 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <gs87i9$h8m$3@infosun2.rus.uni-stuttgart.de>
Source record: 2321

Bill Kendrick wrote:
> Do they play nice, or do they interfere?
>
> I'd like to write some simply little games for my 2yo son to play on
> the Atari, and speech would be nice (even if it is a bit robotic...
> I mean, he DOES love robots :))

My guess would be that this won't go well together. The problem is that TurboBasic requires a bit of low-memory, right above the end of the FMS, and that looks pretty much like the same area S.A.M. wants to go into.

So long,
Thomas

3084. Re: The C64 is much better than the ATARI 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-16 23:40:41 UTC
From: winston19842005 <bjjlyates@NOSPAMbellsouth.net>
Message-ID: <C60D3A39.C413%bjjlyates@NOSPAMbellsouth.net>
Source record: 2322
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 4/16/09 4:04 PM, in article ybMFl.14679$hc1.7254@flpi150.ffdc.sbc.com,
"Jeremy J Starcher" <r3jjs@yahoo.com> wrote:

> On Thu, 16 Apr 2009 08:06:13 -0700, commodorejohn wrote:
>
>>> ngh.... I wonder how a kid in early grades has actually handled a
>>> front-panel, toggle-switch early micro... (you seems to refer to the
>>> Kenbak-1)
>>
>> The Kenbak wasn't an 80xx machine; it had a custom TTL CPU. Most likely
>> he's talking about one of the various S100 systems back in the mid-late
>> 70s.
>
> Correct, it was an S100 based machine. Don't remember what it was, but
> it was a single-board machine with simple I/O ports on board. Built-in
> ML monitor that allowed hex to be keyed in through the keyboard and you
> could 'save' by doing a hex dump with the tape puncher on. Patch the
> binaries by splicing tape ....
>
> I only used toggle switches to program once ... that was on a single-step
> PROM burner. Glad I missed that particular era of computing.

I had to use toggle switches to program the boot sequence on a Pr1me mini
and Data General Nova, I believe. I think the Eclipse model didn't require
that.

We had paper tape readers on the PDP-11/70 and maybe the 11/44's. Never
needed to use them, fortunately.

3085. Re: TurboBASIC XL and S.A.M.?

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-16 23:52:25 UTC
From: bill@newbreedsoftware.com
Message-ID: <49e7c4b9$0$1624$742ec2ed@news.sonic.net>
Source record: 2323

Thomas Richter <thor@math.tu-berlin.de> wrote:
> My guess would be that this won't go well together. The problem is that
> TurboBasic requires a bit of low-memory, right above the end of the FMS,
> and that looks pretty much like the same area S.A.M. wants to go into.

That's a shame. I've got 256KB on my 800XL... any chance either of them
could be convinced to bank back and forth? >:^)

Or maybe I need to just crack out Action! + SAM. Ugh, not that I have time ;)

--
-bill!
Sent from my computer

3086. Atari 8bit - SF314

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-17 03:36:04 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <COSFI.53434$_R4.43185@newsfe11.iad>
Source record: 2325

Atari XF351 disk drive is never released. I wonder if the 8bit computer can communicate with the SF drive? because both 8bit and SF have the serial port. So is it possible? Need the communication adapter? like Atarimax's serial interface for APE.

Thanks!
Jack

3087. Re: faulty 65XE

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-17 04:35:41 UTC
From: DocRotCod <rahbart@cox.net>
Message-ID: <uGTFl.10590$gC1.10176@newsfe19.iad>
Source record: 2326

The XE series are not easy to remove the RAM chips. Most likely this is
your problem. Especially if they are 'MT' type RAM chips.

I can remove the chips, install sockets, and install the new RAM if you need
some help. There are people on here who can vouch for my work.

Thomas

"Powermac" <teozenios@gmail.com> wrote in message
news:6f6c34c9-4b76-425e-bf8a-a4c7a338cc45@37g2000yqp.googlegroups.com...
>I have a 65XE that turns on (red power light is on) but has a dark red
> video out (using both the TV out and video out) with no text.
>
> Any idea what is wrong?
>

3088. Re: faulty 65XE

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-17 08:11:22 UTC
From: Powermac <teozenios@gmail.com>
Message-ID: <e00becf7-7938-4f24-bbdb-c2df37d7b8d6@r33g2000yqn.googlegroups.com>
Source record: 2327

On Apr 17, 12:35 am, "DocRotCod" <rahb...@cox.net> wrote:
> The XE series are not easy to remove the RAM chips. Most likely this is
> your problem. Especially if they are 'MT' type RAM chips.
>
> I can remove the chips, install sockets, and install the new RAM if you need
> some help. There are people on here who can vouch for my work.
>
> Thomas
>
> "Powermac" <teozen...@gmail.com> wrote in message
>
> news:6f6c34c9-4b76-425e-bf8a-a4c7a338cc45@37g2000yqp.googlegroups.com...
>
>
>
> >I have a 65XE that turns on (red power light is on) but has a dark red
> > video out (using both the TV out and video out) with no text.
>
> > Any idea what is wrong?- Hide quoted text -
>
> - Show quoted text -

Yes they are soldered, had fun removing them. Planning on using
sockets. I think there were 2-3 of the chips that ran very hot after
about a minute so I removed them all. None of the other chips ran warm
at all, so either they are good or dead (hoping for good).

After I posted I remembered I have a Commodore 128k RAM cart I was
going to mod for 512K and the chips inside happen to be 16 64K so I am
going to use those.

Hopefully I get around to finishing it this weekend and it works.

If it works what was the model number for the XE version of the floppy
drive, or did everyone use the older XL style drives with it?

3089. Re: faulty 65XE

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-17 14:26:19 UTC
From: Bill Marcum <marcumbill@bellsouth.net>
Message-ID: <b5gmb6-b18.ln1@marcumbill.bellsouth.net>
Source record: 2328

On 2009-04-17, Powermac <teozenios@gmail.com> wrote:
>
> Hopefully I get around to finishing it this weekend and it works.
>
> If it works what was the model number for the XE version of the floppy
> drive, or did everyone use the older XL style drives with it?
>
Any 8-bit Atari drive will work. The "XE version" is the XF551, which is
double sided double density (360k), and some people used custom ROMs to
convert it for a 3.5-inch mechanism with 720k capacity.

3090. Re: faulty 65XE

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-18 06:02:09 UTC
From: Powermac <teozenios@gmail.com>
Message-ID: <a0da9904-40ec-46aa-9b29-9f0d8f5d887d@g37g2000yqn.googlegroups.com>
Source record: 2329

On Apr 17, 10:26 am, Bill Marcum <marcumb...@bellsouth.net> wrote:
> On 2009-04-17, Powermac <teozen...@gmail.com> wrote:
>
> > Hopefully I get around to finishing it this weekend and it works.
>
> > If it works what was the model number for the XE version of the floppy
> > drive, or did everyone use the older XL style drives with it?
>
> Any 8-bit Atari drive will work. The "XE version" is the XF551, which is
> double sided double density (360k), and some people used custom ROMs to
> convert it for a 3.5-inch mechanism with 720k capacity.

Had to order some sockets for the ram, funny how cheap stuff is from
HongKong and Thailand (shipped even). Will know if this works in a
couple of weeks when they get here.

Which of the Atari floppy drivers were the most reliable? Most of my
experience has been with C64 machines and drives having never owned an
Atari 8bit (did have a friend who had one back in highschool). I have
one of the Ultimas (2?) that had C64 files on one side and Atari on
the other that I want to play.

Thanks for all the help.

3091. Re: The C64 is much better than the ATARI 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-18 14:42:59 UTC
From: john <chris1234@yahoo.com>
Message-ID: <XFIGl.62023$ga.59323@newsfe01.ams2>
Source record: 2330
Cross-posted to: fj.kanji,comp.sys.atari.8bit,comp.sys.cbm

Considering the 800 was around 5 years before the C64....

Graphically I'd say it's better than the C64 is some areas...

3092. Re: faulty 65XE

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-18 18:16:04 UTC
From: Bill Marcum <marcumbill@bellsouth.net>
Message-ID: <40ipb6-v7t.ln1@marcumbill.bellsouth.net>
Source record: 2333

On 2009-04-18, Powermac <teozenios@gmail.com> wrote:
>
>
> Which of the Atari floppy drivers were the most reliable? Most of my
> experience has been with C64 machines and drives having never owned an
> Atari 8bit (did have a friend who had one back in highschool). I have
> one of the Ultimas (2?) that had C64 files on one side and Atari on
> the other that I want to play.
>
> Thanks for all the help.
>
The XF551 was known to have weak connections between the circuit board
and the SIO sockets. It was recommended to keep the cables plugged in
and unplug the other end. Other than that I think most drives were
pretty reliable, but I only had a 1050 and an XF551.

3093. Re: The C64 is much better than the ATARI 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-18 21:24:18 UTC
From: daniel.otoole@ucd.ie
Message-ID: <7ee2b211-f7fe-48c5-8ed5-fc01862a53f6@k38g2000yqh.googlegroups.com>
Source record: 2331
Cross-posted to: fj.kanji,comp.sys.atari.8bit,comp.sys.cbm

On Apr 18, 3:42 pm, "john" <chris1...@yahoo.com> wrote:
> Considering the 800 was around 5 years before the C64....
>
> Graphically I'd say it's better than the C64 is some areas...

In the area of "being better graphics for 1977 than C64 graphics were
for 1982"?

3094. Re: The C64 is much better than the ATARI 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-19 02:42:05 UTC
From: lyricalnanoha <lyricalnanoha@usotsuki.hoshinet.org>
Message-ID: <alpine.DEB.0.99.0904182241130.13226@andisteele.dosius.ath.cx>
Source record: 2332
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Sat, 18 Apr 2009, daniel.otoole@ucd.ie wrote:

> On Apr 18, 3:42 pm, "john" <chris1...@yahoo.com> wrote:
>> Considering the 800 was around 5 years before the C64....
>>
>> Graphically I'd say it's better than the C64 is some areas...
>
> In the area of "being better graphics for 1977 than C64 graphics were
> for 1982"?

Potentially granting that, how was the sound chip compared to the SID?

The Apple had nothing but a speaker toggle, though the AY-8910
daughtercards are nice.

-uso.

3095. Re: 5 best games

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-19 11:03:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0904190314290.24042@slate.spiritone.com>
Source record: 2334

Dear Bill, to Log on with my 800xl, I need my Internet Provider to support
2400 Baud as I cant do much more with my 800xl! Can you E-Mail either IceT or
FlickerTerm80 or both to me as an attached file?

On Sat, 11 Apr 2009, Bill Kendrick wrote:

> Now, of course, Web access isn't impossible on an Atari 8-bit, if the
> site is compatible with a text-based browser like Lynx (or the more
> modern Links).

I use LYNX for my Web Browser.

> 80 column terminal software with VT capabilities (like IceT or FlickerTerm80
> on the Atair) are likely required. and, obviously, a box somewhere connected
> to the internet that you can run Links on.
>
> (I actually check my email on my DSL provider's shell -- where I also go
> in and manage my website by hand-editing my PHP scripts and HTML :) -- and
> can browse the web using Links there. I could almost certainly dial into
> one of their dialup lines via my Atari 800XL, if I still had a modem.
> I'm guessing that's more-or-less what Ben does to check his email and
> Usenet, but I'm only guessing. If he's connected to a Linux or Unix shell,
> then Lynx or Links is almost certainly available!)

I use a UNIX shell and if you look at the Header of this message you'll see
I'm using ALPINE, a newer version of PINE! I use it for both UseNet & E-Mail!

Sent from my Atari!

> --
> -bill!
> Sent from my computer

3096. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-19 22:51:20 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1240181359@rtfm.mit.edu>
Source record: 2335
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: April 9, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

--
- Nick Boalch, one of the *.answers moderators
<news-answers-request@mit.edu>

3097. Atari 800XL part of an old tech orchestra

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-20 17:24:53 UTC
From: bill@newbreedsoftware.com
Message-ID: <49ecafe5$0$1624$742ec2ed@news.sonic.net>
Source record: 2336

http://i.gizmodo.com/5218400/old-school-computer-band-rocks-bohemian-rhapsody-poorly

"I can't think of a more old school, geeky tribute to Queen than a
band comprised of an Atari 800XL, 8-inch floppy disk, 3.5-in hard
drive and HP Scanjet 3C. If only it sounded better."

It really does sound pretty terrible, but I applaud the effort.
The 800XL as the organ sounds best, IMO. ;)

--
-bill!
Sent from my computer

3098. Re: Anyone near southern oregon (medford) Using Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-24 15:22:32 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <gsslfo02vt@news7.newsguy.com>
Source record: 2337

Greg.Goodwin@familynet-international.net wrote:
> > From: deadfiber <deadfiber@gmail.com>
>
> >I have 2 local friends, and 1 other person in the area, anyone else Still usin
> > There 8bit system ?
>
> Hey you have a modern day Atari user group! :) Congratulations.
>
> I used to have an Atari user like 15 minutes away, and that was cool. These
> days our Atari community is vast, but rather than being in one city, we span
> the most remote parts of the globe.

Is there a frappr map of Atari users? I didn't see one with a quick search.

--
Ryan 'Gozar' Collins

3099. Re: Atari 8Bit Tower

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-24 15:38:03 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <gssmcr0dlh@news3.newsguy.com>
Source record: 2338

ataribob <noway@alamedanet.net> wrote:
> I did this a long time ago with a 600XL, Transkey, and an XF551 motherboard.
> The hardest part was extending the cartridge socket. I used an IDC 34 pin
> edge connector and the plastic off of the 600XL. Worked good!

What's the length limitation on extending the cartridge port?

--
Ryan 'Gozar' Collins

3100. Re: Anyone near southern oregon (medford) Using Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-24 15:44:28 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2009.04.24.15.44.28.95990@suddenlink.net>
Source record: 2339

On Fri, 24 Apr 2009 15:22:32 +0000, gozarcollins wrote:

> Is there a frappr map of Atari users? I didn't see one with a quick search.

There was - I've not checked it in a long time and when I did just now,
I got a page not found error, with an additional note that the Atari-users
map module was unavailable.

You can see it here:

http://www.atari-users.net/index.php?module=Atari-Users%20Map

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

3101. Re: Atari Party, Davis CA, March 28th, 2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-24 17:04:36 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <gssrf40ppa@news5.newsguy.com>
Source record: 2340
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx

In comp.sys.atari.8bit jt august <starsabre@sbcglobal.net> wrote:
> In article
> <c1d75ecc-895c-44df-a849-a45a6c7b300b@y34g2000prb.googlegroups.com>,
> rbernardo@iglou.com wrote:
>
> > On Mar 30, 12:34?am, jt august <starsa...@sbcglobal.net> wrote:
> > >
> > > > Oh, wow. ?Classic computer pictures on a classic imaging format.
> > >
> > > Too bad I wasn't using an early 80's camera to
> > > match the console/computer hardware there. :)
> > > Just an early 2000's Nikon N-80.
>
> Well, to attempt that, you would need a Kodak Disk camera, but the film
> as abandoned back in the 90's, so that would not be possible.

I've got one in my basement with about 7 undeveloped pictures on it... I
wonder if Kodak can still develop them?

--
Ryan 'Gozar' Collins

3102. Re: Atari Party, Davis CA, March 28th, 2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-26 03:53:04 UTC
From: jt august <starsabre@sbcglobal.net>
Message-ID: <starsabre-1620FA.22531225042009@inetnews.worldnet.att.net>
Source record: 2341
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx

In article <gssrf40ppa@news5.newsguy.com>,
gozarcollins@SPAMTRAPhotmail.com wrote:

> In comp.sys.atari.8bit jt august <starsabre@sbcglobal.net> wrote:
> > In article
> > <c1d75ecc-895c-44df-a849-a45a6c7b300b@y34g2000prb.googlegroups.com>,
> > rbernardo@iglou.com wrote:
> >
> > > On Mar 30, 12:34?am, jt august <starsa...@sbcglobal.net> wrote:
> > >
> > > > Oh, wow. ?Classic computer pictures on a classic imaging format.
> > >
> > > Too bad I wasn't using an early 80's camera to
> > > match the console/computer hardware there. :)
> > > Just an early 2000's Nikon N-80.
> >
> > Well, to attempt that, you would need a Kodak Disk camera, but the film
> > as abandoned back in the 90's, so that would not be possible.
>
> I've got one in my basement with about 7 undeveloped pictures on it... I
> wonder if Kodak can still develop them?

Unequivocally, no. I used to work for Kodak's film processing
subsidiaary, Qualex. Film production for Disk format ceased in the 2nd
half of the 90's, just before I left in '98, Disk and 126 cartridges
were changed to 3-day service and all sent to one plant, and around 2k1
to 2k2, all services for disk ceased. And even if you could get it
processed, the color layers of unprocessed film rot unevenly, so the
colors would be terrible after this many years, if any image even
survived.

jt

3103. Re: Atari Party, Davis CA, March 28th, 2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-26 13:13:52 UTC
From: jt august <starsabre@sbcglobal.net>
Message-ID: <starsabre-FD48C0.08140026042009@inetnews.worldnet.att.net>
Source record: 2342
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx

In article <starsabre-1620FA.22531225042009@inetnews.worldnet.att.net>,
jt august <starsabre@sbcglobal.net> wrote:

> Unequivocally, no.

OK, it turns out, not so no. There are a hand full of places that do
Disk, but I would expect the price to be high. Try Blue Moon Camera,
Film Rescue or Rapid Photo. Don't have any URLs, but Google can be your
friend on these. Again, though, with the age of the film, there is
likely to be severe color drift. Combine that with the fact that the
printable surface area of the film so small, the picture will
resultantly be very grainy (which is why popularity died, when far
better 35MM technology created more Instamatic-like 35MM cameras).
You'll have to decide if those 7 pics are worth the effort and expense.

jt

3104. Re: Atari Party, Davis CA, March 28th, 2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-26 23:19:12 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <ylGdnSmFJ9xkdmnUnZ2dnUVZ_hWdnZ2d@earthlink.com>
Source record: 2343
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx

jt august wrote:
> In article <gssrf40ppa@news5.newsguy.com>,
> gozarcollins@SPAMTRAPhotmail.com wrote:
>
>> In comp.sys.atari.8bit jt august <starsabre@sbcglobal.net> wrote:
>>> In article
>>> <c1d75ecc-895c-44df-a849-a45a6c7b300b@y34g2000prb.googlegroups.com>,
>>> rbernardo@iglou.com wrote:
>>>
>>>> On Mar 30, 12:34?am, jt august <starsa...@sbcglobal.net> wrote:
>>>>
>>>>> Oh, wow. ?Classic computer pictures on a classic imaging format.
>>>> Too bad I wasn't using an early 80's camera to
>>>> match the console/computer hardware there. :)
>>>> Just an early 2000's Nikon N-80.
>>> Well, to attempt that, you would need a Kodak Disk camera, but the film
>>> as abandoned back in the 90's, so that would not be possible.
>> I've got one in my basement with about 7 undeveloped pictures on it... I
>> wonder if Kodak can still develop them?
>
> Unequivocally, no. I used to work for Kodak's film processing
> subsidiaary, Qualex. Film production for Disk format ceased in the 2nd
> half of the 90's, just before I left in '98, Disk and 126 cartridges
> were changed to 3-day service and all sent to one plant, and around 2k1
> to 2k2, all services for disk ceased. And even if you could get it
> processed, the color layers of unprocessed film rot unevenly, so the
> colors would be terrible after this many years, if any image even
> survived.
>
> jt

FWIW: Just took some old 126 film to Wolf Camera and they sent it out to a special shop. Took like two weeks to get prints back me thinks. Color was kind of bad as you mention but then 126 film was never exactly intended for professional use to begin with. The pictures were ~25 years old in a camera one of my recently deceased friends owned. I was packing up stuff to send to his family who are out of state when I came across the camera. There were pictures of both my friend and his parents that I was able to send to his family. Really worth it under the circumstances and thanks for making film that would stand up to this type of storage and abuse while you were at Eastman.

Rick

3105. Re: faulty 65XE

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-29 17:20:28 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <gta28s0rjq@news6.newsguy.com>
Source record: 2344

Powermac <teozenios@gmail.com> wrote:
> I have a 65XE that turns on (red power light is on) but has a dark red
> video out (using both the TV out and video out) with no text.
>
> Any idea what is wrong?

Did you try a different power supply?

--
Ryan 'Gozar' Collins

3106. Re: TurboBASIC XL and S.A.M.?

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-29 17:27:42 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <gta2me1rjq@news6.newsguy.com>
Source record: 2345

Bill Kendrick <bill@newbreedsoftware.com> wrote:
> Do they play nice, or do they interfere?
>
> I'd like to write some simply little games for my 2yo son to play on
> the Atari, and speech would be nice (even if it is a bit robotic...
> I mean, he DOES love robots :))
>
> I guess I can go try. ;)

Not to hijack the thread, but now that I have Basic XE and Basic XL I was wondering what would be the best Basic programming environment. I used Turbobasic a lot, but cut my teeth on Atari Basic.

On another topic, My summer project is to finally learn assembly. I have Atari Assembler and Mac/65, what are there any other assemblers I should look at?

(BTW, I would like to run them all from my MyIDE cartridge... :-)

--
Ryan 'Gozar' Collins

3107. Re: 4 player games?

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-29 17:30:07 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <gta2qv2rjq@news6.newsguy.com>
Source record: 2346

Michael Current <michael@mcurrent.name> wrote:
> On Wed, 15 Apr 2009 16:00:24 -0500, Trevor Holyoak <trevor@holyoak.com>
> wrote:
> > Anyway, I'm wondering what games were made that will allow up to 4
> > players? These are the ones I'm aware of:
> >
> > M.U.L.E.
> > Party Quiz
> > Dandy
> >
> > Any others?
>
> Subject: 8.3) What games support 4 or more simultaneous players?

Castle Crisis isn't listed in the FAQ. Great game, it's the first game
we get out when people are coming over.

--
Ryan 'Gozar' Collins

3108. High speed MyDOS

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-30 00:04:30 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <gtapue0t24@news3.newsguy.com>
Source record: 2347

I know I had this working at one time, but for the life of my I can't remember how I did it. It was using MyDOS and Ultra High speed for use with US Doubler drives and APE. Anyone want to refresh my memory?

--
Ryan 'Gozar' Collins

3109. Re: High speed MyDOS

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-30 01:31:57 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <jc7Kl.28773$YU2.5751@nlpi066.nbdc.sbc.com>
Source record: 2348

<gozarcollins> wrote in message news:
>I know I had this working at one time, but for the life of my I can't
> remember how I did it. It was using MyDOS and Ultra High speed for use
> with US Doubler drives and APE. Anyone want to refresh my memory?
>
I don't get the speedup you get with a US dblr
and APE. You set the speed within APE software.
The US Dblr is in a real 1050, and as far as I know,
there isn't a high speed facility to MyDOS with
the dblr. A US dblr will sense SpartaDOS and
do high speed automatically. Also, you format
a floppy in a dblr 1050 in ultraspeed sector skew.
I don't know if MyDOS will work with a dblr
sector skew disk.
Personally, I don't like speedup disk access.
I'm more concerned with error free usage.

3110. Re: 4 player games?

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-30 02:04:34 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.us6f1w1wgaat7c@mdc2>
Source record: 2349

On Wed, 29 Apr 2009 12:30:07 -0500, <gozarcollins@spamtraphotmail.com>
wrote:

> Michael Current <michael@mcurrent.name> wrote:
>> On Wed, 15 Apr 2009 16:00:24 -0500, Trevor Holyoak <trevor@holyoak.com>
>> wrote:
>> > Anyway, I'm wondering what games were made that will allow up to 4
>> > players? These are the ones I'm aware of:
>> >
>> > M.U.L.E.
>> > Party Quiz
>> > Dandy
>> >
>> > Any others?
>>
>> Subject: 8.3) What games support 4 or more simultaneous players?
>
> Castle Crisis isn't listed in the FAQ. Great game, it's the first game
> we get out when people are coming over.

Added, thanks!

(I also have the cart, it's indeed a great game!)
--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name
8-bit Atari FAQ/Vendor Lists: htt://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

3111. Re: TurboBASIC XL and S.A.M.?

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-30 06:13:31 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <gtbfc6$ci6$1@infosun2.rus.uni-stuttgart.de>
Source record: 2350

gozarcollins@SPAMTRAPhotmail.com schrieb:
> Bill Kendrick <bill@newbreedsoftware.com> wrote:
>> Do they play nice, or do they interfere?
>>
>> I'd like to write some simply little games for my 2yo son to play on
>> the Atari, and speech would be nice (even if it is a bit robotic...
>> I mean, he DOES love robots :))
>>
>> I guess I can go try. ;)
>
> Not to hijack the thread, but now that I have Basic XE and Basic XL I
> was wondering what would be the best Basic programming environment. I
> used Turbobasic a lot, but cut my teeth on Atari Basic.

TurboBasic is rather convincing, and rather popular in Europe - you get it
for free. Basic XE/XL were proprietary, I never used them a lot - but that
shouldn't mean they're bad.

> On another topic, My summer project is to finally learn assembly. I
> have Atari Assembler and Mac/65, what are there any other assemblers I
> should look at?

I think the Mac/65 is probably the best assembler you can get for the 8-bit.
The Assembler/Editor is rather rusty, there is EASMD, also by OSS, but that's
just the precursor of Mac/65 and not quite as powerful, and there is also
the Syn-Assembler by Synapse. Of all those, I liked the Mac/65 the best. Very powerful,
very fast, and the cart version has a very good debugger built in that is much
more useful than the simple monitor in the Assembler/Editor or Bug/65.

So long,
Thomas

3112. FS: ATARI JOYSTICKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-30 08:45:45 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0904300142290.3739@slate.spiritone.com>
Source record: 2201
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have lots of Joysticks for sale! Atari. Epyx 500XJ. Wico 500XJ. GemStik. Kraft. Mindscapes PowerPlayer. Pointmaster. Prostick II. SpectraVideo. Lots of Suncom. A whole lot of Wico! And a Questar Adjustable Speed Blaster to speed up and Auto-Fire any Atari compatable Joysticks.

Atari and compatible JoySticks are 20% off! Joysticks work with Atari 2600/7800/8-Bit/ST/Commodore/Amiga/ColecoVision and FlashBack 2 made by Atari!

http://BensCatalogs.Atari.org Ben's Atari WebSite
http://www.aracnet.com/~atari/specials.htm Today's Atari Special!
http://www.aracnet.com/~atari/8bt_hard.htm Joysticks & 8 Bit Hardware!
http://www.aracnet.com/~atari/st_hard.htm Joysticks & ST Hardware!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3113. FREE ATARI CATALOGS! BRAND NEW SOFTWARE! 4-30-2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-30 11:00:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0904300357150.5235@slate.spiritone.com>
Source record: 2202
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

NEW FREE Catalogs for Used & New Classic Atari 8 Bit & ST Computer Lines!
View Catalogs on-line, Download them or Feel free to Request catalogs by
E-Mail. Really, it's not an inconvenience. I ask that you specify 8 Bit,
ST or both! Then I'll send them to you by E-Mail. Let me know if I can or
cant attach files to your E-Mail. Atari@aracnet.com or call (503)256-9974!

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http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI LISTS CATALOGS!
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http://www.aracnet.com/~atari/8btbooks.htm ATARI 8 BIT BOOKS LIST!
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I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3114. wanted: SX212, XEP80, and XM301 cases

Newsgroup: comp.sys.atari.8bit
Date: 2009-04-30 19:18:15 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9BFD9BAEF1120emuslor@69.16.185.252>
Source record: 2203

Anyone have any of the above items with cases still in good condition? I don't need the units to be functional, because I simply intend to use the cases to house other projects. If you have anything you're looking to dump, please drop me a line by reversing each segment of my public email address.

thanks

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

3115. Tempest Extreme Giveaway! (April 2009 DarkForce Prize)

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-01 14:07:42 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2009.05.01.14.07.42.1150@suddenlink.net>
Source record: 2204

<drumroll please>

And we have a winner!

Reefer is the winner of our April 2009 prize giveaway.

Congratulations!

We use a small ST application called winner that randomly
picks a name from a list (text file). A script on DarkForce
records callers to this list during that month. So the more
a person calls, the greater their chances of winning. Its not
guaranteed though - but in this particular case, the program
did pick that one. Reefer called 32 times. :)

I'd like to thank everyone who did call - we saw a massive surge
this last month, over 225 calls!

Don't forget to check back in occasionally - we give away prizes
all year long. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

3116. Re: The C64 is much better than the ATARI 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-02 04:46:48 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <49fc00fc92fee1@comcast.net>
Source record: 2205
Cross-posted to: fj.kanji,comp.sys.atari.8bit,comp.sys.cbm

The bigger question is why are you here? I bought a C64. Owned it for a few months and then gave it away. True, it does play games really well (the XE system is just as good), but it is not a good computer. Ask any computer expert to look at the two and they will tell you that the C64 is just a hack and that the good is a true computer. Plus trying to enter things into the C64 is just so clumbersome. I will stick with my Atari.

>Why do you people still use ATARI 800 computers???
>
>The C64 is far superior, it has 8 real sprites, better scrolling
>and a real sound-synthesizer chip, the SID.
>
>Why did anybody buy the inferior ATARI 800???
>
>The ATARI 800 is crap, when it's compared to the C64.
>
>Why don't you throw away your ATARI???

--
Edward S. Baiz Jr.
(Gamer)

Falcon 030 16meg of Ram

3117. Re: The C64 is much better than the ATARI 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-02 13:45:50 UTC
From: winston19842005 <bjjlyates@NOSPAMbellsouth.net>
Message-ID: <C621C6CE.C7BF%bjjlyates@NOSPAMbellsouth.net>
Source record: 2206
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 5/2/09 12:46 AM, in article 49fc00fc92fee1@comcast.net, "Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote:

> The bigger question is why are you here? I bought a C64. Owned it for a few
> months and then gave it away. True, it does play games really well (the XE
> system is just as good), but it is not a good computer. Ask any computer
> expert to look at the two and they will tell you that the C64 is just a hack
> and that the good is a true computer. Plus trying to enter things into the
> C64 is just so clumbersome. I will stick with my Atari.
>
>
>

Because we are smarter than Atari users in that we know to trim the troll's newsgroup before replying...

So, "the good is a true computer"? Where can I find a "good"?

3118. Re: The C64 is much better than the ATARI 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-02 14:56:43 UTC
From: Bill Buckels <bbuckels@mts.net>
Message-ID: <LaZKl.2036$%_2.1898@newsfe04.iad>
Source record: 2207
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote:

>I bought a C64. Owned it for a few months and then gave it away.

Very generous. I still have my first C64 and it still works.

>Ask any computer expert to look at the two and they will tell you that the
>C64 is just a hack and that the good is a true computer.

"winston19842005" <bjjlyates@NOSPAMbellsouth.net> wrote:

So, "the good is a true computer"? Where can I find a "good"?

The same place you find a computer expert... in comp.sys.cbm. I am a computer expert and I do not believe the PET, VIC20, C64, C128 or AMIGA and other cbm machines are hacks any more than I believe that Jack Tramiel is a hacker except in the nicest way. I am also an authority on Apple II's and IBM-PC's and have been making my living by being a computer expert since shortly after the C64 was introduced.

I think what the OP meant was "Ask a hack to look at the two and they will just tell you anything. Any true computer expert will tell you the C64 is good."

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote:

>Plus trying to enter things into the C64 is just so clumbersome.

How could you possibly remember? You gave yours away long ago.

What kind of things I wonder... if you are talking about entering BASIC programs into a C64, my daughter was keying-in her own into her C64 when she was 6 years old unassisted by anyone, and she also used a real 4.77 MHZ IBM-PC and MS-DOS with the same proficiency and joy. She is a psychologist now specializing in personalities and statistics as well as a computer expert.

The last time we talked about the old computers and the new computers which was recently it was all good for both of us although she is not preoccupied with collecting old commodores and apples as I am.

Glad you like your Atari.

Bill

3119. Re: The C64 is much better than the ATARI 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-02 15:42:43 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <qOZKI.6518$Lr6.6122@flpi143.ffdc.sbc.com>
Source record: 2208
Cross-posted to: fj.kanji,comp.sys.atari.8bit,comp.sys.cbm

(Top post here.)
All hail Jack Tramiel
All hail Nolan Bushnell
All hail (enter C64 engineer here)
All hail Jay Miner (Atari engineer)
I don't know what the hail.
Both are fantastic machines.
I just don't have any more room for
junk, so I don't collect more than
one.
I still am amazed by the machine
and learn new things 26 years after
my first purchase.
The Coleco Adam was my first purchase.
After three smokers on first startup
I returned the Adams and took my
son's advice and bought the Atari.
I haven't been sorry since.
My understanding of the Atari helps
me be facile with a PC.
Hardware people keep coming up with
new items that help keep them alive.
Atari can have a cart that allows
use of a SD card! I'm sure there's
comparable new hardware for the C=64.
Apples were, and still are, for more
uppity people. Oh, all hail Steve
Jobs and Wozniac.
(Darn, I promised myself not to
feed the troll.)

"Ben Tuddy" <> wrote in message news:
> Why do you people still use ATARI 800 computers???
>
> The C64 is far superior, it has 8 real sprites, better scrolling
> and a real sound-synthesizer chip, the SID.
>
> Why did anybody buy the inferior ATARI 800???
>
> The ATARI 800 is crap, when it's compared to the C64.
>
> Why don't you throw away your ATARI???

3120. Re: The C64 is much better than the ATARI 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-02 21:46:15 UTC
From: Joe Forster/STA <sta@c64.org>
Message-ID: <0ce0a91b-f9a1-4b62-bc2a-29c743c81fc0@o27g2000vbd.googlegroups.com>
Source record: 2209
Cross-posted to: fj.kanji,comp.sys.atari.8bit,comp.sys.cbm

> the C64 is just a hack

So are all the computers of that era. With irrealistic deadlines,
without factory standards (for the low-price segment of the market)
and without the possibility to fix early software/hardware problems
with just a firmware update over the Internet, it seems incredible to
me that these computers work(ed) at all. This only proves the
competence of the engineers that developed them.

3121. Re: The C64 is much better than the ATARI 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-03 01:26:43 UTC
From: Andreas Kohlbach <ank@spamfence.net>
Message-ID: <87zldvyo18.fsf@usenet.ankman.de>
Source record: 2210
Cross-posted to: fj.kanji,comp.sys.atari.8bit,comp.sys.cbm

Joe Forster/STA wrote on 02. May 2009:
>
>> the C64 is just a hack
>
> So are all the computers of that era. With irrealistic deadlines,
> without factory standards (for the low-price segment of the market)
> and without the possibility to fix early software/hardware problems
> with just a firmware update over the Internet, it seems incredible to
> me that these computers work(ed) at all. This only proves the
> competence of the engineers that developed them.

True. But it was a different time. Internet was not available for the masses and so these computers not designed for a firmware update. Though it was possible to burn a different firmware on an eprom.

As I have to soldering skills a friend did this for me in about 1987 for my C64, and I had the original, and a customized firmware, including turbo loader for floppy and tape on a second PROM and a switch (drilled a hole into the chassis) so I could "boot" one of them at a time.

The Amiga (1000) then came with the firmware on floppy (Kickstart) so bugs were fixed and functions added. Still no internet for regular people available. But you could get the floppies from a store (or friends, along with other cracked programs :-).

BBS were around already, and few people also had modems or those acoustic couplers and I'm sure you could also download firmware there.

F'up2 comp.sys.cbm.
--
Andreas
My Commodore 64 classic game music page at
http://freenet-homepage.de/ankman/sid.html

3122. Re: The C64 is much better than the ATARI 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-03 05:35:00 UTC
From: bill@newbreedsoftware.com
Message-ID: <49fd2d04$0$1591$742ec2ed@news.sonic.net>
Source record: 2211
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.atari.8bit Joe Forster/STA <sta@c64.org> wrote:
> So are all the computers of that era. With irrealistic deadlines,
> without factory standards (for the low-price segment of the market)
> and without the possibility to fix early software/hardware problems
> with just a firmware update over the Internet, it seems incredible to
> me that these computers work(ed) at all. This only proves the
> competence of the engineers that developed them.

I miss those good old days. (Well, not really, my 800XL is hooked up
to my big TV in the living room, and when modern PCs start to piss me off
too much, I fire up a nice game of Pac-Man or Dig-Dug :))

--
-bill!
Sent from my computer

3123. Re: High speed MyDOS

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-03 14:56:46 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <bf102f97-2be4-45ad-8a9b-63e21d20691d@q14g2000vbn.googlegroups.com>
Source record: 2212

On Apr 29, 8:04 pm, gozarcoll...@SPAMTRAPhotmail.com wrote:
> I know I had this working at one time, but for the life of my I can't
> remember how I did it. It was using MyDOS and Ultra High speed for use
> with US Doubler drives and APE. Anyone want to refresh my memory?
>
> --
> Ryan 'Gozar' Collins

There is no high-speed SIO driver within MyDos. However there are several high-speed SIO patches and other operating systems that have SIO built-in drivers. APE Warp, High-Speed Patch (driver from Sparta), etc.

A very fast and quite compatible patch is from Hiasoft:
http://www.horus.com/~hias/atari/

You might find the background info interesting at AtariAge:
http://www.atariage.com/forums/index.php?showtopic=139077&hl=

I've been able to get SIO of 127Kbs using APE USB with MyDos and Hias' alternate high-speed patch, although as a practical matter, the actual transfer throughput is essentially no better than at 74 Kbs. Of course, you can't get that fast on a real Atari floppy drive, but on APE or the new SIO solid state devices (SIO2SD, S-Drive, etc.) you can.

-Larry

3124. Re: The C64 is much better than the ATARI 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-03 23:34:26 UTC
From: Sam Gillett <sgillettnospam@diespammergte.net>
Message-ID: <6SpLl.2219$fy.628@nwrddc01.gnilink.net>
Source record: 2213
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

"winston19842005" <bjjlyates@NOSPAMbellsouth.net> wrote ...
>
> So, "the good is a true computer"? Where can I find a "good"?

Don't waste your time looking for a "good". Look for a "best" instead. The
best is much better than the good.

What else can I add to the confusion created by someone replying to a 2 week
old troll?
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

3125. Re: The C64 is much better than the ATARI 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-04 00:19:43 UTC
From: Tom Lake <tlake@twcny.rr.com>
Message-ID: <gtlcbc$i62$1@news.albasani.net>
Source record: 2214
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

"Sam Gillett" <sgillettnospam@diespammergte.net> wrote in message
news:6SpLl.2219$fy.628@nwrddc01.gnilink.net...
>
> "winston19842005" <bjjlyates@NOSPAMbellsouth.net> wrote ...
>>
>> So, "the good is a true computer"? Where can I find a "good"?
>
> Don't waste your time looking for a "good". Look for a "best" instead.
> The best is much better than the good.

What about the "better"? 8^)

Tom Lake
--
Our family (Beaulac) motto:
Impavidum ferient ruinae
Dangers shall strike me unappalled.

3126. Re: The C64 is much better than the ATARI 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-04 03:00:53 UTC
From: Sam Gillett <sgillettnospam@diespammergte.net>
Message-ID: <FTsLl.2243$fy.581@nwrddc01.gnilink.net>
Source record: 2215
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

"Tom Lake" <tlake@twcny.rr.com> wrote ...
>
> "Sam Gillett" <sgillettnospam@diespammergte.net> wrote in message
> news:6SpLl.2219$fy.628@nwrddc01.gnilink.net...
>>
>> "winston19842005" <bjjlyates@NOSPAMbellsouth.net> wrote ...
>>>
>>> So, "the good is a true computer"? Where can I find a "good"?
>>
>> Don't waste your time looking for a "good". Look for a "best" instead.
>> The best is much better than the good.
>
> What about the "better"? 8^)

Although better is better than good, best is better than better. By all
means, best is the very best!

Except, the only one that might be better than the "best" is the "excellent"
for what can be better than excellent?

If anyone is not confused yet, I will replace the batteries in my thesaurus
and return shortly to take the confusion level to the highest level
attainable by mere mortals.
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

3127. Re: The C64 is much better than the ATARI 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-04 15:01:15 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2009.05.04.15.01.11.608224@suddenlink.net>
Source record: 2216

On Mon, 04 May 2009 03:00:53 +0000, Sam Gillett wrote:

>
> "Tom Lake" <tlake@twcny.rr.com> wrote ...
>>
>> "Sam Gillett" <sgillettnospam@diespammergte.net> wrote in message
>> news:6SpLl.2219$fy.628@nwrddc01.gnilink.net...
>>>
>>> "winston19842005" <bjjlyates@NOSPAMbellsouth.net> wrote ...
>>>>
>>>> So, "the good is a true computer"? Where can I find a "good"?
>>>
>>> Don't waste your time looking for a "good". Look for a "best" instead.
>>> The best is much better than the good.
>>
>> What about the "better"? 8^)
>
> Although better is better than good, best is better than better. By all
> means, best is the very best!
>
> Except, the only one that might be better than the "best" is the "excellent"
> for what can be better than excellent?
>
> If anyone is not confused yet, I will replace the batteries in my thesaurus
> and return shortly to take the confusion level to the highest level
> attainable by mere mortals.

I'm just waiting for ya'll to switch gears to "ultimate" and "penultimate"

:D

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

3128. Re: TurboBASIC XL and S.A.M.?

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-04 22:14:51 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <7697msF1bf7chU1@mid.uni-berlin.de>
Source record: 2217

Thomas Richter schrieb:
> gozarcollins@SPAMTRAPhotmail.com schrieb:
>> Bill Kendrick <bill@newbreedsoftware.com> wrote:
>>> Do they play nice, or do they interfere?
>>>
>>> I'd like to write some simply little games for my 2yo son to play on
>>> the Atari, and speech would be nice (even if it is a bit robotic...
>>> I mean, he DOES love robots :))
>>>
>>> I guess I can go try. ;)
>>
>> Not to hijack the thread, but now that I have Basic XE and Basic XL I
>> was wondering what would be the best Basic programming environment. I
>> used Turbobasic a lot, but cut my teeth on Atari Basic.
>
> TurboBasic is rather convincing, and rather popular in Europe - you get it
> for free.

You can get almost any Atari software for free, but legally, Turbo-Basic XL is not freeware and only may be legally used by (former) owners of one of the three Happy-Computer magazine issues (one regular, 2 special Atari issues) where it was printed <http://www.kultboy.com/magazin/820/>, <http://www.tmeyer.de/atari/hc-xl-1.jpg>, and the compiler may only be legally used by those who owned the second special Atari issue of "Happy-Computer" <http://www.kultboy.com/magazin/2754/> which also contained the third reprint of the interpreter or bought the original magazine disks (like I did). Yet the publisher never persecuted copyright infringements and of course it is hard to tell nowadays who typed in the files back in 1985/1986 and who only owns a copy.

Thorsten

3129. FREE ATARI CATALOGS! BRAND NEW SOFTWARE! 4-30-2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-08 14:32:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0905080730280.4626@slate.spiritone.com>
Source record: 2218
Cross-posted to:
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3130. 20% OFF ALL NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-08 14:34:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0905080733050.4626@slate.spiritone.com>
Source record: 2219
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3131. FS: ATARI JOYSTICKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-08 14:37:28 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0905080735020.4626@slate.spiritone.com>
Source record: 2220
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have lots of Joysticks for sale! Atari. Epyx 500XJ. Wico 500XJ. GemStik. Kraft. Mindscapes PowerPlayer. Pointmaster. Prostick II. SpectraVideo. Lots of Suncom. A whole lot of Wico! And a Questar Adjustable Speed Blaster to speed up and Auto-Fire any Atari compatable Joysticks.

Atari and compatible JoySticks are 20% off! Joysticks work with Atari 2600/ 7800/8-Bit/ST/Commodore/Amiga/ColecoVision and FlashBack 2 made by Atari!

http://BensCatalogs.Atari.org Ben's Atari WebSite
http://www.aracnet.com/~atari/specials.htm Today's Atari Special!
http://www.aracnet.com/~atari/8bt_hard.htm Joysticks & 8 Bit Hardware!
http://www.aracnet.com/~atari/st_hard.htm Joysticks & ST Hardware!

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Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3132. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-10 01:52:17 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1241920257@rtfm.mit.edu>
Source record: 2221
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: April 9, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3133. FA: Atari XF551 floppy drive for Atari 400 800 XL XE - in original box

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-10 12:55:25 UTC
From: csa8b <Use-Author-Supplied-Address-Header@[127.1]>
Message-ID: <N1B-8kk2PiDqpW@Safe-mail.net>
Source record: 2222
Cross-posted to: rec.games.video.marketplace,comp.sys.atari.8bit

for Atari 8-bit computers

http://xrl.us/AtariXF551

3134. Re: faulty 65XE

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-11 20:47:15 UTC
From: Powermac <teozenios@gmail.com>
Message-ID: <4f2d7aab-a5cd-463e-92d3-a5b4ed50dcad@m24g2000vbp.googlegroups.com>
Source record: 2223

On Apr 29, 1:20 pm, gozarcoll...@SPAMTRAPhotmail.com wrote:
> Powermac <teozen...@gmail.com> wrote:
> > I have a 65XE that turns on (red power light is on) but has a dark red
> > video out (using both the TV out and video out) with no text.
>
> > Any idea what is wrong?
>
> Did you try a different power supply?
>
> --
> Ryan 'Gozar' Collins

The chip sockets came in today and I soldered it up. The unit turns on
to a small square prompt for a few seconds and then a ready message
comes up, keyboard works. On the 65xe was there supposed to be a logo
for atari on the screen at startup or a free memory text like in a
C64? Also is the ROM slot known to be picky (some carts needed
reseated a couple times to come up)?

3135. Re: faulty 65XE

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-11 22:18:12 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a08a424$0$1625$742ec2ed@news.sonic.net>
Source record: 2224

Powermac <teozenios@gmail.com> wrote:
> The chip sockets came in today and I soldered it up. The unit turns on
> to a small square prompt for a few seconds and then a ready message
> comes up, keyboard works.

The pause before READY comes up is it trying to find a floppy drive to
boot from. (It makes a clicking noise.)

> On the 65xe was there supposed to be a logo
> for atari on the screen at startup or a free memory text like in a
> C64?

Nah, just READY. On the 1200XL, if you booted without any cartridge or
disk (it didn't have built-in BASIC like the other XLs and the XEs),
you'd get a big rainbow "ATARI". Press HELP to get to the system test
screen.

On the other XLs and XEs, disable BASIC by holding OPTION while you turn
the system on (or type "BYE" and hit RETURN in BASIC), and you'll go
directly to the system test screen.

Good luck,

--
-bill!
Sent from my computer

3136. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-11 23:38:20 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <guactg$h6g$1@news.motzarella.org>
Source record: 2225

Michael Current wrote:

> Atari BBS List (Trevor Holyoak)
> http://www.atariplanet.info/ATARIBBS.TXT

My domain name (atariplanet.info) apparently expired without me
realizing it, and it turns out that just today someone else snatched it
up. :(

So, my Atari web site is now only accessible at either of these addresses:
http://www.holyoak.com/atari
http://atari.holyoak.com

And the BBS list would be available at:
http://www.holyoak.com/atari/ATARIBBS.TXT
or http://atari.holyoak.com/ATARIBBS.TXT

Unfortunately, I'm afraid it's linked to the old address from a lot of
different places. What a mess. :(

Thanks,
Trevor

3137. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-11 23:55:43 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.utsh25b3gaat7c@mdc2>
Source record: 2226

On Mon, 11 May 2009 18:38:20 -0500, Trevor Holyoak <trevor@holyoak.com>
wrote:

> Michael Current wrote:
>
>> Atari BBS List (Trevor Holyoak)
>> http://www.atariplanet.info/ATARIBBS.TXT
>
> And the BBS list would be available at:
> http://www.holyoak.com/atari/ATARIBBS.TXT
> or http://atari.holyoak.com/ATARIBBS.TXT

I've changed the link in the Welcome FAQ to
http://atari.holyoak.com/ATARIBBS.TXT

Thanks!
--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name
8-bit Atari FAQ/Vendor Lists: htt://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

3138. what if there were a 32 or 64 BIT Atari or Commodore (not the Amiga's or ST/TT's) ?

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-12 03:18:29 UTC
From: proteanthread <rtdos@rtdos.com>
Message-ID: <c3e6de12-a29e-4ff9-8510-c9beffc6aaa8@x6g2000vbg.googlegroups.com>
Source record: 2227
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

would they make it in today's work and gaming enviroments ? would
they be able to sell them to more than just the hobbyists ? would
they be practical ? ... useful ? ... functional ? just as fun ? a
Windows killer ?

what if ... ?

3139. Re: faulty 65XE

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-12 03:31:27 UTC
From: Powermac <teozenios@gmail.com>
Message-ID: <e195436f-dbcc-47af-98dc-87511284caa3@n21g2000vba.googlegroups.com>
Source record: 2228

Diagnostics all passed, now to find some floppy drives to make it
useful.

3140. Re: what if there were a 32 or 64 BIT Atari or Commodore (not the Amiga's or ST/TT's) ?

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-12 03:38:39 UTC
From: joe.j.cassara@gmail.com
Message-ID: <272fb7f1-151c-41ba-a657-f82d6d321e66@r3g2000vbp.googlegroups.com>
Source record: 2229
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On May 11, 11:18 pm, proteanthread <rt...@rtdos.com> wrote:
> would they make it in today's work and gaming enviroments ? would
> they be able to sell them to more than just the hobbyists ? would
> they be practical ? ... useful ? ... functional ? just as fun ? a
> Windows killer ?
>
> what if ... ?

Perhaps in some alternate time-line, the world runs CP/M GEM 2009 on the latest Commodore B series derivatives purchased at Service Merchandise and Gold Triangle. Anyone willing to jump into a black hole and find out for sure?

3141. Re: what if there were a 32 or 64 BIT Atari or Commodore (not the Amiga's or ST/TT's) ?

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-12 03:59:09 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <uLGdnYFQjsGHaZXXnZ2dnUVZ_vmdnZ2d@earthlink.com>
Source record: 2230
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

proteanthread wrote:
> would they make it in today's work and gaming enviroments ? would
> they be able to sell them to more than just the hobbyists ? would
> they be practical ? ... useful ? ... functional ? just as fun ? a
> Windows killer ?
>
> what if ... ?

Not at work which means not in the home. To much infrastructure to change. If the VP in charge of IT is familiar with Windows and Windows applications<which at this stage is just about a sure thing> you can bet they won't go for anything different.

The 32 and 64 bit CPUs well be here in devices. I have a Chinese [camera, DVR, NES emulator, MP3, MP4, FM radio, USB drive] that runs on something like a 200 MHz ARM 32 bit processor. You probably have a couple of similar power processors in your cell phone or GPS.

Rick

3142. Re: TurboBASIC XL and S.A.M.?

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-12 05:15:42 UTC
From: Demivec <likeb4garbage@msn.com>
Message-ID: <gub0ju016r1@news6.newsguy.com>
Source record: 2231

> My guess would be that this won't go well together. The problem is that
> TurboBasic requires a bit of low-memory, right above the end of the
> FMS, and that looks pretty much like the same area S.A.M. wants to go
> into.

TurboBasic XL can be easily persuaded to move it low-memory pointer higher.
It requires running a short program first, which then will run the program
that will
execute after the memory pointer is changed.

I used this technique to place device handlers in lo-memory. It also
worked well
for a customized version of Dos 2.5 that allowed me to use 1mb of extra ram
as a
RamDisk and other storage space.

All that would be required is the address range that would be needed to
"house"
S.A.M. .

Demivec

3143. Re: faulty 65XE

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-12 21:29:15 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <3-2dnSWBtOqmd5TXnZ2dnUVZ_uudnZ2d@earthlink.com>
Source record: 2232

Powermac wrote:
> Diagnostics all passed, now to find some floppy drives to make it
> useful.

2ï¿½ If you still have a PC with serial ports, go for a SIO2PC cable. Takes about an hour to put one together and you will only need a real drive for copy protected programs if you can't find cracked ones.

You only need some flavor of 1489, one diode, and plugs to go in the Atari and PC. You can find 1489s cheap or salvage one from just about anything PC that has serial on it. Some people even build them into their Atari and just bring out a 9 pin serial cable to the PC.

Rick

3144. Re: what if there were a 32 or 64 BIT Atari or Commodore (not the Amiga's or ST/TT's) ?

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-12 23:57:46 UTC
From: nyder <nyder.23@gmail.com>
Message-ID: <5746c0e3-7790-4d03-b77d-cbcc0b348c1d@p6g2000pre.googlegroups.com>
Source record: 2233
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Okay, lets see, what was in like in the Alternate Earth 3166823094-34

Ah, I see.

It appears Atari wasn't stupid enough to let the Amiga Stuff go, so
it's Atari Amiga Line of Gaming Computers.
IBM blundered. Apparently they figured it was best to Copyright and
use some sort of primitive encryption on their PC Bios. Their first
OS, PCDos was an internal project. They were going to hire the Basic
Language maker, Microsoft, but when they found out their were buying
the rights to Quick and Dirty OS, they decided to cut the middleman
out. IBM and Apple joined forces to crush the Business Computer Market
with their Gala Business Machines (GBM).
Meanwhile, Commodore, seeing as the're gaming machines ended up
failures (internal problems, never could get their act together,
thought they'd live off of C64 profits forever, oh wait, that could be
our time line), and no one in america really considers them to have
"business machines", they decided to join forces with Intel, and SGI
to bring a new generation of computing to the massess.

Sun was unable to compete on the hardware market against IBM/Apple, so
they quietly faded out of the picture.

AMD and Nvidia joined forces to make chipsets and GPU's for various
machines. Motoralla got bought up by AMD/Nvidia, and they started
producing the PowerPC cpu.

Okay, we are running basicly unix on our Commodore currently. SGI
and Intel conviced Commodore that running the OS Open Source would be
the best way to get market share. Sell the hardware and the
services, not the software.

GBM is running GBMdows (nicked named GBM Blows) a closed source OS.

well, I would have more for ya, but I have an eq2 raid in just a bit,
and I meant to run to the store before. But this was fun. lol

On May 11, 8:59 pm, Rick Cortese <ricor...@earthlink.net> wrote:
> proteanthread wrote:
> > would they make it in today's work and gaming enviroments ? would
> > they be able to sell them to more than just the hobbyists ? would
> > they be practical ? ... useful ? ... functional ? just as fun ? a
> > Windows killer ?
>

> > what if ... ?
>
> Not at work which means not in the home. To much infrastructure to
> change. If the VP in charge of IT is familiar with Windows and Windows
> applications<which at this stage is just about a sure thing> you can bet
> they won't go for anything different.
>
> The 32 and 64 bit CPUs well be here in devices. I have a Chinese
> [camera, DVR, NES emulator, MP3, MP4, FM radio, USB drive] that runs on
> something like a 200 MHz ARM 32 bit processor. You probably have a
> couple of similar power processors in your cell phone or GPS.
>
> Rick

3145. Re: faulty 65XE

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-13 01:29:57 UTC
From: Powermac <teozenios@gmail.com>
Message-ID: <c7423a15-3b25-4bb4-a735-b136c5ce7055@r36g2000vbr.googlegroups.com>
Source record: 2234

On May 12, 5:29 pm, Rick Cortese <ricor...@earthlink.net> wrote:
> Powermac wrote:
> > Diagnostics all passed, now to find some floppy drives to make it
> > useful.
>
> 2¢ If you still have a PC with serial ports, go for a SIO2PC cable.
> Takes about an hour to put one together and you will only need a real
> drive for copy protected programs if you can't find cracked ones.
>
> You only need some flavor of 1489, one diode, and plugs to go in the
> Atari and PC. You can find 1489s cheap or salvage one from just about
> anything PC that has serial on it. Some people even build them into
> their Atari and just bring out a 9 pin serial cable to the PC.
>
> Rick

I have a XE1541 cable for my C64 to make real floppies from images I figured I would do the same for the Atari. Hopefully original software will be about as easy to find as C64 software (and I do have a TOSEC archive of the Atari).

You can pretty much find any disk image you want online but I prefer to play original games on real hardware.

3146. FREE ATARI CATALOGS! BRAND NEW SOFTWARE! 4-30-2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-14 08:52:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0905140145530.26685@slate.spiritone.com>
Source record: 2235
Cross-posted to:
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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3147. 20% OFF ALL NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-14 08:54:44 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0905140152260.26685@slate.spiritone.com>
Source record: 2236
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
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3148. FS: ATARI JOYSTICKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-14 08:58:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0905140154540.26685@slate.spiritone.com>
Source record: 2237
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have lots of Joysticks for sale! Atari. Epyx 500XJ. Wico 500XJ. GemStik. Kraft. Mindscapes PowerPlayer. Pointmaster. Prostick II. SpectraVideo. Lots of Suncom. A whole lot of Wico! And a Questar Adjustable Speed Blaster to speed up and Auto-Fire any Atari compatable Joysticks.

To expedite your order, Download Catalogs, Delete what you dont want, E-Mail me the rest! To expedite your order, please E-Mail me your Mailing Address so I can figure Postage & Handling and I can expedite your Order!

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Atari and compatible JoySticks are 20% off! Joysticks work with Atari 2600/7800/8-Bit/ST/Commodore/Amiga/ColecoVision and FlashBack 2 made by Atari!

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I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3149. Intel® Core™2 Quad Processors

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-15 06:30:31 UTC
From: "whatnext@gmail.com" <whatnextur@gmail.com>
Message-ID: <3bdc55f8-4c28-469b-a08f-9a10e7b7e5dd@d25g2000prn.googlegroups.com>
Source record: 2238

Introducing the Intel® Core™2 Quad processor for desktop PCs, designed to handle massive compute and visualization workloads enabled by powerful multi-core technology. Providing all the bandwidth you need for next-generation highly-threaded applications, the latest four-core Intel Core 2 Quad processors are built on 45nm Intel® Core™ microarchitecture enabling faster, cooler, and quieter desktop PC and workstation experiences.

for more info www.infoaboutintelprocessor.blogspot.com

3150. Intel Celeron 430 1.80GHz Processor - BX80557430SL9XN

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-18 05:54:17 UTC
From: "whatnext@gmail.com" <whatnextur@gmail.com>
Message-ID: <457fa84f-3139-47a6-a53e-21862b742a51@i28g2000prd.googlegroups.com>
Source record: 2239

The Intel Celeron processor is designIntel Celeron 430 1.80GHz Processor - BX80557430SL9XNed to bring a balanced level of proven technology and value to basic PC desktops. With the Celeron processor you can expect an affordable and reliable PC for your home or home office to meet your basic computing needs, such as e-mailing friends and relatives, tracking home finances, and running interactive or educational software for your kids. It provides great balance between computing power and affordability. The entire family of Celeron processors delivers Intel technology, quality, and reliability to the desktop, value PC consumer.

for more info visit www.infoaboutintelprocessor.blogspot.com

3151. Leviton X10 Wall Switch

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-20 04:11:01 UTC
From: Anstey@merlene.com
Message-ID: <4a135894$0$20008$ec3e2dad@unlimited.usenetmonster.com>
Source record: 2240

LEVITON 15A RELAY X10 WALL (2206WI)
Price:$26.70
Image: http://bestdealfinder.us/image.php?id=B0007N72EC
Best deal: http://bestdealfinder.us/index.php?id=B0007N72EC

LEVITON WALL MOUNTED (2522I)
Price:$18.88
Image: http://bestdealfinder.us/image.php?id=B0007N7378
Best deal: http://bestdealfinder.us/index.php?id=B0007N7378

LEVITON 10-AMP RELAY WALL (4295)
Price:$59.95
Image: http://bestdealfinder.us/image.php?id=B0007NOZOC
Best deal: http://bestdealfinder.us/index.php?id=B0007NOZOC

Leviton 6298-W Heavy Duty X10 Single Receptacle (250VAC), White
Price:$44.95
Image: http://bestdealfinder.us/image.php?id=B000U3G0BK
Best deal: http://bestdealfinder.us/index.php?id=B000U3G0BK

Leviton Heavy Duty X10 Receptacles - Ivory
Price:$51.99
Image: http://bestdealfinder.us/image.php?id=B000U39VXY
Best deal: http://bestdealfinder.us/index.php?id=B000U39VXY

3152. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-20 04:13:15 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1242792783@rtfm.mit.edu>
Source record: 2241
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: May 11, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3153. FREE ATARI CATALOGS! BRAND NEW SOFTWARE! 4-30-2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-21 07:35:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0905210031450.792@slate.spiritone.com>
Source record: 2242
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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View Catalogs on-line, Download them or Feel free to Request catalogs by
E-Mail. Really, it's not an inconvenience. I ask that you specify 8 Bit,
ST or both! Then I'll send them to you by E-Mail. Let me know if I can or
cant attach files to your E-Mail. Atari@aracnet.com or call (503)256-9974!

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3154. 20% OFF ALL NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-21 07:41:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0905210035590.792@slate.spiritone.com>
Source record: 2243
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

NEW GAMES 20% OFF!NEW GAMES 20% OFF! NEW GAMES 20% OFF!NEW GAMES 20% OFF!

ORDERS OVER $50 GETS 20% OFF ALL NEW CLASSIC ATARI 8 BIT & ATARI ST GAMES! ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF NEW ATARI GAMES!Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask for Atari catalogs. My Software & Book Catalogs are sorted alphabetically by Title so Cut-&-Paste your order and E-Mail your list with your Shipping Address so I can expedite your order or call Ben anytime at (503)256-9974!

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3155. FS: ATARI JOYSTICKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-21 07:45:40 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0905210041130.792@slate.spiritone.com>
Source record: 2244
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have lots of Joysticks for sale! Atari. Epyx 500XJ. Wico 500XJ. GemStik. Kraft. Mindscapes PowerPlayer. Pointmaster. Prostick II. SpectraVideo. Lots of Suncom. A whole lot of Wico! And a Questar Adjustable Speed Blaster to speed up and Auto-Fire any Atari compatable Joysticks.

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3156. Introduction To The Nikon D50 Digital Slr

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-21 12:58:35 UTC
From: Adey@jordan.com
Message-ID: <4a152677$0$7087$586e9bf6@usenetnow.com>
Source record: 2245

Blue Crane Combo Introduction to the Nikon D50 Digital SLR + Nikon EN-EL3a Rechargeable Lithium-Ion Battery
Price:$29.95
Image: http://bestdeallocator.info/image.php?id=B000XAP2Z0
Best deal: http://bestdeallocator.info/index.php?id=B000XAP2Z0

3157. Re: FS: ATARI JOYSTICKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-22 18:22:21 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <gv6qgu$m88$1@news.eternal-september.org>
Source record: 2246
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've been curious for a while about whether the prices you publish
already have the 20% taken off?

Bravo Sierra Computers wrote:
> I have lots of Joysticks for sale! Atari. Epyx 500XJ. Wico 500XJ.
> GemStik. Kraft. Mindscapes PowerPlayer. Pointmaster. Prostick II.
> SpectraVideo. Lots
> of Suncom. A whole lot of Wico! And a Questar Adjustable Speed Blaster to
> speed up and Auto-Fire any Atari compatable Joysticks.
>
> To expedite your order, Download Catalogs, Delete what you dont want,
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> http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
> http://www.aracnet.com/~atari/8bt_hard.htm 20% OFF ATARI 8 BIT JOYSTICKS!
> http://www.aracnet.com/~atari/st_hard.htm 20% OFF ATARI ST JOYSTICKS!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. Customers love the speedy service! I have
> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari 8 Bit and ST Games/Software, Hardware/Accessories and
> Books/References!
> FREE Catalogs @ http://BenSells.Atari.org or
> http://BensCatalogs.Atari.org or
> Catalogs Requested by E-Mail at Atari@aracnet.com or
> BenSells@Atari.org and
> Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at

> (503)256-9974!

3158. FS: ATARI JOYSTICKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-23 09:48:59 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0905230233380.6851@slate.spiritone.com>
Source record: 2247
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Prices in my Catalogs stay the same! It create lots of work changing prices
every time I have a sale! You need to E-Mail me asking for the Discount!

=-Thanx-=
=-=Ben=-=

---------- Forwarded message ----------
On Fri, 22 May 2009, Trevor Holyoak wrote:

I've been curious for a while about whether the prices you publish already
have the 20% taken off?

---------- Forwarded message ----------
Date: Thu, 21 May 2009 00:45:40 -0700
From: Bravo Sierra Computers <atari@aracnet.com>

I have lots of Joysticks for sale! Atari. Epyx 500XJ. Wico 500XJ. GemStik.
Kraft. Mindscapes PowerPlayer. Pointmaster. Prostick II. SpectraVideo. Lots
of Suncom. A whole lot of Wico! And a Questar Adjustable Speed Blaster to
speed up and Auto-Fire any Atari compatable Joysticks.

To expedite your order, Download Catalogs, Delete what you dont want, E-Mail
me the rest! To expedite your order, please E-Mail me your Mailing Address so I
can figure Postage & Handling and I can expedite your Order!

My Atari SoftWare and Book Catalogs are sorted alphabetically by Title so you
can find the Titles you want! When ordering, please keep Titles Alphabetical!

Atari and compatible JoySticks are 20% off! Joysticks work with Atari 2600/
7800/8-Bit/ST/Commodore/Amiga/ColecoVision and FlashBack 2 made by Atari!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI LISTS CATALOGS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8bt_hard.htm 20% OFF ATARI 8 BIT JOYSTICKS!
http://www.aracnet.com/~atari/st_hard.htm 20% OFF ATARI ST JOYSTICKS!

I've got a fast turnaround rate. Usually, Once I receive payment your order
goes out the same day. Customers love the speedy service! I have lots of Atari
SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or

Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3159. 20% OFF ALL NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-28 20:58:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0905281357050.8757@slate.spiritone.com>
Source record: 2248
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

NEW GAMES 20% OFF!NEW GAMES 20% OFF! NEW GAMES 20% OFF!NEW GAMES 20% OFF!

ORDERS OVER $50 GETS 20% OFF ALL NEW CLASSIC ATARI 8 BIT & ATARI ST GAMES!
ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF NEW ATARI
GAMES!Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask
for Atari catalogs. My Software & Book Catalogs are sorted alphabetically
by Title so Cut-&-Paste your order and E-Mail your list with your Shipping
Address so I can expedite your order or call Ben anytime at (503)256-9974!

To expedite your order, Download Catalogs, Delete what you dont want, E-Mail
me the rest! To expedite your order, please E-Mail me your Mailing Address so
I can figure Postage & Handling and I can expedite your Order!

My Atari SoftWare and Book Catalogs are sorted alphabetically by Title so you
can find the Titles you want! When ordering, please keep Titles Alphabetical!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI LISTS CATALOGS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ATARI 8 BIT GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ATARI ST GAMES LIST!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3160. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-30 05:23:37 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1243660902@rtfm.mit.edu>
Source record: 2249
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: May 11, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Infogrames Entertainment SA.
http://corporate.infogrames.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3161. Anyone know where I can find a copy of BASM? (basic/asm hybrid)

Newsgroup: comp.sys.atari.8bit
Date: 2009-05-31 05:23:40 UTC
From: Kristopher Neidecker <biffsnotnodules@yahoo.com>
Message-ID: <50aec792-efcd-405b-a29c-c5b600283551@t11g2000vbc.googlegroups.com>
Source record: 2250

I am looking for a copy of BASM preferably a disk image I could use in
an emulator. Any ideas?

3162. Re: Anyone know where I can find a copy of BASM? (basic/asm hybrid)

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-01 01:51:02 UTC
From: Russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <8uGUl.27848$c45.5596@nlpi065.nbdc.sbc.com>
Source record: 2001

"Kristopher Neidecker" <> wrote in message news:
>I am looking for a copy of BASM preferably a disk image I could use in
> an emulator. Any ideas?
Are you talking about an assembler by Peter
Englebrite of Epyx?
If so, I can't find it anywhere.

3163. Chameleon

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-01 02:01:30 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <dtGUI.49698$19.28347@bignews2.bellsouth.net>
Source record: 2002
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Anyone remember Chameleon?

3164. Chameleon

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-01 02:04:08 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <HvGUI.49699$19.48413@bignews2.bellsouth.net>
Source record: 2003
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Anyone remember Chameleon?

IF so, what was it for?

Ohh my Twitter, Well at the moment....

-

3165. Re: Chameleon

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-01 18:44:55 UTC
From: stephensheppard@hotmail.com
Message-ID: <cd679b75-9092-4047-8f45-70c81358ea8c@h23g2000vbc.googlegroups.com>
Source record: 2004
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On May 31, 10:04 pm, "phantomm" <phant...@bellsouth.net> wrote:
> Anyone remember Chameleon?
>
> IF so, what was it for?
>
> Ohh my Twitter, Well at the moment....
>
> -

It was a terminal emulation program by John Palevich (sp?) originally distributed through Atari's APX program.

I used Chameleon (tape version) many times to submit programming assignments to school (way back when). Using tape and the slow transfer rate (300 baud) was incredibly cumbersome but it beat driving to school at 2:00 AM (the only time the campus terminals seemed to be available).

- Steve Sheppard

3166. Re: Chameleon

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-01 20:06:31 UTC
From: Mudge <Nospam@never.ever>
Message-ID: <200906011406318930-Nospam@neverever>
Source record: 2005
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On 2009-06-01 12:44:55 -0600, stephensheppard said:

> I used Chameleon (tape version) many times to submit programming
> assignments to school (way back when). Using tape and the slow
> transfer rate (300 baud) was incredibly cumbersome but it beat driving
> to school at 2:00 AM (the only time the campus terminals seemed to be
> available).

And, wasn't 300baud just marvy ??

--
The Canadian Curmudgeon (in Calgary)
Save our precious CO2 - plant many trees

3167. Re: Chameleon

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-01 23:21:05 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <4a246258$0$32001$afc38c87@news.optusnet.com.au>
Source record: 2006
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

stephensheppard@hotmail.com wrote:
> On May 31, 10:04 pm, "phantomm" <phant...@bellsouth.net> wrote:
>> Anyone remember Chameleon?
>>
>> IF so, what was it for?
>>
>> Ohh my Twitter, Well at the moment....
>>
>> -
>
> It was a terminal emulation program by John Palevich (sp?) originally
> distributed through Atari's APX program.
>
> I used Chameleon (tape version) many times to submit programming
> assignments to school (way back when). Using tape and the slow
> transfer rate (300 baud) was incredibly cumbersome but it beat driving
> to school at 2:00 AM (the only time the campus terminals seemed to be
> available).
>
> - Steve Sheppard

There was also a loadable desk accessory called Chameleon. It allowed
you to load and unload ACC's at will.

Mark

3168. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-02 05:32:05 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/vendev_1243920639@rtfm.mit.edu>
Source record: 2007
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: May 24, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

This document is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

The latest version of this document is posted to the following Usenet
newsgroups every 60 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (Multipart ed.)

You may also request my latest working version at: michael@mcurrent.name

**********************************************************************
* For other 8-bit Atari related FAQs please see the "Welcome FAQ": *
* ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome *
* http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html *
* http://www.faqs.org/faqs/atari-8-bit/welcome/ *
**********************************************************************

UPDATES SINCE PREVIOUS POSTING:
2009.05.24 added: Steve Hales (Slime, Fort Apocalypse, Dimension X)
2009.05.24 HiassofT: Highspeed SIO patch for XL/XE OS and MyIDE OS V1.20
2009.05.21 Radek Sterba: Raster Music Tracker (RMT) v1.28
2009.05.19 Thomas Richter: atari++ 1.56 and new URL
2009.05.13 MadTeam: Ilusia, Deflater 7z v2.6, Check XEX, Build 1.1
2009.04.24 C.P.U.: SDrive Control Program v01 20090403
2009.04.15 Super Products updated, thanks James Bradford
```

2009.04.12 MadTeam: Graph2Font 3.8.6.6
2009.04.04 MadTeam: Graph2Font 3.8.6.5
2009.03.31 Zdenek Burian: FLOP 52
2009.03.05 added Avery Lee (Altirra 1.0)
2009.03.02 deleted: MacFalkner (web site gone, thanks Laurent)

Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry should contain a valid postal address or web page address.

Unless explicitly requested by the vendor, no entries will include an email address due to the overwhelming amount of spam that would result.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Mr. Corey Koltz) 4/06
302 W Dewey St
Cassville WI 53806-9733
USA
Phone: 608-725-2137
http://www.8bitclassics.com/
Vendor: new and used hardware and commercial software

A-ONE Online Magazine 2/07
See: Dana P. Jacobson

ABBUC HAR -- Hannoverschen ABBUC Regionalgruppe 2/07
Hanover
Germany
http://www.bertelmann.org/har/

Vendor: XF351 Upgrade-Kit includes Floppy + Cable + EPROM + Bootdisc,
Used Atari 800 XL PAL, Speedy1050 TDS. Not all items online available--
Ask for more information. Additionally vendor of:
- all items from Frank Heuser Shop
- all items from Wolfram Fischer
Special lower prices for ABBUC members available.

ABBUC Regionalgruppe Frankfurt / Main (RAF) 5/07
Dillenburgerstrabe 61
60439 Frankfurt / Main
Germany
http://www.abbuc-raf.de/
Vendor: MultiJoy8 cable and adapter
Developer: SIO2PC, Network Interface, 2 computer interface (automatic
2 computer switch for use the same peripherie), Schaltnetzteil
(Power supply), 8 channel digital voltmeter, SIO2USB

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated
temperature monitoring station using simple thermisters and the provided
software. Also available: source code listing, temperature data aggregation
utility

Alhart Enterprises Presents (AEP) 8/06
c/o Paul V. Alhart
524 N Z St
Lompoc CA 93436-5019
USA
tel: (805) 736-4624
"encoded" email: OOOp.alhartOOO@OOOverizonOOO.OOOnetOOO
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12
Repair shop: Atari disk drives

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module,
TV/Computer Switch

Ambery 9/08
12335 Denholm Dr Ste E
El Monte CA 91732-3654
USA
tel: 626-350-8956 or 626-698-6739 Mon ~ Fri (10:00AM to 4:00PM PST)
FAX: 626-771-0060
http://www.ambery.com/
Developer: various Video to VGA/RGBHV converter scalers, see
http://www.ambery.com/vitovgcosc.html. Connect your Atari to your PC monitor!

Art Transfair Berlin (Andre Motzkus) 2/07
Brunsbuetteler Damm 223d
13581 Berlin
Germany
http://www.art-transfair.de/
Vendor: Computer, expansion, Floppy, memory-upgrades up to 16 mb,
Audio A/D changer, additional many other Atari items (16/32/64bit).
Special lower prices for ABBUC members.

Atari800 Development Team 4/09
See also: Mark Grebe
See also: Christian Groessler
See also: Piotr Fusik
See also: Kostas Nakos
See also: Vasyl Tsvirkunov
See also: Ludovic Jacomme
Petr Stehlik (maintainer), Troy Ayers (Playstation 2), Michael Borisov (POKEY
sound), Piotr Fusik (core developer), Mark Grebe (Mac OSX), Christian
Groessler (Sega Dreamcast), Perry McFarlane (cycle-exact ANTIC and GTIA),
Kostas Nakos (Windows CE), Krzysztof Nikiel (Win32), Jacek Poplawski (SDL),
Vasyl Tsvirkunov (Windows CE), James Wilkinson (DOS, BeOS, Win32),
Ludovic Jacomme (PSP)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 v2.1.0 - an Atari 400, 800, 600XL, 800XL, 130XE
and 5200 emulator for Unix, Linux, Win32, Amiga, MS-DOS, Atari TT/Falcon,
BeOS, WinCE, Mac OSX, Playstation 2 and other systems

Atari8Warez (Ray) 10/07
Toronto, Ontario
Canada
http://atari8warez.for-the.biz/
Developer: SIO2PC serial interface cable,

10502PC / ProSystem Serial Interface cable

AtariAge (Albert Yarusso, Alex Bilstein) 4/06
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware (includes homebrew project supplies by Pixels Past)
Developer: Beef Drop cartridge (by Ken Siders)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX) titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort, Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill, Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match, Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics Package, Solitaire, Source Code For Eastern Front (1941), Letterman, Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc, Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage, Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt, Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show, Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing, BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!, Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy, Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler, Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL

Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atari Fan Store (Irek) 7/08
New York NY
USA
http://afs.atari.org/
Vendor: Polish hardware products, including: SIO2IDE, SIO2SD, KMK/JZ/IDEa IDE Interface

Atarimax (Steven J. Tucker) 5/07
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v3.0.2 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS 32-in-1 for XL/XE, APE Warp+ OS 32-in-1 for 1200XL, Imagic 1.06 95/NT - Atari Disk Image Conversion System (ATR/XFD/DCM/SCP), Imagic 1.06 DOS, Atari Terminal Simulator ATS 2.0 (SR2) - ATASCII Telnet/Serial Terminal & Break Movie Player 95/NT, Break Movie Screensaver 95/NT, MaxFlash Flash MultiCart (1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface (RS232 and USB editions), Atarimax/ABBUC USB Cartridge, MyIDE+Flash IDE Interface Cartridge

Atari Online News, Etc. 2/07
See: Dana P. Jacobson

The Atari Shop (Sandra) 1/07
The Netherlands
http://www.atari-shop.nl/
Vendor: new/used hardware, new/used commercial software

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atlantis Games Group 12/08
(Sal "Kjmann" Esquivel, TJ "Damage X" Edmister, Gary "Rybags" Ryan, Zdenek "Psuedografx" Eisenhammer, Peter "peteofborg" Meyer
USA
http://www.atlantisgamesgroup.com/
Developer: Tempest Xtreem (sold by Video 61).
In progress: OutRun Project, Battle Squadron Project

AV Toolbox 1/04
USA

Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 6/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 2.2 (Interactive 6502 Disassembler for Win32,
designed to specifically support Atari binary files)

Matthew Bacon 2/07
UK
http://www.myatari.net/
Publisher: MyAtari online magazine (back issues online)

BAKTRA Software (Michael Kalous) 5/08
Czech republic
http://www.baktra.wz.cz/
Developer: TURGEN SYSTEM (converts data to various turbo formats, produces
sound or cassette images), Caverns of the lost miner (Game for atari written
in C, open source), mmSAP 2 (SAP player for GNU/Linux), DTX Manager (Editor
of Atari DOS 2 executables), libataricas (library for atari cassette image
manipulation with turbo support)

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator
for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced)
SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz 4/08
Germany

http://www.cc65.org/
Developer: cc65 2.12.0 - a complete cross development package for 65(C)02 systems, including a macro assembler, a C compiler, linker, librarian and several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 4/07
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out), IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10, MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0, CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"), ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 6/07
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: (408) 278-1070 (M-F 1:30pm to 5:00pm PST)
FAX: (408) 278-1092
E-FAX: (815) 364-3703
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch keyboard upgrade for XE computers, Best Light Gun, Best Gold CX40 Joystick PCB, Atari CX40 Joystick Rebuild Kit with Atari Upgraded CX40 Handle and Best Gold CX40 PCB, Atari CX40 Joysticks upgraded with the Best Gold CX40 PCB, Atari Jaguar Power Pad to Other Atari Systems Adapter Cable, Sega Genesis Controllers To Atari Systems Adapter Cable

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/

Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk
drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 8/06
USA
http://www.bigfivesoftware.com/
Developer: Bounty Bob Emulator for Windows NT, 2000, 98, and ME

BITS (SoLo2) 3/08
http://bits.atari.org/
Developer: Intro #1501 (v20080312), Intro #1502 (v20080314)

Blackened Technologies 10/07
Ken Jones (MetalGuy66), Sergio Larrondo (WareRat), Stephen J. Carden
http://www.blackenedtech.com/
Developer: The "NEW" MIO

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenek Burian 3/09
Marie Majerove 33
Prostejov 6
798 11
Czech Republic
Tel. 582 360 714
http://flop.atari.org/
Publisher: FLOP disk magazine, annual (FLOP 52 published March 2009)

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 8/06
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

Mario Caillahuz ("Allas") 11/08
Lima
Peru

http://atari.limitevisual.com/
Developer: Plague Attack, Voyage to Home, Accion, MULE Wars, Animal Party

James Catalano / Classic 8-Bit Atari / Artacyis Software 1/07
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens: Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart
(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/07
1350 Buffalo Rd Ste 2
Rochester NY 14624-1829
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems (include a hard disk, Black Box, power supply,
controller, cables, and software), SIO cables, hard disk controllers:
Adaptec 4000 SCSI, Adaptec 4070 (RLL) SCSI, Xebec S1410a SASI
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,

Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Nick Coplin 9/08
Perth, Western Australia
Australia
http://www.64hdd.com/
Developer: 64JPX - JoyPad eXpander - Use your favourite Sega, SNES, NES or
PCanalog controller with your Commodore or Atari compatible system

Cosine Systems (Exin [Sebastian], Intensity [Arman], Odie [Sean], 1/06
Sack [Adam], Magic Roundabout [Jason])
United Kingdom
http://www.cosine.org.uk/
Developer: demos: C.G.M. UKScene Radio Intro, 1K Party. game: Reaxion

C.P.U. (Radek Sterba (Raster) & Robert Petruzela (Bob!k)) 4/09
See also: Radek Sterba
Czech Republic
http://raster.infos.cz/atari/homepage.htm
Developer: S/XEGS RAMCart 128KB version "G1.04 FIX3+",
STEREO upgrade for XL/XE, SDrive - connects to Atari XL/XE's serial (SIO)
port and simulates an Atari floppy disk drive with full read/write access to
programs and data stored on a Secure Digital flash memory card (SD),
SDrive Control Program v01 20090403

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file
analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS
or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory
tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4
(written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel
Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor
and more)

CSW-Verlag 2/07
Weidenstrabe 13/1
71364 Winnenden
Germany
tel/FAX: +49 (0) 71 95/6 11 20
http://www.retro-magazin.de/
Publisher: RETRO magazine. Themes: Retro-computing for all systems.

Atari part: approx. 10%. (Not only 8bit) 9.90 euro per magazine, 4
magazines per year for 35 euro.

Jorge Cwik 8/08
http://www.fxatari.com/
Developer: VAPI Atari 8-bits Imaging & Preservation format (.ATX) and
tools: Patched Emulator (based on Atari800Win PLus 4.0 Beta 3) +
VAPI DLL 0.3a, VAPI2SIO (SIO2PC for VAPI) 0.2a

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine
(1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques (Dan Dotson and Marilyn Saul) 9/06
PO Box 40751
Tucson AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

DGS 11/03
See: Dean Garraghty

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?,
What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS,
D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2,
Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5,
Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system:
Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Digital Force (Mario Trams) 1/07
Germany
http://www.digital-force.net/
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler (Flo) 12/08
Germany
http://www.akk.org/~flo/
Developer: Ice-Hockey (for MultiJoy interface, March/April 2002),
Sheep-Race (for MultiJoy interface, Aug 2002),

CardGrabber (for MultiJoy interface, May-Aug 2002),
Peripheral Test 2.0 (Hardwaretester) (Dec.2008)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

DLT Ltd. (trub, drac030) 1/09
See also: trub
See also: Draco
http://sdx.atari8.info/
Developer: SpartaDOS X Version 4.42 (December 2008)

Draco (Konrad M. Kokoszkiewicz, KMK, drac030) 11/08
See also: DLT Ltd.
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: 65C816 XL OS: 65C816 XL OS v. 2.22 (28.II.2007.),
FastRAM Test, QE for Warp/F7, SD-Load, D2D v.0.5, grep, LPOKE/LPEEK.
MultiBASIC: MultiBASIC v.0.33, MultiBASIC Manual.
"KMK/JZ IDE" ATA Interface: IDE BIOS 1.11, User's manual, Utility disk.
SpartaDOS: DiskRX 1.9a, SD-Load, SpartaDOS TAR v.1.4a, CP v.1.3b, HDSC 1.5,
Eddy v.1.05, CleanUp X 1.1
Utility programs for (any) Atari 8-bit: DEMON, EYE, RW-Test, SysInfo 2.13.
Patches for: Moon Patrol, Music Protracker v.2.4, Perestroyka Demo,
Prof!'s XDIR.

Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 1/07
PO Box 3365
Spring Hill FL 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware, used commercial software

Emulators (Derek Mihocka) 8/06
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit & Atari ST & Apple
Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 -
8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 -
8-bit Atari emulator for MS-DOS

Epi (Adrian Matoga) 9/08
See also: Tristesse

See also: O.S.
Adrian Matoga
ul. Jezdziecka 11
30-698 Krakow
Poland
http://epi.atari8.info/
Developer: NeoTracker 1.7, NeoTracker Winamp plugin v0.2, TipConv 1.0.0,
TIP Tools 0.3.1 includes TipView 1.0 and BMP2TIP 0.21, xunzip 2.1,
sapemu v0.2 (simple SAP (Slight Atari Player) file player),
HardCore Assembler (hcasm) 1.0, brULlwurFeL, TDC Hack Demou,
Sztab Malopolska #3 Invitation

Raphael Espino 8/07
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility), Atari 8-bit
JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface",
JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg",
JpegShow 0.1 (07Aug01) "A slideshow version",
CpegView 0.5 (18Aug07) "The colour JPEG viewer for Atari 8-bit computers"

Subject: F

Fandal 8/08
Czech Republic
http://atari.fandal.cz/stuff.php
Developer: Sturbon Intro, FreeCellXE, TriPeaksXE, HexxagonXE, Astro Road,
Cubico, The Storm, A Tribute to Quorthon, Bombex, The Steam Train,
Astro4 Road, Mysterion Preview, Mind Blast, Outlaw, Swapz,
Who Lost the Wallet?

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for
68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,
Atari 400/800/XL/XE emulation for the PowerMac),

Wolfram Fischer (Mega-Hz) 8/08
See also: ABBUC HAR
Dorfstrasse 1a
28870 Ottersberg
Germany
"encoded" email: OOOmega-hzOOO@OOOt-onlineOOO.OOOdeOOO

http://mega-hz.no-ip.com/Angebote/angebote.html
Vendor: SIO2SD rev.1, SIO2SD rev.2, SIO2PC interface
Developer: Speedy 1050 TDS with track-led, 256KB memory expansion for
800XL, ASCB - Abbuc Sio Connector Board
Special lower prices for ABBUC members.

FLOP disk magazine 5/05
See: Zdenek Burian

Foundation Two 1/07
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks,
N!ne)
Germany
http://www.foundationtwo.de/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut,
Bremspunkt (Brems.)

Ron Fries 4/07
http://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" / "0xF" 4/08
See also: Atari800 Development Team
See also: Infinity
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Taquart
See also: Yoomp!
Poland
http://xasm.atari.org/ or http://atariarea.krap.pl/x-asm/
http://asap.sourceforge.net/
Developer: Atari utilities: Professional Copy 2.1, FlashPack 2.1,
PowerGraph 1.0, GR8 Logoser 1.1; PC utilities: ASAP (Another Slight Atari
Player) 1.2.0, xasm 3.0.1, SAP Maker 5.0, unsap

Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from Germany;
Commercial Software Collection CD-ROM includes: Quick (programming language)

V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM)
V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer
(DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper,
Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues
1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from
Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain
Software Collection CD-ROM includes 191 mostly double-sided disks plus some
bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

Bostjan Gorisek (Gury, Firemover) 6/07
Poland
http://gury.atari8.info/
Developer: Sprite Engine 1.0.3

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force,
Zero War, Menace, Pacland, Moonbase

GR8 Software (Arek "nosty" Staworzynski) 10/08
Poland
http://www.gr8.atari.pl
Developer: Hobgoblin
(by XXL, Kaz, stRing i.e. Krzysztof Dudek, Michal Radecki, Krzysztof Ziembik)

Mark Grebe 2/09
See also: Atari800 Development Team
USA
http://www.atarimac.com/
Developer: Atari800MacX 3.9.1 (version of Atari800 emulator for Mac OS X),
Sio2OSX 2.0 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 5/08
See Also: Atari800 Development Team
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
http://contiki.cvs.sourceforge.net/contiki/contiki-atari/
Developer: Atari800DC 0.77 (Atari800 emulator for SEGA Dreamcast),
Contiki 1.0 for Atari (a working release of the Contiki web browser for the
Atari 8bit systems)

Subject: H

Steve Hales 5/09
Palo Alto, CA 94301
USA

http://www.igorlabs.com/etc/games/
Developer: Slime, Fort Apocalypse, Dimension X

Jonathan Halliday (flashjazzcat, RIF Software) 1/09
145 Wenlock Road
South Shields
Tyne & Wear
NE34 9AL
England
http://www.atari8.co.uk/
Developer: The Last Word 2.1 (word processor), RIF SpartaDOS Utilities
(@.COM, CALL.COM, DESEG.COM, EDIT.COM, FD.COM, FLASH.COM, IF.COM, LPRINT.COM,
MOVE.COM, QC.COM, XKEY.COM, XKED.COM), MA65 Macro Assember 1.6 for SpartaDOS,
XEDIT Text Editor

Lee Hanken 1/07
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atascii/
Developer: ATASCIIView Version 1.3 (ATASCII file viewer for MS-Windows).
web-based Atari 8-bit ATASCII file viewer:
http://www.leehanken.pwp.blueyonder.co.uk/atari/

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,
VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,
CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase,
Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye,

Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

Frank Heuser 2/07
Kappelstrasse 10
67269 Gruenstadt
Germany
http://www.asselheim.de/
Vendor: new hardware expansion items, including: SIO2PC (internal/
external), 1050PC, Midi, Voicebox (Atari Magazin), Function keys,
16-OS-switch, AKI, RAM Expansion, Audio/Video cable and adapter, Videobox.
Special lower prices for ABBUC members.

HiassofT 5/09
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux
kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC
or APE; atarixfer - a small tool to read/write ATR images to an Atari disk
drive connected by a 1050-2-PC or ProSystem cable), AtariDsk V1.2 (read,
write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write
double density ATR-images to Atari floppy disks on your PC; also create
ATR-images of double density floppy disks), MyPicoDos V4.04 (small
"gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS
subdirectories and large disks), MyIDE Tool V0.30 (direct access to
harddrives in MyIDE format on your Linux/Windows PC), Highspeed SIO patch
for XL/XE OS and MyIDE OS V1.20 (extends the SIO routine of the OS to
support: Ultra speed (Happy 1050, Speedy, SIO2PC, ...), 1050 Turbo, XF551,
and Warp speed (Happy 810))

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 2/07
USA

http://cth.dtdns.net/
Developer: The Armorizer (file corruption detector), ATOS (graphical
desktop environment), BrainFork (programming language), Check CRC32, Disk
Fragmentation Utility, The Long Integer Library (CC65 and Action! versions),
M.T.O.S. (Multi-Tasking Operating System), Micro BASIC, Mouse (programming
language), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive
Delete Utility, Shell (for SpartaDOS), Snapshot, The Sound Utility, Term80,
UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your
old computer or dumb terminal to access the internet), CTH Emulator (based
on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet),

Stephen James Hurd (deuce) 8/08
http://sourceforge.net/projects/syncterm/ and http://syncterm.bbsdev.net/
Developer: SyncTERM 0.9.2. A cross-platform ANSI-BBS terminal designed to
connect to remote BBSs via telnet, rlogin, or SSH.
Full Atari 8-bit ATASCII support.

Chris Hutt (Sheddy) 8/07
UK
http://www.sheddyshack.co.uk/
Developer: Space Harrier Conversion Project

Subject: I

IEC "Innovative Electronics & Computing" 4/07
6185 E 56th Ave
Commerce City CO 80022-3959
USA
Phone: +1-303-288-5000
(USA) 800-765-4432 Mon-Fri, 8:00AM-6:00PM MT
Fax: +1-303-288-5099
http://www.iec-usa.com/
Developer: Atari connectors: Atari 13 Position Buss Connector for Atari
400 and Atari 800 Computers. Atari cables:
(http://www.connectworld.net/cgi-bin/iec/05MCOlderAtari.html)
Atari Color Monitor Cable 5', Atari Monochrome Monitor Cable 5',
Atari Color Monitor Cable With 2 RCA Plugs 5',
Atari Monitor Cable With 2 RCA Plugs 5', Atari Lefty Joystick Adapter,
Atari IF850 and IF860 Parallel Cable 6', Atari IF850 and IF860 Modem Cable 6',
Atari IF850 and IF860 to Serial Printer Cable 6',
Atari 400 and 800 Bus (SIO) Cable 6'

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari

MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class
(combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000),
Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik,
Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Ingo (tuxie) 8/08
Germany
http://mega-hz.no-ip.com/Angebote/SIO2IDE33/SIO2IDE33.html
Vendor: SIO2IDE 3.3

Integrated Logic Systems (ILS - Stephen J. Carden) 4/07
See also: Steel Rodent
3321 Jonathan Cir
Augusta GA 30906-3829
USA
http://www.tcpipexpress.com/
Developer: Multiplexer (MUX) board Version 1.1 July 21, 2006,
TurBoss O/S (Atari XL/XE O/S Replacement Module), TCPIP Express,
Real.DOS Ver 1.0a Build 0024 2-Oct-06

Subject: J

Jeff Jackson 8/06
USA
http://www.jeff-jackson.com
Developer: JLS BASIC - Jackson Languange System BASIC compiler

Dana P. Jacobson 2/07
USA
http://www.atarinews.org/ or http://people.delphiforums.com/dpj/a-one.htm
Publisher: Atari Online News, Etc. -- A-ONE Online Magazine. weekly

Ludovic Jacomme (Zx-81) 3/07
France
http://zx81.zx81.free.fr/
Developer: PSPAtari v1.0.7: Atari 800/130/5200 Emulator for PSP
(port of Atari800 emulator for PlayStation Portable)

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not
complete version)

Shawn Jefferson 11/07
Victoria, BC
Canada
http://www.jeffersonsauctioneering.com/atari/
Developer: MyIDE Config 4.0, MyIDE Image Manager 4.1,
MyIDE Image Batcher 1.0

Subject: K

Cameron Kaiser 2/09
http://www.floodgap.com/retrotech/xa/
Developer: xa 2.3.5 (two-pass portable cross-assembler for NMOS 6502s
(such as 6502A, 6504, 6507, 6510, 7501, 8500, 8501, 8502 ...), CMOS 6502s
(65C02 and Rockwell R65C02) and the 65816

Kendallsoft (Dylan, Jason, Debbie, Jake) 10/08
http://www.freewebs.com/gwobby/
Developer: Gwobby's Adventure, Car Crash, Runaway Van 2, Mite,
Grand Theft Auto Atari, Sky Hawk, The Number Game, Gwobby Jr, Trolley Trouble,
Flikin' Footballs, Bouncin' Boneheads, Rumpelstiltskin, Gorilla Warfare,
Alien Blasting, TRON, Millionaire, Drum Kit, Wiggler

Nick Kennedy 5/07
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://pages.suddenlink.net/wa5bdu/
Developer: SIO2PC 4.21 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari
Drive to PC Interface): software, hardware plans, cables, parts (not for
Windows-XP), HAM Terminal for Atari, The WA5BDU Computer Keyer 1.5
(morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 7/07
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Krishna Software (Krishnasoft) 1/07
173 Prestwick Way
Edison NJ 08820-4680
USA
http://www.krishnasoft.com/sps.htm
Developer: Multi-platform Distributive Operating System (MPDOS) Standard
(version 1.00. simulate joystick, mouse, keyboard with a PC),
MPDOS Professional for Atari (version 1.00. simulate Atari disk drive and
cassette program recorder), Sound Processing Software (SPS) 1.00 (software
for Windows suitable for creating sounds for the Atari)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://mikro.umpc.sk/

Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Jakub Kruszona-Zawadzki 11/07
See also: Wolfram Fischer
Poland
http://sio2sd.gucio.pl/
Developer: SIO2SD project

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9, Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to connect an 8-bit Atari computer (or any device with a serial port) directly to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

LaResistance (born, NoiD, powrooz, pr0be, stryker) 3/07
Poland
http://laresistance.pigwa.net/
Developer: edict (intro), Silly Venture 2k4 Invitation, polymatrix (demo), the shrine (demo)

Derek Ledbetter 8/05
540 Canal St Apt 9
San Rafael CA 94901-4145
USA
Home Phone (415) 256-1931
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator 1.0.7 developement release 3 for MacOS 8.6 and later, and OS X

Avery Lee 3/09
http://virtualdub.org/blog/pivot/entry.php?id=230
Developer: Altirra 1.0 (emulator for Windows)

Legacy Engineering Group (Curt Vendel) 10/08
117 Duke Dr
Carmel NY 10512-1598
USA
Phone:(1) 914-509-4570
http://www.legacyengineer.com/
Developer: Classic USB Joystick Controller

Marcin Lewandowski (Jaskier/Taquart) 8/05
See also: Taquart
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
http://atariarea.krap.pl/PLus/index_pl.htm
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM,
MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1,
Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM
(Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2,
3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick
Assembler to PC X-Asm), Atari800Win PLus 4.0 (for Windows, based on
Atari800)

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MadTeam 5/09
(active: Tebe, Pajero. inactive: Profi, Rage, Psychol, Rocky, KAMM)
Poland
http://madteam.atari8.info/ http://g2f.atari8.info/ http://mads.atari8.info/
Developer: demos: Happy Demo, MadTeam Intro, The Muppet Movie Show, IGOR,
FAJER, SINTRO, Running Cow, LAJF, Journey, Vasco, X, Splash, TIT, ANI,
SAMAR Graphics Collection, Kaszel #1, Syzygy #8, Dupland Slideshow,
Happy Easter 2007, Martial Arts vs Modern Arts, Ilusia
games: Droga Do Duplandu, Mental Age, Dyna Blaster, Getris, Nibbly,
Mario Bros. 2007
Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5,
Audio Master 1.0, Mathaf****r Editor 3.1, Mathaf****r Reader 1.1,
Turbo 2000F, Visage 2.7, XL-Paint 2.5MaX, 2.6MaX, Rip2Max,
2xMPT 8Channel Stereo Project 1.0, Atari Commander 1.81, Via Copy 4.4,
SAMAR Hi-res Interlace with Map of Colours (SHIMC) Editor 1.0, LZW Pack 4.2,
Squash 1.4, Total Commander ATR Plugin v1.5, DisAsembler v2.0,
Deflater 7z v2.6, XRLoader v1.2, TIP Animator v2.3, Check XEX, Build 1.1
PC utilities: Graph2Font 3.8.6.6 (convert graphics to Atari chars and design
multicolor graphics for the Atari), MADS 1.8.4 (Mad-Assembler: 4-pass

crossassembler designed for 6502 and 65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989), Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

MatoSimi (Martin Simecek) 7/08
Slovakia
http://matosimi.atari.org/
Developer: CMC Musix 1 (demo), CMC MSX Extractor (utility), Plasma4 (intro), Atari FontMaker v1.1 (create ATARI font on PC), Laser Blaster (game), Monex v1.1 (game), Music From Zeus Intro, T2K decoder v.021 (convert programs from cassette tape to disk), Light Up! (game), Belljumper 1k (game), Fireball 1k (game)

MCM, an InOne company 5/06
650 Congress Park Dr
Centerville OH 45459-4000
USA
Phone: 1-800-543-4330
Fax: 1-800-765-6960
http://www.mcminone.com/
Developer: 9 Pin Jack For Atari, AC Adaptor Atari 3.5mm 9V DC 500mA

The MESS Team 1/07
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS)-- an emulator of a large number of systems, including the 8-bit Atari computers -- downloads available for Windows, *nix, Mac OS, and DOS

MicroUSB.org - Microprocessor USB Project 1/06
Atari project: Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann
Germany
http://microusb.org/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart (Hardware Cypress SL811, Hardware USBN9602), AtariXLJoypad (Logitech Rumblepad 2 USB Version 2.0), AtariXLJoystick (Competition Pro USB 1.0), AtariXLKeyboard 0.1 BETA, AtariXLMouse (Logitech USB Mouse), AtariXLWheel (Thrustmaster Nascar Pro Digital 2, Logitech Formula GP 1.0, Logitech Vibration Feedback Wheel), USB Device Driver Development Kit 1.2.0, USB Enduser Driver Disk USBTEST Version 0.6, USB HID Base Driver Version 2.0, USBDOS 0.1

Mirage Interactive 6/05
See also: Rewindgames (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555

http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 11/07
Gdansk
Poland
http://www.atariarea.krap.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 3.3a, 4.4, 4.4a (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 2/08
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://morethangames.a8maestro.com/
"encoded" email: mtgYYYY(insert year)"A T"a8maestro.com
Vendor: Many Atari and third party hardware and software items-old/new/used, Super Sketch Graphics tablet, AGDA Gamelink based gaming network adapters.
Developer: Audio Video break out box and cables (comp, chroma, luminance, audio), 130XE 4 bit memory upgrade, SPIDER sio port expander, SPEEDIER:19.2K serial port, EASI/O cables to expand SIO, PEEKER:Sio port data monitor, 850 adapters, ATR8000 adapters, SIO Cable Tester. Many more in the works.
Publisher: Atari Game Systems V&D List

Motelsoft 11/07
Germany
http://www.motelsoft.de/
Developer: Caveman II - Caves of Osum (also developed: Der Hexenmeister, Labyrinth, Panzer, Smack-Jack

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

MyAtari 2/07
See: Matthew Bacon

Subject: N

Kostas Nakos 1/06
See also: Atari800 Development Team
Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/
Developer: Pocket Atari 2.0.1

New Breed Software 9/06
c/o Bill Kendrick
2210 Rock St Apt 33
Mountain View CA 94043-2644
USA
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector, MuxChat, SIFE - Super-IRG Font Editor

Nelson Nieves 8/06
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree, TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

Subject: O

Odsiecz Sobieskiego -- O.S. 3/07
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik
See also: Epi
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
Developer: xunzip v2.1 (18 September 2006 -- a ZIP, TAR, GZ and TGZ (TAR.GZ) archives depacker) http://www.atari8.info/stuff/xz21.zip

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit rom dumps

Outland Quest Software 6/06
USA
http://www.outlandquestsoftware.com/
Developer: Ally Attack, Black Sea Silver Fishing, Desert Crossfire, Dungeons of Oti, Empire, Golf Tees, Graphics 8 Painter, Hoss Racing, Korellian Conflict, Lite Show, Mad Libs, Motions Variable, Scattergories, Space Regent, Starbase Alpha, Standoff, Star Maze, Terror Fair, Three-D Force Tic-Tac-Toe, T.I.A.K. - Taking In Accurate Knowledge, Uncle Milton's Million Dollar Mystery Mansion

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Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

Eric Parent (Joyful Coder) 11/07
http://joyfulcoder.com/
Developer: Memo Pad for Windows Release 6 (November 12, 2007) -
read ATASCII files

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

Michal Pasiecznik / "Pasiu" 1/08
Poland
http://hardware.atari8.info/ and http://pasiu.krap.pl/
Developer: 576 kB - 1 MB RAM expansions (based on the Amiga 500 and Amiga
600 RAM expansion modules), 1 MB - 2 MB SIMM Expansion, ROM Changer,
AutoStereo, XF551 LED Track Display, intSDX (an internal SpartaDOS X
upgrade), ARC (Atari Real Clock - an alternative realtime clock), IDEa
Interface (100% compatible with the KMK/JZ IDE interface), Simple 65c816
Processor Adapter, Warp4 (4 MHz 65c816 accelerator card), Warp4 MegaMEMboard
(1 MB of linear RAM for Warp4), Project F7 (16 MHz 65c816 accelerator card).
Software: CD Audio Player 0.9 for KMK/JZ IDE and IDEa Interface.

Pecus and Pirx 6/07
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: OMC65 crossassembler - Our 5oft MaCro assember for 6502
ver. 1.3 (Win32 executable); Scorched Earth for Atari XL/XE build 114,
Chip 8 & SuperChip 8 emulator v1.1

Tomasz Piorek / electron 7/07
See also: Taquart
Poland
http://vbxe.atari8.info/
Developer: VBXE - Video Board XE - project is a programmable, FPGA based
graphics subsystem for Atari XE computers

Pixels Past (Joe Grand) 4/06
2907 Shelter Island Dr Ste 105-169
San Diego CA 92106-2797
USA

Telephone: 619-222-4100
Facsimile: 619-222-1797
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari), Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

PP's (Ralf Patschke) 3/08
See also: STARSOFT Berlin
Germany
http://www.ppsberlin.de/
Developer: G2F pictures: bos2002, Brandenburger Tor Sylvester, htlogo, htlogo2005, joggingsheep, Lotus2_001, Lotus2_003, Lotus_003-1, Lotus2_004, Lotus2_006, Lotus2_006-1, Lotus2_007, Neujahr 2007, New Year, rasenspriesssheep, Schneemann, STARSOFT Logo, Venus Express, weihnachtsbaum.
other: Boersenspiel Version vom 11.01.1992

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving), The Famous List Of Hight Score, File Designer (convert from cassette to disk or from boot program to Atari DOS binary file), Disk Wizard II modification (updating and improvement of the disassembly code), Boot Loader. PC software: Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC cable)

Subject: R

Werner Raetz 9/06
Postfach 16 40
D-75006 Bretten
Germany
Telefon: 07252/4827 oder 07252/3058
Telefax: 07252/85565
"encoded" email: OOORaetz.SMOOO@OOOt-onlineOOO.OOOdeOOO
Publisher: WASEO-Publisher, WASEO-Designer, WASEO-Triology,
WASEO-Grafinoptikum, WASEO-Labouratorium, WASEO-Practoscope, WASEO
DISK-LINE disk magazine

Burkhard Rau (HCRBurk) 5/06
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

raz0red 2/09
http://wiibrew.org/wiki/WiiXL
Developer: WiiXL v0.1 (port of Atari800 emulator for Nintendo Wii)

Ready Magazin (Sascha Leidel) 2/07
Germany
http://www.8-bits.de
Publisher: READY. Magazine. Atari part: 100%, only Atari.
2.60 euro per magazine. 6 magazines per year
Special lower prize for ABBUC members available.

READY Technologies (Thomas Smailus) 5/06
254 Nelson Dr Apt U
Baton Rouge LA 70808-5059
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital
hardware systems; design, development, and production of software systems;
software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn
Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering,
Consulting

RETRO magazine 2/07
See: CSW-Verlag

Rewindgames (Fred Meijer) 4/06
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.rewindgames.com/
Vendor: new and used hardware, new and used commercial software including
all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG
titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!,
Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation
Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds,

Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility
Disk

Thomas Richter 5/09
Germany
http://www.xl-project.com/
Developer: Atari++ Emulator (800/XL/XE/5200 emulator for Unix/Linux/
Solaris/Irix) Stable Release 1.56, CVS Snapshot 1.56, atari++ 1.56 for win32

Markus Roemer / R.I.K. of Kaisersoft 10/06
An der Roehr 6a
55606 Hochstetten-Dhaun
Germany
Publisher: Top Magazin 2006

Pawel Rosowski 4/05
Poland
http://uce.pl/ikplus/
Developer: IK+ C64 to Atari 8-bit Conversion Project (game)
version 0103 (March 2005)

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/ or http://www.schappel.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy),
BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master,
Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings,
ROBOX, Snow Plow, Snow Plow Editor

Subject: S

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire,
Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons,
zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping,
TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II.
XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint,
MultiJoy 16/2 hardware interface

Darren Schebek 6/07
Canada
http://www.schebek.ca/ or http://www.user.dccnet.com/dschebek/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Serious Magazine 5/05
See: Dial Group

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 9/06
The Netherlands
http://members.home.nl/stack/Atari/atari-xlxe-download.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR), XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs 9/06
Kempenlandstraat 8
5211 VN Hertogenbosch
The Netherlands
http://home.planet.nl/~ernest/
http://members.home.nl/stack/Atari/atari-pooldisk.html
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.kensclassics.org/
Developer: Emulators Utilities: ATR/DCM utilities (DOS), AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer, KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler, Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus. Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker, KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish, Circle of Richness

Sikor Soft (Pawel Sikorski) 1/05
See also: Rewindgames (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://sikorsoft.internetdsl.pl/
Developer: 5 x 5, 5 x 5 Editor, ABC, Centurion, Cyborg, Fire Stone, Ketchup, Liga Polska, Magic of Words, Max, Moscow 1993, Neuroid, Nexus, Orto Puzzle, Pilkarski Poker, Sexy Six, Sexy Six Data Disk #1, Sexy Six Data Disk #2, Sexy Six Data Disk #3, Teacher Killer, Tekblast

Mark l. Simonson 9/06
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 1/06
http://makeatr.atari8.info/
Developer: makeATR v0.06 (software for MS-Windows)

Len Spencer 1/09
USA
http://www.lenardspencer.com/Lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely from scratch")

SquoQuo (Hopper, Bugger, Genetic Gemini, Scythoior, Yoda) 4/06
Germany?
http://squoquo.tk/
Developer: Let's Hop, Sh*t Alpin 2005, Ms.Bulimia

STARSOFT Berlin 3/08
See also: PP's
Germany
http://www.ppsberlin.de/
Developer: 1st START Berlin Demo, 2nd STARSOFT Berlin Demo, 3rd STARSOFT Berlin Demo. CCB-Club-Mag: 01/1992, 02/1992, 03/1992, 04/1991, 04/1992, 05/1991. ECS Info-Mag: 01/1991, 02/1991, 03/1991. Gamtro ABBUC-Magazin 73, GFX 0 Scrolls, Multiple GFX 12 Scrollers, New Years Disc 2007, New Years Disc 2008, STARSOFT Berlin TurboBasic Demo, STARSOFT Magazine: 01/1992, 02/1992, 02/1993, 03/1992. TIF2PIC beta, TOP-Magazin Intro

Steel Rodent (Ken Jones "MetalGuy66", Sergio Larrondo "WareRat", 9/08
Stephen J. Carden)
See also: Integrated Logic Systems
USA
http://www.rasterline.com/
Developer: The "NEW" MIO

Radek Sterba (Raster/C.P.U.) 5/09
See also: C.P.U.
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer:

Games: Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix.
Games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead.
MPE (MIDI Pattern Editor) v2.3.
utilities: HiLoader4.2, CompressCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4.
More games: Head On, Speed Up!, Speed Up!! Gold Edition.
demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Search6502, Flame999, SelfDemo, Wow1k, Fort 320, RMTdemo, Hellix, Basix, Fireworx, Forever 3000, Plastic, Victory, Easter Night, Seawolf, Virtuoso, Fluid Chessboard, Binary Celebration, Jozin z Bazin.
RMT1Player v1.06 (plays *.RMT (Raster Music Tracker) song files on the Atari.
Atari/PC software: ATADIM v3.05 Beta (work with XFD/ATR Atari disk images), DRATEX 1.6 (Drop file Atari Czech text convertor), MAC2MTX (Mac65 to Text), Raster Music Tracker (RMT) v1.28 - cross-platform tool for making Atari XE/XL music on PC (OS Win9x), SA_POKEY (Standalone dynamic DLL library for emulation of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of Atari 6502 processor), Creaxin1 ("Create X in 1") v1.03 (creates ROM image or Atari executable feeder program for X programs in one S/XEGS RAMcart 128KB).
Atari/PC hardware: LPTJOY (connect an Atari joystick to a PC), MultiJoy4/ MultiJoy8/MultiJoy 16 (use 4/8/16 joysticks on a single Atari), SIO D-SUB15M Standard Atariklub PV.
Games for MultiJoy: Cervi, Multris, Shot'em all (SEAL), Cervi 2, Astro4 Road.

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch), The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS - 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS) PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS, ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine interpreter, original by Steve Wozniak), Infoline for ACTION!

Super Products 4/09
c/o James Bradford
Australia

"encoded" email: OOOjames_bradfordOOO@OOOeftelOOO.OOOnetOOO.OOOauOOO
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 1/07
Czech Republic
http://jirkasuv.duch.cz/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..." text game)

Peter Svoboda (Fly) 11/08
Czech Republic
http://fly.atari.org/
Developer: Day After One, Demo 2001, Donkey Kong Junior, Gangsters 2007,
Gangsters Intro, Indiana Jones 3 aneb Tajemstvi Svateho Gralu, K.I.,
Kolony cz, Logik, Maturita 2001, Mesta CR, Mesta SR, No Name, Podraz 2001,
Pomsta Sileneho Hulice, Ruleta, Sniper, Sniper 2007, Sniper Intro, Strategi,
Textovky, V.U. 5259 aneb Utek z Hejcina, V.U. 5259 aneb Utek z Hejcina intro.
ALSO: a large number of images created with G2F.

Subject: T

Taquart 1/06
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely'
Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru'
Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj
'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz,
Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski
See also: Tomasz Piorek
See also: Marcin Zukowski
Poland
http://numen.scene.pl/ and
http://www.s-direktnet.de/homepages/k_nadj/taquart.html
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995),
Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag,
1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro,
Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996),
Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997),
Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997),
Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --

"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan) 4/09
See also: Epi
Poland
http://atariki.krap.pl/index.php/Tristesse
Developer: SROLL-demo, TRS-Desktop 0.9d alpha:
http://www.atari8.info/trsdesktop.php (screenshots)
http://trub.atari8.info/sdx_files/TRS_desktop_v09d_alfa.zip (download),
NeoTracker v1.6 : http://epi.atari8.info/files/neotracker-1.6.zip ,

trub 2/08
See also: DLT Ltd.
Poland
http://trub.atari8.info/ or http://trub.sys.net.pl/
Developer: for SDX 4.x: TDPL 2.0 / TD 2.0 (enhanced TD.COM, Polish/
English), XEP.SYS 0.1F (XEP80 device driver), FSTRUCT, RUNEXT 0.5, QE 2.0
(Continuation of the famous Quick Edit - E: and CON: accelerator by KMK).
for SDX+65C816: RAMD816.SYS. for SDX+QMEG OS: OSSIO.SYS. for SDX+SIO2IDE:
S2I Commands 0.8. for SIO2IDE: S2I JukeBox 4.0a. for MS Windows: FIXATR.
for SDX+KMK/JZ IDE: CDPLAY 0.4a. more: ED 2.9, ABASIC, YOGI/YELLYSTONE PARK
Multidrive, XLDisk. SRAMCharger and Indus CP/M project for Atari Indus GT,
LDW Super 2000, and CA-2001 disk drives.

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs. (Mainly working these days on HP Alpha (VMS), Sparc
(Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 2/07
See also: Atari800 Development Team
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: new hardware, new commercial software (cassette format)

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068

USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable
perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 4/07
http://retrobits.net/
Developer: Atari810 1.4d -- software for emulating an Atari 8-bit floppy
drive or hard disk on your PC (Windows NT/2000/XP)

Video 61 & Atari Sales (Lance Ringquist) 4/06
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
"We service, sell and publish hardware and software"
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Checkers, Hearts, Ultra Translator

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12),
commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
USA
http://www.videogametrader.com/
Vendor: new and used commercial software

Vintage Computer Cables 8/07
Fort Lauderdale FL
USA
http://www.vintagecomputercables.com/
Developer: Atari Gold Video Cable, Atari Gold Video Cable (stereo with Y),
Atari Gold S-Video Cable (stereo with Y)

vintagecomputer.co.uk 10/05
United Kingdom

http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

WASEO 9/06
c/o Thorsten Helbing
Koenigsberger Str. 9
30916 Isernhagen
Germany
tel: +49 175 9982360
FAX: +49 121 258 409 3729
http://www.waseo.de/
Developer: audio CDs: The 20 best ATARI Hits, The 20 most inventive ATARI Songs, The Best of Music Non Stop, The Best of ATARI Game Music, The ATARI Super Soundmix. Titles published by Werner Ratz: WASEO-Publisher (DTP-Programm), WASEO-Designer (Erganzung zum DTP-Programm), WASEO-Triology (Nutzliche Programmsammlung), WASEO-Grafinoptikum (Grafikprogrammsammlung), WASEO-Labouratorium (Arbeitserleichterungsprogramme), WASEO-Practoscope (Sammlung praktischer Programme), Demo Disk, Basic Hits, DISK-LINE disk magazine

B. Watson (Urchlay) 12/08
http://rogue3.homeip.net/~urchlay/fujichat.html
Developer: FujiChat v0.4: An IRC (Internet Relay Chat) client for the Atari 8-bit, based on the uIP TCP/IP stack, using a SLIP connection

Mark Watson 1/08
http://www.scrameta.net/a800.html
Developer: Atari800 emulator ports: 0.8 for GP32, 1.2 for GP2X, 1.2 for Gizmondo

Jim Wilkinson 8/08
https://sourceforge.net/projects/atarilauncher/
Developer: Atari Launcher (A front end for the various Atari hardware emulators, primarily the Atari800WinPlus emulator)

Wordmark Systems (Charles Marslett) 7/08
USA
http://www.wordmark.org/
Developer: for Atari 8 Bit Computers: MyDOS 4.51 (w/ R. Puff; 6/14/89), A65 assembler 1.2 (7/4/89). PC Utility: ATUTIL (UTIL)(6/15/89)

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/atarixlbox.php
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

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Subject: Y

Yoomp! 7/08
Marcin "Eru" Zukowski, Lukasz "X-Ray" Sychowicz,
Bartek "BeWu" Wasiel, Piotr "0xF" Fusik
http://yoomp.atari.pl/
Developer: Yoomp! version 1.1

Subject: Z

Marcin Zukowski (eru/tqa) 5/07
See also: Taquart
See also: Yoomp!
The Netherlands
http://lepix.sourceforge.net/
Developer: LePix v.0.2.0

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End of atari-8-bit/vendev
==========

3169. Re: Chameleon

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-03 14:43:14 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <h0626202h64@news5.newsguy.com>
Source record: 2008
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In comp.sys.atari.8bit stephensheppard@hotmail.com wrote:
> On May 31, 10:04 pm, "phantomm" <phant...@bellsouth.net> wrote:
> > Anyone remember Chameleon?
> >
> > IF so, what was it for?
> It was a terminal emulation program by John Palevich (sp?) originally
> distributed through Atari's APX program.
>
> I used Chameleon (tape version) many times to submit programming
> assignments to school (way back when). Using tape and the slow
> transfer rate (300 baud) was incredibly cumbersome but it beat driving
> to school at 2:00 AM (the only time the campus terminals seemed to be
> available).

I was in the same boat, used it most of my freshman year with my little
xm301 modem and 800xl. I at least had a disk drive though. :-)

--
Ryan 'Gozar' Collins

3170. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-07 04:38:20 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0906062136430.22845@slate.spiritone.com>
Source record: 2011
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! I can also sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BenSells.Atari.org or (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References! FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3171. FS: ATARI/KOALA PADS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-07 04:40:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0906062138280.22845@slate.spiritone.com>
Source record: 2010
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace,pdx.forsale

I have lots of Drawing Pads for sale for the Atari 8 Bit! Koala Pads, Atari Touch Tablets & the Animation Station Design Pad with Design Lab by Suncom!

My Atari SoftWare and Book Catalogs are sorted alphabetically by Title so you can find the Titles you want!To expedite your order, Download Atari Catalogs, Delete what you dont want, E-Mail me the rest! Please include your Mailing Address in E-Mail so I can figure Postage & Handling and expedite your Order!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI LISTS CATALOGS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8bt_hard.htm 20% OFF 8 BIT TOUCH TABLET/KOALA!

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FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3172. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-07 04:43:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0906062142170.22845@slate.spiritone.com>
Source record: 2009
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save on Gas and Take a staycation on your Atari! Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or look for Atari games at http://BensCatalogs.Atari.org Games From $5 & Up! Cheaper than Gas! The Name everyone knows for Gaming Fun!Have you Played your Atari Today? Classic Atari 8 Bit and ST Games!Daily Gaming avoids Hardening of the Ataris! E-Mail: BenSells@Atari.org or Call Ben anytime 24/7 at (503)256-9974!

Buy $60 in Games Get a $20 Game for FREE! BRAND NEW IN THE BOX GAMES! Pick from 7 Titles! Classic Atari 8 Bit Games to choose From! Ballblazer, Gato, Hardball, One on One Basketball, Star Wars-Return of the Jedi, Summer Games & Tennis! Or choose from 7 MicroPROSE Game Titles also for Atari 8 Bit: Conflict in Vietnam, Crusade in Europe, Decision in the Desert, F-15 Strike Eagle, Kennedy Approach, Silent Service and Top Gunner Collection! FREE! BRAND NEW IN THE BOX GAMES!

Buy $60 in Games Get a $20 Game for FREE! BRAND NEW IN THE BOX GAMES! Pick from 12 Titles for the Atari ST: Asteroids Deluxe, Backgammon, BattleZone, Crack'ed, Crystal Castles, Go-Moku/Renju-The Oriental Board Game, Missile Command, Moon Base, Moon Patrol, Robotron: 2084, ST Star Raiders & XOR! NEW IN THE BOX GAMES!

Pick either 8 Bit or ST Irregardless of whether your buying 8 Bit or ST Lines!

To expedite your order, Download Catalogs, Delete what you dont want, E-Mail me the rest! To expedite your order, please E-Mail me your Mailing Address so I can figure Postage & Handling and I can expedite your Order!

SoftWare and Book Catalogs are sorted alphabetically by Title so you can find the Titles you want! When ordering, please keep Titles sorted Alphabetically!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD FREE ATARI CATALOGS LISTS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT GAMES/SOFTWARE LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST GAMES/SOFTWARE LIST!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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3173. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-07 04:45:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0906062143440.22845@slate.spiritone.com>
Source record: 2012
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!
Make a list of HardWare/Accessories, Games/SoftWare, Books and References
for the Classic Atari 8 Bit and the Atari ST Computer Lines!

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "ATARI WANTLIST" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm ATARI SURVEYS AND WANT LISTS!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3174. Chameleon

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-07 22:26:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0906071523520.32091@slate.spiritone.com>
Source record: 2013
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I have Chameleon for the Atari 8 Bit if you want to buy it? Thanx! =-=Ben=-=

---------- Forwarded message ----------
Date: Sun, 31 May 2009 22:04:08 -0400

Anyone remember Chameleon?

IF so, what was it for?

Ohh my Twitter, Well at the moment....

-

3175. Wanted: Falcon and TT Screen Enhancers

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-08 14:08:07 UTC
From: leed_public@hotmail.com
Message-ID: <0207d866-0d47-48e7-9bdf-fd974265733c@h23g2000vbc.googlegroups.com>
Source record: 2014

Anyone out there with screen enhancers for the Falcon or a VME
graphics board for the TT holds the key to my survival! OK, that's
overstating. But I sure would love to get my hands on one or both.

3176. This month...

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-08 21:07:07 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2009.06.08.21.07.07.864679@suddenlink.net>
Source record: 2015

We received our 27,000th call this month and have over 30,000 messages
posted at the DarkForce! BBS during our multiple years of operation.

Are we a semi-permanent, quasi-mythical, sort of recognized institution
of the renowned Atari community yet? :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

3177. Re: Chameleon

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-08 23:33:10 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <%1hXl.53095$19.21297@bignews2.bellsouth.net>
Source record: 2016
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

<gozarcollins@SPAMTRAPhotmail.com> wrote in message
news:h0626202h64@news5.newsguy.com...
> In comp.sys.atari.8bit stephensheppard@hotmail.com wrote:
>> On May 31, 10:04 pm, "phantomm" <phant...@bellsouth.net> wrote:
>> > Anyone remember Chameleon?
>> >
>> > IF so, what was it for?
>> It was a terminal emulation program by John Palevich (sp?) originally
>> distributed through Atari's APX program.
>>
>> I used Chameleon (tape version) many times to submit programming
>> assignments to school (way back when). Using tape and the slow
>> transfer rate (300 baud) was incredibly cumbersome but it beat driving
>> to school at 2:00 AM (the only time the campus terminals seemed to be
>> available).
>
> I was in the same boat, used it most of my freshman year with my little
> xm301 modem and 800xl. I at least had a disk drive though. :-)
>
> --
> Ryan 'Gozar' Collins

I appreciate the info, was there a picture of a chameleon on the disk label
or on the
cassette version if anyone remembers?

3178. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-09 08:16:37 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1244534848@rtfm.mit.edu>
Source record: 2017
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: June 6, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3179. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-11 17:57:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0906111056170.6685@slate.spiritone.com>
Source record: 2018
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3180. FS: ATARI/KOALA PADS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-11 17:59:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0906111057560.6685@slate.spiritone.com>
Source record: 2019
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/8bt_hard.htm 20% OFF 8 BIT TOUCH TABLET/KOALA!

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3181. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-11 18:03:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0906111101450.6685@slate.spiritone.com>
Source record: 2020
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save on Gas and Take a staycation on your Atari! Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or look for Atari games at http://BensCatalogs.Atari.org Games From $5 & Up! Cheaper than Gas! The Name everyone knows for Gaming Fun!Have you Played your Atari Today? Classic Atari 8 Bit and ST Games!Daily Gaming avoids Hardening of the Ataris! E-Mail: BenSells@Atari.org or Call Ben anytime 24/7 at (503)256-9974!

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http://www.aracnet.com/~atari/ftp DOWNLOAD FREE ATARI CATALOGS LISTS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT GAMES/SOFTWARE LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST GAMES/SOFTWARE LIST!

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3182. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-11 18:05:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0906111103380.6685@slate.spiritone.com>
Source record: 2021
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!
Make a list of HardWare/Accessories, Games/SoftWare, Books and References
for the Classic Atari 8 Bit and the Atari ST Computer Lines!

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "ATARI WANTLIST" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm ATARI SURVEYS AND WANT LISTS!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3183. Re: Chameleon

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-13 03:15:41 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <h0v5kt01s04@news7.newsguy.com>
Source record: 2022
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In comp.sys.atari.8bit phantomm <phantomm@bellsouth.net> wrote:
>
> <gozarcollins@SPAMTRAPhotmail.com> wrote in message
> news:h0626202h64@news5.newsguy.com...
> > I was in the same boat, used it most of my freshman year with my little
> > xm301 modem and 800xl. I at least had a disk drive though. :-)
>
> I appreciate the info, was there a picture of a chameleon on the disk label
> or on the
> cassette version if anyone remembers?

I'm almost postive it doesn't, I thought it was an APX title with only
text on the lable.

--
Ryan 'Gozar' Collins

3184. Re: Wanted: Falcon and TT Screen Enhancers

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-13 11:02:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <d8-dndAp7ezLGq7XnZ2dnUVZ_vydnZ2d@giganews.com>
Source record: 2023

Yes I have the ScreenBlaster program which lets me use my Falcon in a
800 x 600 screen. Works great. You may want to try Best or B&C to see
if they have the program. I got mine from Best. Works great...

leed_public@hotmail.com wrote:
>
> Anyone out there with screen enhancers for the Falcon or a VME
> graphics board for the TT holds the key to my survival! OK, that's
> overstating. But I sure would love to get my hands on one or both.

Falcon030 with 16meg of ram

3185. RetroChallenge 2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-14 20:10:48 UTC
From: luddite <ld8.org@gmail.com>
Message-ID: <b2b6a8e5-aca8-45ad-bcd0-64ad6f550ad3@c20g2000prh.googlegroups.com>
Source record: 2024

Attention all retrocomputing enthusiasts!

RetroChallenge 2009 is officially slated to run from July 1st to 31st,
2009.

RetroChallenge is a fairly informal "contest" whose sole aim is to
encourage owners of obsolete systems to do something (anything) with
them.
Projects are self-assigned and can include just about anything, from
programming to hardware hacks; restorations; multimedia... whatever
floats
your boat.

RetroChallenge is open to rosy-cheeked noobs and hoary old wizards
alike.

Swing by http://retrochallenge.net for all the details, or visit the
RetroBBS at telnet://bbs.retrochallenge.net

3186. Re: Chameleon

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-14 20:28:44 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <0VcZI.55668$19.7008@bignews2.bellsouth.net>
Source record: 2025
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

<gozarcollins@SPAMTRAPhotmail.com> wrote in message
news:h0v5kt01s04@news7.newsguy.com...
> In comp.sys.atari.8bit phantomm <phantomm@bellsouth.net> wrote:
>>
>> <gozarcollins@SPAMTRAPhotmail.com> wrote in message
>> news:h0626202h64@news5.newsguy.com...
>> > I was in the same boat, used it most of my freshman year with my little
>> > xm301 modem and 800xl. I at least had a disk drive though. :-)
>>
>> I appreciate the info, was there a picture of a chameleon on the disk
>> label
>> or on the
>> cassette version if anyone remembers?
>
> I'm almost postive it doesn't, I thought it was an APX title with only
> text on the lable.
>
> --
> Ryan 'Gozar' Collins

ok, I think there are 2 programs with the same name. Or same program with
different
labels. Just trying to clear something up. Thanks.

3187. Re: Chameleon

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-15 14:54:15 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0906150738580.19266@slate.spiritone.com>
Source record: 2026
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Mon, 8 Jun 2009, phantomm wrote:

> Date: Mon, 8 Jun 2009 19:33:10 -0400
> From: phantomm <phantomm@bellsouth.net>
> Newsgroups: comp.sys.atari.st, comp.sys.atari.8bit
> Subject: Re: Chameleon
>
>
> <gozarcollins@SPAMTRAPhotmail.com> wrote in message
> news:h0626202h64@news5.newsguy.com...
>> In comp.sys.atari.8bit stephensheppard@hotmail.com wrote:
>>> On May 31, 10:04 pm, "phantomm" <phant...@bellsouth.net> wrote:
>>>> Anyone remember Chameleon?
>>>>
>>>> IF so, what was it for?
>>> It was a terminal emulation program by John Palevich (sp?) originally
>>> distributed through Atari's APX program.
>>>
>>> I used Chameleon (tape version) many times to submit programming
>>> assignments to school (way back when). Using tape and the slow
>>> transfer rate (300 baud) was incredibly cumbersome but it beat driving
>>> to school at 2:00 AM (the only time the campus terminals seemed to be
>>> available).
>>
>> I was in the same boat, used it most of my freshman year with my little
>> xm301 modem and 800xl. I at least had a disk drive though. :-)
>>
>> --
>> Ryan 'Gozar' Collins
>
> I appreciate the info, was there a picture of a chameleon on the disk label
> or on the cassette version if anyone remembers?

I'm looking at the Disk Label right now, there is no chameleon on the label!
It's an APX Title with an APX Manual with Rainbow Colors on the cover! It's
about a 26 page Manual!

From Ben

Sent from my Atari!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3188. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-18 13:17:29 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0906180614460.15908@slate.spiritone.com>
Source record: 2028
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! I can also sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BenSells.Atari.org or (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References! FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3189. FS: ATARI/KOALA PADS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-18 13:19:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0906180617360.15908@slate.spiritone.com>
Source record: 2027
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace,pdx.forsale

I have lots of Drawing Pads for sale for the Atari 8 Bit! Koala Pads, Atari Touch Tablets & the Animation Station Design Pad with Design Lab by Suncom!

My Atari SoftWare and Book Catalogs are sorted alphabetically by Title so you can find the Titles you want!To expedite your order, Download Atari Catalogs, Delete what you dont want, E-Mail me the rest! Please include your Mailing Address in E-Mail so I can figure Postage & Handling and expedite your Order!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI LISTS CATALOGS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8bt_hard.htm 20% OFF 8 BIT TOUCH TABLET/KOALA!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3190. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-18 13:25:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0906180621310.15908@slate.spiritone.com>
Source record: 2029
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save on Gas and Take a staycation on your Atari! Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or look for Atari games at http://BensCatalogs.Atari.org Games From $5 & Up! Cheaper than Gas! The Name everyone knows for Gaming Fun!Have you Played your Atari Today? Classic Atari 8 Bit and ST Games!Daily Gaming avoids Hardening of the Ataris! E-Mail: BenSells@Atari.org or Call Ben anytime 24/7 at (503)256-9974!

Buy $60 in Games Get a $20 Game for FREE! BRAND NEW IN THE BOX GAMES! Pick from 7 Titles! Classic Atari 8 Bit Games to choose From! Ballblazer, Gato, Hardball, One on One Basketball, Star Wars-Return of the Jedi, Summer Games & Tennis! Or choose from 7 MicroPROSE Game Titles also for Atari 8 Bit: Conflict in Vietnam, Crusade in Europe, Decision in the Desert, F-15 Strike Eagle, Kennedy Approach, Silent Service and Top Gunner Collection! FREE! BRAND NEW IN THE BOX GAMES!

Buy $60 in Games Get a $20 Game for FREE! BRAND NEW IN THE BOX GAMES! Pick from 12 Titles for the Atari ST: Asteroids Deluxe, Backgammon, BattleZone, Crack'ed, Crystal Castles, Go-Moku/Renju-The Oriental Board Game, Missile Command, Moon Base, Moon Patrol, Robotron: 2084, ST Star Raiders & XOR! NEW IN THE BOX GAMES!

Pick either 8 Bit or ST Irregardless of whether your buying 8 Bit or ST Lines!

To expedite your order, Download Catalogs, Delete what you dont want, E-Mail me the rest! To expedite your order, please E-Mail me your Mailing Address so I can figure Postage & Handling and I can expedite your Order!

SoftWare and Book Catalogs are sorted alphabetically by Title so you can find the Titles you want! When ordering, please keep Titles sorted Alphabetically!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD FREE ATARI CATALOGS LISTS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT GAMES/SOFTWARE LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST GAMES/SOFTWARE LIST!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References! FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3191. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-18 13:26:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0906180625100.15908@slate.spiritone.com>
Source record: 2030
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!
Make a list of HardWare/Accessories, Games/SoftWare, Books and References
for the Classic Atari 8 Bit and the Atari ST Computer Lines!

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "ATARI WANTLIST" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm ATARI SURVEYS AND WANT LISTS!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3192. Re: Chameleon

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-18 20:56:16 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <QOx_l.56734$b9.6071@bignews6.bellsouth.net>
Source record: 2031
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:alpine.DEB.2.00.0906150738580.19266@slate.spiritone.com...
> On Mon, 8 Jun 2009, phantomm wrote:
>
>> Date: Mon, 8 Jun 2009 19:33:10 -0400
>> From: phantomm <phantomm@bellsouth.net>
>> Newsgroups: comp.sys.atari.st, comp.sys.atari.8bit
>> Subject: Re: Chameleon
>>
>> <gozarcollins@SPAMTRAPhotmail.com> wrote in message
>> news:h0626202h64@news5.newsguy.com...
>>> In comp.sys.atari.8bit stephensheppard@hotmail.com wrote:
>>>> On May 31, 10:04 pm, "phantomm" <phant...@bellsouth.net> wrote:
>>>>> Anyone remember Chameleon?
>>>>>
>>>>> IF so, what was it for?
>>>> It was a terminal emulation program by John Palevich (sp?) originally
>>>> distributed through Atari's APX program.
>>>>
>>>> I used Chameleon (tape version) many times to submit programming
>>>> assignments to school (way back when). Using tape and the slow
>>>> transfer rate (300 baud) was incredibly cumbersome but it beat driving
>>>> to school at 2:00 AM (the only time the campus terminals seemed to be
>>>> available).
>>>
>>> I was in the same boat, used it most of my freshman year with my little
>>> xm301 modem and 800xl. I at least had a disk drive though. :-)
>>>
>>> --
>>> Ryan 'Gozar' Collins
>>
>> I appreciate the info, was there a picture of a chameleon on the disk
>> label
>> or on the cassette version if anyone remembers?
>
> I'm looking at the Disk Label right now, there is no chameleon on the
> label!
> It's an APX Title with an APX Manual with Rainbow Colors on the cover!
> It's about a 26 page Manual!
>
> From Ben
>
> Sent from my Atari!

>
> Atari 8 Bit and ST Games/Software, Hardware/Accessories and
> Books/References!
> FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org
> or
> Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org
> and
> Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at
> (503)256-9974!

ok, I found what I was looking for, there is more than 1 program with that
name.

btw Ben, do you have any new 5 1/4 floppy disks for use on a atari 1050
drive?

.

3193. Bedtime reading

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-19 20:36:02 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a3bf6b2$0$1592$742ec2ed@news.sonic.net>
Source record: 2032

So I decided to crack open the Action! reference manual. Read through the first 50 pages of it before I fell asleep.

One of these days, I swear, I'm going to fire Action! up again and write some more games. I feel like I've learned a lot more as a programmer (esp. when it comes to debugging), so I'll probably be a LOT more comfortable with it than I was 10-11 years ago, when I wrote GemDrop. ;)

I'd love to whip together a silly little educational game for my toddler. (My idea involves controlling a garbage truck. Difficulty could scale up, starting with basic "drive the truck and collect cans" all the way to where you have to start matching colors and/or shapes/numbers/letters.)

What I really need is:

(1) A proper place to set up an Atari 8-bit. (Right now, my 800XL lives in the bottom drawer of the TV stand, meaning it's not exactly ergonomic sitting, and typing is almost out of the question. :) Find for playing most games, though.)

(2) Free time. ;)

--
-bill!
Sent from my computer

3194. Anything like Action! for modern systems?

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-19 20:37:46 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a3bf71a$0$1592$742ec2ed@news.sonic.net>
Source record: 2033

Speaking of Action!, it'd be really cool to be able to code in Action!
on a modern system (like my Linux laptop). Compile and link the binary,
and fire it off in an emulator, like Atari800.

Maybe, I guess, I should just start looking into CC65... Hrm

--
-bill!
Sent from my computer

3195. Re: Anything like Action! for modern systems?

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-20 02:59:47 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <rZSdnbnEhb4vzaHXnZ2dnUVZ_r6dnZ2d@earthlink.com>
Source record: 2034

```
Bill Kendrick wrote:
> Speaking of Action!, it'd be really cool to be able to code in Action!
> on a modern system (like my Linux laptop). Compile and link the binary,
> and fire it off in an emulator, like Atari800.
>
> Maybe, I guess, I should just start looking into CC65... Hrm
>

Effectus?
```

3196. Re: Bedtime reading

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-20 03:10:15 UTC
From: JonnyBritish <csharpconsulting@hotmail.com>
Message-ID: <a5dcc9b3-72dc-47ab-a030-3fffa1f6defd@e24g2000vbe.googlegroups.com>
Source record: 2035

On Jun 19, 3:36 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> So I decided to crack open the Action! reference manual. Read through
> the first 50 pages of it before I fell asleep.
>
> One of these days, I swear, I'm going to fire Action! up again and write
> some more games. I feel like I've learned a lot more as a programmer
> (esp. when it comes to debugging), so I'll probably be a LOT more
> comfortable with it than I was 10-11 years ago, when I wrote GemDrop. ;)
>
> I'd love to whip together a silly little educational game for my toddler.
> (My idea involves controlling a garbage truck. Difficulty could scale up,
> starting with basic "drive the truck and collect cans" all the way to
> where you have to start matching colors and/or shapes/numbers/letters.)
>
> What I really need is:
>
> (1) A proper place to set up an Atari 8-bit. (Right now, my 800XL lives
> in the bottom drawer of the TV stand, meaning it's not exactly ergonomic
> sitting, and typing is almost out of the question. :) Find for playing
> most games, though.)
>
> (2) Free time. ;)
>
> --
> -bill!
> Sent from my computer

you can download a tool that mims the Action language

http://gury.atari8.info/effectus/

I am about to get an Action! cartridge and wonder if you know where I
can get a scan of the Action! manual

thanks

3197. Re: Bedtime reading

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-20 08:47:50 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a3ca236$0$1633$742ec2ed@news.sonic.net>
Source record: 2036

JonnyBritish <csharpconsulting@hotmail.com> wrote:
> you can download a tool that mims the Action language
> http://gury.atari8.info/effectus/

Hrm. Windows only? :((I can't tell, only guessing from the screenshots.
Plus, I don't really hear much about Pascal use on Linux these days ;))

> I am about to get an Action! cartridge and wonder if you know where I
> can get a scan of the Action! manual

I'd expect to see it here, if it were available:

http://atariarchives.org/

Wikipedia says:

"In January 1988, ICD and OSS merged. Later, Fine Tooned Engineering
owned all of ICD 8-bit products."

and, assuming that's accurate, that means FTe owns the rights to Action!
and the manuals.

Oh, and in the meantime, I totally forgot about this!

http://joyfulcoder.net/atari/action/?tab=language

Enjoy! :)

(More links at the bottom of the Wikipedia article on Action!:
http://en.wikipedia.org/wiki/Action_programming_language)

--
-bill!
Sent from my computer

3198. Thursday, June 18, 2009 Iraq express concern over Iran unrest Updated at: 1154 PST, Thursday, June 18, 2009 TEHRAN: Iran's opposition was set to hold marches and a day of mourning Thursday for slain protesters as they keep up pressure on the au

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-20 15:36:37 UTC
From: kidy <khadim4pkk@gmail.com>
Message-ID: <5a04ad96-0d70-4191-bb80-a093f6950290@y34g2000prb.googlegroups.com>
Source record: 2037

TEHRAN: Iran's opposition was set to hold marches and a day of
mourning Thursday for slain protesters as they keep up pressure on the
authorities over the disputed presidential election in the country's
biggest crisis since the 1979 revolution. Thursday's first rally was
set for 2 pm (0930 GMT) in front of the offices of the United Nations
and the second at 4 pm at Imam Square, according to people who took
part in marches on Wednesday. Meanwhile, ... Full Story
More detail.
http://paknews69.blogspot.com/

3199. Re: Bedtime reading

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-20 18:15:48 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <9IqdnVMctp3EuqDXnZ2dnUVZ_u2dnZ2d@earthlink.com>
Source record: 2038

JonnyBritish wrote:
> On Jun 19, 3:36 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
>> So I decided to crack open the Action! reference manual. Read through
>> the first 50 pages of it before I fell asleep.
>>
>> One of these days, I swear, I'm going to fire Action! up again and write
>> some more games. I feel like I've learned a lot more as a programmer
>> (esp. when it comes to debugging), so I'll probably be a LOT more
>> comfortable with it than I was 10-11 years ago, when I wrote GemDrop. ;)
>>
>> I'd love to whip together a silly little educational game for my toddler.
>> (My idea involves controlling a garbage truck. Difficulty could scale up,
>> starting with basic "drive the truck and collect cans" all the way to
>> where you have to start matching colors and/or shapes/numbers/letters.)
>>
>> What I really need is:
>>
>> (1) A proper place to set up an Atari 8-bit. (Right now, my 800XL lives
>> in the bottom drawer of the TV stand, meaning it's not exactly ergonomic
>> sitting, and typing is almost out of the question. :) Find for playing
>> most games, though.)
>>
>> (2) Free time. ;)
>>
>> --
>> -bill!
>> Sent from my computer
>
> you can download a tool that mims the Action language
>
> http://gury.atari8.info/effectus/
>
> I am about to get an Action! cartridge and wonder if you know where I
> can get a scan of the Action! manual
>
> thanks
>
>

The manual sucks. I had to take a night class in C programming and use a
disassembler on the code produced by the cartridge before I even 'got'
what Action! was about. While it isn't a requirement I would say that
assembly language programming helps and prior experience with structured
languages like C or Pascal puts you a mile ahead on the learning curve.

The manual does have some things like how to use the editor that are helpful but errors, less then helpful examples, and omission of the basic ethos of structured programming and parameter passing makes it a tough read.

Rick

3200. Re: Bedtime reading

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-20 18:27:38 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <0d29122c-b37b-46af-8379-86538a3376cc@l8g2000vbp.googlegroups.com>
Source record: 2039

On Jun 20, 4:47 am, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> JonnyBritish <csharpconsult...@hotmail.com> wrote:
> > you can download a tool that mims the Action language
> >http://gury.atari8.info/effectus/
>
> Hrm. Windows only? :((I can't tell, only guessing from the screenshots.
> Plus, I don't really hear much about Pascal use on Linux these days ;))
>
> > I am about to get an Action! cartridge and wonder if you know where I
> > can get a scan of the Action! manual
>
> I'd expect to see it here, if it were available:
>
> http://atariarchives.org/
>
> Wikipedia says:
>
> "In January 1988, ICD and OSS merged. Later, Fine Tooned Engineering
> owned all of ICD 8-bit products."
>
> and, assuming that's accurate, that means FTe owns the rights to Action!
> and the manuals.
>
> Oh, and in the meantime, I totally forgot about this!
>
> http://joyfulcoder.net/atari/action/?tab=language
>
> Enjoy! :)
>
> (More links at the bottom of the Wikipedia article on
Action!:http://en.wikipedia.org/wiki/Action_programming_language)
>
There are 'Action Tutor', A B and C at ftp.pigwah.net, in Holme's
archives.

http://ftp.pigwa.net/stuff/collections/holmes%20cd/Holmes%201/ATR%20Programs/Applications%
20A-Z/index.html

I can't recommend them, don't know if they are any good. They
are .ATRs.

3201. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-21 16:50:52 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1245603028@rtfm.mit.edu>
Source record: 2040
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: June 6, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3202. WTB: SpartaDOS X cart.

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-21 18:18:05 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <dMu%l.57932$b9.30313@bignews6.bellsouth.net>
Source record: 2041

Looking for a SpartaDos X cart. Version doesn't matter.

Will buy or trade if price is right.

Contact me at: phantomm@bellsouth.net

3203. Parts for 1027 printer

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-21 18:24:43 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <qSu%I.57936$b9.45225@bignews6.bellsouth.net>
Source record: 2042

I discovered a 1027 printer that I had in a box.
Good for parts. Since it is apart.
Anyone need it?

3204. Re: Bedtime reading

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-22 16:12:25 UTC
From: "Ralph E. Dodd" <redodd@TAKETHISOUTcomcast.net>
Message-ID: <h1oahi$u8e$1@news.eternal-september.org>
Source record: 2043

"Velcro_SP" <stopwaiting@lavabit.com> wrote in message
news:ab619e8b-330a-4774-859b-ccc5ad876060@s16g2000vbp.googlegroups.com...
> If I muck about with Atari 8bit programming again, it'll be with Atari
> BASIC and a compiler, or with Action!.
>
> I have an Action cartridge, it's a recent flash cart. I have looked
> for the manual online and tried to bribe a buddy (now in another
> state) for his, no luck. It would be terrific if someone scanned a
> manual and uploaded it. I think it would be perfectly honest to do so
> and it would benefit the community, not to mention the Action!
> product.
>
> Velcro_SP

This might help.

http://www.mixinc.net/atari/proginfo.htm

Ralph

3205. Re: Bedtime reading

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-22 20:02:19 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9C32A327EA26Demuslor@69.16.185.252>
Source record: 2044

Despite all prevention efforts, Velcro_SP <stopwaiting@lavabit.com> wrote
in news:ab619e8b-330a-4774-859b-ccc5ad876060@s16g2000vbp.googlegroups.com:

> If I muck about with Atari 8bit programming again, it'll be with Atari
> BASIC and a compiler, or with Action!.
>
> I have an Action cartridge, it's a recent flash cart. I have looked
> for the manual online and tried to bribe a buddy (now in another
> state) for his, no luck. It would be terrific if someone scanned a
> manual and uploaded it. I think it would be perfectly honest to do so
> and it would benefit the community, not to mention the Action!
> product.
>
> Velcro_SP
>

I may have a spare manual and/or could scan a copy and make it available.
Just got my wife a fancy multifunction unit that scans stuff fast and good,
so I might as well put it to good use. I'm guessing an OCRed version would
be better than straight image PDF...

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

3206. Re: Bedtime reading

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-23 14:09:34 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a40e21e$0$1676$742ec2ed@news.sonic.net>
Source record: 2045

Rick Cortese <ricortes@earthlink.net> wrote:
> The manual sucks. I had to take a night class in C programming and use a
> disassembler on the code produced by the cartridge before I even 'got'
> what Action! was about. While it isn't a requirement I would say that
> assembly language programming helps and prior experience with structured
> languages like C or Pascal puts you a mile ahead on the learning curve.

What's funny is: Pascal (on Apple II in high school) and Action! (shortly
thereafter) helped me comprehend C when I took it in college. :)

Of course, now, looking back at the Action! manual, the first half of it
seems pretty nice and thorough... then towards the end (sadly, as they
got into more complex topics), they kind of brushed past everything. :)

So as I read it, I say to myself: "oh, NOW I get it" (after years and years
of C and PHP experience).

> The manual does have some things like how to use the editor that are
> helpful but errors, less then helpful examples, and omission of the
> basic ethos of structured programming and parameter passing makes it a
> tough read.

I think I lost track of the Action! Toolkit, which might be handy.
I've found this site has been useful:

http://atariwiki.strotmann.de/xwiki/bin/view/Code/ACTION

(Follow the other random links on the right, too!)

(And yeah, I can't sleep this morning.)

--
-bill!
Sent from my computer

3207. Re: Bedtime reading

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-23 21:35:46 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <M9SdnUnwnqRR19zXnZ2dnUVZ_uWdnZ2d@earthlink.com>
Source record: 2046
Body handling: HTML body converted to readable text

Bill Kendrick wrote:
> Rick Cortese wrote:

>
>> The manual does have some things like how to use the editor that are
>> helpful but errors, less then helpful examples, and omission of the
>> basic ethos of structured programming and parameter passing makes it a
>> tough read.
>
> I think I lost track of the Action! Toolkit, which might be handy.
> I've found this site has been useful:
>
> http://atariwiki.strotmann.de/xwiki/bin/view/Code/ACTION
>
> (Follow the other random links on the right, too!)
>
>
> (And yeah, I can't sleep this morning.)
>

You are a professional in all things computer now right?

How hard is the simultaneous handling of multiple connection in things
like web pages handled? Is it possible to have ~200 users at once? Would
can it be done as a bot?

Set the WAY BACK MACHINE to the year 1985 A.D.

Compucat BBS had a text on online adventure that they converted to a
graphical adventure similar to Rainbird's Knight Orc. The usual EWNS
with pictures loading at various spots. They did the graphical version
for the ST and I wrote a terminal program for the 8 bit that was
~equivalent for a R: input BASIC. I just used an escape sequence that
you wouldn't normally see in text like #G to turn control over to the
modem language interpreter.

So now we have something like 8 million knuckleheads playing WoW every
night and MMPOG have been out for 12 years.

So what we need is a bot or web page
that will echo what one user does to 200 others if the situation calls
for it. That is it has to be smart enough to know that if your character
is on level 9, mine on level 8 will not see what he does. Maybe a multi
player Rogue style game.

I figure we should do it before the C64 crowd!

Rick

3208. Re: Bedtime reading

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-24 17:48:08 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a4266d8$0$1608$742ec2ed@news.sonic.net>
Source record: 2047
Body handling: HTML body converted to readable text

Rick Cortese wrote:
> You are a professional in all things computer now right?

Hahah.

> How hard is the simultaneous handling of multiple connection in things
> like web pages handled? Is it possible to have ~200 users at once? Would
> can it be done as a bot?

In the past I put together a very basic multi-user web-based chat system
using a CGI. It involved plaintext files for the user database and
the current chat, and lockfiles which _attempted_ to keep it from all
getting clobbered at once.

> So what we need is a bot or web page
> that will echo what one user does to 200 others if the situation calls
> for it. That is it has to be smart enough to know that if your character
> is on level 9, mine on level 8 will not see what he does. Maybe a multi
> player Rogue style game.

These days, I'd do it using shared memory on the webserver, or if it's
pretty low-speed, a basic database (like MySQL) should be sufficient.
(It handles all the caching, shared memory, etc. behind the scenes, anyway.)
That reminds me...[*]

> I figure we should do it before the C64 crowd!

Indeed! They get all the cool toys, these days! :^P
(Well, my SIO2SD is pretty frickin' cool.)

--
-bill!
Sent from my computer

[*] I keep meaning to rewrite the "XL Search" service as a MySQL app.
I started one day, but never finished. And I've learned a LOT more about
SQL since those days. The current XL Search is all plain-text-file driven.

3209. Re: Bedtime reading

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-24 20:19:13 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <h1u1p5$g0o$1@news.eternal-september.org>
Source record: 2048
Body handling: HTML body converted to readable text

I had to write a multiplayer online maze game for a network programming
class I took in college. We simply started a new thread for each
connection. That's what server programs typically do, and you're only
limited by bandwidth, memory, and processor capacity. (Only? :))

- Trevor

Rick Cortese wrote:
> Bill Kendrick wrote:
>> Rick Cortese wrote:
>
>>
>>> The manual does have some things like how to use the editor that are
>>> helpful but errors, less then helpful examples, and omission of the
>>> basic ethos of structured programming and parameter passing makes it
>>> a tough read.
>>
>> I think I lost track of the Action! Toolkit, which might be handy.
>> I've found this site has been useful:
>>
>> http://atariwiki.strotmann.de/xwiki/bin/view/Code/ACTION
>>
>> (Follow the other random links on the right, too!)
>>
>>
>> (And yeah, I can't sleep this morning.)
>>
>
> You are a professional in all things computer now right?
>
> How hard is the simultaneous handling of multiple connection in things
> like web pages handled? Is it possible to have ~200 users at once? Would
> can it be done as a bot?
>
> Set the WAY BACK MACHINE to the year 1985 A.D.
>
> Compucat BBS had a text on online adventure that they converted to a
> graphical adventure similar to Rainbird's Knight Orc. The usual EWNS
> with pictures loading at various spots. They did the graphical version
> for the ST and I wrote a terminal program for the 8 bit that was
> ~equivalent for a R: input BASIC. I just used an escape sequence that
> you wouldn't normally see in text like #G to turn control over to the
> modem language interpreter.
>

> So now we have something like 8 million knuckleheads playing WoW every
> night and MMPOG have been out for 12 years.
>
> So what we need is a bot or web page
> that will echo what one user does to 200 others if the situation calls
> for it. That is it has to be smart enough to know that if your character
> is on level 9, mine on level 8 will not see what he does. Maybe a multi
> player Rogue style game.
>
> I figure we should do it before the C64 crowd!
>
> Rick

3210. Re: Bedtime reading

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-24 20:35:33 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <h1u2oflli1@news.eternal-september.org>
Source record: 2049

I've been jealous of your game programming skills, but I've been doing
database programming, etc. for years - too bad we can't do a mind meld
and copy each other's knowledge and experience. :)

- Trevor

Bill Kendrick wrote:

[*] I keep meaning to rewrite the "XL Search" service as a MySQL app.
I started one day, but never finished. And I've learned a LOT more about
SQL since those days. The current XL Search is all plain-text-file driven.

3211. Re: Bedtime reading

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-24 21:23:32 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <4LCdnf18GsDFBN_XnZ2dnUVZ_oydnZ2d@earthlink.com>
Source record: 2050

Bill Kendrick wrote:
> Rick Cortese <ricortes@earthlink.net> wrote:
>> You are a professional in all things computer now right?
>
> Hahah.

Well the scoop is I have 10 megs of web space on earthlink and I am in favor of going the path of least resistance. I got in trouble for running bots on my old netmagic account but it wasn't my fault. I'm not sure about earthlink's policy.

So does MySQL called off a web page or does it need its own environment? It's the e commerce thing right? I want to keep it small and simple so an app that needs 500 megs of space is a no go. I'd settle for a script!

I'd really like to keep it as simple as something that lets people join, just echos moves from one player to the others in the game. Figure do everything client side for the first go around.

Something like:
Rick starts game, level is generated on Rick's 8 bit.
Trevor joins game
Rick gets notice of Trevor wanting to join
Rick's level layout gets sent to Trevor
Rick's sends notice of Rick to Trevor
Bill joins game
Rick gets notice of Bill wanting to join
Rick's level layout gets sent to Bill
Rick's sends notice of Rick to Bill
Rick sends notice of Trevor to Bill
From there program would just echo
Bill moves north one step
Rick gets told Bill moved
Trevor gets told Bill moved
BUT with everything tokenized on the client side.
i.e. Character Bill is 1 and move direction is encoded in a single byte
i.e. ~first 2 bits is direction and next six is number of tiles. So data stream would look like $01$41 that would mean Bill moved one tile north.

I mean I see web pages with info like "There are 3 registered users online and 2 vistors" or "Look up posts by ricortes" et cetera. Just want to do something simliar for the first go around.

If there is any interest we could do data storage and result calculation server side but I really don't anticipate interest getting that high. Couple of jokers showing it works then we all walk away.

Rick

3212. Re: Bedtime reading

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-24 21:53:49 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a42a06d$0$1631$742ec2ed@news.sonic.net>
Source record: 2151

Rick Cortese <ricortes@earthlink.net> wrote:
> So does MySQL called off a web page or does it need its own environment?
> It's the e commerce thing right? I want to keep it small and simple so
> an app that needs 500 megs of space is a no go. I'd settle for a script!

I've got a webserver (virtual private server, these days) that hosts
tuxpaint.org and billsgames.com. Full root access, MySQL installed,
practically limitless space and bandwidth. (Esp. for Atari 8-bit needs :))

> I'd really like to keep it as simple as something that lets people join,
> just echos moves from one player to the others in the game. Figure do
> everything client side for the first go around.

> Something like:
> Rick starts game, level is generated on Rick's 8 bit.

Seems more flexible to have the level generated on the server.

<snip>
> *BUT* with everything tokenized on the client side.
> i.e. Character Bill is 1 and move direction is encoded in a single byte
> i.e. ~first 2 bits is direction and next six is number of tiles. So data
> stream would look like $01$41 that would mean Bill moved one tile north.

> I mean I see web pages with info like "There are 3 registered users
> online and 2 vistors" or "Look up posts by ricortes" et cetera. Just
> want to do something simliar for the first go around.

So in other words, we could do "web-based" multiplayer game, for
typical PC users with browsers capable of rendering HTML and GIF/JPG/PNG
images, and then a binary-encoded version for Atari users.

> If there is any interest we could do data storage and result calculation
> server side but I really don't anticipate interest getting that high.
> Couple of jokers showing it works then we all walk away.

Yep. :)

Sadly, I don't have any internet connectivity on my Atari 8-bit.
(This is where a gadget like that ethernet gadget C=64 users have would
come in handy! :))

I've done a _little_ bit of R: programming on the Atari, years and years
ago. But no modem these days. I suppose I could do the web backend and
test it via Atari800 on my Linux laptop. :)

PS - If you've got a PC that you can install Linux onto, you can easily
install MySQL database, PHP scripting language, Apache or lighttpd webserver,

etc. etc. If the PC's got a serial port, you might be able to null-modem
across to the Atari via an Atari 850. Then set up a terminal on the
serial port that the Atari could 'dial into', which just acts as a front-end
to the webserver. Got a Pentium 133 handy? :)

--
-bill!
Sent from my computer

3213. Re: Bedtime reading

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-24 21:56:07 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a42a0f7$0$1631$742ec2ed@news.sonic.net>
Source record: 2152

Trevor Holyoak <trevor@holyoak.com> wrote:
> I had to write a multiplayer online maze game for a network programming
> class I took in college. We simply started a new thread for each
> connection. That's what server programs typically do, and you're only
> limited by bandwidth, memory, and processor capacity. (Only? :))

That's one way of doing it, but if the game is slow enough (i.e., move-based versus realtime), than having each Atari (or whatever) occasionally poll for game state and report their users' moves via the webserver, then you can let your Apache webserver and MySQL database worry about the networking and keeping state.

AND (as I just mentioned), you can make a 'real' web front-end for PC users to play the game over the web. (And throw in crazy JavaScript, DHTML, etc. to make it more interactive.)

-bill!

3214. Re: Bedtime reading

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-24 23:11:45 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <S_SdncVgB60rL9_XnZ2dnUVZ_j6dnZ2d@earthlink.com>
Source record: 2153

Bill Kendrick wrote:
> Rick Cortese <ricortes@earthlink.net> wrote:
>> So does MySQL called off a web page or does it need its own environment?
>> It's the e commerce thing right? I want to keep it small and simple so
>> an app that needs 500 megs of space is a no go. I'd settle for a script!
>
> I've got a webserver (virtual private server, these days) that hosts
> tuxpaint.org and billsgames.com. Full root access, MySQL installed,
> practically limitless space and bandwidth. (Esp. for Atari 8-bit needs :))
>
>
>> I'd really like to keep it as simple as something that lets people join,
>> just echos moves from one player to the others in the game. Figure do
>> everything client side for the first go around.
>
>> Something like:
>> Rick starts game, level is generated on Rick's 8 bit.
>
> Seems more flexible to have the level generated on the server.

Raph Koster, lead designer for Ultima Online, said something like 'The
client is in the hands of the enemy!' They had to move all the stuff
like action delays to the server to keep people from doing things like
600 attacks a second.

Not a real problem I guess: Just server side layouts. I mean everyones
favorite games from Pac Man to AR used fixed layouts.

But the best would be matching layouts to squeeze more out of the
bandwidth and server. That way you could store the same layout locally
and not have to send it every time someone joins. Wouldn't use a lot of
processor ticks to calculate a random level either.
>
> <snip>
>> *BUT* with everything tokenized on the client side.
>> i.e. Character Bill is 1 and move direction is encoded in a single byte
>> i.e. ~first 2 bits is direction and next six is number of tiles. So data
>> stream would look like $01$41 that would mean Bill moved one tile north.
>
>> I mean I see web pages with info like "There are 3 registered users
>> online and 2 vistors" or "Look up posts by ricortes" et cetera. Just
>> want to do something simliar for the first go around.
>
> So in other words, we could do "web-based" multiplayer game, for
> typical PC users with browsers capable of rendering HTML and GIF/JPG/PNG

> images, and then a binary-encoded version for Atari users.

The Compucat BBS and I *think* current telnet BBS door games have
problems with multiple users. Too many dead brain cells ago but I seem
to recall something like you have to throw a small fortune at the
problem to get 200 users to connect to a telenet BBS simultaneously. So
web server is good if it can be hooked to an Atari. I don't even have a
shell account anymore so it kind of limits my thinking. I mean it could
be done in Lynx with a text only interface but who has a shell account
anymore, except you probably.

I mean you would have to reduce it down to the printable characters but
it would just shift the tokenizing a bit. i.e. ASCII for !" => 33, 34 =>
could mean Bill fires his BFG 9000 north. Maybe I am making a circular
argument trying to figure out what is easiest.
>
>
>> If there is any interest we could do data storage and result calculation
>> server side but I really don't anticipate interest getting that high.
>> Couple of jokers showing it works then we all walk away.
>
> Yep. :)
>
> Sadly, I don't have any internet connectivity on my Atari 8-bit.
> (This is where a gadget like that ethernet gadget C=64 users have would
> come in handy! :))
>
> I've done a _little_ bit of R: programming on the Atari, years and years
> ago. But no modem these days. I suppose I could do the web backend and
> test it via Atari800 on my Linux laptop. :)

Been forever since I have had an Atari hooked up. Back to back long term
relationships that think Potpourri will fit where my Atari used to be if
only they throw it down a flight of stairs. *BUT* I went by a surplus
store and found an 130XE with PS for $5.99 so I am back in the real
Atari hardware world. I should know but don't what APE can do. I think
it emulates an 850 serial port but it would be getting to be a little to
much of a hack to hook into it.
>
> PS - If you've got a PC that you can install Linux onto, you can easily
> install MySQL database, PHP scripting language, Apache or lighttpd webserver,
> etc. etc. If the PC's got a serial port, you might be able to null-modem
> across to the Atari via an Atari 850. Then set up a terminal on the
> serial port that the Atari could 'dial into', which just acts as a front-end
> to the webserver. Got a Pentium 133 handy? :)
>

I've got two K6 500 MHz laying around collecting dust. Probably a spare
AMD ~2600 if I look. I haven't worked with C or Linux since the early
90's so it would take me longer to learn the ropes then to program the
Atari. Well, I will get the Atari set up today and see what happens from

there.

Rick

3215. Re: Bedtime reading

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-24 23:25:25 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <h1ucl8$fp8$1@news.eternal-september.org>
Source record: 2154

Rick Cortese wrote:

> I mean I see web pages with info like "There are 3 registered users
> online and 2 vistors" or "Look up posts by ricortes" et cetera. Just
> want to do something simliar for the first go around.

That is actually generated on the server side. All the client sees is
html (assuming you're talking about the typical php-based forums; for
stuff like Facebook, the client is using Javascript to continue
communicating with the server after the initial page load).

I'm not sure how you would do this any of this on an Atari 8-bit though.
All the networking stuff that I'm familiar with requires TCP/IP.

- Trevor

3216. Re: Bedtime reading

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-25 00:57:58 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <ZZedna_1vuMGVt_XnZ2dnUVZ_tKdnZ2d@earthlink.com>
Source record: 2155

Trevor Holyoak wrote:
> Rick Cortese wrote:
>
>> I mean I see web pages with info like "There are 3 registered users
>> online and 2 vistors" or "Look up posts by ricortes" et cetera. Just
>> want to do something simliar for the first go around.
>
> That is actually generated on the server side. All the client sees is
> html (assuming you're talking about the typical php-based forums; for
> stuff like Facebook, the client is using Javascript to continue
> communicating with the server after the initial page load).
>
> I'm not sure how you would do this any of this on an Atari 8-bit though.
> All the networking stuff that I'm familiar with requires TCP/IP.
>
> - Trevor

Back when I did it for the 8-bit I tried to make it as high level as a real basic and had most of the commands you would normally see. Commands like Graphics 15 and POKE 82,0 were included so if need be it could be just text echoed. Even had a load binary and eXecute at memory address for doing things like installing character sets and running small assembly language programs.

I would say let Windows or a Linux box handle the TCP/IP stuff and just echo what's left. Hook the Atari to Intel box via it's serial port. I know new ones don't have serial ports so there is a short window here. A Mozzilla add on would be nice. It does sound like too much work though.

Rick

3217. Re: Bedtime reading

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-25 05:01:32 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a4304ac$0$1601$742ec2ed@news.sonic.net>
Source record: 2156

Rick Cortese <ricortes@earthlink.net> wrote:
> I mean it could
> be done in Lynx with a text only interface but who has a shell account
> anymore, except you probably.

Let's see. My Linux laptop, my Linux webserver, the Linux webserver
at work, and my ISP shell account (where I run Mutt to check my email
and Tin to read Usenet). That's it, these days. ;)

> I mean you would have to reduce it down to the printable characters but
> it would just shift the tokenizing a bit. i.e. ASCII for !" => 33, 34 =>
> could mean Bill fires his BFG 9000 north. Maybe I am making a circular
> argument trying to figure out what is easiest.

Tired, so losing it, but remember that a webserver can echo binary
data (GIFs, JPEGs, PNGs, MP3s, MPEGs, etc. etc.)

A tool like 'curl' or 'links' or 'lynx' can easily dump the raw binary
data out to the terminal.

<snip>
> Been forever since I have had an Atari hooked up. Back to back long term
> relationships that think Potpourri will fit where my Atari used to be if
> only they throw it down a flight of stairs.

Ooh... That's depressing. The situation I'm in is a very small house
we're renting, with a 2.5yr toddler roaming around. So my 800XL is stuck
in a drawer under the TV. He can't open the drawer yet, so it's safe
there. _And_ hooked up! :)

Once I get my/a 1200XL back from Bob Woolley, I may need to find somewhere
to set up a Man Cave so I can sit and code a little, now and then. :)

<snip>
> I've got two K6 500 MHz laying around collecting dust. Probably a spare
> AMD ~2600 if I look. I haven't worked with C or Linux since the early
> 90's so it would take me longer to learn the ropes then to program the
> Atari. Well, I will get the Atari set up today and see what happens from
> there.

Heh. Hopefully it doesn't fly down stairs. :)

--
-bill!
Sent from my computer

3218. Re: Bedtime reading

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-25 05:02:39 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a4304ef$0$1601$742ec2ed@news.sonic.net>
Source record: 2157

Trevor Holyoak <trevor@holyoak.com> wrote:
> I'm not sure how you would do this any of this on an Atari 8-bit though.
> All the networking stuff that I'm familiar with requires TCP/IP.

Again, the idea here is to use a modern server (e.g. a Linux box with
a webserver and maybe a database) to run the bulk of the game, and the
Ataris act as clients. They could do it over modem or serial->PC.

--
-bill!
Sent from my computer

3219. Re: Bedtime reading

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-25 05:05:12 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a430588$0$1601$742ec2ed@news.sonic.net>
Source record: 2158

Rick Cortese <ricortes@earthlink.net> wrote:
> Back when I did it for the 8-bit I tried to make it as high level as a
> real basic and had most of the commands you would normally see. Commands
> like Graphics 15 and POKE 82,0 were included so if need be it could be
> just text echoed. Even had a load binary and eXecute at memory address
> for doing things like installing character sets and running small
> assembly language programs.

Apple would not allow this on iPhone. ;)

(Sorry, I had just read an article about a mighty fine looking C=64 emulator
for iPhone that Apple won't accept since it 'runs executable code.'
Despite a NUMBER of other emulator-based games being available.
Apple's being annoying and inconsistent.)

> I would say let Windows or a Linux box handle the TCP/IP stuff and just
> echo what's left. Hook the Atari to Intel box via it's serial port. I
> know new ones don't have serial ports so there is a short window here. A
> Mozzilla add on would be nice. It does sound like too much work though.

Yeah, I have no idea what a Windows users would use, to actually
make the Atari talk to the Internet. (I don't know, offhand, what
a Linux user would use, but I'm sure all the tools are there and
readily installable.)

--
-bill!
Sent from my computer

3220. Re: Bedtime reading

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-25 22:21:10 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <h20t8n$cn2$1@news.eternal-september.org>
Source record: 2159

Bill Kendrick wrote:

> Yeah, I have no idea what a Windows users would use, to actually
> make the Atari talk to the Internet. (I don't know, offhand, what
> a Linux user would use, but I'm sure all the tools are there and
> readily installable.)

If it can be done in Linux, it can be done in Windows. ;)

Actually, this reminds me of the project I encountered recently (but haven't yet tried) which enables you to play MULE with 4 players through the Internet, through one of the emulators available on Windows. But of course that would be different than what you have in mind.

- Trevor

3221. BMV Property Deals

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-26 05:27:19 UTC
From: Nilesh Gohil <publicangelmembership2009@googlemail.com>
Message-ID: <a50ec69c-4039-4523-bbb6-472c5db356e4@x6g2000prc.googlegroups.com>
Source record: 2160

BMV Property Deals
[Url:- http://www.publicangelmembership.com/kb/2009/05/bmv-property-deals/]

Despite the rather depressed state of today's economy, making money through proeprty is easier than ever before thanks to BMV property deals. Indeed, savvy investors know that now is definitely the time to scoop up some incredible deals. Many properties purchased today are sure to increase dramatically in value in a short amount of time - which means easy, amazing profits for people who act now. If you have never dealt with below market value properties before - or are a novice to BMV property investing in general - there are still many excellent ways for you to break in to this market.

Where To Find BMV Property Deals

Any problems that people may have in finding BMV property deals has less to due with a lack of available opportunities, and a lot more to do with a general lack of knowledge regarding where to find them. The climate of today's property market is a prime breeding ground for these types of opportunities, and more people than ever before are getting involved in these sorts of investments. But where are these great BMV property deals? The fact of the matter is, they are probably right under your nose.

BMV Property Deals - Hidden In Plain Sight

If you have little to no experience in property investing or in researching the current market, then you are likely to grow frustrated quite quickly on your search for BMV property deals. However, the surprising truth is that below market value property deals can be found in many different places. The trouble is, though, that their actual value and profit potential is not necessarily highlighted or brought easily to the attention of deal seekers. This is why BMV property agents who specialise in BMV property deals do such a brisk trade - they know where to look, and how to match investors with these incredible deals.

Using An Agent In Your Search For BMV Property Deals

Even if you think you have a bit of a handle on the property investment market, you could probably stand to use the help of a professional BMV property agent. Searching for true deals in the below market value property market can be time consuming - and incredibly frustrating. However, if you enlist the help of a qualified professional, you can get to the point much more quickly. However, what's the best way to find an agent who can really help you?

Get Help In Finding BMV Property Deals With A Proven Leader

Hundreds of satisfied customers have already enlisted the aid of http://www.PublicAngelMembership.com in their search for great BMV property deals. You can discover what all the fuss is about by joining them and receiving the best help available today in making amazing profits off of property. Why waste your time in trying to go it alone, or in searching through hundreds of BMV property agent listings?

Let the professionals at http://www.PublicAngelMembership.com assist you in your endeavour; the time and frustration you save is reason enough to do so.
Url:- http://www.publicangelmembership.com/kb/2009/05/bmv-property-deals/

3222. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-26 07:43:03 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0906260041470.1902@slate.spiritone.com>
Source record: 2162
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! I can also sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BenSells.Atari.org or (503)256-9974!

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3223. FS: ATARI/KOALA PADS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-26 07:44:43 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0906260043100.1902@slate.spiritone.com>
Source record: 2163
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace,pdx.forsale

I have lots of Drawing Pads for sale for the Atari 8 Bit! Koala Pads, Atari Touch Tablets & the Animation Station Design Pad with Design Lab by Suncom!

My Atari SoftWare and Book Catalogs are sorted alphabetically by Title so you can find the Titles you want!To expedite your order, Download Atari Catalogs, Delete what you dont want, E-Mail me the rest! Please include your Mailing Address in E-Mail so I can figure Postage & Handling and expedite your Order!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI LISTS CATALOGS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8bt_hard.htm 20% OFF 8 BIT TOUCH TABLET/KOALA!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3224. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-26 07:48:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0906260046420.1902@slate.spiritone.com>
Source record: 2161
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save on Gas and Take a staycation on your Atari! Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or look for Atari games at http://BensCatalogs.Atari.org Games From $5 & Up! Cheaper than Gas! The Name everyone knows for Gaming Fun!Have you Played your Atari Today? Classic Atari 8 Bit and ST Games!Daily Gaming avoids Hardening of the Ataris! E-Mail: BenSells@Atari.org or Call Ben anytime 24/7 at (503)256-9974!

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http://www.aracnet.com/~atari/ftp DOWNLOAD FREE ATARI CATALOGS LISTS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT GAMES/SOFTWARE LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST GAMES/SOFTWARE LIST!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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3225. Re: Bedtime reading

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-26 16:16:24 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2009.06.26.16.16.24.804094@suddenlink.net>
Source record: 2164

On Thu, 25 Jun 2009 16:21:10 -0600, Trevor Holyoak wrote:

> If it can be done in Linux, it can be done in Windows. ;)

Sure, only slower, more bloated, buggy, etc, etc,...

Hehehehe....

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

3226. Re: Bedtime reading

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-26 17:56:57 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <wKSdnTRKupxjltjXnZ2dnUVZ_uudnZ2d@earthlink.com>
Source record: 2165

Trevor Holyoak wrote:
> Bill Kendrick wrote:
>
>> Yeah, I have no idea what a Windows users would use, to actually
>> make the Atari talk to the Internet. (I don't know, offhand, what
>> a Linux user would use, but I'm sure all the tools are there and
>> readily installable.)
>
> If it can be done in Linux, it can be done in Windows. ;)
>
> Actually, this reminds me of the project I encountered recently (but
> haven't yet tried) which enables you to play MULE with 4 players through
> the Internet, through one of the emulators available on Windows. But of
> course that would be different than what you have in mind.
>
> - Trevor

Sorry I can't find the link now but a long while back there was a guy
who wanted to make a small web server. He got a Atmel AVR 8 pin micro
and dead bug hooked it up to an Intel box. At the time he was really
secretive about it. It was back in the days when speculation about
commercial prospects of the internet were running rampant. People were
talking about toasters with net connectivity so they could target market
Toaster Popups to people who used their toasters every morning.

Similar and probably something to keep Bill happy.

http://d116.com/ace/

This guy used Linux with Slip to hook up a different micro controller.
On that page he instructions how he did it and has links to a few other
hackers. It looks like he got it down to one chip in the final schematic
with a voltage regulator.

But yeah. If it can be done with Linux it can be done with Windows.
Thing is my recollection of Linux and BSD were that they were inherently
set up for multi users. Simple as pressing <alt> and a number key to add
another user/process.

He handled everything in ~1000 bytes of code but I don't want to go to
that level. Specifically the Atari hooked up as a simple console via the
serial ports may work. Get my drift? If you have an Atari hooked up to a
Linux box then you can run Lynx<or any of the other text based web
server software> on the Linux box to connect the Atari to any where/any
place on the web. Of course it would be better to have the same console
running from Windows because of the availability but I don't know if it

has the ability to do things like Lynx or use the serial port for a console. Seems like it should since you can hang things like keyboards off the USB port.

From what I understand SIO2PC with the Rverter drivers works fine as a serial port device. If that level of sophistication is too much, you can also run ~300 baud connection a with joystick hack and the MPP modem drivers.

I'd like to keep it as simple as possible. More of a demonstration project then anything else. I live in the boon docks so I'm still on dialup => means I will have to purchase a Linux CD if I don't want to download for 2 weeks.<grin>

Rick

3227. Re: Bedtime reading

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-26 22:26:20 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a454b0c$0$1619$742ec2ed@news.sonic.net>
Source record: 2166

Rick Cortese <ricortes@earthlink.net> wrote:
> From what I understand SIO2PC with the Rverter drivers works fine as a
> serial port device. If that level of sophistication is too much, you can
> also run ~300 baud connection a with joystick hack and the MPP modem
> drivers.

So when do we get a stand-alone SIO2Ethernet or SIO2WiFi device?

> I'd like to keep it as simple as possible. More of a demonstration
> project then anything else. I live in the boon docks so I'm still on
> dialup => means I will have to purchase a Linux CD if I don't want to
> download for 2 weeks.<grin>

Canonical might send you an Ubuntu disc for free, if you ask them.

--
-bill!
Sent from my computer

3228. Samsung

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-28 10:22:00 UTC
From: Syed Nida Manzar <syeda.nida.manzar@gmail.com>
Message-ID: <def41f5e-8ff6-4475-a774-5114d3993d8e@37g2000yqp.googlegroups.com>
Source record: 2167

CNET did not review the Samsung LN46A650, but we did review a larger
model in the series.
Specifications: Product type: LCD TV ; Diagonal size: 46 in ; Dynamic
Contrast Ratio: 50000:1

For more Details:http://easyyelectronic.blogspot.com/2009/06/samsung-
ln46a650.html

3229. Evening of Horror 8 bit adventure game

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-29 16:07:23 UTC
From: Willy_in_Japan <willy_in_japan@yahoo.com>
Message-ID: <u8mdnSHa8L9de9XX4p2dnAA@giganews.com>
Source record: 2168

Hey there!

Any 8 bit byters out there who have a game called 'An Evening of Horror"??

My friend wrote it in the 90s, and tried to sell it.....he sold exactly ONE (1)!!! Copy!

Unfortunately, the Master discs were lost. I recall the guy who bought it (A guy from Toronto, Ontario) was not the 'pirate' type. So, I hope that somehow, someone did make a copy of it, and it got distributed.

Anyone got a copy? The original purchaser? Please distribute this game!

Greetings from Japan! From the former Sysop of 'System Reset! BBS' Pro_Express Node 59.

Greetings to A.B.B.U.C. members Joost Kuep (I hope he is still around) and Wolfgang Burger!

W. Moeller

3230. SIO2Ethernet or SIO2WiFi

Newsgroup: comp.sys.atari.8bit
Date: 2009-06-30 20:07:43 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a4a708f$0$1593$742ec2ed@news.sonic.net>
Source record: 2169

So thinking a little more about what an SIO2Ethernet or SIO2WiFi would do...
I think a basic R: device could probably be sufficient enough.

The device itself could handle all of the TCP (and UDP?), and just looks like
another modem to the Atari. (Just as SIO2SD handles all of the SD device
and FAT filesystem management, and looks like a regular D: disk drive to
the Atari.)

Maybe you could 'dial' into IP addresses and ports. ATDT192.168.1.1:80 :)
Hostname lookups (via name server), and other setup (set IP address, set up
WiFi security, choose nameserver, etc.) could be handled via other
'modem commands'.

The idea is that a basic user could just fire up BobTerm or whatever
and use it to telnet to a shell server or one of the telnet-accessible
BBSes.

I suppose just looking at what tools like APE and Atari800 provide in terms
of R: support, and then providing all of that functionality (plus whatever's
needed to actually get ONTO a network -- stuff the PC running APE or Atari800
would already have) should be sufficient.

Later, more clever tools (like a basic text-based web browser --
something that does all of the host lookups and port 80 connections in
the background, and provides a UI for clicking links and entering data
into web forms) could be created.

The difficult thing would be encryption. (The SIO2xxx device could act
as a proxy, I suppose... you'd get plaintext between the Atari and
the device, over the SIO cable, but encryption between the SIO2xxx device
and the router or wireless access point (WAP).)

I, for one, would want SSH and HTTPS. :)

Mostly just dreaming... but heck, we've got SIO2SD and SIO2USB and
USB cartridges and all those other cool, clever stuff... Supporting the
Atari via tiny computers that are 200x as powerful makes a lot of cool
things possible.

(Or maybe I just need to buy a netbook ;))

--
-bill!
Sent from my computer

3231. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-02 05:30:06 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1246512478@rtfm.mit.edu>
Source record: 2170
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: June 6, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3232. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-02 09:58:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0907020256260.11327@slate.spiritone.com>
Source record: 2171
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!
Make a list of HardWare/Accessories, Games/SoftWare, Books and References
for the Classic Atari 8 Bit and the Atari ST Computer Lines!

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "ATARI WANTLIST" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm ATARI SURVEYS AND WANT LISTS!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3233. 20% OFF ATARI BOOKS! XMAS IN JULY!

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-02 10:00:33 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0907020258100.11327@slate.spiritone.com>
Source record: 2172
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST!Some you wont find anywhere else but here! On Sale 20% off!
Goto http://BenSells.Atari.org or E-Mail BenSells@Atari.org ask for Your
Atari catalogs. My Software & Book Catalogs are sorted alphabetically
by Title so Cut-&-Paste your order and E-Mail your list with your Shipping
Address so I can expedite your order or call Ben anytime at (503)256-9974!

http://BenSells.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI CATALOG LISTS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ATARI 8 BIT SOFTWARE!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ATARI ST SOFTWARE LIST!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3234. 20% OFF ATARI SOFTWARE! XMAS IN JULY!

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-02 10:03:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0907020300390.11327@slate.spiritone.com>
Source record: 2173
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ORDERS OVER $50 GETS 20% OFF ALL CLASSIC ATARI 8 BIT & ATARI ST SOFTWARE!
ORDERS OVER $100 GETS A FREE BRAND NEW GAME & STILL GETS 20% OFF ALL ATARI
SOFTWARE! Goto http://BenSells.Atari.org or E-Mail BenSells@Atari.org ask
for Atari catalogs. My Software & Book Catalogs are sorted alphabetically
by Title so Cut-&-Paste your order and E-Mail your list with your Shipping
Address so I can expedite your order or call Ben anytime at (503)256-9974!

http://BenSells.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI CATALOG LISTS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ATARI 8 BIT SOFTWARE!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ATARI ST SOFTWARE LIST!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3235. Re: Evening of Horror 8 bit adventure game

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-02 21:42:43 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <ZN93m.62452$b9.26881@bignews6.bellsouth.net>
Source record: 2174

"Willy_in_Japan" <willy_in_japan@yahoo.com> wrote in message
news:u8mdnSHa8L9de9XX4p2dnAA@giganews.com...
> Hey there!
>
> Any 8 bit byters out there who have a game called 'An Evening of Horror"??
>
> My friend wrote it in the 90s, and tried to sell it.......he sold exactly
> ONE (1)!!! Copy!
>
> Unfortunately, the Master discs were lost. I recall the guy who bought it
> (A guy from Toronto, Ontario) was not the 'pirate' type. So, I hope that
> somehow, someone did make a copy of it, and it got distributed.
>
> Anyone got a copy? The original purchaser? Please distribute this game!
>
> Greetings from Japan! From the former Sysop of 'System Reset! BBS'
> Pro_Express Node 59.
>
> Greetings to A.B.B.U.C. members Joost Kuep (I hope he is still around) and
> Wolfgang Burger!
>
> W. Moeller
>
>
>
Only one Copy sold???

I do recall a similar title, and think I have a copy of it in the
collection.

Back in the day, before the Net, I traded software with people all
over the world. It was really nice going to the Box and finding packages
full of floppies.8-)
Mostly games, and it was all good stuff.

I've never put any of it on the net. The Piracy Thing for one reason.
I'd like to do something with it of course, but don't need lawsuits.

If you have not found the game anywhere, then let me know and I'll open
the closely guarded archive treasure vault and see if it is there.

However, if only one copy sold, I will not release it without sometype of
agreement from the author.

3236. Floppy Disks

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-02 23:00:55 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <4Pa3m.6184$Uf1.6085@bignews2.bellsouth.net>
Source record: 2175

Is there any place one can still get New 5 1/4 Floppy Disks
for use on the 8-bit or other computers?

3237. Re: Floppy Disks

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-03 02:06:09 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2009.07.03.02.06.08.865193@suddenlink.net>
Source record: 2176

On Thu, 02 Jul 2009 19:00:55 -0400, phantomm wrote:

> Is there any place one can still get New 5 1/4 Floppy Disks
> for use on the 8-bit or other computers?

This place says they have them new:

http://www.floppydisk.com/

and B & C Computervisions has them in bulk, but I don't
believe they are new. I just bought 100 3.5 disks like
this.

Hope this helps Barry! :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

3238. Atari releases source to some Atari 7800 stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-04 05:42:48 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a4eebd8$0$1619$742ec2ed@news.sonic.net>
Source record: 2177
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

Seen here:
http://www.programmerfish.com/source-code-of-several-7800-games-released/

"Atari has unofficially released source code of over 15 games for the
coders and enthusiasts to admire the state-of-the-art (because this is
what it was back then)."

That page lists:

* Robotron: 2084
* Xevious
* Dig Dug
* Centipede
* Joust
* Ms. Pac-Man
* Commando
* Crossbow
* Food Fight
* Galaga
* Hat Trick
* Desert Falcon (aka Sphinx aka Nile Flyer)
* Super Stunt Cycle (aka Motopsycho)

Plus links for:

* 7800 Base OS (NTSC)
* 7800 PAL OS
* 7800 Development System (Atari ST)
* 7800 Animation Tool (Atari ST)

Not sure if they're source or binary only. Also not sure what license
they're released under. I haven't downloaded any of it. (I'm not
an assembly programmer... I stick to Action! and BASIC on my Atari 8-bit.)

The files seem to be hosted at the 'programmerfish' server, so I'm not
sure whether the official 'home' for all of this stuff is supposed to
here, or if there's somewhere at an official Atari place that hosts it.

In any case... can someone port Galaga to the Atari 8-bit computer? ;)

--
-bill!
Sent from my computer

3239. Re: Atari releases source to some Atari 7800 stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-04 06:34:47 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <h2msqu$qr5$1@infosun2.rus.uni-stuttgart.de>
Source record: 2178
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

Bill Kendrick wrote:
> Seen here:
> http://www.programmerfish.com/source-code-of-several-7800-games-released/
>
> "Atari has unofficially released source code of over 15 games for the
> coders and enthusiasts to admire the state-of-the-art (because this is
> what it was back then)."

> Not sure if they're source or binary only. Also not sure what license
> they're released under. I haven't downloaded any of it. (I'm not
> an assembly programmer... I stick to Action! and BASIC on my Atari 8-bit.)
>
> The files seem to be hosted at the 'programmerfish' server, so I'm not
> sure whether the official 'home' for all of this stuff is supposed to
> here, or if there's somewhere at an official Atari place that hosts it.

They seem to come in commented source code, but no licence is included.
Unclear how "official" that is.

Greetings,
Thomas

3240. Re: Atari releases source to some Atari 7800 stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-04 06:57:54 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a4efd72$0$1602$742ec2ed@news.sonic.net>
Source record: 2179
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

In rec.games.video.atari Thomas Richter <thor@math.tu-berlin.de> wrote:
> They seem to come in commented source code, but no licence is included.
> Unclear how "official" that is.

I jumped the gun! Sorry :(

It was a dumpster dive, and this stuff was originally posted over
at Atari History Museum last month:

http://www.atarimuseum.com/videogames/consoles/7800/games/

Sadly, Slashdot picked up the post at Programmerfish (which is why,
suddenly, numerous friends started sending me that URL). I wasn't sure
I'd have time to dig around tonight, so posted that same URL here on
Usenet. (Even worse, they called it something nonsensical, like
"unofficial open source"... what the hell is that even supposed to mean?!)

Here's the news item about it at AHM:

http://www.atarimuseum.com/whatsnew/2009-JUN-11.html

So yeah, utilize at your own risk. (However, since Curt at AHM is
involved, I wonder if something's being done to make this 'official,'
considering his work on the Atari Flashback 2. (And, presumably,
all the licensing that needed to be done to get games onto that system.)

Anyone know? (I should ping Curt over on Facebook :))

--
-bill!
Sent from my computer

3241. Re: Bedtime reading

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-05 12:39:41 UTC
From: David Hopcroft <David.Hopcroft@gmx.net>
Message-ID: <20090705143941168 07-DavidHopcroft@gmxnet>
Source record: 2180

On 2009-06-20 05:10:15 +0200, JonnyBritish <csharpconsulting@hotmail.com> said:

> I am about to get an Action! cartridge and wonder if you know where I
> can get a scan of the Action! manual

OK I just finished scanning an PDFing the Action Manual. I did this
for my personal use. However I am willing to share if any one wants it.

BUT. before I do...
I seem to remember some one buying the FTE rights a year or two ago?
and I also remember some one selling new Action! carts. I have googled
and not got any valid hits, so perhaps this in not available any more.

Has any one got any objections to me posting the PDF manual here?
(about 11 Meg).

3242. Re: Floppy Disks

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-06 17:20:16 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <h2tc0q$1j9$1@news.eternal-september.org>
Source record: 2181

If you want them in a smaller quantity, I think I still have a few boxes
of 10.

- Trevor

Ronald J. Hall wrote:
> On Thu, 02 Jul 2009 19:00:55 -0400, phantomm wrote:
>
>> Is there any place one can still get New 5 1/4 Floppy Disks
>> for use on the 8-bit or other computers?
>
> This place says they have them new:
>
> http://www.floppydisk.com/
>
> and B & C Computervisions has them in bulk, but I don't
> believe they are new. I just bought 100 3.5 disks like
> this.
>
> Hope this helps Barry! :)
>

3243. Re: Atari releases source to some Atari 7800 stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-07 03:50:01 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <3qz4m.7875$Uf1.4363@bignews2.bellsouth.net>
Source record: 2182
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:4a4eebd8$0$1619$742ec2ed@news.sonic.net...
> Seen here:
> http://www.programmerfish.com/source-code-of-several-7800-games-released/
>
> "Atari has unofficially released source code of over 15 games for the
> coders and enthusiasts to admire the state-of-the-art (because this is
> what it was back then)."
>
> That page lists:
>
> * Robotron: 2084
> * Xevious
> * Dig Dug
> * Centipede
> * Joust
> * Ms. Pac-Man
> * Commando
> * Crossbow
> * Food Fight
> * Galaga
> * Hat Trick
> * Desert Falcon (aka Sphinx aka Nile Flyer)
> * Super Stunt Cycle (aka Motopsycho)
>
> Plus links for:
>
> * 7800 Base OS (NTSC)
> * 7800 PAL OS
> * 7800 Development System (Atari ST)
> * 7800 Animation Tool (Atari ST)
>
> Not sure if they're source or binary only. Also not sure what license
> they're released under. I haven't downloaded any of it. (I'm not
> an assembly programmer... I stick to Action! and BASIC on my Atari 8-bit.)
>
> The files seem to be hosted at the 'programmerfish' server, so I'm not
> sure whether the official 'home' for all of this stuff is supposed to
> here, or if there's somewhere at an official Atari place that hosts it.
>
> In any case... can someone port Galaga to the Atari 8-bit computer? ;)

Galaga has been available for the 8-bit for along time,
I know that some of the games for either the 5200 or 7800 were ported,
not sure which they came from, maybe both.

>
> --
> -bill!
> Sent from my computer

3244. Re: Atari releases source to some Atari 7800 stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-07 06:33:37 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a52ec41$0$1649$742ec2ed@news.sonic.net>
Source record: 2183
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

In comp.sys.atari.8bit phantomm <phantomm@bellsouth.net> wrote:
> Galaga has been available for the 8-bit for along time,
> I know that some of the games for either the 5200 or 7800 were ported,
> not sure which they came from, maybe both.

I don't recall Galaga being released for any Atari except the 7800.
I never heard that it was ported.

You're not thinking of Galaxian, are you?

--
-bill!
Sent from my computer

3245. Re: Bedtime reading

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-07 14:15:38 UTC
From: joyfulcoder <joyfulcoder@gmail.com>
Message-ID: <7ce4d9d3-4530-4555-9c38-b1197d19c8f3@m3g2000pri.googlegroups.com>
Source record: 2184

Hello David,

What is the total file size of your PDFs?
I have been working on entering the ACTION! manual for my ACTION web
site but I won't be putting any copy online if the owners object.

I have recently put a copy of Larry Serflaten's 21-part ACTION!
tutorial on my site.
http://joyfulcoder.net/atari/action/

Thanks,
Eric

On Jul 5, 8:39 am, David Hopcroft <David.Hopcr...@gmx.net> wrote:
> On 2009-06-20 05:10:15 +0200, JonnyBritish <csharpconsult...@hotmail.com> said:
>
> > I am about to get an Action! cartridge and wonder if you know where I
> > can get a scan of the Action! manual
>
> OK I just finished scanning an PDFing the Action Manual. I did this
> for my personal use. However I am willing to share if any one wants it.
>
> BUT. before I do...
> I seem to remember some one buying the FTE rights a year or two ago?
> and I also remember some one selling new Action! carts. I have googled
> and not got any valid hits, so perhaps this in not available any more.
>
> Has any one got any objections to me posting the PDF manual here?
> (about 11 Meg).

3246. Re: Bedtime reading

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-07 14:50:13 UTC
From: David Hopcroft <David.Hopcroft@gmx.net>
Message-ID: <20090707165013168 07-DavidHopcroft@gmxnet>
Source record: 2185

On 2009-07-07 16:15:38 +0200, joyfulcoder <joyfulcoder@gmail.com> said:

> Hello David,
>
> What is the total file size of your PDFs?
> I have been working on entering the ACTION! manual for my ACTION web
> site but I won't be putting any copy online if the owners object.
>
> I have recently put a copy of Larry Serflaten's 21-part ACTION!
> tutorial on my site.
> http://joyfulcoder.net/atari/action/

about 11MB

The scans I originally took were TIFF, I cut the file size down to half
by converting them to PNGs. I used the PNGs for make the PDF.

BTW Using JPEGS did no help file size, for clear quality they were
bigger than the TIFFs:(

3247. Atari 1200XL vs Dell Inspiron 1525 laptop

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-08 00:53:00 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a53edec$0$1619$742ec2ed@news.sonic.net>
Source record: 2186

Here's my comparison, with some backstory, a chart (with many values in
both '1982' and '2009' terms), and some photos.

http://www.newbreedsoftware.com/bill/photos/atari1200xl_vs_dellinspiron1525/

I'm just continuing the tradition of stacking two pieces of hardware on
top of each other, and then photographing them and comparing their specs. :)
They just happen to have been born ~27 years apart.

--
-bill!
Sent from my computer

3248. Re: Atari releases source to some Atari 7800 stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-08 19:49:38 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <Ry65m.20453$Xw4.19396@bignews7.bellsouth.net>
Source record: 2187
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:4a52ec41$0$1649$742ec2ed@news.sonic.net...
> In comp.sys.atari.8bit phantomm <phantomm@bellsouth.net> wrote:
>> Galaga has been available for the 8-bit for along time,
>> I know that some of the games for either the 5200 or 7800 were ported,
>> not sure which they came from, maybe both.
>
> I don't recall Galaga being released for any Atari except the 7800.
> I never heard that it was ported.
>
> You're not thinking of Galaxian, are you?
>
No, I know both titles. Some of those games do tell from which system they
were ported when they load up. Without looking I don't remember from which
system they came. Both were originally coin-ops like Xevious was right?

Also, I think some were from the 2600.

> --
> -bill!
> Sent from my computer

3249. Re: Bedtime reading

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-08 21:08:00 UTC
From: Iain
Message-ID: <memo.20090708220825.9412A@ioi.zen.co.uk>
Source record: 2188

In article <20090707165013168O7-DavidHopcroft@gmxnet>, David.Hopcroft@gmx.net (David Hopcroft) wrote:

> BTW Using JPEGS did no help file size, for clear quality they were
> bigger than the TIFFs:(
That's because JPG is design for photos not scans of pages. You'd be better off converting to GIF and reducing the colour count.

3250. Re: Atari 1200XL vs Dell Inspiron 1525 laptop

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-08 21:29:33 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a550fbd$0$1598$742ec2ed@news.sonic.net>
Source record: 2189

Bill Kendrick <bill@newbreedsoftware.com> wrote:
> Here's my comparison, with some backstory, a chart (with many values in
> both '1982' and '2009' terms), and some photos.

> http://www.newbreedsoftware.com/bill/photos/atari1200xl_vs_dellinspiron1525/

Heh. Hit slashdot today. Some folks think I may've gotten some of the
math wrong. Too busy to double-check now, but if anyone here notices
any errors, please feel free to send me corrections. ;)

http://mobile.slashdot.org/story/09/07/08/1917200/Atari-1200XL-Stacked-Up-Against-a-Dell-Inspiron

--
-bill!
Sent from my computer

3251. The Electric Cafe' BBS

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-09 03:32:08 UTC
From: DocRotCod <rahbart@cox.net>
Message-ID: <Wwd5m.30633$ob.11383@newsfe13.iad>
Source record: 2190

I took the BBS down several years ago due to aging hardware. I am now using an updated MIO with a new 18GB SCSI hard drive so the BBS has been reborn.

I have moved the old message bases to an archive format. There is 1 file area open. I have ATASCII movies and online games.

Some of the text files are a bit out of whack but the BBS is up if you all wish to check it out.

telnet to thecafe.dtdns.net 8888

You will need to create a new user as I have initialized the userlog.

Thanks!

3252. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-10 01:38:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0907091836210.18365@slate.spiritone.com>
Source record: 2191
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!
Make a list of HardWare/Accessories, Games/SoftWare, Books and References
for the Classic Atari 8 Bit and the Atari ST Computer Lines!

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "ATARI WANTLIST" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm ATARI SURVEYS AND WANT LISTS!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3253. 20% OFF ATARI BOOKS! XMAS IN JULY!

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-10 01:39:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0907091838100.18365@slate.spiritone.com>
Source record: 2192
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST!Some you wont find anywhere else but here! On Sale 20% off!
Goto http://BenSells.Atari.org or E-Mail BenSells@Atari.org ask for Your
Atari catalogs. My Software & Book Catalogs are sorted alphabetically
by Title so Cut-&-Paste your order and E-Mail your list with your Shipping
Address so I can expedite your order or call Ben anytime at (503)256-9974!

http://BenSells.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI CATALOG LISTS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ATARI 8 BIT SOFTWARE!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ATARI ST SOFTWARE LIST!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3254. 20% OFF ATARI SOFTWARE! XMAS IN JULY!

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-10 01:41:41 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0907091839510.18365@slate.spiritone.com>
Source record: 2193
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ORDERS OVER $50 GETS 20% OFF ALL CLASSIC ATARI 8 BIT & ATARI ST SOFTWARE!
ORDERS OVER $100 GETS A FREE BRAND NEW GAME & STILL GETS 20% OFF ALL ATARI
SOFTWARE! Goto http://BenSells.Atari.org or E-Mail BenSells@Atari.org ask
for Atari catalogs. My Software & Book Catalogs are sorted alphabetically
by Title so Cut-&-Paste your order and E-Mail your list with your Shipping
Address so I can expedite your order or call Ben anytime at (503)256-9974!

http://BenSells.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI CATALOG LISTS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ATARI 8 BIT SOFTWARE!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ATARI ST SOFTWARE LIST!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3255. Atari800 on GP2X

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-10 06:58:58 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a56e6b2$0$1641$742ec2ed@news.sonic.net>
Source record: 2194

Ok, so I got an original model GP2X, a handheld game system (happens to be
Linux-based and very easy to do homebrew game development on), and one of
the first things I installed was Atari800.

I now have portable, in-my-hands "Yoomp!" and "Gem Drop." This is awesome. :)
(I've also got a breakout board that lets me connect to S-Video and audio
on my TV, but Atari800 seems to run in a mode that causes it to be squished
on TV-out. Looks fine on the LCD.)

Surprisingly, my SuperIRG flickery mode in Gem Drop looks pretty good
(esp. wehn Atari800 is in PAL mode).

Gamepark Holdings has a new model out, the GP2X Wiz, which is OLED and
touch-screen and includes a 500+MHz CPU and 3D acceleration. Looks like it's
only $180. (I paid $75 for the GP2X, including the breakout board,
a 2GB SD memory card, and a carrying couch. And it came with the original box.
No idea what it was all worth new.)

Entering text in Atari800 on the GP2X is finicky, but they've provided
a firebutton+arrow menu that appears on the left side of the screen to
let you tap things in. Since some games require random keypresses now
and then, this is a lot better than NO keyboard. I bet an onscreen keyboard
for the touch-screen model GP2Xs would be a lot easier to use, though.
(It'd also help if you had the option of pausing emulation until you figure
out the keypress. ;) "Gauntlet" (the space game) uses [X] to stop the ship.
So far, I've found it almost impossible to deal with. ;))

--
-bill!
Sent from my computer

3256. Re: Atari800 on GP2X

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-10 09:37:36 UTC
From: David Hopcroft <David.Hopcroft@gmx.net>
Message-ID: <20090710113736168 07-DavidHopcroft@gmxnet>
Source record: 2195

So how do you find the GP2X as a System?
what is the build quality like, battery life etc?

I was looking at buying one a few yeards ago now

I also think the system is a really good fit for a lynx emulator.

On 2009-07-10 08:58:58 +0200, bill@newbreedsoftware.com (Bill Kendrick) said:

> Ok, so I got an original model GP2X, a handheld game system (happens to be
> Linux-based and very easy to do homebrew game development on), and one of
> the first things I installed was Atari800.
>

3257. Re: The Electric Cafe' BBS

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-10 19:33:34 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2009.07.10.19.33.34.730970@suddenlink.net>
Source record: 2196

On Wed, 08 Jul 2009 22:32:08 -0500, DocRotCod wrote:

> You will need to create a new user as I have initialized the userlog.
>
> Thanks!

Great news, and I'm so there! :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

3258. Re: Atari 1200XL vs Dell Inspiron 1525 laptop

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-10 19:36:38 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2009.07.10.19.36.38.92370@suddenlink.net>
Source record: 2197

On Wed, 08 Jul 2009 00:53:00 +0000, Bill Kendrick wrote:

> Here's my comparison, with some backstory, a chart (with many values in
> both '1982' and '2009' terms), and some photos.
>
> http://www.newbreedsoftware.com/bill/photos/atari1200xl_vs_dellinspiron1525/
>
> I'm just continuing the tradition of stacking two pieces of hardware on
> top of each other, and then photographing them and comparing their specs. :)
> They just happen to have been born ~27 years apart.

Nice Bill - thanks!

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

3259. Re: Atari800 on GP2X

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-10 19:54:50 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a579c8a$0$1634$742ec2ed@news.sonic.net>
Source record: 2198

David Hopcroft <David.Hopcroft@gmx.net> wrote:
> So how do you find the GP2X as a System?
> what is the build quality like, battery life etc?

System seems solid. I haven't had it long enough to tell batt life.
(I'm also using an _old_ pair of NiMHs, which don't seem to last very long
in my digital camera.)

> I was looking at buying one a few yeards ago now

The next model (F200?) looks like it does touch-screen.
The latest model (Wiz) is touch-screen, OLED (!!!), 3D accel'd and has
a much faster CPU. And then there's the OpenPandora.
Beggars can't be choosers, though. ;)

> I also think the system is a really good fit for a lynx emulator.

There is a Lynx emulator, but I haven't tried it. Only the Stella and
Atari800 ports. (The latter is a bit different from the Atari800 I'm
used to on a Linux desktop/laptop, though... what with the D-Pad-controlled
keyboard entry menu. I don't use Stella enough to tell how diff. it is.)

Gotta run,

-bill!

3260. SDX Cart CleanUp

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-11 21:49:22 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <PK76m.65985$qa.62799@bignews4.bellsouth.net>
Source record: 2199

A while back, there was a real mess with a SDX cartridge that was
splattered for everyone to see.

Just for the record, that cartridge was sent back to the person who claimed
it by US Insured Mail. The Post Mark on the Receipt that I hold in my hand
is OCT. 08, 2008. The Cartridge was returned in working condition.
I never received a receipt for the signature of the package.

To this Date, which is July 11, 2009. I have not had any e-mail, snail mail
or
Posting that the cartridge arrived.

I did my part.

3261. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-13 05:13:39 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1247461907@rtfm.mit.edu>
Source record: 2200
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: June 6, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3262. FS: AtariMax MyIDE cart ($30 OBO + shipping)

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-15 20:11:34 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a5e37f6$0$1584$742ec2ed@news.sonic.net>
Source record: 2051

Considering my current home office situation (nonexistent), and
the flexibility of the SIO2SD I bought recently, I've decided I'll probably
never fully utilize the MyIDE setup I cobbled together. It needs a better
home.

New ones are about $50, and this one should still be in pretty good
condition, so I'm asking $30 (or best offer), plus shipping.
(I'm in Davis, Calif., and will probably just use USPS.)

Thanks!

--
-bill!
Sent from my computer

3263. Re: AtariMax MyIDE cart ($30 OBO + shipping)

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-16 03:43:26 UTC
From: DocRotCod <rahbart@cox.net>
Message-ID: <slx7m.622$ZU1.277@newsfe16.iad>
Source record: 2052

Which one is it? Cart? Internal?

I'd be interested

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:4a5e37f6$0$1584$742ec2ed@news.sonic.net...
> Considering my current home office situation (nonexistent), and
> the flexibility of the SIO2SD I bought recently, I've decided I'll
> probably
> never fully utilize the MyIDE setup I cobbled together. It needs a better
> home.
>
> New ones are about $50, and this one should still be in pretty good
> condition, so I'm asking $30 (or best offer), plus shipping.
> (I'm in Davis, Calif., and will probably just use USPS.)
>
> Thanks!
>
> --
> -bill!
> Sent from my computer

3264. Re: Atari800 on GP2X

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-16 13:03:47 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <JMqdnRAEUtWuuMLXnZ2dnUVZ_vudnZ2d@giganews.com>
Source record: 2053

Nice job Bill. I am hoping to the same kind of thing on the Pandora
which is another Linux-based hand-held system. I have one on order, but
I have not as yet receivd it.

Bill Kendrick wrote:
>
> Ok, so I got an original model GP2X, a handheld game system (happens to be
> Linux-based and very easy to do homebrew game development on), and one of
> the first things I installed was Atari800.
>
> I now have portable, in-my-hands "Yoomp!" and "Gem Drop." This is awesome. :)
> (I've also got a breakout board that lets me connect to S-Video and audio
> on my TV, but Atari800 seems to run in a mode that causes it to be squished
> on TV-out. Looks fine on the LCD.)
>
> Surprisingly, my SuperIRG flickery mode in Gem Drop looks pretty good
> (esp. wehn Atari800 is in PAL mode).
>
> Gamepark Holdings has a new model out, the GP2X Wiz, which is OLED and
> touch-screen and includes a 500+MHz CPU and 3D acceleration. Looks like it's
> only $180. (I paid $75 for the GP2X, including the breakout board,
> a 2GB SD memory card, and a carrying couch. And it came with the original box.
> No idea what it was all worth new.)
>
> Entering text in Atari800 on the GP2X is finicky, but they've provided
> a firebutton+arrow menu that appears on the left side of the screen to
> let you tap things in. Since some games require random keypresses now
> and then, this is a lot better than NO keyboard. I bet an onscreen keyboard
> for the touch-screen model GP2Xs would be a lot easier to use, though.
> (It'd also help if you had the option of pausing emulation until you figure
> out the keypress. ;) "Gauntlet" (the space game) uses [X] to stop the ship.
> So far, I've found it almost impossible to deal with. ;))
>
> --
> -bill!
> Sent from my computer

Falcon030 with 16meg of ram

3265. Re: Atari800 on GP2X

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-16 20:29:15 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a5f8d9b$0$1603$742ec2ed@news.sonic.net>
Source record: 2054

Edward S. Baiz Jr. (Gamer) <edbaizjr@comcast.net> wrote:
> Nice job Bill.

I did nothing! Someone else did the Atari800 port. I was just sharing my experience. ;)

> I am hoping to the same kind of thing on the Pandora
> which is another Linux-based hand-held system. I have one on order, but
> I have not as yet receivd it.

I'm not sure how compatible the Pandora is supposed to be with the GP2Xes, but I'm betting that, at the least, an Atari800 port should be relatively trivial. (At least, no harder than it was to get onto the GP2X.)

-bill!

3266. Re: AtariMax MyIDE cart ($30 OBO + shipping)

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-16 20:30:09 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a5f8dd1$0$1603$742ec2ed@news.sonic.net>
Source record: 2055

DocRotCod <rahbart@cox.net> wrote:
> Which one is it? Cart? Internal?

It's a cart, sorry I forgot to mention that. :)

> I'd be interested

...And there are two folks in line ahead of you. I'm almost positive the first fellow will be getting it (unless he suddenly backs out or flakes on PayPal'ing me :))

-bill!

3267. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-17 02:05:47 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0907161903530.30019@slate.spiritone.com>
Source record: 2056
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!
Make a list of HardWare/Accessories, Games/SoftWare, Books and References
for the Classic Atari 8 Bit and the Atari ST Computer Lines!

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "ATARI WANTLIST" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm ATARI SURVEYS AND WANT LISTS!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3268. 20% OFF ATARI BOOKS! XMAS IN JULY!

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-17 02:08:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0907161906050.30019@slate.spiritone.com>
Source record: 2057
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST!Some you wont find anywhere else but here! On Sale 20% off!
Goto http://BenSells.Atari.org or E-Mail BenSells@Atari.org ask for Your
Atari catalogs. My Software & Book Catalogs are sorted alphabetically
by Title so Cut-&-Paste your order and E-Mail your list with your Shipping
Address so I can expedite your order or call Ben anytime at (503)256-9974!

http://BenSells.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI CATALOG LISTS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ATARI 8 BIT SOFTWARE!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ATARI ST SOFTWARE LIST!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3269. 20% OFF ATARI SOFTWARE! XMAS IN JULY!

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-17 02:11:28 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0907161908450.30019@slate.spiritone.com>
Source record: 2058
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ORDERS OVER $50 GETS 20% OFF ALL CLASSIC ATARI 8 BIT & ATARI ST SOFTWARE!
ORDERS OVER $100 GETS A FREE BRAND NEW GAME & STILL GETS 20% OFF ALL ATARI
SOFTWARE! Goto http://BenSells.Atari.org or E-Mail BenSells@Atari.org ask
for Atari catalogs. My Software & Book Catalogs are sorted alphabetically
by Title so Cut-&-Paste your order and E-Mail your list with your Shipping
Address so I can expedite your order or call Ben anytime at (503)256-9974!

http://BenSells.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI CATALOG LISTS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ATARI 8 BIT SOFTWARE!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ATARI ST SOFTWARE LIST!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3270. Re: FS: AtariMax MyIDE cart ($30 OBO + shipping)

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-17 19:54:10 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a60d6e2$0$1647$742ec2ed@news.sonic.net>
Source record: 2059

Bill Kendrick <bill@newbreedsoftware.com> wrote:
> New ones are about $50, and this one should still be in pretty good
> condition, so I'm asking $30 (or best offer), plus shipping.
> (I'm in Davis, Calif., and will probably just use USPS.)

Sold and shipped, along with the HDD-in-an-SX212-case I had cobbled
together.

Thanks for the interest, everyone!

--
-bill!
Sent from my computer

3271. Re: FS: AtariMax MyIDE cart ($30 OBO + shipping)

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-20 03:14:21 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9C4DEC68096C9emuslor@69.16.185.252>
Source record: 2060

Despite all prevention efforts, bill@newbreedsoftware.com (Bill Kendrick)
wrote in news:4a60d6e2$0$1647$742ec2ed@news.sonic.net:

>
> Sold and shipped, along with the HDD-in-an-SX212-case I had cobbled
> together.
>

<thread poaching alert>

Speaking of which, if anyone has any spare SX212/XEP80 cases to get rid of,
I could use a couple. :) If you do, feel free to drop me a line by
reversing each segment of my public email address.

</poach>

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

3272. Re: FS: AtariMax MyIDE cart ($30 OBO + shipping)

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-20 03:15:06 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9C4DEC88A6503emuslor@69.16.185.252>
Source record: 2061

Despite all prevention efforts, Slor <semaj@rols.ten> wrote in
news:Xns9C4DEC68096C9emuslor@69.16.185.252:

> Despite all prevention efforts, bill@newbreedsoftware.com (Bill
> Kendrick) wrote in news:4a60d6e2$0$1647$742ec2ed@news.sonic.net:
>
>>
>> Sold and shipped, along with the HDD-in-an-SX212-case I had cobbled
>> together.
>>
>
> <thread poaching alert>
>
> Speaking of which, if anyone has any spare SX212/XEP80 cases to get
> rid of, I could use a couple. :) If you do, feel free to drop me a
> line by reversing each segment of my public email address.
>
> </poach>
>

Oh yeah - I could also use an XM301 case or two as well...

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

3273. retro themed toolbar

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-22 03:23:37 UTC
From: proteanthread <rtdos@rtdos.com>
Message-ID: <65f7a5b5-01b7-414a-9725-9fc7d2890941@x6g2000prc.googlegroups.com>
Source record: 2062
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

created a toolbar to coincide with my rtdos OS project (inlcudes rss
feeds of some classic pc's newsgroups):

http://rtdos.communitytoolbars.com

3274. Antic Magazines for sale, Syracuse, NY area

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-22 18:38:51 UTC
From: Chris <cchiesa1@twcny.rr.com>
Message-ID: <13f61296-4e6e-4ee1-aa1a-a691f3b35460@r36g2000vbn.googlegroups.com>
Source record: 2063

I'm posting this via Google Groups because that's what I have access to. If anyone is willing/able to crosspost this to the bona fide Usenet, please e-mail me (don't just DO it, I don't want five of you doing it and flooding the 'net). Thanks!

For sale: 74 issues of Antic magazine; 84 issues counting duplicate and triplicate issues. Complete volumes 3-6, partial volumes 1, 2, 7, and 8.

$50 or best offer

Detailed list:

Vol 1: iss 1-5
Vol 2: iss 4, 5, 7-12
Vol 3: iss 1-12
Vol 4: iss 1-12, w/ duplicate of iss 9
Vol 5: iss 1-12, w/duplicates of iss 9 and 11, and triplicate of issue 10
Vol 6: iss 1-12, w/duplicate of iss 6
Vol 7: iss 1-10, 12, w/duplicates of iss 1, 3, and 8
Vol 8: iss 1-3

I can probably be convinced to ship these if you pay shipping and are willing to wait for me to get around to it; otherwise it would be vastly preferable if you can come and pick them up.

Cheers,

Chris
on-and-off comp.sys.atari.8bit since 1987

3275. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-23 05:21:30 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1248326326@rtfm.mit.edu>
Source record: 2064
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: June 6, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3276. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-23 13:26:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0907230619510.27690@slate.spiritone.com>
Source record: 2067
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!
Make a list of HardWare/Accessories, Games/SoftWare, Books and References
for the Classic Atari 8 Bit and the Atari ST Computer Lines!

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "ATARI WANTLIST" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm ATARI SURVEYS AND WANT LISTS!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3277. 20% OFF ATARI BOOKS! XMAS IN JULY!

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-23 13:28:29 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0907230626280.27690@slate.spiritone.com>
Source record: 2065
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3278. 20% OFF ATARI SOFTWARE! XMAS IN JULY!

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-23 13:30:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0907230628360.27690@slate.spiritone.com>
Source record: 2066
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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3279. Atari Demonstration Center...

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-23 19:01:25 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2009.07.23.19.01.25.4952@suddenlink.net>
Source record: 2068

Probably already been posted/seen but a friend of mine sent me this link:

http://www.flickr.com/photos/sa_steve/2921516883/in/set-72157612221868944/

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

3280. Re: Antic Magazines for sale, Syracuse, NY area

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-23 19:40:38 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <h4aeoe$8tg$1@news.eternal-september.org>
Source record: 2069

Posts made via Google do actually go out to Usenet - I received your
post from news.eternal-september.org.

- Trevor

Chris wrote:
> I'm posting this via Google Groups because that's what I have access
> to. If anyone is willing/able to crosspost this to the bona fide
> Usenet, please e-mail me (don't just DO it, I don't want five of you
> doing it and flooding the 'net). Thanks!
>
> For sale: 74 issues of Antic magazine; 84 issues counting duplicate
> and triplicate issues. Complete volumes 3-6, partial volumes 1, 2, 7,
> and 8.
>
> $50 or best offer
>
> Detailed list:
>
> Vol 1: iss 1-5
> Vol 2: iss 4, 5, 7-12
> Vol 3: iss 1-12
> Vol 4: iss 1-12, w/ duplicate of iss 9
> Vol 5: iss 1-12, w/duplicates of iss 9 and 11, and triplicate of
> issue 10
> Vol 6: iss 1-12, w/duplicate of iss 6
> Vol 7: iss 1-10, 12, w/duplicates of iss 1, 3, and 8
> Vol 8: iss 1-3
>
> I can probably be convinced to ship these if you pay shipping and are
> willing to wait for me to get around to it; otherwise it would be
> vastly preferable if you can come and pick them up.
>
> Cheers,
>
> Chris
> on-and-off comp.sys.atari.8bit since 1987

3281. RS232 from Atari 65XE

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-24 18:22:33 UTC
From: The Ultimate Failure <leet91@gmail.com>
Message-ID: <b660d5a6-cc55-4456-9bd0-5e6402eef8ca@t13g2000yqt.googlegroups.com>
Source record: 2070

Hello, I'm not sure if this is the right place to post this question, but I thought that the Atari 65XE was an 8-bit machine (right?) so here must be somewhere that I could ask...

Anyway, I have an Atari 65XE, which only has AtariBASIC on - I have no cartridges or anything. I was wondering if it was possible to get RS232 r/w access to a PC from the Atari, which would mean some special adapter because it only has an SIO port.

I did some searching online, and I came across APE and SIO2PC - which both seem to do things that I do not require, I only need to have r/w access (from BASIC preferably) to an rs232 serial port so that I could connect the Atari to another box with a null-modem cable (and maybe use it as a dumb-terminal?)

...Is this possible with my hardware, and if so how would I access the port from BASIC?

Thanks,
-- Me

3282. Re: RS232 from Atari 65XE

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-24 19:06:32 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <h4d0k8$38e$1@infosun2.rus.uni-stuttgart.de>
Source record: 2071

The Ultimate Failure wrote:
> Hello, I'm not sure if this is the right place to post this question,
> but I thought that the Atari 65XE was an 8-bit machine (right?) so
> here must be somewhere that I could ask...
>
> Anyway, I have an Atari 65XE, which only has AtariBASIC on - I have no
> cartridges or anything. I was wondering if it was possible to get
> RS232 r/w access to a PC from the Atari, which would mean some special
> adapter because it only has an SIO port.
>
> I did some searching online, and I came across APE and SIO2PC - which
> both seem to do things that I do not require, I only need to have r/w
> access (from BASIC preferably) to an rs232 serial port so that I could
> connect the Atari to another box with a null-modem cable (and maybe
> use it as a dumb-terminal?)
>
> ...Is this possible with my hardware, and if so how would I access the
> port from BASIC?

The Atari 8 bits don't have a RS232 port; the signal levels are 0 and
+5V, whereas RS-232 uses +12V and -12V. IOW, you would need some type of
an interface to communicate with the PC.

The traditional way is the 850 serial interface (or the 850XL by a third
vendor) which features a "true" RS-232 interface and a handler ("R:").

The considerably simpler APE or SIO2PC solutions consist only of a
single chip that does the level conversions, nothing else, which means
you would need to program the hardware directly (POKEY, namely).
However, without such chips you cannot interface to RS232 reliably.

So long,
Thomas

3283. Re: RS232 from Atari 65XE

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-25 06:07:08 UTC
From: Bill Marcum <marcumbill@bellsouth.net>
Message-ID: <n6jqj6-v6k.ln1@marcumbill.bellsouth.net>
Source record: 2072

On 2009-07-24, Thomas Richter <thor@math.tu-berlin.de> wrote:
>
> The Atari 8 bits don't have a RS232 port; the signal levels are 0 and
> +5V, whereas RS-232 uses +12V and -12V. IOW, you would need some type of
> an interface to communicate with the PC.
>
> The traditional way is the 850 serial interface (or the 850XL by a third
> vendor) which features a "true" RS-232 interface and a handler ("R:").
>
> The considerably simpler APE or SIO2PC solutions consist only of a
> single chip that does the level conversions, nothing else, which means
> you would need to program the hardware directly (POKEY, namely).
> However, without such chips you cannot interface to RS232 reliably.
>
> So long,
> Thomas

There was a device called the R-Verter which was almost the same as SIO2PC.
Back in the day I used to use one to connect a modem to my Atari.

3284. Re: RS232 from Atari 65XE

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-25 20:49:02 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <Ao-dnfNt25tV8vbXnZ2dnUVZ_gydnZ2d@earthlink.com>
Source record: 2073

The Ultimate Failure wrote:
> Hello, I'm not sure if this is the right place to post this question,
> but I thought that the Atari 65XE was an 8-bit machine (right?) so
> here must be somewhere that I could ask...
>
> Anyway, I have an Atari 65XE, which only has AtariBASIC on - I have no
> cartridges or anything. I was wondering if it was possible to get
> RS232 r/w access to a PC from the Atari, which would mean some special
> adapter because it only has an SIO port.
>
> I did some searching online, and I came across APE and SIO2PC - which
> both seem to do things that I do not require, I only need to have r/w
> access (from BASIC preferably) to an rs232 serial port so that I could
> connect the Atari to another box with a null-modem cable (and maybe
> use it as a dumb-terminal?)
>
> ...Is this possible with my hardware, and if so how would I access the
> port from BASIC?
>
> Thanks,
> -- Me

Echoing what Thomas and Bill said a bit. You are going to need
something to interface if for no other reason then something with
compatible plugs on both ends.

The SIO2PC is what most people consider the best bang for the buck. Even
at that you still need a compatible plug for the Atari side. If a couple
of cables for hooking up things like a disk drive or cassette didn't
come with your set up, you are kind of SOL. You could build one for less
then $6 if you had a spare Atari cable.

I'm setting up a system after a long layoff so I will check if the
SIO2PC cable will work with the RVerter handler. It is rumored to anyway.

There is one other option I can think of. I hacked a simple cable that
hung off a joystick port that worked with the MPP modem handlers. You
would need to buy a couple of 9 pin plugs, some wire, a resistor, and a
zener diode IIRC. You are limited to ~300 BAUD and properly cabled it
worked with a Hayes compatible modem and a couple of software packages.

Rick

3285. Re: RS232 from Atari 65XE

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-26 17:40:21 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <79cec8e8-d324-4326-9c09-2d108bfb1c2f@d4g2000yqa.googlegroups.com>
Source record: 2074

```
On Jul 24, 2:22 pm, The Ultimate Failure <lee...@gmail.com> wrote:
> Hello, I'm not sure if this is the right place to post this question,
> but I thought that the Atari 65XE was an 8-bit machine (right?) so
> here must be somewhere that I could ask...
>
> Anyway, I have an Atari 65XE, which only has AtariBASIC on - I have no
> cartridges or anything. I was wondering if it was possible to get
> RS232 r/w access to a PC from the Atari, which would mean some special
> adapter because it only has an SIO port.
>
> I did some searching online, and I came across APE and SIO2PC - which
> both seem to do things that I do not require, I only need to have r/w
> access (from BASIC preferably) to an rs232 serial port so that I could
> connect the Atari to another box with a null-modem cable (and maybe
> use it as a dumb-terminal?)
>
> ...Is this possible with my hardware, and if so how would I access the
> port from BASIC?
>
> Thanks,
> -- Me

You need a R: handler to access a RS232 port. The port would have to
be on a 850, PRC, MIO, Black Box, which are much more expensive
than a SIO2PC adapter. You probably need a disk drive as well as
the 850 R: handler needs to load at boot. It may be possible to
write the PRC handler in BASIC DATA statements and POKE
it in from a BASIC program, that may work.
So, let's say you have a PRC, can load the R: handler from BASIC.
Then the following program would be OK at 300 baud to operate
your null modem.
******************************
10 CLOSE #2:OPEN #2,4,0,"K:":REM open K: for read
20 CLOSE #3:OPEN #3,13,0,"R:":REM open R: for concurrent read/write
30 CLOSE #4:OPEN #4,8,0,"E:":REM open E: for write to screen
40 XIO 34,#3,192+48+3,0,"R:":REM turn on DTR,RTS,XMT
50 XIO 40,#3,0,0,"R:":REM Open R: for concurrent mode
60 XIO 36,#3,0,0,"R:":REM MUST BE 300, PROG. TOO SLOW FOR 1200 OR
HIGHER
100 STATUS #3,AVAR:REM causes 747 to retrieve from R:, I think, not
sure
110 IF PEEK(747)=0 THEN 200:REM number of chars in input buffer
120 GET #3,CHAR:REM if 747 <> 0 then get the char
122 IF CHAR=0 OR CHAR=10 THEN 200:REM discard ASCII 0 and 10
```

```
124 IF CHAR=13 THEN CHAR=155:REM translate ASCII linefeed to ATASCII
130 PUT #4,CHAR:REM send char to E:
200 IF PEEK(764)=255 THEN 100:REM if 255 then no key been pressed
210 GET #2,KEY:REM key pressed, get the char
212 IF KEY=155 THEN KEY=13:REM if linefeed then translate to ASCII
220 PUT #3,KEY:REM send char to Rn:
240 GOTO 100:REM start all over
250 REM R: is for R1:, you could also specify R2:, I think
```

3286. Re: Antic Magazines for sale, Syracuse, NY area

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-26 21:14:15 UTC
From: Chris <cchiesa1@twcny.rr.com>
Message-ID: <d97f15de-4c45-4c8e-8d92-93564f3f359c@e11g2000yqo.googlegroups.com>
Source record: 2075

Oh, good! Thanks! I had heard that Google stopped relaying to Usenet
proper, eight or ten months ago. Glad I'm wrong!

Chris

On Jul 23, 3:40 pm, Trevor Holyoak <tre...@holyoak.com> wrote:
> Posts made via Google do actually go out to Usenet - I received your
> post from news.eternal-september.org.
>
> - Trevor

3287. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-31 06:44:00 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0907302341530.20012@slate.spiritone.com>
Source record: 2076
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! I can also sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BenSells.Atari.org or (503)256-9974!

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3288. FS: ATARI/KOALA PADS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-31 06:45:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0907302344080.20012@slate.spiritone.com>
Source record: 2077
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace,pdx.forsale

I have lots of Drawing Pads for sale for the Atari 8 Bit! Koala Pads, Atari Touch Tablets & the Animation Station Design Pad with Design Lab by Suncom!

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3289. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-31 06:49:44 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0907302348120.20012@slate.spiritone.com>
Source record: 2078
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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3290. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2009-07-31 06:51:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0907302349590.20012@slate.spiritone.com>
Source record: 2079
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!
Make a list of HardWare/Accessories, Games/SoftWare, Books and References
for the Classic Atari 8 Bit and the Atari ST Computer Lines!

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "ATARI WANTLIST" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm ATARI SURVEYS AND WANT LISTS!

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helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3291. Some video file -> Atari thoughts

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-01 21:29:58 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a74b3d6$0$1617$742ec2ed@news.sonic.net>
Source record: 2080

So I saw a highly amusing video on YouTube the other day:

http://www.youtube.com/watch?v=I1qHVVbYG8Y

It's a cartoon, black on a white background, with not a ton of
detail, and motion that's usually focused on one small area.
I decided it'd be perfect to try and convert to something you could
watch on an Atari. :)

I used 'mplayer' on Linux, with the option '-vo png'
(aka "video out: save each frame as a separate PNG file") to extract
the frames.

Then I created a shell script that iterated every other frame (just to
keep the size down) and used some NetPBM tools to do the following:

(1) scale the frame to 160x180
(the video, shrunk down to 320px wide, was 180 tall;
but I'm targetting GRAPHICS 15 (aka 7.5), so needed it 1/2 as wide)

pngtopnm png/$j.png | pnmscale -xsize=160 -ysize=180

(2) map the colors to 4 shades of grey, using a small 2x2 image I made:

ppmquant -mapfile grey_palette.pgm

(3) cut out the left/right borders; I want to display in a narrow playfield,
and most of the action in the cartoon is toward the center

pnmcut -left 32 -width 128

(4) convert the file to a Portable Greymap (.pgm), which is 1 byte per pixel
(rather than 3 bytes, like a Portable Pixmap (.ppm))

(5) compare the current frame to the previous frame, getting the difference

pnmarith -difference gr15/$oldj.pgm gr15/$j.pgm > diff.pnm

(6a) crop any solid border from the 'difference'; I do this to get the
position and dimensions of "what has changed", which I'll crop out of
the actual current frame in step 7

pnmcrop -verbose diff.pnm > crop.pnm 2> crop.txt

(6b) determine the dimensions; if nothing was cropped, we know that the
boundaries of what has changed includes the entire size of the frame

allbkgd=`grep "The image is entirely background" crop.tt | cut -d ":" -f 1`
if ["$allbgkd" = "pnmcrop"]; then

```
top=0
bottom=179
left=0
right=124
else
top=`grep "off the top" crop.txt | cut -d " " -f 3`
if [ "$top" = "" ]; then
top=0
fi
# ... etc.
```

(7) calculate the position and size of the crop; keeping in mind that
we get 4 pixels per byte in GRAPHICS 15 mode:

```
left=`expr \( $left / 4 \) \* 4`
right=`expr \( $right / 4 \) \* 4`
width=`expr 128 - $right - $left`
height=`expr 180 - $bottom - $top`
```

(8) crop the current frame, to get the delta frame that we'll actually
store:

```
pnmcut -top $top -height $height -left $left -width -$width gr15/$j.pgm > crop.pgm
```

(9) finally, add that image to a 'stream' of data that the Atari will load
and display; also need to tell it where, on the screen, to load into!

```
./add_to_stream $left $top crop.pgm >> stream.dat
```

And "add_to_stream" is a little C program I wrote that dumps a few bytes
of info, followed by data for a GRAPHICS 15 display. It gets appended to
the 'stream.dat' file, via the ">>" in the shell command, above.

(1) Determing starting position (relative to the top of screen memory):

```
left = atoi(argv[1]);
top = atoi(argv[2]);

start = (top * 128 + left) / 4;
start_lsb = start % 256;
start_msb = start / 256;
```

(2) open the PGM image file, read its dimensions

```
fi = fopen(argv[3], "r");
fscanf(fi, "%s %d %d %s", tmp, &width, &height, tmp);
```

(3) write the position and size of data, so the Atari knows how much to
read, and where to put it on the screen:

```
fwrite(&start_lsb, 1, 1, stdout);
fwrite(&start_msb, 1, 1, stdout);
w = width / 4;
fwrite(&w, 1, 1 ,stdout);
fwrite(&height, 1, 1, stdout);
```

(4) read all of the PGM data, convert it to GRAPHICS 15, and spit it out:

```
for (y = 0; y < height; y++) {
fread(data, 1, width, fi);
for (x = 0; x < width; x = x + 4) {
p1 = data[x] / 64;
p2 = data[x + 1] / 64;
p3 = data[x + 2] / 64;
p4 = data[x + 3] / 64;
p = (p1 << 6) + (p2 << 4) + (p3 << 2) + p4;
fwrite(&p, 1, 1, stdout);
}
}
```

And finally, so far, I've written a TurboBASIC XL program that mostly works,
though it's slow, and I haven't set up a proper display list to get
all of the GRAPHICS 15 display working in narrow mode. Tips welcome! :)

```
10 GRAPHICS 31
15 POKE 708,5:POKE 709,10:POKE 710,15:POKE 712,0
20 REM POKE 559,33
30 SC=DPEEK(88)
31 REM SET UP DL HERE
40 OPEN #1,4,0,"D:STREAM.DAT"
50 GET #1,SL:GET #1,SM:S=(SM*256)+SL
51 X=(S MOD 32):Y=INT(S/32):S=(Y*40)+X:REM WORKAROUND UNTIL NARROW SUPPORT
60 GET #1,W:GET #1,H
70 FOR Y=0 TO H-1
80 BGET #1,SC+S+Y*40,W:REM WOULD BE 32 IN NARROW
90 NEXT Y
99 GOTO 50
```

I need to do the following:

* Figure out GRAPHICS 15 display list in narrow playfield mode
* Figure out a way to make a very large (~512KB) ATR disk image
(and/or skip more frames from the original video,
and/or apply some kind of RLE or other compression?)
* Figure out my 1200XL's 512KB RAM disk in MyDOS :)
* Rewrite the viewer in Action!

Although, sadly, I doubt I could redistribute the video. Just fun project
for myself. ;)

But hey, with the appropriate tools (youtube-dl, netbpm, bash, and a C
compiler), anyone could take the same video (or others) off of YouTube
and figure it out themselves.

Should I set up a page with downloads for the actual shell script and
C and Atari (TBXL and/or Action!) source?

--
-bill!
Sent from my computer

3292. Re: Some video file -> Atari thoughts

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-01 21:35:06 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a74b50a$0$1617$742ec2ed@news.sonic.net>
Source record: 2081

Bill Kendrick <bill@newbreedsoftware.com> wrote:
> I need to do the following:
<snip>

Oh, and limit the framerate. :) (Some frame diffs are very, very small.
In 'no change' cases, I store 1 byte, though I suppose I can just store
a 0x0 dimension, and the loader should not try to read anything. Duh! :))

-bill!

3293. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-02 05:14:30 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/vendev_1249190024@rtfm.mit.edu>
Source record: 2082
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: May 24, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

This document is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

The latest version of this document is posted to the following Usenet
newsgroups every 60 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (Multipart ed.)

You may also request my latest working version at: michael@mcurrent.name

**********************************************************************
* For other 8-bit Atari related FAQs please see the "Welcome FAQ": *
* ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome *
* http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html *
* http://www.faqs.org/faqs/atari-8-bit/welcome/ *
**********************************************************************

UPDATES SINCE PREVIOUS POSTING:
2009.05.24 added: Steve Hales (Slime, Fort Apocalypse, Dimension X)
2009.05.24 HiassofT: Highspeed SIO patch for XL/XE OS and MyIDE OS V1.20
2009.05.21 Radek Sterba: Raster Music Tracker (RMT) v1.28
2009.05.19 Thomas Richter: atari++ 1.56 and new URL
2009.05.13 MadTeam: Ilusia, Deflater 7z v2.6, Check XEX, Build 1.1
2009.04.24 C.P.U.: SDrive Control Program v01 20090403
2009.04.15 Super Products updated, thanks James Bradford
```

2009.04.12 MadTeam: Graph2Font 3.8.6.6
2009.04.04 MadTeam: Graph2Font 3.8.6.5
2009.03.31 Zdenek Burian: FLOP 52
2009.03.05 added Avery Lee (Altirra 1.0)
2009.03.02 deleted: MacFalkner (web site gone, thanks Laurent)

Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry should contain a valid postal address or web page address.

Unless explicitly requested by the vendor, no entries will include an email address due to the overwhelming amount of spam that would result.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Mr. Corey Koltz) 4/06
302 W Dewey St
Cassville WI 53806-9733
USA
Phone: 608-725-2137
http://www.8bitclassics.com/
Vendor: new and used hardware and commercial software

A-ONE Online Magazine 2/07
See: Dana P. Jacobson

ABBUC HAR -- Hannoverschen ABBUC Regionalgruppe 2/07
Hanover
Germany
http://www.bertelmann.org/har/

Vendor: XF351 Upgrade-Kit includes Floppy + Cable + EPROM + Bootdisc,
Used Atari 800 XL PAL, Speedy1050 TDS. Not all items online available--
Ask for more information. Additionally vendor of:
- all items from Frank Heuser Shop
- all items from Wolfram Fischer
Special lower prices for ABBUC members available.

ABBUC Regionalgruppe Frankfurt / Main (RAF) 5/07
Dillenburgerstrabe 61
60439 Frankfurt / Main
Germany
http://www.abbuc-raf.de/
Vendor: MultiJoy8 cable and adapter
Developer: SIO2PC, Network Interface, 2 computer interface (automatic
2 computer switch for use the same peripherie), Schaltnetzteil
(Power supply), 8 channel digital voltmeter, SIO2USB

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated
temperature monitoring station using simple thermisters and the provided
software. Also available: source code listing, temperature data aggregation
utility

Alhart Enterprises Presents (AEP) 8/06
c/o Paul V. Alhart
524 N Z St
Lompoc CA 93436-5019
USA
tel: (805) 736-4624
"encoded" email: OOOp.alhartOOO@OOOverizonOOO.OOOnetOOO
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12
Repair shop: Atari disk drives

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module,
TV/Computer Switch

Ambery 9/08
12335 Denholm Dr Ste E
El Monte CA 91732-3654
USA
tel: 626-350-8956 or 626-698-6739 Mon ~ Fri (10:00AM to 4:00PM PST)
FAX: 626-771-0060
http://www.ambery.com/
Developer: various Video to VGA/RGBHV converter scalers, see
http://www.ambery.com/vitovgcosc.html. Connect your Atari to your PC monitor!

Art Transfair Berlin (Andre Motzkus) 2/07
Brunsbuetteler Damm 223d
13581 Berlin
Germany
http://www.art-transfair.de/
Vendor: Computer, expansion, Floppy, memory-upgrades up to 16 mb,
Audio A/D changer, additional many other Atari items (16/32/64bit).
Special lower prices for ABBUC members.

Atari800 Development Team 4/09
See also: Mark Grebe
See also: Christian Groessler
See also: Piotr Fusik
See also: Kostas Nakos
See also: Vasyl Tsvirkunov
See also: Ludovic Jacomme
Petr Stehlik (maintainer), Troy Ayers (Playstation 2), Michael Borisov (POKEY
sound), Piotr Fusik (core developer), Mark Grebe (Mac OSX), Christian
Groessler (Sega Dreamcast), Perry McFarlane (cycle-exact ANTIC and GTIA),
Kostas Nakos (Windows CE), Krzysztof Nikiel (Win32), Jacek Poplawski (SDL),
Vasyl Tsvirkunov (Windows CE), James Wilkinson (DOS, BeOS, Win32),
Ludovic Jacomme (PSP)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 v2.1.0 - an Atari 400, 800, 600XL, 800XL, 130XE
and 5200 emulator for Unix, Linux, Win32, Amiga, MS-DOS, Atari TT/Falcon,
BeOS, WinCE, Mac OSX, Playstation 2 and other systems

Atari8Warez (Ray) 10/07
Toronto, Ontario
Canada
http://atari8warez.for-the.biz/
Developer: SIO2PC serial interface cable,

10502PC / ProSystem Serial Interface cable

AtariAge (Albert Yarusso, Alex Bilstein) 4/06
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware (includes homebrew project supplies by Pixels Past)
Developer: Beef Drop cartridge (by Ken Siders)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX) titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort, Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill, Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match, Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics Package, Solitaire, Source Code For Eastern Front (1941), Letterman, Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc, Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage, Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt, Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show, Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing, BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!, Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy, Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler, Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL

Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atari Fan Store (Irek) 7/08
New York NY
USA
http://afs.atari.org/
Vendor: Polish hardware products, including: SIO2IDE, SIO2SD, KMK/JZ/IDEa IDE Interface

Atarimax (Steven J. Tucker) 5/07
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v3.0.2 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS 32-in-1 for XL/XE, APE Warp+ OS 32-in-1 for 1200XL, Imagic 1.06 95/NT - Atari Disk Image Conversion System (ATR/XFD/DCM/SCP), Imagic 1.06 DOS, Atari Terminal Simulator ATS 2.0 (SR2) - ATASCII Telnet/Serial Terminal & Break Movie Player 95/NT, Break Movie Screensaver 95/NT, MaxFlash Flash MultiCart (1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface (RS232 and USB editions), Atarimax/ABBUC USB Cartridge, MyIDE+Flash IDE Interface Cartridge

Atari Online News, Etc. 2/07
See: Dana P. Jacobson

The Atari Shop (Sandra) 1/07
The Netherlands
http://www.atari-shop.nl/
Vendor: new/used hardware, new/used commercial software

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atlantis Games Group 12/08
(Sal "Kjmann" Esquivel, TJ "Damage X" Edmister, Gary "Rybags" Ryan, Zdenek "Psuedografx" Eisenhammer, Peter "peteofborg" Meyer
USA
http://www.atlantisgamesgroup.com/
Developer: Tempest Xtreem (sold by Video 61).
In progress: OutRun Project, Battle Squadron Project

AV Toolbox 1/04
USA

Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 6/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 2.2 (Interactive 6502 Disassembler for Win32,
designed to specifically support Atari binary files)

Matthew Bacon 2/07
UK
http://www.myatari.net/
Publisher: MyAtari online magazine (back issues online)

BAKTRA Software (Michael Kalous) 5/08
Czech republic
http://www.baktra.wz.cz/
Developer: TURGEN SYSTEM (converts data to various turbo formats, produces
sound or cassette images), Caverns of the lost miner (Game for atari written
in C, open source), mmSAP 2 (SAP player for GNU/Linux), DTX Manager (Editor
of Atari DOS 2 executables), libataricas (library for atari cassette image
manipulation with turbo support)

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator
for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced)
SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz 4/08
Germany

http://www.cc65.org/
Developer: cc65 2.12.0 - a complete cross development package for 65(C)02 systems, including a macro assembler, a C compiler, linker, librarian and several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 4/07
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out), IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10, MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0, CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"), ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 6/07
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: (408) 278-1070 (M-F 1:30pm to 5:00pm PST)
FAX: (408) 278-1092
E-FAX: (815) 364-3703
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch keyboard upgrade for XE computers, Best Light Gun, Best Gold CX40 Joystick PCB, Atari CX40 Joystick Rebuild Kit with Atari Upgraded CX40 Handle and Best Gold CX40 PCB, Atari CX40 Joysticks upgraded with the Best Gold CX40 PCB, Atari Jaguar Power Pad to Other Atari Systems Adapter Cable, Sega Genesis Controllers To Atari Systems Adapter Cable

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/

Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk
drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 8/06
USA
http://www.bigfivesoftware.com/
Developer: Bounty Bob Emulator for Windows NT, 2000, 98, and ME

BITS (SoLo2) 3/08
http://bits.atari.org/
Developer: Intro #1501 (v20080312), Intro #1502 (v20080314)

Blackened Technologies 10/07
Ken Jones (MetalGuy66), Sergio Larrondo (WareRat), Stephen J. Carden
http://www.blackenedtech.com/
Developer: The "NEW" MIO

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenek Burian 3/09
Marie Majerove 33
Prostejov 6
798 11
Czech Republic
Tel. 582 360 714
http://flop.atari.org/
Publisher: FLOP disk magazine, annual (FLOP 52 published March 2009)

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 8/06
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

Mario Caillahuz ("Allas") 11/08
Lima
Peru

http://atari.limitevisual.com/
Developer: Plague Attack, Voyage to Home, Accion, MULE Wars, Animal Party

James Catalano / Classic 8-Bit Atari / Artacyis Software 1/07
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens: Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart
(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/07
1350 Buffalo Rd Ste 2
Rochester NY 14624-1829
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems (include a hard disk, Black Box, power supply,
controller, cables, and software), SIO cables, hard disk controllers:
Adaptec 4000 SCSI, Adaptec 4070 (RLL) SCSI, Xebec S1410a SASI
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,

Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Nick Coplin 9/08
Perth, Western Australia
Australia
http://www.64hdd.com/
Developer: 64JPX - JoyPad eXpander - Use your favourite Sega, SNES, NES or
PCanalog controller with your Commodore or Atari compatible system

Cosine Systems (Exin [Sebastian], Intensity [Arman], Odie [Sean], 1/06
Sack [Adam], Magic Roundabout [Jason])
United Kingdom
http://www.cosine.org.uk/
Developer: demos: C.G.M. UKScene Radio Intro, 1K Party. game: Reaxion

C.P.U. (Radek Sterba (Raster) & Robert Petruzela (Bob!k)) 4/09
See also: Radek Sterba
Czech Republic
http://raster.infos.cz/atari/homepage.htm
Developer: S/XEGS RAMCart 128KB version "G1.04 FIX3+",
STEREO upgrade for XL/XE, SDrive - connects to Atari XL/XE's serial (SIO)
port and simulates an Atari floppy disk drive with full read/write access to
programs and data stored on a Secure Digital flash memory card (SD),
SDrive Control Program v01 20090403

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file
analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS
or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory
tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4
(written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel
Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor
and more)

CSW-Verlag 2/07
Weidenstrabe 13/1
71364 Winnenden
Germany
tel/FAX: +49 (0) 71 95/6 11 20
http://www.retro-magazin.de/
Publisher: RETRO magazine. Themes: Retro-computing for all systems.

Atari part: approx. 10%. (Not only 8bit) 9.90 euro per magazine, 4
magazines per year for 35 euro.

Jorge Cwik 8/08
http://www.fxatari.com/
Developer: VAPI Atari 8-bits Imaging & Preservation format (.ATX) and
tools: Patched Emulator (based on Atari800Win PLus 4.0 Beta 3) +
VAPI DLL 0.3a, VAPI2SIO (SIO2PC for VAPI) 0.2a

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine
(1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques (Dan Dotson and Marilyn Saul) 9/06
PO Box 40751
Tucson AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

DGS 11/03
See: Dean Garraghty

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?,
What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS,
D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2,
Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5,
Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system:
Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Digital Force (Mario Trams) 1/07
Germany
http://www.digital-force.net/
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler (Flo) 12/08
Germany
http://www.akk.org/~flo/
Developer: Ice-Hockey (for MultiJoy interface, March/April 2002),
Sheep-Race (for MultiJoy interface, Aug 2002),

CardGrabber (for MultiJoy interface, May-Aug 2002),
Peripheral Test 2.0 (Hardwaretester) (Dec.2008)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

DLT Ltd. (trub, drac030) 1/09
See also: trub
See also: Draco
http://sdx.atari8.info/
Developer: SpartaDOS X Version 4.42 (December 2008)

Draco (Konrad M. Kokoszkiewicz, KMK, drac030) 11/08
See also: DLT Ltd.
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: 65C816 XL OS: 65C816 XL OS v. 2.22 (28.II.2007.),
FastRAM Test, QE for Warp/F7, SD-Load, D2D v.0.5, grep, LPOKE/LPEEK.
MultiBASIC: MultiBASIC v.0.33, MultiBASIC Manual.
"KMK/JZ IDE" ATA Interface: IDE BIOS 1.11, User's manual, Utility disk.
SpartaDOS: DiskRX 1.9a, SD-Load, SpartaDOS TAR v.1.4a, CP v.1.3b, HDSC 1.5,
Eddy v.1.05, CleanUp X 1.1
Utility programs for (any) Atari 8-bit: DEMON, EYE, RW-Test, SysInfo 2.13.
Patches for: Moon Patrol, Music Protracker v.2.4, Perestroyka Demo,
Prof!'s XDIR.

Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 1/07
PO Box 3365
Spring Hill FL 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware, used commercial software

Emulators (Derek Mihocka) 8/06
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit & Atari ST & Apple
Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 -
8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 -
8-bit Atari emulator for MS-DOS

Epi (Adrian Matoga) 9/08
See also: Tristesse

See also: O.S.
Adrian Matoga
ul. Jezdziecka 11
30-698 Krakow
Poland
http://epi.atari8.info/
Developer: NeoTracker 1.7, NeoTracker Winamp plugin v0.2, TipConv 1.0.0,
TIP Tools 0.3.1 includes TipView 1.0 and BMP2TIP 0.21, xunzip 2.1,
sapemu v0.2 (simple SAP (Slight Atari Player) file player),
HardCore Assembler (hcasm) 1.0, brULlwurFeL, TDC Hack Demou,
Sztab Malopolska #3 Invitation

Raphael Espino 8/07
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility), Atari 8-bit
JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface",
JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg",
JpegShow 0.1 (07Aug01) "A slideshow version",
CpegView 0.5 (18Aug07) "The colour JPEG viewer for Atari 8-bit computers"

Subject: F

Fandal 8/08
Czech Republic
http://atari.fandal.cz/stuff.php
Developer: Sturbon Intro, FreeCellXE, TriPeaksXE, HexxagonXE, Astro Road,
Cubico, The Storm, A Tribute to Quorthon, Bombex, The Steam Train,
Astro4 Road, Mysterion Preview, Mind Blast, Outlaw, Swapz,
Who Lost the Wallet?

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for
68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,
Atari 400/800/XL/XE emulation for the PowerMac),

Wolfram Fischer (Mega-Hz) 8/08
See also: ABBUC HAR
Dorfstrasse 1a
28870 Ottersberg
Germany
"encoded" email: OOOmega-hzOOO@OOOt-onlineOOO.OOOdeOOO

http://mega-hz.no-ip.com/Angebote/angebote.html
Vendor: SIO2SD rev.1, SIO2SD rev.2, SIO2PC interface
Developer: Speedy 1050 TDS with track-led, 256KB memory expansion for
800XL, ASCB - Abbuc Sio Connector Board
Special lower prices for ABBUC members.

FLOP disk magazine 5/05
See: Zdenek Burian

Foundation Two 1/07
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks,
N!ne)
Germany
http://www.foundationtwo.de/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut,
Bremspunkt (Brems.)

Ron Fries 4/07
http://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" / "0xF" 4/08
See also: Atari800 Development Team
See also: Infinity
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Taquart
See also: Yoomp!
Poland
http://xasm.atari.org/ or http://atariarea.krap.pl/x-asm/
http://asap.sourceforge.net/
Developer: Atari utilities: Professional Copy 2.1, FlashPack 2.1,
PowerGraph 1.0, GR8 Logoser 1.1; PC utilities: ASAP (Another Slight Atari
Player) 1.2.0, xasm 3.0.1, SAP Maker 5.0, unsap

Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from Germany;
Commercial Software Collection CD-ROM includes: Quick (programming language)

V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM)
V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer
(DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper,
Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues
1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from
Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain
Software Collection CD-ROM includes 191 mostly double-sided disks plus some
bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

Bostjan Gorisek (Gury, Firemover) 6/07
Poland
http://gury.atari8.info/
Developer: Sprite Engine 1.0.3

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force,
Zero War, Menace, Pacland, Moonbase

GR8 Software (Arek "nosty" Staworzynski) 10/08
Poland
http://www.gr8.atari.pl
Developer: Hobgoblin
(by XXL, Kaz, stRing i.e. Krzysztof Dudek, Michal Radecki, Krzysztof Ziembik)

Mark Grebe 2/09
See also: Atari800 Development Team
USA
http://www.atarimac.com/
Developer: Atari800MacX 3.9.1 (version of Atari800 emulator for Mac OS X),
Sio2OSX 2.0 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 5/08
See Also: Atari800 Development Team
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
http://contiki.cvs.sourceforge.net/contiki/contiki-atari/
Developer: Atari800DC 0.77 (Atari800 emulator for SEGA Dreamcast),
Contiki 1.0 for Atari (a working release of the Contiki web browser for the
Atari 8bit systems)

Subject: H

Steve Hales 5/09
Palo Alto, CA 94301
USA

http://www.igorlabs.com/etc/games/
Developer: Slime, Fort Apocalypse, Dimension X

Jonathan Halliday (flashjazzcat, RIF Software) 1/09
145 Wenlock Road
South Shields
Tyne & Wear
NE34 9AL
England
http://www.atari8.co.uk/
Developer: The Last Word 2.1 (word processor), RIF SpartaDOS Utilities
(@.COM, CALL.COM, DESEG.COM, EDIT.COM, FD.COM, FLASH.COM, IF.COM, LPRINT.COM,
MOVE.COM, QC.COM, XKEY.COM, XKED.COM), MA65 Macro Assember 1.6 for SpartaDOS,
XEDIT Text Editor

Lee Hanken 1/07
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atascii/
Developer: ATASCIIView Version 1.3 (ATASCII file viewer for MS-Windows).
web-based Atari 8-bit ATASCII file viewer:
http://www.leehanken.pwp.blueyonder.co.uk/atari/

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,
VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,
CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase,
Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye,

Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

Frank Heuser 2/07
Kappelstrasse 10
67269 Gruenstadt
Germany
http://www.asselheim.de/
Vendor: new hardware expansion items, including: SIO2PC (internal/
external), 1050PC, Midi, Voicebox (Atari Magazin), Function keys,
16-OS-switch, AKI, RAM Expansion, Audio/Video cable and adapter, Videobox.
Special lower prices for ABBUC members.

HiassofT 5/09
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux
kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC
or APE; atarixfer - a small tool to read/write ATR images to an Atari disk
drive connected by a 1050-2-PC or ProSystem cable), AtariDsk V1.2 (read,
write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write
double density ATR-images to Atari floppy disks on your PC; also create
ATR-images of double density floppy disks), MyPicoDos V4.04 (small
"gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS
subdirectories and large disks), MyIDE Tool V0.30 (direct access to
harddrives in MyIDE format on your Linux/Windows PC), Highspeed SIO patch
for XL/XE OS and MyIDE OS V1.20 (extends the SIO routine of the OS to
support: Ultra speed (Happy 1050, Speedy, SIO2PC, ...), 1050 Turbo, XF551,
and Warp speed (Happy 810))

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 2/07
USA

http://cth.dtdns.net/
Developer: The Armorizer (file corruption detector), ATOS (graphical
desktop environment), BrainFork (programming language), Check CRC32, Disk
Fragmentation Utility, The Long Integer Library (CC65 and Action! versions),
M.T.O.S. (Multi-Tasking Operating System), Micro BASIC, Mouse (programming
language), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive
Delete Utility, Shell (for SpartaDOS), Snapshot, The Sound Utility, Term80,
UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your
old computer or dumb terminal to access the internet), CTH Emulator (based
on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet),

Stephen James Hurd (deuce) 8/08
http://sourceforge.net/projects/syncterm/ and http://syncterm.bbsdev.net/
Developer: SyncTERM 0.9.2. A cross-platform ANSI-BBS terminal designed to
connect to remote BBSs via telnet, rlogin, or SSH.
Full Atari 8-bit ATASCII support.

Chris Hutt (Sheddy) 8/07
UK
http://www.sheddyshack.co.uk/
Developer: Space Harrier Conversion Project

Subject: I

IEC "Innovative Electronics & Computing" 4/07
6185 E 56th Ave
Commerce City CO 80022-3959
USA
Phone: +1-303-288-5000
(USA) 800-765-4432 Mon-Fri, 8:00AM-6:00PM MT
Fax: +1-303-288-5099
http://www.iec-usa.com/
Developer: Atari connectors: Atari 13 Position Buss Connector for Atari
400 and Atari 800 Computers. Atari cables:
(http://www.connectworld.net/cgi-bin/iec/05MCOlderAtari.html)
Atari Color Monitor Cable 5', Atari Monochrome Monitor Cable 5',
Atari Color Monitor Cable With 2 RCA Plugs 5',
Atari Monitor Cable With 2 RCA Plugs 5', Atari Lefty Joystick Adapter,
Atari IF850 and IF860 Parallel Cable 6', Atari IF850 and IF860 Modem Cable 6',
Atari IF850 and IF860 to Serial Printer Cable 6',
Atari 400 and 800 Bus (SIO) Cable 6'

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari

MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class
(combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000),
Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik,
Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Ingo (tuxie) 8/08
Germany
http://mega-hz.no-ip.com/Angebote/SIO2IDE33/SIO2IDE33.html
Vendor: SIO2IDE 3.3

Integrated Logic Systems (ILS - Stephen J. Carden) 4/07
See also: Steel Rodent
3321 Jonathan Cir
Augusta GA 30906-3829
USA
http://www.tcpipexpress.com/
Developer: Multiplexer (MUX) board Version 1.1 July 21, 2006,
TurBoss O/S (Atari XL/XE O/S Replacement Module), TCPIP Express,
Real.DOS Ver 1.0a Build 0024 2-Oct-06

Subject: J

Jeff Jackson 8/06
USA
http://www.jeff-jackson.com
Developer: JLS BASIC - Jackson Languange System BASIC compiler

Dana P. Jacobson 2/07
USA
http://www.atarinews.org/ or http://people.delphiforums.com/dpj/a-one.htm
Publisher: Atari Online News, Etc. -- A-ONE Online Magazine. weekly

Ludovic Jacomme (Zx-81) 3/07
France
http://zx81.zx81.free.fr/
Developer: PSPAtari v1.0.7: Atari 800/130/5200 Emulator for PSP
(port of Atari800 emulator for PlayStation Portable)

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not
complete version)

Shawn Jefferson 11/07
Victoria, BC
Canada
http://www.jeffersonsauctioneering.com/atari/
Developer: MyIDE Config 4.0, MyIDE Image Manager 4.1,
MyIDE Image Batcher 1.0

Subject: K

Cameron Kaiser 2/09
http://www.floodgap.com/retrotech/xa/
Developer: xa 2.3.5 (two-pass portable cross-assembler for NMOS 6502s
(such as 6502A, 6504, 6507, 6510, 7501, 8500, 8501, 8502 ...), CMOS 6502s
(65C02 and Rockwell R65C02) and the 65816

Kendallsoft (Dylan, Jason, Debbie, Jake) 10/08
http://www.freewebs.com/gwobby/
Developer: Gwobby's Adventure, Car Crash, Runaway Van 2, Mite,
Grand Theft Auto Atari, Sky Hawk, The Number Game, Gwobby Jr, Trolley Trouble,
Flikin' Footballs, Bouncin' Boneheads, Rumpelstiltskin, Gorilla Warfare,
Alien Blasting, TRON, Millionaire, Drum Kit, Wiggler

Nick Kennedy 5/07
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://pages.suddenlink.net/wa5bdu/
Developer: SIO2PC 4.21 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari
Drive to PC Interface): software, hardware plans, cables, parts (not for
Windows-XP), HAM Terminal for Atari, The WA5BDU Computer Keyer 1.5
(morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 7/07
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Krishna Software (Krishnasoft) 1/07
173 Prestwick Way
Edison NJ 08820-4680
USA
http://www.krishnasoft.com/sps.htm
Developer: Multi-platform Distributive Operating System (MPDOS) Standard
(version 1.00. simulate joystick, mouse, keyboard with a PC),
MPDOS Professional for Atari (version 1.00. simulate Atari disk drive and
cassette program recorder), Sound Processing Software (SPS) 1.00 (software
for Windows suitable for creating sounds for the Atari)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://mikro.umpc.sk/

Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Jakub Kruszona-Zawadzki 11/07
See also: Wolfram Fischer
Poland
http://sio2sd.gucio.pl/
Developer: SIO2SD project

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9, Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to connect an 8-bit Atari computer (or any device with a serial port) directly to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

LaResistance (born, NoiD, powrooz, pr0be, stryker) 3/07
Poland
http://laresistance.pigwa.net/
Developer: edict (intro), Silly Venture 2k4 Invitation, polymatrix (demo), the shrine (demo)

Derek Ledbetter 8/05
540 Canal St Apt 9
San Rafael CA 94901-4145
USA
Home Phone (415) 256-1931
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator 1.0.7 developement release 3 for MacOS 8.6 and later, and OS X

Avery Lee 3/09
http://virtualdub.org/blog/pivot/entry.php?id=230
Developer: Altirra 1.0 (emulator for Windows)

Legacy Engineering Group (Curt Vendel) 10/08
117 Duke Dr
Carmel NY 10512-1598
USA
Phone:(1) 914-509-4570
http://www.legacyengineer.com/
Developer: Classic USB Joystick Controller

Marcin Lewandowski (Jaskier/Taquart) 8/05
See also: Taquart
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
http://atariarea.krap.pl/PLus/index_pl.htm
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM,
MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1,
Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM
(Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2,
3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick
Assembler to PC X-Asm), Atari800Win PLus 4.0 (for Windows, based on
Atari800)

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MadTeam 5/09
(active: Tebe, Pajero. inactive: Profi, Rage, Psychol, Rocky, KAMM)
Poland
http://madteam.atari8.info/ http://g2f.atari8.info/ http://mads.atari8.info/
Developer: demos: Happy Demo, MadTeam Intro, The Muppet Movie Show, IGOR,
FAJER, SINTRO, Running Cow, LAJF, Journey, Vasco, X, Splash, TIT, ANI,
SAMAR Graphics Collection, Kaszel #1, Syzygy #8, Dupland Slideshow,
Happy Easter 2007, Martial Arts vs Modern Arts, Ilusia
games: Droga Do Duplandu, Mental Age, Dyna Blaster, Getris, Nibbly,
Mario Bros. 2007
Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5,
Audio Master 1.0, Mathaf****r Editor 3.1, Mathaf****r Reader 1.1,
Turbo 2000F, Visage 2.7, XL-Paint 2.5MaX, 2.6MaX, Rip2Max,
2xMPT 8Channel Stereo Project 1.0, Atari Commander 1.81, Via Copy 4.4,
SAMAR Hi-res Interlace with Map of Colours (SHIMC) Editor 1.0, LZW Pack 4.2,
Squash 1.4, Total Commander ATR Plugin v1.5, DisAsembler v2.0,
Deflater 7z v2.6, XRLoader v1.2, TIP Animator v2.3, Check XEX, Build 1.1
PC utilities: Graph2Font 3.8.6.6 (convert graphics to Atari chars and design
multicolor graphics for the Atari), MADS 1.8.4 (Mad-Assembler: 4-pass

crossassembler designed for 6502 and 65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989), Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

MatoSimi (Martin Simecek) 7/08
Slovakia
http://matosimi.atari.org/
Developer: CMC Musix 1 (demo), CMC MSX Extractor (utility), Plasma4 (intro), Atari FontMaker v1.1 (create ATARI font on PC), Laser Blaster (game), Monex v1.1 (game), Music From Zeus Intro, T2K decoder v.021 (convert programs from cassette tape to disk), Light Up! (game), Belljumper 1k (game), Fireball 1k (game)

MCM, an InOne company 5/06
650 Congress Park Dr
Centerville OH 45459-4000
USA
Phone: 1-800-543-4330
Fax: 1-800-765-6960
http://www.mcminone.com/
Developer: 9 Pin Jack For Atari, AC Adaptor Atari 3.5mm 9V DC 500mA

The MESS Team 1/07
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS)-- an emulator of a large number of systems, including the 8-bit Atari computers -- downloads available for Windows, *nix, Mac OS, and DOS

MicroUSB.org - Microprocessor USB Project 1/06
Atari project: Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann
Germany
http://microusb.org/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart (Hardware Cypress SL811, Hardware USBN9602), AtariXLJoypad (Logitech Rumblepad 2 USB Version 2.0), AtariXLJoystick (Competition Pro USB 1.0), AtariXLKeyboard 0.1 BETA, AtariXLMouse (Logitech USB Mouse), AtariXLWheel (Thrustmaster Nascar Pro Digital 2, Logitech Formula GP 1.0, Logitech Vibration Feedback Wheel), USB Device Driver Development Kit 1.2.0, USB Enduser Driver Disk USBTEST Version 0.6, USB HID Base Driver Version 2.0, USBDOS 0.1

Mirage Interactive 6/05
See also: Rewindgames (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555

http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 11/07
Gdansk
Poland
http://www.atariarea.krap.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 3.3a, 4.4, 4.4a (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 2/08
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://morethangames.a8maestro.com/
"encoded" email: mtgYYYY(insert year)"A T"a8maestro.com
Vendor: Many Atari and third party hardware and software items-old/new/used, Super Sketch Graphics tablet, AGDA Gamelink based gaming network adapters.
Developer: Audio Video break out box and cables (comp, chroma, luminance, audio), 130XE 4 bit memory upgrade, SPIDER sio port expander, SPEEDIER:19.2K serial port, EASI/O cables to expand SIO, PEEKER:Sio port data monitor, 850 adapters, ATR8000 adapters, SIO Cable Tester. Many more in the works.
Publisher: Atari Game Systems V&D List

Motelsoft 11/07
Germany
http://www.motelsoft.de/
Developer: Caveman II - Caves of Osum (also developed: Der Hexenmeister, Labyrinth, Panzer, Smack-Jack

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

MyAtari 2/07
See: Matthew Bacon

Subject: N

Kostas Nakos 1/06
See also: Atari800 Development Team
Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/
Developer: Pocket Atari 2.0.1

New Breed Software 9/06
c/o Bill Kendrick
2210 Rock St Apt 33
Mountain View CA 94043-2644
USA
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector, MuxChat, SIFE - Super-IRG Font Editor

Nelson Nieves 8/06
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree, TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

Subject: O

Odsiecz Sobieskiego -- O.S. 3/07
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik
See also: Epi
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
Developer: xunzip v2.1 (18 September 2006 -- a ZIP, TAR, GZ and TGZ (TAR.GZ) archives depacker) http://www.atari8.info/stuff/xz21.zip

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit rom dumps

Outland Quest Software 6/06
USA
http://www.outlandquestsoftware.com/
Developer: Ally Attack, Black Sea Silver Fishing, Desert Crossfire, Dungeons of Oti, Empire, Golf Tees, Graphics 8 Painter, Hoss Racing, Korellian Conflict, Lite Show, Mad Libs, Motions Variable, Scattergories, Space Regent, Starbase Alpha, Standoff, Star Maze, Terror Fair, Three-D Force Tic-Tac-Toe, T.I.A.K. - Taking In Accurate Knowledge, Uncle Milton's Million Dollar Mystery Mansion

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Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

Eric Parent (Joyful Coder) 11/07
http://joyfulcoder.com/
Developer: Memo Pad for Windows Release 6 (November 12, 2007) -
read ATASCII files

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

Michal Pasiecznik / "Pasiu" 1/08
Poland
http://hardware.atari8.info/ and http://pasiu.krap.pl/
Developer: 576 kB - 1 MB RAM expansions (based on the Amiga 500 and Amiga
600 RAM expansion modules), 1 MB - 2 MB SIMM Expansion, ROM Changer,
AutoStereo, XF551 LED Track Display, intSDX (an internal SpartaDOS X
upgrade), ARC (Atari Real Clock - an alternative realtime clock), IDEa
Interface (100% compatible with the KMK/JZ IDE interface), Simple 65c816
Processor Adapter, Warp4 (4 MHz 65c816 accelerator card), Warp4 MegaMEMboard
(1 MB of linear RAM for Warp4), Project F7 (16 MHz 65c816 accelerator card).
Software: CD Audio Player 0.9 for KMK/JZ IDE and IDEa Interface.

Pecus and Pirx 6/07
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: OMC65 crossassembler - Our 5oft MaCro assember for 6502
ver. 1.3 (Win32 executable); Scorched Earth for Atari XL/XE build 114,
Chip 8 & SuperChip 8 emulator v1.1

Tomasz Piorek / electron 7/07
See also: Taquart
Poland
http://vbxe.atari8.info/
Developer: VBXE - Video Board XE - project is a programmable, FPGA based
graphics subsystem for Atari XE computers

Pixels Past (Joe Grand) 4/06
2907 Shelter Island Dr Ste 105-169
San Diego CA 92106-2797
USA

Telephone: 619-222-4100
Facsimile: 619-222-1797
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari), Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

PP's (Ralf Patschke) 3/08
See also: STARSOFT Berlin
Germany
http://www.ppsberlin.de/
Developer: G2F pictures: bos2002, Brandenburger Tor Sylvester, htlogo, htlogo2005, joggingsheep, Lotus2_001, Lotus2_003, Lotus_003-1, Lotus2_004, Lotus2_006, Lotus2_006-1, Lotus2_007, Neujahr 2007, New Year, rasenspriesssheep, Schneemann, STARSOFT Logo, Venus Express, weihnachtsbaum.
other: Boersenspiel Version vom 11.01.1992

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving), The Famous List Of Hight Score, File Designer (convert from cassette to disk or from boot program to Atari DOS binary file), Disk Wizard II modification (updating and improvement of the disassembly code), Boot Loader. PC software: Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC cable)

Subject: R

Werner Raetz 9/06
Postfach 16 40
D-75006 Bretten
Germany
Telefon: 07252/4827 oder 07252/3058
Telefax: 07252/85565
"encoded" email: OOORaetz.SMOOO@OOOt-onlineOOO.OOOdeOOO
Publisher: WASEO-Publisher, WASEO-Designer, WASEO-Triology,
WASEO-Grafinoptikum, WASEO-Labouratorium, WASEO-Practoscope, WASEO
DISK-LINE disk magazine

Burkhard Rau (HCRBurk) 5/06
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

raz0red 2/09
http://wiibrew.org/wiki/WiiXL
Developer: WiiXL v0.1 (port of Atari800 emulator for Nintendo Wii)

Ready Magazin (Sascha Leidel) 2/07
Germany
http://www.8-bits.de
Publisher: READY. Magazine. Atari part: 100%, only Atari.
2.60 euro per magazine. 6 magazines per year
Special lower prize for ABBUC members available.

READY Technologies (Thomas Smailus) 5/06
254 Nelson Dr Apt U
Baton Rouge LA 70808-5059
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital
hardware systems; design, development, and production of software systems;
software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn
Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering,
Consulting

RETRO magazine 2/07
See: CSW-Verlag

Rewindgames (Fred Meijer) 4/06
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.rewindgames.com/
Vendor: new and used hardware, new and used commercial software including
all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG
titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!,
Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation
Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds,

Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility
Disk

Thomas Richter 5/09
Germany
http://www.xl-project.com/
Developer: Atari++ Emulator (800/XL/XE/5200 emulator for Unix/Linux/
Solaris/Irix) Stable Release 1.56, CVS Snapshot 1.56, atari++ 1.56 for win32

Markus Roemer / R.I.K. of Kaisersoft 10/06
An der Roehr 6a
55606 Hochstetten-Dhaun
Germany
Publisher: Top Magazin 2006

Pawel Rosowski 4/05
Poland
http://uce.pl/ikplus/
Developer: IK+ C64 to Atari 8-bit Conversion Project (game)
version 0103 (March 2005)

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/ or http://www.schappel.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy),
BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master,
Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings,
ROBOX, Snow Plow, Snow Plow Editor

Subject: S

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire,
Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons,
zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping,
TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II.
XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint,
MultiJoy 16/2 hardware interface

Darren Schebek 6/07
Canada
http://www.schebek.ca/ or http://www.user.dccnet.com/dschebek/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Serious Magazine 5/05
See: Dial Group

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 9/06
The Netherlands
http://members.home.nl/stack/Atari/atari-xlxe-download.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR), XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs 9/06
Kempenlandstraat 8
5211 VN Hertogenbosch
The Netherlands
http://home.planet.nl/~ernest/
http://members.home.nl/stack/Atari/atari-pooldisk.html
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.kensclassics.org/
Developer: Emulators Utilities: ATR/DCM utilities (DOS), AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer, KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler, Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus. Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker, KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish, Circle of Richness

Sikor Soft (Pawel Sikorski) 1/05
See also: Rewindgames (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://sikorsoft.internetdsl.pl/
Developer: 5 x 5, 5 x 5 Editor, ABC, Centurion, Cyborg, Fire Stone, Ketchup, Liga Polska, Magic of Words, Max, Moscow 1993, Neuroid, Nexus, Orto Puzzle, Pilkarski Poker, Sexy Six, Sexy Six Data Disk #1, Sexy Six Data Disk #2, Sexy Six Data Disk #3, Teacher Killer, Tekblast

Mark l. Simonson 9/06
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 1/06
http://makeatr.atari8.info/
Developer: makeATR v0.06 (software for MS-Windows)

Len Spencer 1/09
USA
http://www.lenardspencer.com/Lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely from scratch")

SquoQuo (Hopper, Bugger, Genetic Gemini, Scythoior, Yoda) 4/06
Germany?
http://squoquo.tk/
Developer: Let's Hop, Sh*t Alpin 2005, Ms.Bulimia

STARSOFT Berlin 3/08
See also: PP's
Germany
http://www.ppsberlin.de/
Developer: 1st START Berlin Demo, 2nd STARSOFT Berlin Demo, 3rd STARSOFT Berlin Demo. CCB-Club-Mag: 01/1992, 02/1992, 03/1992, 04/1991, 04/1992, 05/1991. ECS Info-Mag: 01/1991, 02/1991, 03/1991. Gamtro ABBUC-Magazin 73, GFX 0 Scrolls, Multiple GFX 12 Scrollers, New Years Disc 2007, New Years Disc 2008, STARSOFT Berlin TurboBasic Demo, STARSOFT Magazine: 01/1992, 02/1992, 02/1993, 03/1992. TIF2PIC beta, TOP-Magazin Intro

Steel Rodent (Ken Jones "MetalGuy66", Sergio Larrondo "WareRat", 9/08
Stephen J. Carden)
See also: Integrated Logic Systems
USA
http://www.rasterline.com/
Developer: The "NEW" MIO

Radek Sterba (Raster/C.P.U.) 5/09
See also: C.P.U.
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer:

Games: Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix.
Games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead.
MPE (MIDI Pattern Editor) v2.3.
utilities: HiLoader4.2, CompressCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4.
More games: Head On, Speed Up!, Speed Up!! Gold Edition.
demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Search6502, Flame999, SelfDemo, Wow1k, Fort 320, RMTdemo, Hellix, Basix, Fireworx, Forever 3000, Plastic, Victory, Easter Night, Seawolf, Virtuoso, Fluid Chessboard, Binary Celebration, Jozin z Bazin.
RMT1Player v1.06 (plays *.RMT (Raster Music Tracker) song files on the Atari.
Atari/PC software: ATADIM v3.05 Beta (work with XFD/ATR Atari disk images), DRATEX 1.6 (Drop file Atari Czech text convertor), MAC2MTX (Mac65 to Text), Raster Music Tracker (RMT) v1.28 - cross-platform tool for making Atari XE/XL music on PC (OS Win9x), SA_POKEY (Standalone dynamic DLL library for emulation of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of Atari 6502 processor), Creaxin1 ("Create X in 1") v1.03 (creates ROM image or Atari executable feeder program for X programs in one S/XEGS RAMcart 128KB).
Atari/PC hardware: LPTJOY (connect an Atari joystick to a PC), MultiJoy4/ MultiJoy8/MultiJoy 16 (use 4/8/16 joysticks on a single Atari), SIO D-SUB15M Standard Atariklub PV.
Games for MultiJoy: Cervi, Multris, Shot'em all (SEAL), Cervi 2, Astro4 Road.

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch), The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS - 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS) PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS, ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine interpreter, original by Steve Wozniak), Infoline for ACTION!

Super Products 4/09
c/o James Bradford
Australia

"encoded" email: OOOjames_bradfordOOO@OOOeftelOOO.OOOnetOOO.OOOauOOO
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 1/07
Czech Republic
http://jirkasuv.duch.cz/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..." text game)

Peter Svoboda (Fly) 11/08
Czech Republic
http://fly.atari.org/
Developer: Day After One, Demo 2001, Donkey Kong Junior, Gangsters 2007,
Gangsters Intro, Indiana Jones 3 aneb Tajemstvi Svateho Gralu, K.I.,
Kolony cz, Logik, Maturita 2001, Mesta CR, Mesta SR, No Name, Podraz 2001,
Pomsta Sileneho Hulice, Ruleta, Sniper, Sniper 2007, Sniper Intro, Strategi,
Textovky, V.U. 5259 aneb Utek z Hejcina, V.U. 5259 aneb Utek z Hejcina intro.
ALSO: a large number of images created with G2F.

Subject: T

Taquart 1/06
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely'
Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru'
Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj
'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz,
Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski
See also: Tomasz Piorek
See also: Marcin Zukowski
Poland
http://numen.scene.pl/ and
http://www.s-direktnet.de/homepages/k_nadj/taquart.html
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995),
Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag,
1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro,
Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996),
Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997),
Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997),
Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --

"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan) 4/09
See also: Epi
Poland
http://atariki.krap.pl/index.php/Tristesse
Developer: SROLL-demo, TRS-Desktop 0.9d alpha:
http://www.atari8.info/trsdesktop.php (screenshots)
http://trub.atari8.info/sdx_files/TRS_desktop_v09d_alfa.zip (download),
NeoTracker v1.6 : http://epi.atari8.info/files/neotracker-1.6.zip ,

trub 2/08
See also: DLT Ltd.
Poland
http://trub.atari8.info/ or http://trub.sys.net.pl/
Developer: for SDX 4.x: TDPL 2.0 / TD 2.0 (enhanced TD.COM, Polish/
English), XEP.SYS 0.1F (XEP80 device driver), FSTRUCT, RUNEXT 0.5, QE 2.0
(Continuation of the famous Quick Edit - E: and CON: accelerator by KMK).
for SDX+65C816: RAMD816.SYS. for SDX+QMEG OS: OSSIO.SYS. for SDX+SIO2IDE:
S2I Commands 0.8. for SIO2IDE: S2I JukeBox 4.0a. for MS Windows: FIXATR.
for SDX+KMK/JZ IDE: CDPLAY 0.4a. more: ED 2.9, ABASIC, YOGI/YELLYSTONE PARK
Multidrive, XLDisk. SRAMCharger and Indus CP/M project for Atari Indus GT,
LDW Super 2000, and CA-2001 disk drives.

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs. (Mainly working these days on HP Alpha (VMS), Sparc
(Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 2/07
See also: Atari800 Development Team
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: new hardware, new commercial software (cassette format)

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068

USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable
perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 4/07
http://retrobits.net/
Developer: Atari810 1.4d -- software for emulating an Atari 8-bit floppy
drive or hard disk on your PC (Windows NT/2000/XP)

Video 61 & Atari Sales (Lance Ringquist) 4/06
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
"We service, sell and publish hardware and software"
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Checkers, Hearts, Ultra Translator

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12),
commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
USA
http://www.videogametrader.com/
Vendor: new and used commercial software

Vintage Computer Cables 8/07
Fort Lauderdale FL
USA
http://www.vintagecomputercables.com/
Developer: Atari Gold Video Cable, Atari Gold Video Cable (stereo with Y),
Atari Gold S-Video Cable (stereo with Y)

vintagecomputer.co.uk 10/05
United Kingdom

http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

WASEO 9/06
c/o Thorsten Helbing
Koenigsberger Str. 9
30916 Isernhagen
Germany
tel: +49 175 9982360
FAX: +49 121 258 409 3729
http://www.waseo.de/
Developer: audio CDs: The 20 best ATARI Hits, The 20 most inventive ATARI Songs, The Best of Music Non Stop, The Best of ATARI Game Music, The ATARI Super Soundmix. Titles published by Werner Ratz: WASEO-Publisher (DTP-Programm), WASEO-Designer (Erganzung zum DTP-Programm), WASEO-Triology (Nutzliche Programmsammlung), WASEO-Grafinoptikum (Grafikprogrammsammlung), WASEO-Labouratorium (Arbeitserleichterungsprogramme), WASEO-Practoscope (Sammlung praktischer Programme), Demo Disk, Basic Hits, DISK-LINE disk magazine

B. Watson (Urchlay) 12/08
http://rogue3.homeip.net/~urchlay/fujichat.html
Developer: FujiChat v0.4: An IRC (Internet Relay Chat) client for the Atari 8-bit, based on the uIP TCP/IP stack, using a SLIP connection

Mark Watson 1/08
http://www.scrameta.net/a800.html
Developer: Atari800 emulator ports: 0.8 for GP32, 1.2 for GP2X, 1.2 for Gizmondo

Jim Wilkinson 8/08
https://sourceforge.net/projects/atarilauncher/
Developer: Atari Launcher (A front end for the various Atari hardware emulators, primarily the Atari800WinPlus emulator)

Wordmark Systems (Charles Marslett) 7/08
USA
http://www.wordmark.org/
Developer: for Atari 8 Bit Computers: MyDOS 4.51 (w/ R. Puff; 6/14/89), A65 assembler 1.2 (7/4/89). PC Utility: ATUTIL (UTIL)(6/15/89)

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/atarixlbox.php
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

---

Subject: Y

Yoomp! 7/08
Marcin "Eru" Zukowski, Lukasz "X-Ray" Sychowicz,
Bartek "BeWu" Wasiel, Piotr "0xF" Fusik
http://yoomp.atari.pl/
Developer: Yoomp! version 1.1

Subject: Z

Marcin Zukowski (eru/tqa) 5/07
See also: Taquart
See also: Yoomp!
The Netherlands
http://lepix.sourceforge.net/
Developer: LePix v.0.2.0

==========
End of atari-8-bit/vendev
==========

3294. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-03 05:21:55 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1249276804@rtfm.mit.edu>
Source record: 2083
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: June 6, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3295. please view our newest atari joystick

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-03 21:14:48 UTC
From: Nickname unavailable <Video61@tcq.net>
Message-ID: <75de432b-756a-46d2-a3cf-38d5dde5ed22@j21g2000yqe.googlegroups.com>
Source record: 2084

http://members.tcq.net/video61/cx40evolved.html

we also have a large choice of software for many classic atari
machines at, www.atarisales.com

thanks,
lance
www.atarisales.com

3296. FS: ATARI/KOALA PADS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-06 08:11:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0908060110090.8020@slate.spiritone.com>
Source record: 2086
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace,pdx.forsale

I have lots of Drawing Pads for sale for the Atari 8 Bit! Koala Pads, Atari Touch Tablets & the Animation Station Design Pad with Design Lab by Suncom!

My Atari SoftWare and Book Catalogs are sorted alphabetically by Title so you can find the Titles you want!To expedite your order, Download Atari Catalogs, Delete what you dont want, E-Mail me the rest! Please include your Mailing Address in E-Mail so I can figure Postage & Handling and expedite your Order!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI LISTS CATALOGS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8bt_hard.htm 20% OFF 8 BIT TOUCH TABLET/KOALA!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3297. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-06 08:16:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0908060114120.8020@slate.spiritone.com>
Source record: 2085
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save on Gas and Take a staycation on your Atari! Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or look for Atari games at http://BensCatalogs.Atari.org Games From $5 & Up! Cheaper than Gas! The Name everyone knows for Gaming Fun!Have you Played your Atari Today? Classic Atari 8 Bit and ST Games!Daily Gaming avoids Hardening of the Ataris! E-Mail: BenSells@Atari.org or Call Ben anytime 24/7 at (503)256-9974!

Buy $60 in Games Get a $20 Game for FREE! BRAND NEW IN THE BOX GAMES! Pick from 7 Titles! Classic Atari 8 Bit Games to choose From! Ballblazer, Gato, Hardball, One on One Basketball, Star Wars-Return of the Jedi, Summer Games & Tennis! Or choose from 7 MicroPROSE Game Titles also for Atari 8 Bit: Conflict in Vietnam, Crusade in Europe, Decision in the Desert, F-15 Strike Eagle, Kennedy Approach, Silent Service and Top Gunner Collection! FREE! BRAND NEW IN THE BOX GAMES!

Buy $60 in Games Get a $20 Game for FREE! BRAND NEW IN THE BOX GAMES! Pick from 12 Titles for the Atari ST: Asteroids Deluxe, Backgammon, BattleZone, Crack'ed, Crystal Castles, Go-Moku/Renju-The Oriental Board Game, Missile Command, Moon Base, Moon Patrol, Robotron: 2084, ST Star Raiders & XOR! NEW IN THE BOX GAMES!

Pick either 8 Bit or ST Irregardless of whether your buying 8 Bit or ST Lines!

To expedite your order, Download Catalogs, Delete what you dont want, E-Mail me the rest! To expedite your order, please E-Mail me your Mailing Address so I can figure Postage & Handling and I can expedite your Order!

SoftWare and Book Catalogs are sorted alphabetically by Title so you can find the Titles you want! When ordering, please keep Titles sorted Alphabetically!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD FREE ATARI CATALOGS LISTS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT GAMES/SOFTWARE LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST GAMES/SOFTWARE LIST!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References! FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3298. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-06 08:18:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0908060116400.8020@slate.spiritone.com>
Source record: 2087
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!
Make a list of HardWare/Accessories, Games/SoftWare, Books and References
for the Classic Atari 8 Bit and the Atari ST Computer Lines!

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "ATARI WANTLIST" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm ATARI SURVEYS AND WANT LISTS!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3299. Ben Ben Ben

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-06 23:57:50 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <7f0e6e7b-736a-4887-9761-e5276f5cbdac@v2g2000vbb.googlegroups.com>
Source record: 2088

Ben:
You been posting too much, the same posts, or did you forget?

3300. Re: Ben Ben Ben

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-10 20:21:25 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a808145$0$1656$742ec2ed@news.sonic.net>
Source record: 2089

russg <russgilb@sbcglobal.net> wrote:
> Ben:
> You been posting too much, the same posts, or did you forget?

Heh. I like Ben well enough. (He also helped with my Atari Party by
loading me some sticks.)

However, I never see his posts here. Killfiles can be your friend. ;)
(Sorry Ben!)

--
-bill!
Who only occasionally goes out and hunts down Atari stuff to buy, so doesn't
need to see weekly catalogs posted to Usenet. ;)

3301. Re: Ben Ben Ben

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-10 20:51:48 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9C63AB8998C37emuslor@69.16.185.252>
Source record: 2090

Despite all prevention efforts, bill@newbreedsoftware.com (Bill Kendrick)
wrote in news:4a808145$0$1656$742ec2ed@news.sonic.net:

> However, I never see his posts here. Killfiles can be your friend. ;)
> (Sorry Ben!)
>

Here here. Unfortunately, I'm afraid Ben's doing himself a disservice by
pushing potential buyers to take the killfile approach. If there really
was something new and interesting going on at his end, I wouldn't know
about it because I no longer see anything relating to his business either
until someone else posts a thread like this.

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

3302. Re: Ben Ben Ben

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-10 21:46:23 UTC
From: Zero dB <no@email.com>
Message-ID: <a151859ogepjpmtksv3uiq4hfg9ov4mufb@4ax.com>
Source record: 2091

On 10 Aug 2009 20:21:25 GMT, bill@newbreedsoftware.com (Bill Kendrick) wrote:

>russg <russgilb@sbcglobal.net> wrote:
>> Ben:
>> You been posting too much, the same posts, or did you forget?
>
>Heh. I like Ben well enough. (He also helped with my Atari Party by
>loading me some sticks.)
>
>However, I never see his posts here. Killfiles can be your friend. ;)
>(Sorry Ben!)

Ben is a good guy.

By typical day to day / internet standards, his advertisements are nothing but a drop in the bucket compared to what we are inundated with.

By usenet old computer nerd group standards, it's a bit on the frequent side ;) Still not egregious though.

BUT, it doesn't bother me. In fact, it was one of these ads that led me to purchase a pristine, cream puff of an 800XL w/accessories from him a couple years ago.

I could call him at 3AM and end up in an atari b/s conversation. Kinda fun actually.

I will be buying my forthcoming 130XE from Ben as well.

So yeah, some don't like the frequency of his ads, but in the grand scheme, it's not that bad. He does good business and has a good heart.
Jayson

3303. Re: Ben Ben Ben

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-11 15:42:19 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <xLmdnQhM3-PrDBzXnZ2dnUVZ_jidnZ2d@earthlink.com>
Source record: 2092

Zero dB wrote:
> On 10 Aug 2009 20:21:25 GMT, bill@newbreedsoftware.com (Bill Kendrick)
> wrote:
>
>> russg <russgilb@sbcglobal.net> wrote:
>>> Ben:
>>> You been posting too much, the same posts, or did you forget?
>> Heh. I like Ben well enough. (He also helped with my Atari Party by
>> loading me some sticks.)
>>
>> However, I never see his posts here. Killfiles can be your friend. ;)
>> (Sorry Ben!)
>
> Ben is a good guy.
>
> By typical day to day / internet standards, his advertisements are
> nothing but a drop in the bucket compared to what we are inundated
> with.
>
> By usenet old computer nerd group standards, it's a bit on the
> frequent side ;) Still not egregious though.
>
> BUT, it doesn't bother me. In fact, it was one of these ads that led
> me to purchase a pristine, cream puff of an 800XL w/accessories from
> him a couple years ago.
>
> I could call him at 3AM and end up in an atari b/s conversation. Kinda
> fun actually.
>
> I will be buying my forthcoming 130XE from Ben as well.
>
> So yeah, some don't like the frequency of his ads, but in the grand
> scheme, it's not that bad. He does good business and has a good heart.
> Jayson

I was a bit bored this morning so I thought I would check. Counted ~960 messages on my news reader of which ~100 were from Ben. Dates ran from 4-16-2008 to current or about two per week. It has climbed from 1 per week to 3-4. For comparison I had about 50 in the same time period and you had ~66. I think google has a statistics feature for posting frequency et cetera but I think I am satisfied with my current level of info.

Odd statement on the current level of 8 bit development. I have a good excuse, death in the family, but I really have to get busy writing that

slip handler. I figure looking up this stuff was the last throws of procrastination for me.

Rick

3304. Re: Ben Ben Ben

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-11 19:03:08 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2009.08.11.19.03.08.335210@suddenlink.net>
Source record: 2093

I've talked to, and bought from Ben as well. Good guy, just a bit
over-zealous with the posting. :)

I'd rather see his posts than the usual porn/sex adds and Sin<youknowwho>.
Don't want to mention his full name - I figure it would invoke him somehow.

:D

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

3305. Re: Ben Ben Ben

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-11 19:43:05 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a81c9c9$0$1629$742ec2ed@news.sonic.net>
Source record: 2094

Rick Cortese <ricortes@earthlink.net> wrote:
> I really have to get busy writing that slip handler.

Bees on the what, now?

My day job and family (and Tux Paint and my LUG) keep me WAY too busy.
Aching to crank some Action! out, though.

But some days I just feel like I'm not a very good programmer, so I want
some rocket-surgeon to write my games for me. I'm full of ideas -- both
in term of the gameplay, and how to convince the Atari hardware to do it.

I should hang out on the AtariAge forums, but... I hate web forums.
Give me email or usenet any day. :(

--
-bill!
Sent from my computer

3306. Re: Ben Ben Ben

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-12 01:26:40 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <AJCdne3YJKHwhx_XnZ2dnUVZ_rqdnZ2d@earthlink.com>
Source record: 2095

Bill Kendrick wrote:
> Rick Cortese <ricortes@earthlink.net> wrote:
>> I really have to get busy writing that slip handler.
>
> Bees on the what, now?
>
> My day job and family (and Tux Paint and my LUG) keep me WAY too busy.
> Aching to crank some Action! out, though.
>
> But some days I just feel like I'm not a very good programmer, so I want
> some rocket-surgeon to write my games for me. I'm full of ideas -- both
> in term of the gameplay, and how to convince the Atari hardware to do it.
>
> I should hang out on the AtariAge forums, but... I hate web forums.
> Give me email or usenet any day. :(
>

It will be day late and a dollar short as the saying goes. I hear MS is leaving Slip out of Vista. Even for linux you have to compile a kernal that includes it IIRC.

But there still are some tutorials on the web for setting up an XP box serial port for a slip connection so it is worth a try. I will just translate what I can from http://www.faqs.org/rfcs/rfc1055.html

The routines presented there appear to be just subs with no main control loop.

BTW: What you are looking for is a job as 'a game designer'. Raph Koster is worth a google search to see what the guy behind Ultima Online and Star Wars Galaxies is about. I think you still have to do some grunt work to climb the corporate ladder. He got his experience and chance from his experience with MUDs.

Rick

3307. Re: Ben Ben Ben

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-12 20:02:23 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a831fcf$0$1581$742ec2ed@news.sonic.net>
Source record: 2096

Rick Cortese <ricortes@earthlink.net> wrote:
> BTW: What you are looking for is a job as 'a game designer'. Raph Koster
> is worth a google search to see what the guy behind Ultima Online and
> Star Wars Galaxies is about. I think you still have to do some grunt
> work to climb the corporate ladder. He got his experience and chance
> from his experience with MUDs.

Yeah, I have too many delicious items on my resume like "C", "BREW", "J2ME",
so recruiters are constantly bugging me about development positions.

Really -- and no big surprise here -- my dream job would be design
(and probably also some development) in educational games. However, my
current day-job is fun ... doing web stuff to help change the world of
independent ebook publishing. :)

--
-bill!
Sent from my computer

3308. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-13 05:43:06 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1250142010@rtfm.mit.edu>
Source record: 2097
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: June 6, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3309. FS: ATARI/KOALA PADS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-13 08:46:20 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0908130144180.4968@slate.spiritone.com>
Source record: 2098
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace,pdx.forsale

I have lots of Drawing Pads for sale for the Atari 8 Bit! Koala Pads, Atari Touch Tablets & the Animation Station Design Pad with Design Lab by Suncom!

My Atari SoftWare and Book Catalogs are sorted alphabetically by Title so you can find the Titles you want!To expedite your order, Download Atari Catalogs, Delete what you dont want, E-Mail me the rest! Please include your Mailing Address in E-Mail so I can figure Postage & Handling and expedite your Order!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI LISTS CATALOGS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8bt_hard.htm 20% OFF 8 BIT TOUCH TABLET/KOALA!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3310. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-13 08:51:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0908130149010.4968@slate.spiritone.com>
Source record: 2099
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save on Gas and Take a staycation on your Atari! Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or look for Atari games at http://BensCatalogs.Atari.org Games From $5 & Up! Cheaper than Gas! The Name everyone knows for Gaming Fun!Have you Played your Atari Today? Classic Atari 8 Bit and ST Games!Daily Gaming avoids Hardening of the Ataris! E-Mail: BenSells@Atari.org or Call Ben anytime 24/7 at (503)256-9974!

Buy $60 in Games Get a $20 Game for FREE! BRAND NEW IN THE BOX GAMES! Pick from 7 Titles! Classic Atari 8 Bit Games to choose From! Ballblazer, Gato, Hardball, One on One Basketball, Star Wars-Return of the Jedi, Summer Games & Tennis! Or choose from 7 MicroPROSE Game Titles also for Atari 8 Bit: Conflict in Vietnam, Crusade in Europe, Decision in the Desert, F-15 Strike Eagle, Kennedy Approach, Silent Service and Top Gunner Collection! FREE! BRAND NEW IN THE BOX GAMES!

Buy $60 in Games Get a $20 Game for FREE! BRAND NEW IN THE BOX GAMES! Pick from 12 Titles for the Atari ST: Asteroids Deluxe, Backgammon, BattleZone, Crack'ed, Crystal Castles, Go-Moku/Renju-The Oriental Board Game, Missile Command, Moon Base, Moon Patrol, Robotron: 2084, ST Star Raiders & XOR! NEW IN THE BOX GAMES!

Pick either 8 Bit or ST Irregardless of whether your buying 8 Bit or ST Lines!

To expedite your order, Download Catalogs, Delete what you dont want, E-Mail me the rest! To expedite your order, please E-Mail me your Mailing Address so I can figure Postage & Handling and I can expedite your Order!

SoftWare and Book Catalogs are sorted alphabetically by Title so you can find the Titles you want! When ordering, please keep Titles sorted Alphabetically!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD FREE ATARI CATALOGS LISTS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT GAMES/SOFTWARE LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST GAMES/SOFTWARE LIST!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References! FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3311. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-13 08:53:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0908130151380.4968@slate.spiritone.com>
Source record: 2100
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!
Make a list of HardWare/Accessories, Games/SoftWare, Books and References
for the Classic Atari 8 Bit and the Atari ST Computer Lines!

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "ATARI WANTLIST" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm ATARI SURVEYS AND WANT LISTS!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3312. 800XL & Floppy and cables

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-13 23:57:37 UTC
From: nyder <nyder.23@gmail.com>
Message-ID: <92218508-c460-404f-84ef-fe5097e9a88f@i4g2000prm.googlegroups.com>
Source record: 2101

I have an 800XL and a Floppy drive for it, but not cables.

Are the cables just straight across for it? no switching of wires
anywhere? I can make one no problem, just dont' want to have
something going to the wrong place.

thanks

3313. Re: 800XL & Floppy and cables

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-14 13:42:31 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <882dnYu1_N4z9BjXnZ2dnUVZ_hGdnZ2d@posted.pioneerinternet2>
Source record: 2102

Yes, it is a simple straight through pin 1 to pin 1 etc.
-RetroJess

"nyder" <nyder.23@gmail.com> wrote in message
news:92218508-c460-404f-84ef-fe5097e9a88f@i4g2000prm.googlegroups.com...
>I have an 800XL and a Floppy drive for it, but not cables.
>
> Are the cables just straight across for it? no switching of wires
> anywhere? I can make one no problem, just dont' want to have
> something going to the wrong place.
>
> thanks
>

3314. Re: 800XL & Floppy and cables

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-14 13:47:05 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <3cWdnfFMsOlc9xjXnZ2dnUVZ_u2dnZ2d@posted.pioneerinternet2>
Source record: 2103

good info here:
http://www.allpinouts.org/index.php/ATARI_8_bit_Serial_Input/Output_(SIO)
THE SERIAL CONNECTOR

The serial connectors on the computer and all peripherials are
identical. Nearly all peripherials have two serial connectors.
Either connector may be used for any connection. The serial bus is
designed so that peripherials can be daisy-chained together. The
following is a diagram of the serial connector.

The serial connector pin-out

```
1 1
2 4 6 8 0 2
-----------
/o o o o o o\
/o o o o o o o\
-----------------
1 3 5 7 9 1 1
1 3
```

1 clock in (to computer)
2 clock out
3 data in
4 GND
5 data out
6 GND
7 command (active low)
8 cassette motor control
9 proceed (active low)
10 +5V/ready
11 audio in
12 +12V (400/800)
13 interrupt (active low)

Proceed goes to pin 40 (CA1) of the PIA. It is not used by present
peripherials.

Interrupt goes to pin 18 (CB1) of the PIA. It is not used by present
peripherials.

Pin 10 doubles as a 50mA +5V peripharal power supply and a computer
ready signal.

"nyder" <nyder.23@gmail.com> wrote in message
news:92218508-c460-404f-84ef-fe5097e9a88f@i4g2000prm.googlegroups.com...
>I have an 800XL and a Floppy drive for it, but not cables.

>
> Are the cables just straight across for it? no switching of wires
> anywhere? I can make one no problem, just dont' want to have
> something going to the wrong place.
>
> thanks
>

3315. Re: 800XL & Floppy and cables

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-14 23:51:57 UTC
From: nyder <nyder.23@gmail.com>
Message-ID: <85c978b1-5a7c-4123-8783-064024804cbb@i8g2000pro.googlegroups.com>
Source record: 2104

```
On Aug 14, 6:47 am, "RetroJess" <rjhamil...@pldi.net> wrote:
> good info here:http://www.allpinouts.org/index.php/ATARI_8_bit_Serial_Input/Output_(SIO)
> THE SERIAL CONNECTOR
>
> The serial connectors on the computer and all peripherials are
> identical. Nearly all peripherials have two serial connectors.
> Either connector may be used for any connection. The serial bus is
> designed so that peripherials can be daisy-chained together. The
> following is a diagram of the serial connector.
>
> The serial connector pin-out
>
> 1 1
> 2 4 6 8 0 2
> -----------
> /o o o o o o\
> /o o o o o o o\
> -----------------
> 1 3 5 7 9 1 1
> 1 3
>
> 1 clock in (to computer)
> 2 clock out
> 3 data in
> 4 GND
> 5 data out
> 6 GND
> 7 command (active low)
> 8 cassette motor control
> 9 proceed (active low)
> 10 +5V/ready
> 11 audio in
> 12 +12V (400/800)
> 13 interrupt (active low)
>
> Proceed goes to pin 40 (CA1) of the PIA. It is not used by present
> peripherials.
>
> Interrupt goes to pin 18 (CB1) of the PIA. It is not used by present
> peripherials.
>
> Pin 10 doubles as a 50mA +5V peripharal power supply and a computer
> ready signal.
>
```

> "nyder" <nyder...@gmail.com> wrote in message
>
> news:92218508-c460-404f-84ef-fe5097e9a88f@i4g2000prm.googlegroups.com...
>
> >I have an 800XL and a Floppy drive for it, but not cables.
>
> > Are the cables just straight across for it? no switching of wires
> > anywhere? I can make one no problem, just dont' want to have
> > something going to the wrong place.
>
> > thanks

wow, thanks for the diagram, appreciate it!

3316. Re: Ben Ben Ben

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-15 02:01:16 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <a9813a38-593f-4ae3-8f28-182169c888b4@j21g2000yqe.googlegroups.com>
Source record: 2105

On Aug 12, 4:02 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> Rick Cortese <ricor...@earthlink.net> wrote:
> > BTW: What you are looking for is a job as 'a game designer'. Raph Koster
> > is worth a google search to see what the guy behind Ultima Online and
> > Star Wars Galaxies is about. I think you still have to do some grunt
> > work to climb the corporate ladder. He got his experience and chance
> > from his experience with MUDs.
>
> Yeah, I have too many delicious items on my resume like "C", "BREW", "J2ME",
> so recruiters are constantly bugging me about development positions.
>
> Really -- and no big surprise here -- my dream job would be design
> (and probably also some development) in educational games. However, my
> current day-job is fun ... doing web stuff to help change the world of
> independent ebook publishing. :)
>
> --
> -bill!
> Sent from my computer

A comment here. Ben never replied to my post. I musta been on Ben's
killfile, or he just doesn't read, just posts, or something.
AND.... I started about the biggest thread in my usenet experience.

3317. Re: Ben Ben Ben

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-15 11:55:21 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <BfydnbfBBua0PxvXnZ2dnUVZ_v-dnZ2d@giganews.com>
Source record: 2106

Ben is ok, just want to sell his stuff. Sometimes it is nice
to see his posts. Lets me know there is still some Atari vendors
around.

Ronald J. Hall wrote:
>
>
> I've talked to, and bought from Ben as well. Good guy, just a bit
> over-zealous with the posting. :)
>
> I'd rather see his posts than the usual porn/sex adds and Sin<youknowwho>.
> Don't want to mention his full name - I figure it would invoke him somehow.
>
> :D
>
> --
> Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
> An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org
>

Falcon030 with 16meg of ram

3318. Re: 800XL & Floppy and cables

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-15 11:57:27 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <99qdnTvhGK46PxvXnZ2dnUVZ_oSdnZ2d@giganews.com>
Source record: 2107

You need cables, try Best Electronics or B&C Computers. They
will fix you up.

nyder wrote:
>
> I have an 800XL and a Floppy drive for it, but not cables.
>
> Are the cables just straight across for it? no switching of wires
> anywhere? I can make one no problem, just dont' want to have
> something going to the wrong place.
>
> thanks
>

Falcon030 with 16meg of ram

3319. Re: 800XL & Floppy and cables

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-16 02:38:55 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a87713f$0$1617$742ec2ed@news.sonic.net>
Source record: 2108

nyder <nyder.23@gmail.com> wrote:
> I have an 800XL and a Floppy drive for it, but not cables.

> Are the cables just straight across for it? no switching of wires
> anywhere? I can make one no problem, just dont' want to have
> something going to the wrong place.

I see others have answered already, but if you haven't seen it yet,
you should check out the comp.sys.atari.8bit FAQ.

--
-bill!
Sent from my computer

3320. Greetings!

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-17 16:13:19 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <h6bvivadt1@news.xmission.com>
Source record: 2109

Wow.. It's been a long time since I've been here. Most of my 8bit hardware has been parted out, but I have
enough remaining (including emulators) to still be functional.

Unreal how much software, books and manuals I still have buried in my basement.

Any BBS's still running on 8bits accessible via Telnet/ssh? Trying to get back onto Darkforce now but am having
emulation issues.

3321. Re: The Electric Cafe' BBS

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-17 17:53:40 UTC
From: Robert Swenson <rswenson484@yahoo.com>
Message-ID: <h6c5favoe1@news.eternal-september.org>
Source record: 2110

"DocRotCod" <rahbart@cox.net> wrote in message
news:Wwd5m.30633$ob.11383@newsfe13.iad...
> I took the BBS down several years ago due to aging hardware. I am now
> using an updated MIO with a new 18GB SCSI hard drive so the BBS has been
> reborn.
>
> I have moved the old message bases to an archive format. There is 1 file
> area open. I have ATASCII movies and online games.
>
> Some of the text files are a bit out of whack but the BBS is up if you all
> wish to check it out.
>
> telnet to thecafe.dtdns.net 8888
>
> You will need to create a new user as I have initialized the userlog.
>
> Thanks!
>

Connection failed....

3322. Re: The Electric Cafe' BBS

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-17 17:53:40 UTC
From: Robert Swenson <rswenson484@yahoo.com>
Message-ID: <h6c73v$e0k$1@news.eternal-september.org>
Source record: 2111

"DocRotCod" <rahbart@cox.net> wrote in message
news:Wwd5m.30633$ob.11383@newsfe13.iad...
> I took the BBS down several years ago due to aging hardware. I am now
> using an updated MIO with a new 18GB SCSI hard drive so the BBS has been
> reborn.
>
> I have moved the old message bases to an archive format. There is 1 file
> area open. I have ATASCII movies and online games.
>
> Some of the text files are a bit out of whack but the BBS is up if you all
> wish to check it out.
>
> telnet to thecafe.dtdns.net 8888
>
> You will need to create a new user as I have initialized the userlog.
>
> Thanks!
>

Connection failed....

3323. 6809 CPU in 8-bit Atari's?

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-17 18:13:18 UTC
From: Robert Swenson <rswenson484@yahoo.com>
Message-ID: <h6c743$e0k$3@news.eternal-september.org>
Source record: 2112

Would it be possible to replace the Atari's 6502 with a Motorola 6809? I understand both the 6502 and the 6809 were derived from the earlier 6800 CPU. I know the two aren't binary compatible, but are they electrically compatible?

I remember reading about a 6809 board for the Apple II, so I was wondering if the same was possible for the Atari...

3324. Re: Ben Ben Ben

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-17 18:50:39 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a89a67f$0$1602$742ec2ed@news.sonic.net>
Source record: 2113

Edward S. Baiz Jr. (Gamer) <edbaizjr@comcast.net> wrote:
> Ben is ok, just want to sell his stuff. Sometimes it is nice
> to see his posts. Lets me know there is still some Atari vendors
> around.

BEST & B&C are still around. :) I bought from one or the other of them
within the last year.

-bill!

3325. Re: Ben Ben Ben

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-17 18:51:56 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a89a6cc$0$1602$742ec2ed@news.sonic.net>
Source record: 2114

russg <russgilb@sbcglobal.net> wrote:
> A comment here. Ben never replied to my post. I musta been on Ben's
> killfile, or he just doesn't read, just posts, or something.
> AND.... I started about the biggest thread in my usenet experience.

I'm pretty sure Ben reads what's on c.s.a.8. I think he contacted me
when I was asking about stuff for my Atari Party back in March.
(Or... maybe I contacted him directly. I can't remember any more.
Nevermind ;))

--
-bill!
Sent from my computer

3326. Re: 6809 CPU in 8-bit Atari's?

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-17 19:23:52 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <sc2dndNC6Ir3MxTXnZ2dnUVZ_iydnZ2d@earthlink.com>
Source record: 2115

Robert Swenson wrote:
> Would it be possible to replace the Atari's 6502 with a Motorola 6809? I
> understand both the 6502 and the 6809 were derived from the earlier 6800
> CPU. I know the two aren't binary compatible, but are they electrically
> compatible?
>
> I remember reading about a 6809 board for the Apple II, so I was
> wondering if the same was possible for the Atari...
>
>
>
>

I'm not sure if it would play nice with the ANTIC chip but electrical
compatibility with other chips from memory to PIA should be OK. Our
6502's have either a couple of chips or built into later processors a
mode that isolates them from the buss so the ANTIC chip has full control.

Rick

3327. Re: Greetings!

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-17 21:11:31 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2009.08.17.21.11.31.657903@suddenlink.net>
Source record: 2116

On Mon, 17 Aug 2009 16:13:19 +0000, James King wrote:

> Wow.. It's been a long time since I've been here. Most of my 8bit
> hardware has been parted out, but I have enough remaining (including
> emulators) to still be functional.

Good enough. :)

> Unreal how much software, books and manuals I still have buried in my
> basement.

My wife keeps trying to get me to clean my "Atari" act up. I'd sooner run
her through a car wash - minus her car. :D

> Any BBS's still running on 8bits accessible via Telnet/ssh? Trying to
> get back onto Darkforce now but am having emulation issues.

Hmm, I'm the SysOp - what kind of emulation issues are you having? I'll
help any way I can...

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

3328. Re: 6809 CPU in 8-bit Atari's?

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-17 21:36:01 UTC
From: Robert Swenson <rswenson484@yahoo.com>
Message-ID: <h6cig3$fj5$1@news.eternal-september.org>
Source record: 2117

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:sc2dndNC6Ir3MxTXnZ2dnUVZ_iydnZ2d@earthlink.com...
> Robert Swenson wrote:
>> Would it be possible to replace the Atari's 6502 with a Motorola 6809? I
>> understand both the 6502 and the 6809 were derived from the earlier 6800
>> CPU. I know the two aren't binary compatible, but are they electrically
>> compatible?
>>
>> I remember reading about a 6809 board for the Apple II, so I was
>> wondering if the same was possible for the Atari...
>>
>>
>>
>>
>
> I'm not sure if it would play nice with the ANTIC chip but electrical
> compatibility with other chips from memory to PIA should be OK. Our 6502's
> have either a couple of chips or built into later processors a mode that
> isolates them from the buss so the ANTIC chip has full control.
>
> Rick

Assuming the ANTIC chip doesn't pose any problems, would this be a major
project? Would it involve much more than creating a new socket for the 6809?

I think it would be neat to get OS9 to run on the Atari. It's a
multi-tasking operating system that is very similar to Unix. An 8-bit Atari
with a 6809 should be able to handle it.

3329. Re: 6809 CPU in 8-bit Atari's?

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-17 23:11:34 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <ZfCdnZqllfogfhTXnZ2dnUVZ_gednZ2d@earthlink.com>
Source record: 2118

```
Robert Swenson wrote:
>
>
> "Rick Cortese" <ricortes@earthlink.net> wrote in message
> news:sc2dndNC6Ir3MxTXnZ2dnUVZ_iydnZ2d@earthlink.com...
>> Robert Swenson wrote:
>>> Would it be possible to replace the Atari's 6502 with a Motorola
>>> 6809? I understand both the 6502 and the 6809 were derived from the
>>> earlier 6800 CPU. I know the two aren't binary compatible, but are
>>> they electrically compatible?
>>>
>>> I remember reading about a 6809 board for the Apple II, so I was
>>> wondering if the same was possible for the Atari...
>>>
>>>
>>>
>>>
>>
>> I'm not sure if it would play nice with the ANTIC chip but electrical
>> compatibility with other chips from memory to PIA should be OK. Our
>> 6502's have either a couple of chips or built into later processors a
>> mode that isolates them from the buss so the ANTIC chip has full control.
>>
>> Rick
>
> Assuming the ANTIC chip doesn't pose any problems, would this be a major
> project? Would it involve much more than creating a new socket for the
> 6809?
>
> I think it would be neat to get OS9 to run on the Atari. It's a
> multi-tasking operating system that is very similar to Unix. An 8-bit
> Atari with a 6809 should be able to handle it.
>
>
>

The 6809 is a fine processor.

There is the Contiki port to the 6502 but I think support was dropped
for the Atari after version 1.x or so.
http://en.wikipedia.org/wiki/Contiki

It has caught on but from the looks of things, mostly with the embedded
controller types.
```

I can't speak for anybody, that being said: It seems like 1) Most people don't want to use C for programming their Atari. 2) Space is at a premium so the Atari gets replaced by a more capable computer for things like email and web browsing => lot of people on emulators if they do still use Atari software.

I think most people with a real Atari have some flavor of interface like SIO2PC which makes makes a suitable bridge to a PC/Internet.

I'm an adequate C programmer or at least I used to be. I also learned machine language before any higher level languages like BASIC. Right now if I program on the Atari I prefer Action! while others are "assembly or die!" or BASIC or what have you. I just can't think of a compelling reason to learn Contiki or go to C programming which is a step backwards for me.

Right now we don't have a new killer application that is a must run on an Atari. No VisiCalc or Lotus 123 or Word Perfect. We are still stuck with 40 column screens in two colors so it is unlikely we will see a new application that requires multitasking and internet access.

Rick

3330. Re: 6809 CPU in 8-bit Atari's?

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-18 00:50:37 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <f96e41a0-7bab-410e-ade0-c4990ce8050f@c34g2000yqi.googlegroups.com>
Source record: 2119

On Aug 17, 3:36 pm, "Robert Swenson" <rswenson...@yahoo.com> wrote:
> "Rick Cortese" <ricor...@earthlink.net> wrote in message
>
> news:sc2dndNC6Ir3MxTXnZ2dnUVZ_iydnZ2d@earthlink.com...
>
>
>
>
>
> > Robert Swenson wrote:
> >> Would it be possible to replace the Atari's 6502 with a Motorola 6809? I
> >> understand both the 6502 and the 6809 were derived from the earlier 6800
> >> CPU. I know the two aren't binary compatible, but are they electrically
> >> compatible?
>
> >> I remember reading about a 6809 board for the Apple II, so I was
> >> wondering if the same was possible for the Atari...
>
> > I'm not sure if it would play nice with the ANTIC chip but electrical
> > compatibility with other chips from memory to PIA should be OK. Our 6502's
> > have either a couple of chips or built into later processors a mode that
> > isolates them from the buss so the ANTIC chip has full control.
>
> > Rick
>
> Assuming the ANTIC chip doesn't pose any problems, would this be a major
> project? Would it involve much more than creating a new socket for the 6809?
>
> I think it would be neat to get OS9 to run on the Atari. It's a
> multi-tasking operating system that is very similar to Unix. An 8-bit Atari
> with a 6809 should be able to handle it.- Hide quoted text -
>
> - Show quoted text -

It would be a major project aside from ANTIC compatability issues,
wiring in a new socket for the 6809 would just be the beginning place
to start.

Considering the end result desired it might be better if you learned
to speak 6502 and then translated the OS9 code to work on the Atari 8-
bit as is. The bulk of the headache would then be code - why not make
it an all code headache and leave the hardware issues behind? Of
course in the translation of OS9 from 6809 to 6502 would be the re-
arraignment of the two system's hardware registers, but again done all
within code.

No soldering iron smoke with this approach and maybe that's what you really wanted to do in the first place? I'm not wild about OS9 and don't even know how big it is to start with, so I probably won't be in on the project - good luck.

3331. Re: 6809 CPU in 8-bit Atari's?

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-18 00:51:04 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a89faf8$0$1583$742ec2ed@news.sonic.net>
Source record: 2120

Rick Cortese <ricortes@earthlink.net> wrote:
> We are still stuck
> with 40 column screens in two colors so it is unlikely we will see a new
> application that requires multitasking and internet access.

"Because it's there"...? :)

--
-bill!
Sent from my computer

3332. Re: 6809 CPU in 8-bit Atari's?

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-18 01:17:09 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <4fae5e56-fbed-4a83-90f5-e38156463419@j21g2000yqe.googlegroups.com>
Source record: 2121

On Aug 17, 7:11 pm, Rick Cortese <ricor...@earthlink.net> wrote:

snip

> Right now we don't have a new killer application that is a must run on
> an Atari. No VisiCalc or Lotus 123 or Word Perfect. We are still stuck
> with 40 column screens in two colors so it is unlikely we will see a new
> application that requires multitasking and internet access.
>
> Rick

We have VisiCalc. I have one, or two. I used it long ago.

3333. Re: Ben Ben Ben

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-18 01:21:13 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <7d6d4243-ba72-4502-af82-00444d53bc59@w41g2000yqb.googlegroups.com>
Source record: 2122

On Aug 17, 2:51 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> russg <russg...@sbcglobal.net> wrote:
> > A comment here. Ben never replied to my post. I musta been on Ben's
> > killfile, or he just doesn't read, just posts, or something.
> > AND.... I started about the biggest thread in my usenet experience.
>
> I'm pretty sure Ben reads what's on c.s.a.8. I think he contacted me
> when I was asking about stuff for my Atari Party back in March.
> (Or... maybe I contacted him directly. I can't remember any more.
> Nevermind ;))
>
> --
> -bill!
> Sent from my computer

Ben did contact me via e-mail. So he does read, and participate.

3334. Re: The Electric Cafe' BBS

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-18 04:53:03 UTC
From: DocRotCod <rahbart@cox.net>
Message-ID: <Jsqim.106328$O23.57027@newsfe11.iad>
Source record: 2123

It works for me..make sure you are using port 8888.

"Robert Swenson" <rswenson484@yahoo.com> wrote in message
news:h6c73v$e0k$1@news.eternal-september.org...
>
>
> "DocRotCod" <rahbart@cox.net> wrote in message
> news:Wwd5m.30633$ob.11383@newsfe13.iad...
>> I took the BBS down several years ago due to aging hardware. I am now
>> using an updated MIO with a new 18GB SCSI hard drive so the BBS has been
>> reborn.
>>
>> I have moved the old message bases to an archive format. There is 1 file
>> area open. I have ATASCII movies and online games.
>>
>> Some of the text files are a bit out of whack but the BBS is up if you
>> all wish to check it out.
>>
>> telnet to thecafe.dtdns.net 8888
>>
>> You will need to create a new user as I have initialized the userlog.
>>
>> Thanks!
>>
>
> Connection failed....
>
>

3335. Re: 6809 CPU in 8-bit Atari's?

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-18 05:10:22 UTC
From: Robert Swenson <rswenson484@yahoo.com>
Message-ID: <h6dd3tqa1@news.eternal-september.org>
Source record: 2124

"Lee" <melee5@my-deja.com> wrote in message
news:f96e41a0-7bab-410e-ade0-c4990ce8050f@c34g2000yqi.googlegroups.com...
> On Aug 17, 3:36 pm, "Robert Swenson" <rswenson...@yahoo.com> wrote:
>> "Rick Cortese" <ricor...@earthlink.net> wrote in message
>>
>> news:sc2dndNC6Ir3MxTXnZ2dnUVZ_iydnZ2d@earthlink.com...
>>
>>
>>
>>
>>
>> > Robert Swenson wrote:
>> >> Would it be possible to replace the Atari's 6502 with a Motorola 6809?
>> >> I
>> >> understand both the 6502 and the 6809 were derived from the earlier
>> >> 6800
>> >> CPU. I know the two aren't binary compatible, but are they
>> >> electrically
>> >> compatible?
>>
>> >> I remember reading about a 6809 board for the Apple II, so I was
>> >> wondering if the same was possible for the Atari...
>>
>> > I'm not sure if it would play nice with the ANTIC chip but electrical
>> > compatibility with other chips from memory to PIA should be OK. Our
>> > 6502's
>> > have either a couple of chips or built into later processors a mode
>> > that
>> > isolates them from the buss so the ANTIC chip has full control.
>>
>> > Rick
>>
>> Assuming the ANTIC chip doesn't pose any problems, would this be a major
>> project? Would it involve much more than creating a new socket for the
>> 6809?
>>
>> I think it would be neat to get OS9 to run on the Atari. It's a
>> multi-tasking operating system that is very similar to Unix. An 8-bit
>> Atari
>> with a 6809 should be able to handle it.- Hide quoted text -
>>
>> - Show quoted text -
>
> It would be a major project aside from ANTIC compatability issues,

> wiring in a new socket for the 6809 would just be the beginning place
> to start.
>
> Considering the end result desired it might be better if you learned
> to speak 6502 and then translated the OS9 code to work on the Atari 8-
> bit as is. The bulk of the headache would then be code - why not make
> it an all code headache and leave the hardware issues behind? Of
> course in the translation of OS9 from 6809 to 6502 would be the re-
> arraignment of the two system's hardware registers, but again done all
> within code.
>
> No soldering iron smoke with this approach and maybe that's what you
> really wanted to do in the first place? I'm not wild about OS9 and
> don't even know how big it is to start with, so I probably won't be in
> on the project - good luck.

The 6809 has a few features that might be useful for other things, not just OS9. It has three 16-bit registers and has position independent code so it can be relocated without modifying code. The 6502 can't do that. It also has a hardware multiply mode. It's also source compatible (not binary) with the 6800, a relative of the 6502.

3336. Re: 6809 CPU in 8-bit Atari's?

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-18 16:23:08 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <rNidnYQrSpQaSBfXnZ2dnUVZ_uCdnZ2d@earthlink.com>
Source record: 2125

```
Robert Swenson wrote:
>
>
> "Lee" <melee5@my-deja.com> wrote in message
> news:f96e41a0-7bab-410e-ade0-c4990ce8050f@c34g2000yqi.googlegroups.com...
>> On Aug 17, 3:36 pm, "Robert Swenson" <rswenson...@yahoo.com> wrote:
>>> "Rick Cortese" <ricor...@earthlink.net> wrote in message
>>>
>>> news:sc2dndNC6Ir3MxTXnZ2dnUVZ_iydnZ2d@earthlink.com...
>>>
>>>
>>>
>>>
>>>
>>> > Robert Swenson wrote:
>>> >> Would it be possible to replace the Atari's 6502 with a Motorola
>>> 6809? >> I
>>> >> understand both the 6502 and the 6809 were derived from the
>>> earlier >> 6800
>>> >> CPU. I know the two aren't binary compatible, but are they >>
>>> electrically
>>> >> compatible?
>>>
>>> >> I remember reading about a 6809 board for the Apple II, so I was
>>> >> wondering if the same was possible for the Atari...
>>>
>>> > I'm not sure if it would play nice with the ANTIC chip but electrical
>>> > compatibility with other chips from memory to PIA should be OK. Our
>>> > 6502's
>>> > have either a couple of chips or built into later processors a mode
>>> > that
>>> > isolates them from the buss so the ANTIC chip has full control.
>>>
>>> > Rick
>>>
>>> Assuming the ANTIC chip doesn't pose any problems, would this be a major
>>> project? Would it involve much more than creating a new socket for
>>> the 6809?
>>>
>>> I think it would be neat to get OS9 to run on the Atari. It's a
>>> multi-tasking operating system that is very similar to Unix. An 8-bit
>>> Atari
>>> with a 6809 should be able to handle it.- Hide quoted text -
>>>
```

>>> - Show quoted text -
>>
>> It would be a major project aside from ANTIC compatability issues,
>> wiring in a new socket for the 6809 would just be the beginning place
>> to start.
>>
>> Considering the end result desired it might be better if you learned
>> to speak 6502 and then translated the OS9 code to work on the Atari 8-
>> bit as is. The bulk of the headache would then be code - why not make
>> it an all code headache and leave the hardware issues behind? Of
>> course in the translation of OS9 from 6809 to 6502 would be the re-
>> arraignment of the two system's hardware registers, but again done all
>> within code.
>>
>> No soldering iron smoke with this approach and maybe that's what you
>> really wanted to do in the first place? I'm not wild about OS9 and
>> don't even know how big it is to start with, so I probably won't be in
>> on the project - good luck.
>
> The 6809 has a few features that might be useful for other things, not
> just OS9. It has three 16-bit registers and has position independent
> code so it can be relocated without modifying code. The 6502 can't do
> that. It also has a hardware multiply mode. It's also source compatible
> (not binary) with the 6800, a relative of the 6502.
>
>
>

A shorter route to a better processor in the Atari would have been the 65802. Lots of things puzzle me like why the 65802 was never a success. Even if it wasn't a direct replacement in Atari or C64<6502C and 6510?> there were literally millions of Apple II it could be plugged into.

It seems to be platform dependent. People went nuts upgrading processors in clones to V20, V30, AMD, et cetera. We did have two 65816 boards but they never achieved a good market share.

Intellectually<sic> I know you could write some good code with things like the ability to branch anywhere in 64k and block moves would be ~5X as fast. The pragmatist in me say: A major problem with the current 6502C are screen and RS232 only works at ~300 BAUD in BASIC. Even if you rewrote BASIC and the OS for any new processor you would still be lucky to get maybe 1200 BAUD which is still pretty weak. BASIC is where most people live. Too many people are used to DSL and USB speeds now.

Rick

3337. Re: 6809 CPU in 8-bit Atari's?

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-18 22:02:23 UTC
From: Robert Swenson <rswenson484@yahoo.com>
Message-ID: <h6f8dffrk1@news.eternal-september.org>
Source record: 2126

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:rNidnYQrSpQaSBfXnZ2dnUVZ_uCdnZ2d@earthlink.com...
> > A shorter route to a better processor in the Atari would have been the
> 65802. Lots of things puzzle me like why the 65802 was never a success.
> Even if it wasn't a direct replacement in Atari or C64<6502C and 6510?>
> there were literally millions of Apple II it could be plugged into.
>

From http://www.atariarchives.org/cfn/05/11/0208.php

What is a 65802? It's another processor From Western Design Center that
has all the extra opcodes of the 65C02 plus extras, like move memory
commands, stack relative addressing, and the ability to set the
Accumulator and/or the X and Y registers to 16 bits. The nice thing
about the 65802 is that it is "Plug compatible" with the 6502 and 65C02,
meaning you can pull out a 65C02 from an existing system, and plug in
the 65802 and it will work. The 65802 has two modes, emulation and
native mode. In emulation mode, the processor acts just likea 65C02
with all the extra opcodes. In Native mode, the registers can be
changed to 16 bits. There are some other more technical differences,
but probably not worth mentioning them here.

I wonder if it might be possible to modify an 8-bit Atari so it could accept
a 65802 CPU?

If not, would it be possible to take a 65802 FPGA and modify it so that it
would work in a 6502C socket?

http://en.wikipedia.org/wiki/Field-programmable_gate_array

The big question of course is - are there enough 8-bit Atari users left to
make such a project worthwhile?

3338. Re: 6809 CPU in 8-bit Atari's?

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-18 23:12:30 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <bIOdnSl3ebQeqBbXnZ2dnUVZ_gqdnZ2d@earthlink.com>
Source record: 2127

Robert Swenson wrote:
>
>
> "Rick Cortese" <ricortes@earthlink.net> wrote in message
> news:rNidnYQrSpQaSBfXnZ2dnUVZ_uCdnZ2d@earthlink.com...
>> > A shorter route to a better processor in the Atari would have been the
>> 65802. Lots of things puzzle me like why the 65802 was never a
>> success. Even if it wasn't a direct replacement in Atari or C64<6502C
>> and 6510?> there were literally millions of Apple II it could be
>> plugged into.
>>
>
> From http://www.atariarchives.org/cfn/05/11/0208.php
> --
>
> What is a 65802? It's another processor From Western Design Center that
> has all the extra opcodes of the 65C02 plus extras, like move memory
> commands, stack relative addressing, and the ability to set the
> Accumulator and/or the X and Y registers to 16 bits. The nice thing
> about the 65802 is that it is "Plug compatible" with the 6502 and 65C02,
> meaning you can pull out a 65C02 from an existing system, and plug in
> the 65802 and it will work. The 65802 has two modes, emulation and
> native mode. In emulation mode, the processor acts just likea 65C02
> with all the extra opcodes. In Native mode, the registers can be
> changed to 16 bits. There are some other more technical differences,
> but probably not worth mentioning them here.
>

>
>
> I wonder if it might be possible to modify an 8-bit Atari so it could
> accept a 65802 CPU?
>
> If not, would it be possible to take a 65802 FPGA and modify it so that
> it would work in a 6502C socket?
>
> http://en.wikipedia.org/wiki/Field-programmable_gate_array
>
>
> The big question of course is - are there enough 8-bit Atari users left
> to make such a project worthwhile?
>
>
>

There may be a window of opportunity. What has happened is eBay resulted in pretty good sales for j113<?> of just under 3,000 SIO2PC cables and I see Atarimax which I assume is either Steve Tucker or at least a marketing connection is close behind at ~2,000 of his mixed product lines. I doubt if there are 200 active members in any forum including this one but it does seem like there are thousands of them looking on eBay.

I do have an old 800 with a 65C02 chip in it. There were two types of processors used in the 800, the 6502B which used a different personality board that included the ability to halt the processor and a later board that came with a 6502C that included the !HALT line on the processor.

If you are really bored the Atari Technical Reference has the original schematic for the 6502B and with the 800XL schematic<6502C> you can tell which parts are missing. I recall only about 3 ttl chips are replaced.

I've heard it both ways in that all you have to do is replace the 6502B in the original 800 so equipped with a 65802 and it will work and someone else said it doesn't generate the same clock phases as a 6502B so it won't work. I actually bought a 65802 off eBay but the little woman in one of her "all your junk is crap" moods may have tossed it.

I've also heard you could just add the 3 chips to a 65816 to make a daughter board for replacing the processor in an 800XL.

Heck, I have been puttering around a bit lately. Found a couple of decaying SIO2PC cables and have a couple of 130XE that work. I plan on setting up a system for fooling around. If the price is <$100 I would be a customer.

I jump around a lot though. Right now I have been looking at
http://sbc.rictor.org/sbc31/info.html
This board seems interesting to me on several levels. In and of itself I like the 320 X 200 X 8bit display and hardware. 640 X would be better of course. I'm thinking this may be my next computer/time burner.

Rick

3339. Re: Greetings!

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-19 00:54:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0908181742450.13355@slate.spiritone.com>
Source record: 2128

On Mon, 17 Aug 2009, Ronald J. Hall wrote:

> Date: Mon, 17 Aug 2009 17:11:31 -0400
> From: Ronald J. Hall <darklord@suddenlink.net>
> Newsgroups: comp.sys.atari.8bit
> Subject: Re: Greetings!

> My wife keeps trying to get me to clean my "Atari" act up. I'd sooner run
> her through a car wash - minus her car. :D

Wives are the reasons most husbands get rid of their Atari stuff! =-=Ben=-=

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3340. atari++ 1.57 ready for download

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-19 08:38:05 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <h6gdg4$6kj$1@infosun2.rus.uni-stuttgart.de>
Source record: 2129

Hi folks,

please find a new version of atari++, the atari 8 bit emulator, available for download.
Note that this is the new web-page, at:

http://www.xl-project.com/

From the README:

Atari++ 1.57
- Fixed a couple of issues in the GUI, specifically when entering
data into string gadgets.
- Fixed again a couple of exception handling issues in the menau.
- Made the keypad stick configurable, the keys for joystick emulation
are now part of the configuration.
- Added a dummy front-end, "NONE", that does not render anything to
the screen.
- This release supports .CAS images; however, they are not part of a C:
(tape) emulation, but emulated as disks. Depending on the contents of
the tape archive, the disk is either considered a boot disk, a binary
or a basic file.
- This release supports better disk support for BASIC and MAC/65 files.
If you insert such a file into the emulated disk drive, the emulator
will build a DOS 2.0S compatible disk structure around it and you can
load the image from the emulated disk as D:PROGRAM.BAS or D:PROGRAM.ASM.
Note that such disks are *not* bootable, you first need to boot, and
then turn on the emulated disk drive.

It should also fix the keyboard issues in Action!.

Have fun,
Thomas

3341. Atari version of the C-One?

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-19 18:36:02 UTC
From: Robert Swenson <rswenson484@yahoo.com>
Message-ID: <h6hgmh$9bo$1@news.eternal-september.org>
Source record: 2130

I read a few years ago that when Jeri Ellsworth was finished with the C-One, she would make a similar unit for the 8-bit Atari's. Is this still going to happen?

3342. Re: Atari version of the C-One?

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-19 23:31:06 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a8c8b3a$0$1595$742ec2ed@news.sonic.net>
Source record: 2131

Robert Swenson <rswenson484@yahoo.com> wrote:
> I read a few years ago that when Jeri Ellsworth was finished with the C-One,
> she would make a similar unit for the 8-bit Atari's. Is this still going to
> happen?

Oh, if I had known that, I would've had something more to talk about
than just "oh hi!" :) when I saw her at California Extreme last month. ;)

There was also the Atari Flashback 3, which was going to be an
Atari 8-bit gaming system. I guess that got canned...? Anyone know the
details?

--
-bill!
Sent from my computer

3343. FS: ATARI/KOALA PADS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-20 10:28:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0908200325430.28875@slate.spiritone.com>
Source record: 2132
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace,pdx.forsale

I have lots of Drawing Pads for sale for the Atari 8 Bit! Koala Pads, Atari Touch Tablets & the Animation Station Design Pad with Design Lab by Suncom!

My Atari SoftWare and Book Catalogs are sorted alphabetically by Title so you can find the Titles you want!To expedite your order, Download Atari Catalogs, Delete what you dont want, E-Mail me the rest! Please include your Mailing Address in E-Mail so I can figure Postage & Handling and expedite your Order!

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I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3344. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-20 10:32:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0908200330161.28875@slate.spiritone.com>
Source record: 2133
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save on Gas and Take a staycation on your Atari! Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or look for Atari games at http://BensCatalogs.Atari.org Games From $5 & Up! Cheaper than Gas! The Name everyone knows for Gaming Fun!Have you Played your Atari Today? Classic Atari 8 Bit and ST Games!Daily Gaming avoids Hardening of the Ataris! E-Mail: BenSells@Atari.org or Call Ben anytime 24/7 at (503)256-9974!

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3345. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-20 10:34:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0908200332250.28875@slate.spiritone.com>
Source record: 2134
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!
Make a list of HardWare/Accessories, Games/SoftWare, Books and References
for the Classic Atari 8 Bit and the Atari ST Computer Lines!

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "ATARI WANTLIST" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm ATARI SURVEYS AND WANT LISTS!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3346. Re: atari++ 1.57 ready for download

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-21 05:29:40 UTC
From: Helsch <helsch@ki.tng.de>
Message-ID: <h6lbc7beu1@ulric.tng.de>
Source record: 2135

Hallo Thomas,

da bin ich mal gespannt !

Werde mir die neue Version runterladen und testen. Ne Runde "Jumpman"
wï¿œre ja
auch mal wieder nicht schlecht :-)

Grï¿œï¿œe aus Kiel
Helge

Thomas Richter schrieb:
> Hi folks,
>
> please find a new version of atari++, the atari 8 bit emulator,
> available for download. Note that this is the new web-page, at:
>
> http://www.xl-project.com/
>
> From the README:
>
> Atari++ 1.57
> - Fixed a couple of issues in the GUI, specifically when entering
> data into string gadgets.
> - Fixed again a couple of exception handling issues in the menau.
> - Made the keypad stick configurable, the keys for joystick
> emulation
> are now part of the configuration.
> - Added a dummy front-end, "NONE", that does not render
> anything to
> the screen.
> - This release supports .CAS images; however, they are not
> part of a C:
> (tape) emulation, but emulated as disks. Depending on the
> contents of
> the tape archive, the disk is either considered a boot disk,
> a binary
> or a basic file.
> - This release supports better disk support for BASIC and
> MAC/65 files.
> If you insert such a file into the emulated disk drive, the
> emulator
> will build a DOS 2.0S compatible disk structure around it
> and you can
> load the image from the emulated disk as D:PROGRAM.BAS or

> D:PROGRAM.ASM.
> Note that such disks are *not* bootable, you first need to
> boot, and
> then turn on the emulated disk drive.
>
> It should also fix the keyboard issues in Action!.
>
> Have fun,
> Thomas

3347. Re: Greetings!

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-21 21:48:41 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9C6EB52D213DBemuslor@69.16.185.252>
Source record: 2136

Despite all prevention efforts, jamesk@ATxmissionDOT.com (James King)
wrote in news:h6bvivadt1@news.xmission.com:

> Wow.. It's been a long time since I've been here. Most of my 8bit
> hardware has been parted out, but I have enough remaining (including
> emulators) to still be functional.
>
> Unreal how much software, books and manuals I still have buried in my
> basement.
>

As one of the beneficiaries of your parting out, I'm glad to see you're
still around!

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

3348. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-23 08:34:33 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1251015978@rtfm.mit.edu>
Source record: 2137
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: June 6, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3349. Re: Ben Ben Ben

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-23 13:20:41 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <j_adncg4ZJS03wzXnZ2dnUVZ_v2dnZ2d@giganews.com>
Source record: 2138

Me too. I have bought from both and Ben for that
matter. I do not know what I would do without Best.
I know that if I need some hardware, they will
have it.

Bill Kendrick wrote:
>
> Edward S. Baiz Jr. (Gamer) <edbaizjr@comcast.net> wrote:
>> Ben is ok, just want to sell his stuff. Sometimes it is nice
>> to see his posts. Lets me know there is still some Atari vendors
>> around.
>
> BEST & B&C are still around. :) I bought from one or the other of them
> within the last year.
>
> -bill!

Falcon030 with 16meg of ram

3350. Atari 8-bit items I put on eBay.

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-26 02:54:46 UTC
From: Julian Wolfe <julian@twinax.org>
Message-ID: <ed7a292d-513d-4f9d-a70c-128bdcc25919@n11g2000yqb.googlegroups.com>
Source record: 2139

Hi all,

Just wanted to inform you of some items I threw up on eBay today:

1MB Atarimax Flash Cart
http://cgi.ebay.com/ATARIMAX-1MB-Flash-Cartridge_W0QQitemZ300341822456QQcmdZViewItemQQptZLH_DefaultDomain_0?hash=item45edc483f8&_trksid=p3911.c0.m14

1MB Atarimax Flash Cart
http://cgi.ebay.com/ATARIMAX-1MB-Flash-Cartridge_W0QQitemZ300341823032QQcmdZViewItemQQptZLH_DefaultDomain_0?hash=item45edc48638&_trksid=p3911.c0.m14

1MB Atarimax MyIDE cart
http://cgi.ebay.com/ATARIMAX-MyIDE-1MB-Flash-Cartridge_W0QQitemZ300341828058QQcmdZViewItemQQptZLH_DefaultDomain_0?hash=item45edc499da&_trksid=p3911.c0.m14

Atari 1050 drive:
http://cgi.ebay.com/Atari-1050-Floppy-Disk-Drive_W0QQitemZ300341835578QQcmdZViewItemQQptZLH_DefaultDomain_0?hash=item45edc4b73a&_trksid=p3911.c0.m14

Thanks for your time.

Julian

3351. Re: 6809 CPU in 8-bit Atari's?

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-26 23:18:43 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <h74fsm$m0p$1@news.eternal-september.org>
Source record: 2140

Rick Cortese wrote:
We are still stuck
> with 40 column screens in two colors so it is unlikely we will see a new
> application that requires multitasking and internet access.

Right before I gave up using an Atari for my primary computer and switched to a PC, software came out for both 80 columns (I know there was hardware available for it, but this was actually done in software using graphics 9, if I remember right - it's been over 20 years) and task switching. As I recall, they both worked rather well. Of course, now I can't remember what either one was called... :(

- Trevor

3352. Re: 6809 CPU in 8-bit Atari's?

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-26 23:45:21 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a95c911$0$1618$742ec2ed@news.sonic.net>
Source record: 2141

Trevor Holyoak <trevor@holyoak.com> wrote:
> Right before I gave up using an Atari for my primary computer and
> switched to a PC, software came out for both 80 columns (I know there
> was hardware available for it, but this was actually done in software
> using graphics 9, if I remember right - it's been over 20 years) and
> task switching. As I recall, they both worked rather well. Of course,
> now I can't remember what either one was called... :(

OMNIMon or something? Or wait, was that the hardware one?

There are two very fast software-driven ways of doing 80 columns,
each used by different modem/terminal software programs.

One utilizes a pair of GRAPHICS 0 40 column text screens, and
a pair of character set fonts. One with text on the left half,
the other with text on the right half. Laying the text out
in memory proplery and flickering between the two chunks of
text data and two pairs of fonts, and you get a (flickery) 80
column mode that only costs you 4KB. (1KB each per font, and
<2KB for the 80x24 of text.)

That's Flick80 mode, used in FlickerTerm, if I'm remembering
the names right.

Then there's a variaton on the old-style GRAPHICS 8 mode,
where text is blitted into 4x8 areas of pixel data within
a 320x192 playfield. Except when you go to scroll the
screen up (due to new text at the bottom), rather than move
nearly 8KB of screen data, it merely wipes out the topmost
line of text, and re-orders the Display List to put that
line at the bottom, and push all the others up 8 pixels.

It scrolls a LOT quicker than normal GR.8-based 80 col
text drivers.

That was used in Ice-T. (Not sure if Itay ever made
a separate driver you could Binary [L]oad and use
for the E: driver. There was one based on Flick80 mode,
though!)

--
-bill!
Sent from my computer

3353. Re: 6809 CPU in 8-bit Atari's?

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-27 17:14:58 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <EYydnVHo76-zIgvXnZ2dnUVZ_sidnZ2d@earthlink.com>
Source record: 2142

Trevor Holyoak wrote:
> Rick Cortese wrote:
> We are still stuck
>> with 40 column screens in two colors so it is unlikely we will see a
>> new application that requires multitasking and internet access.
>
>
> Right before I gave up using an Atari for my primary computer and
> switched to a PC, software came out for both 80 columns (I know there
> was hardware available for it, but this was actually done in software
> using graphics 9, if I remember right - it's been over 20 years) and
> task switching. As I recall, they both worked rather well. Of course,
> now I can't remember what either one was called... :(
>
> - Trevor

Yes, I have Omnimon and actually wrote an 80 column terminal program with my own screen handler for one of my buddies that needed to access the mainframe at work using his Atari at home.

Problem is you need to use an 8X4 vs. 8X8 character set so it sucks as far as legibility goes. 1<one> vs. l<lc L> for instance.

I've been on an odd kick lately. I just committed to buy one of those 65816 SBC computers I posted the link to so I have been trying to figure out how it works. The graphics chip it uses was derived from http://elm-chan.org/works/crtc/report.html

I *think* I have this right: The designer of the 65816 SBC, Daryl, says it will also do ~VGA with more processor overhead. Looking at the original display link IMO it would be a trivial hack to put it in an Atari. One of the things Daryl did was interlace memory access between the display chip and the processor. I'm not sure if that is why he made several design decisions like only using a 7mHz clock on his SBC but it would seem to make sense.

Overall I am happy. By that I mean the SBC is roughly equivalent to an STE [7mHz 65816 ~= 16mHz 68000, 512k memory, 256 colors in 320x200 display, et cetera]. I will be able to redo the Action! run time package to take advantage of the 65816 instruction set which for things like block moves should be 15X as fast as our 6502. Not that I would do it, but a person could do a faithful Dungeon Master clone.

Anything on top of that would be gravy. I mean if I do actually hook one of those display chips into an 8bit most of what I want will be available, just slower. The original display had a 1mbit or 128kb which

should be plenty good for at least static displays. I've been pretty much out of touch with other hackers for two decades so I would have to make new friends with access to FPGA programmers.<grin>

Rick

3354. Re: 6809 CPU in 8-bit Atari's?

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-27 19:10:29 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a96da25$0$1631$742ec2ed@news.sonic.net>
Source record: 2143

Rick Cortese <ricortes@earthlink.net> wrote:
> Problem is you need to use an 8X4 vs. 8X8 character set so it sucks as
> far as legibility goes. 1<one> vs. l<lc L> for instance.

Due to the flickering in Flick80 mode, you can actually get away with
4-pixel-wide characters. They don't mush up against each other quite
the same way as they do when you're not flickering.

e.g., if you made a 4-px-wide "N"

```
# #
## #
## #
# ##
# ##
# #
# #
```

and put two of them together, it looks like this in a normal
(say, GRAPHICS 8) bitmap mode:

```
# ## #
## ### #
## ### #
# ### ##
# ### ##
# ## #
# ## #
```

But in Flick80 mode, you perceive this sub-pixel-wide gap between them,
since they're never actually touching:

```
# #|# #
## #|## #
## #|## #
# ##|# ##
# ##|# ##
# #|# #
# #|# #
```

(My ASCII representation isn't really doing the effect justice. ;)
But trust me, it's there.)

I was recently reading about a trick in GRAPHICS 0 mode whereby you could
get a 40x32 (?) grid of text. Each character in the font is 6 pixels tall,
but you can somehow convince ANTIC and/or GTIA to only show those 6 scanlines
per line of text.

It was used in some music composing program. I think it was discussed here recently, or maybe I read about it on some web forum (AtariAge?). :^/

-bill!

3355. FS: ATARI/KOALA PADS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-27 21:45:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0908271443240.1546@slate.spiritone.com>
Source record: 2144
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace,pdx.forsale

I have lots of Drawing Pads for sale for the Atari 8 Bit! Koala Pads, Atari Touch Tablets & the Animation Station Design Pad with Design Lab by Suncom!

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3356. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-27 21:59:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0908271451420.1546@slate.spiritone.com>
Source record: 2145
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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3357. Re: SIO2Ethernet or SIO2WiFi

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-29 14:03:54 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <h7bcga0rr2@news3.newsguy.com>
Source record: 2146

Bill Kendrick <bill@newbreedsoftware.com> wrote:
> Later, more clever tools (like a basic text-based web browser --
> something that does all of the host lookups and port 80 connections in
> the background, and provides a UI for clicking links and entering data
> into web forms) could be created.
>
> The difficult thing would be encryption. (The SIO2xxx device could act
> as a proxy, I suppose... you'd get plaintext between the Atari and
> the device, over the SIO cable, but encryption between the SIO2xxx device
> and the router or wireless access point (WAP).)

I'm fond of the Opera Mini way, where they run a proxy to manipulate the
web pages into something smaller. I'm sure Squid could be configured to
help with this (I think the Skyfire browser for Windows Mobile uses
Squid on their server end).

> I, for one, would want SSH and HTTPS. :)

Telnet to a Linux box for SSH. :-)

--
Ryan 'Gozar' Collins

3358. Competition Pro Retro pre-order sale at Red's Retro!

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-30 00:13:17 UTC
From: redrumloa <amigaguy@bellsouth.net>
Message-ID: <09ad0478-355c-4607-ad0a-3ff2dc2d5d3d@f33g2000vbm.googlegroups.com>
Source record: 2147

We are offering this GREAT joystick at a GREAT pre-order price! We
were also lucky to have ordered these joysticks earlier this year when
the USD was stronger than it is today!

Red's Retro:
http://www.redsretro.com/index.php?main_page=product_info&cPath=4&products_id=3

Red's Retro eBay store:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=120464237049

3359. Starbowl Football casette

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-30 05:25:21 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <l0Dmm.127909$O23.25617@newsfe11.iad>
Source record: 2149

I have the original starbowl football tape. I am looking for the program
that converts tape to disk. Any help?

Thanks,
Jack

3360. paste list to emulator

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-30 05:34:48 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <l0Dmm.127910$O23.33851@newsfe11.iad>
Source record: 2148

I copy the basic list from the atarimagazines website instead of typing the whole line but I am not able to paste it to the Atari800Win Plus 4.0. How do I paste ? Any help?

Thanks!
Jack

3361. Re: paste list to emulator

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-31 18:04:58 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a9c10ca$0$1606$742ec2ed@news.sonic.net>
Source record: 2150

Jack Tseng <tseng4@hotmail.com> wrote:
> I copy the basic list from the atarimagazines website instead of typing the
> whole line but I am not able to paste it to the Atari800Win Plus 4.0. How
> do I paste ? Any help?

I'm not sure if it's possible. However, you could paste it into a text
file on the host system (Windows), then read it in via the "H:" drive that
the emulator can make available to you. (A folder on your host system
that the Atari can read from.)

You'll need to convert MS Windows ASCII end-of-line (EOL) sequences into
Atari ATASCII EOL characters. Something you could do in BASIC like:

```
10 OPEN #1,4,0,"H:PROG.TXT":REM THE FILE IN WINDOWS
20 OPEN #2,8,0,"D:PROG.LST":REM DESTINATION ON THE DISK IMAGE IN ATARI DRIVE 1
30 TRAP 100
40 GET #1,N:IF N=10 THEN GOTO 40:REM IGNORE LF
50 IF N=13 THEN N=155:REM CONVERT CR TO ATASCII EOL
60 PUT #2,N
70 GOTO 40
100 CLOSE #1:CLOSE #2
```

Or something... untested, so YMMV ;)

--
-bill!
Sent from my computer

3362. Re: Competition Pro Retro pre-order sale at Red's Retro!

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-31 18:07:35 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a9c1167$0$1606$742ec2ed@news.sonic.net>
Source record: 1951

redrumloa <amigaguy@bellsouth.net> wrote:
> We are offering this GREAT joystick at a GREAT pre-order price! We
> were also lucky to have ordered these joysticks earlier this year when
> the USD was stronger than it is today!

> Red's Retro:
> http://www.redsretro.com/index.php?main_page=product_info&cPath=4&products_id=3

Do all four fire buttons act as the same trigger? Or are they different
buttons? (a la the Atari 7800 ProSticks or whatever they were called,
where there were actually two different fire buttons, which some games used
as different actions; e.g., Jump vs. Fire)

--
-bill!
Sent from my computer

3363. Re: Competition Pro Retro pre-order sale at Red's Retro!

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-31 22:48:21 UTC
From: redrumloa <amigaguy@bellsouth.net>
Message-ID: <8f2f7c02-a685-436d-a9fc-e4e105f1c1ca@m20g2000vbp.googlegroups.com>
Source record: 1952

> Do all four fire buttons act as the same trigger? Or are they different
> buttons? (a la the Atari 7800 ProSticks or whatever they were called,
> where there were actually two different fire buttons, which some games used
> as different actions; e.g., Jump vs. Fire)

Out of the box, all buttons are button #1. This is done because most
systems use a single button and some could even be damaged if trying
to use additional buttons (unmodified Sega joystick on an Amiga).
However unlike earlier versions, this version uses a 9 wire cable.
Why? For the very reason you mention it is easily modified for systems
that have additional buttons, or building a custom rapid fire switch
etc.

3364. Re: Competition Pro Retro pre-order sale at Red's Retro!

Newsgroup: comp.sys.atari.8bit
Date: 2009-08-31 22:59:55 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a9c55eb$0$1654$742ec2ed@news.sonic.net>
Source record: 1953

redrumloa <amigaguy@bellsouth.net> wrote:
> Out of the box, all buttons are button #1.
<snip>
> However unlike earlier versions, this version uses a 9 wire cable.
> Why? For the very reason you mention it is easily modified
<snip>

Oh, nice! :) Sadly, not in the market for any new controllers (I'm swimming
in them), but it's definitely nice to see new, nice-looking controllers
made for these old systems!

(Just got a Genesis. Still need an Amiga of some sort.
Oh, that and more free time. ;^))

--
-bill!
Sent from my computer

3365. [Europe] Looking for an Atari 1050 power supply unit

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-01 00:58:52 UTC
From: Davide Guida <davide.guida@gmail.com>
Message-ID: <768606ed-0886-4072-8ee8-7a0b10a94834@n2g2000vba.googlegroups.com>
Source record: 1954

Hi,
I'm looking for a original, working, cheap 220V-240 AC 9V, 3 or 3.4A
power supply unit for my nephew's Atari 1050 disk drive.

I found a shop selling it at a nice price, but it is in the US and
shipping are enough expensive for Europe, also needs an additional
voltage adaptor to buy.

You can write me to the address above or/and to:
davide.guida@formamedia.it

Thanks
Davide Guida

3366. 2009 ACEC Swap Meet

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-01 01:57:28 UTC
From: atari71 <acec71@gmail.com>
Message-ID: <846723be-d314-456b-beae-a25937443b67@d34g2000vbm.googlegroups.com>
Source record: 1955

The Atari Computer Enthusiasts of Columbus will be hosting the ACEC
2009 Vintage Computer and Video Game Swap meet on Saturday 09-12-09 in
Columbus Ohio. The show will be Free for dealers as well as shoppers.
It will be held at Oakland Park Community Center from 9 am. to 3 pm.
We have a new feature this year that will allow dealers to pick out
what particular tables they want. Please check out our web site at
acec.atari.org for further information and updates.

3367. Re: paste list to emulator

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-01 16:59:05 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <h7jjtd$ed8$1@news.eternal-september.org>
Source record: 1956

```
Bill Kendrick wrote:
> Jack Tseng <tseng4@hotmail.com> wrote:
>> I copy the basic list from the atarimagazines website instead of typing the
>> whole line but I am not able to paste it to the Atari800Win Plus 4.0. How
>> do I paste ? Any help?
>
> I'm not sure if it's possible. However, you could paste it into a text
> file on the host system (Windows), then read it in via the "H:" drive that
> the emulator can make available to you. (A folder on your host system
> that the Atari can read from.)
>
> You'll need to convert MS Windows ASCII end-of-line (EOL) sequences into
> Atari ATASCII EOL characters. Something you could do in BASIC like:
>
> 10 OPEN #1,4,0,"H:PROG.TXT":REM THE FILE IN WINDOWS
> 20 OPEN #2,8,0,"D:PROG.LST":REM DESTINATION ON THE DISK IMAGE IN ATARI DRIVE 1
> 30 TRAP 100
> 40 GET #1,N:IF N=10 THEN GOTO 40:REM IGNORE LF
> 50 IF N=13 THEN N=155:REM CONVERT CR TO ATASCII EOL
> 60 PUT #2,N
> 70 GOTO 40
> 100 CLOSE #1:CLOSE #2
>
> Or something... untested, so YMMV ;)
>

I don't remember ever seeing statements combined in a single line like
that. Is this Atari BASIC or some other version?

- Trevor
```

3368. Re: paste list to emulator

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-01 20:37:50 UTC
From: bill@newbreedsoftware.com
Message-ID: <4a9d861e$0$1633$742ec2ed@news.sonic.net>
Source record: 1957

Trevor Holyoak <trevor@holyoak.com> wrote:
> > 10 OPEN #1,4,0,"H:PROG.TXT":REM THE FILE IN WINDOWS

> I don't remember ever seeing statements combined in a single line like
> that. Is this Atari BASIC or some other version?

With colons? Uh... Yeah, pretty much ALL BASICs support that! :)
e.g.:

10 PRINT "HI":PRINT "BYE":GOTO 10

--
-bill!
Sent from my computer

3369. Re: paste list to emulator

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-01 22:31:06 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <h7k7bfkou1@news.eternal-september.org>
Source record: 1958

Bill Kendrick wrote:
> Trevor Holyoak <trevor@holyoak.com> wrote:
>>> 10 OPEN #1,4,0,"H:PROG.TXT":REM THE FILE IN WINDOWS
>
>> I don't remember ever seeing statements combined in a single line like
>> that. Is this Atari BASIC or some other version?
>
> With colons? Uh... Yeah, pretty much ALL BASICs support that! :)
> e.g.:
>
> 10 PRINT "HI":PRINT "BYE":GOTO 10
>

Interesting. If I was ever aware of that, I've forgotten due to all the other programming languages I've used in the 20 years since BASIC.

It does sort of seem to go against the principle that engendered the idea of spacing your line numbers out by at least 10 (ie: so that it's easy to insert additional lines in between other lines.)

- Trevor

3370. Re: paste list to emulator

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-02 03:22:00 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <Kfednaau1YJ4eQDXnZ2dnUVZ_jWdnZ2d@earthlink.com>
Source record: 1959

Trevor Holyoak wrote:
> Bill Kendrick wrote:
>> Trevor Holyoak <trevor@holyoak.com> wrote:
>>>> 10 OPEN #1,4,0,"H:PROG.TXT":REM THE FILE IN WINDOWS
>>
>>> I don't remember ever seeing statements combined in a single line
>>> like that. Is this Atari BASIC or some other version?
>>
>> With colons? Uh... Yeah, pretty much ALL BASICs support that! :)
>> e.g.:
>>
>> 10 PRINT "HI":PRINT "BYE":GOTO 10
>>
>
> Interesting. If I was ever aware of that, I've forgotten due to all the
> other programming languages I've used in the 20 years since BASIC.
>
> It does sort of seem to go against the principle that engendered the
> idea of spacing your line numbers out by at least 10 (ie: so that it's
> easy to insert additional lines in between other lines.)
>
> - Trevor

Been a while I seem to recall there were conflicting goals. Not that anyone ever wrote anything but spaghetti code with Atari BASIC *BUT* you could save a few bytes by having your code at the line limit of just over 120 characters. Line numbers are stored as integers so you can have up to line number 32k. Each line number takes up an extra 2 bytes I think. Atari BASIC was meant to run in the original 8k system and you only needed 16k to run it with DOS.

Anyway it made for all kinds of gymnastics with people using the abbreviations for commands so they wouldn't exceed line lengths. You would write:
10G.10
and it would expand when you listed it to
10 GOTO 10

Of course this screwed anyone who tried to enter the program from a listing and didn't know all the abbreviations.

There were programs that did things like replaced all your descriptive variables like TOTAL with two letter codes like AC. Dave Small who did the ST accelerator and the original CORVUS hard drive interface wrote at least one 'stuffer' program like that. I think Crawford of Easter Front

and De Re Atari fame did one or two.

Rick

3371. Re: paste list to emulator

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-02 17:05:19 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <auKdnYhX_69NOAPXnZ2dnUVZ_hGdnZ2d@posted.pioneerinternet2>
Source record: 1960

```
Combining statements on a single line saves 4 bytes;
2 bytes for the line number and 1 byte each for the
next statement offset and the next line offset IIRC.

The variables are stored as 1 byte tokens in memory
and in SAVEd files, so that shorter names conserve
only a few bytes only one time in the variable name table.
-Jess

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:Kfednaau1YJ4eQDXnZ2dnUVZ_jWdnZ2d@earthlink.com...
> Trevor Holyoak wrote:
>> Bill Kendrick wrote:
>>> Trevor Holyoak <trevor@holyoak.com> wrote:
>>>>> 10 OPEN #1,4,0,"H:PROG.TXT":REM THE FILE IN WINDOWS
>>>
>>>> I don't remember ever seeing statements combined in a single line like
>>>> that. Is this Atari BASIC or some other version?
>>>
>>> With colons? Uh... Yeah, pretty much ALL BASICs support that! :)
>>> e.g.:
>>>
>>> 10 PRINT "HI":PRINT "BYE":GOTO 10
>>>
>>
>> Interesting. If I was ever aware of that, I've forgotten due to all the
>> other programming languages I've used in the 20 years since BASIC.
>>
>> It does sort of seem to go against the principle that engendered the idea
>> of spacing your line numbers out by at least 10 (ie: so that it's easy to
>> insert additional lines in between other lines.)
>>
>> - Trevor
>
> Been a while I seem to recall there were conflicting goals. Not that
> anyone ever wrote anything but spaghetti code with Atari BASIC *BUT* you
> could save a few bytes by having your code at the line limit of just over
> 120 characters. Line numbers are stored as integers so you can have up to
> line number 32k. Each line number takes up an extra 2 bytes I think. Atari
> BASIC was meant to run in the original 8k system and you only needed 16k
> to run it with DOS.
>
> Anyway it made for all kinds of gymnastics with people using the
> abbreviations for commands so they wouldn't exceed line lengths. You would
> write:
```

> 10G.10
> and it would expand when you listed it to
> 10 GOTO 10
>
> Of course this screwed anyone who tried to enter the program from a
> listing and didn't know all the abbreviations.
>
> There were programs that did things like replaced all your descriptive
> variables like TOTAL with two letter codes like AC. Dave Small who did the
> ST accelerator and the original CORVUS hard drive interface wrote at least
> one 'stuffer' program like that. I think Crawford of Eastern Front and De
> Re Atari fame did one or two.
>
> Rick

3372. Re: Starbowl Football casette

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-03 01:40:02 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <df883efa-e187-425d-9355-f92bd1302b2e@q7g2000yqi.googlegroups.com>
Source record: 1961

On Aug 30, 1:25 am, "Jack Tseng" <tse...@hotmail.com> wrote:
> I have the original starbowl football tape. I am looking for the program
> that converts tape to disk. Any help?
>
> Thanks,
> Jack

http://www.atarimania.com/detail_soft.php?MENU=8&VERSION_ID=5021

It's already been converted.

3373. Vintage Computer Festival East - Sept. 12-13

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-03 02:32:25 UTC
From: Evan <evan947@gmail.com>
Message-ID: <e8263900-2a6a-488e-8168-f2ec3fef964d@b18g2000vbl.googlegroups.com>
Source record: 1962

Vintage Computer Festival East - Sept. 12-13

This year's Vintage Computer Festival East will be held September
12-13 at the InfoAge Science Center located in Wall, New Jersey.

VCF is a public event celebrating the history of computers from the
1940s - 1980s. The morning schedule is for lectures and workshops;
the afternoons are an open exhibit hall where everything is turned on
and working.

Among this year's highlights are the keynote address about RCA
computers in the 1950s, an 8-bit musical concert, BASIC programming
challenge, and the build-your-own terminal workshop.

Details are posted athttp://www.vintage.org/2009/east/ where you'll
also find the latest VCF news. A 2-minute video montage of last
year's show is on YouTube at http://www.youtube.com/watch?v=0mNXrKjiD78.
Or refer to the simple event brochure athttp://www.vintage.org/2009/east/vcfe6.pdf
.... tickets are $10 for one day or $15 for both days; 17 and younger
get in free.

The event benefits the InfoAge Science Center, which is a 501c3 non-
profit.

Thank you,
- Evan Koblentz
(646) 546-9999

3374. Action! language

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-03 07:35:16 UTC
From: "William R. Cousert" <wrcousert@NOSPAMyahoo.com>
Message-ID: <h7nrjl$j2$1@news.eternal-september.org>
Source record: 1963

Did OSS (or whoever bought them) ever release Action! into the public domain? If so, where can I download it and the optional utilities disks?

If not, is it still available for sale?

Were there ever any third party books for action, maybe something like a "Black Book"?

3375. Re: Starbowl Football casette

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-03 17:19:13 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <TNidneohxb8SZwLX4p2dnAA@telenor.com>
Source record: 1964

"Jack Tseng" <tseng4@hotmail.com> skrev i melding
news:l0Dmm.127909$O23.25617@newsfe11.iad...
>I have the original starbowl football tape. I am looking for the program
>that converts tape to disk. Any help?
>
> Thanks,
> Jack

If you still want some ... there several on my page :
http://pokeysoft.no/games/atari/a8util.htm

Try search for tape and you'll find a few

3376. Re: Action! language

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-03 19:13:52 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <jcGdnQYE8qgGiD3XnZ2dnUVZ_u2dnZ2d@earthlink.com>
Source record: 1965

William R. Cousert wrote:
> Did OSS (or whoever bought them) ever release Action! into the public
> domain? If so, where can I download it and the optional utilities disks?
>
> If not, is it still available for sale?
>
> Were there ever any third party books for action, maybe something like a
> "Black Book"?
>
>

That would be FTE aka Fine Tooned Engineering Mike Holman.

AFAIK of the things FTE took over the only public info we have is from Newell who said deal with their memory upgrades wasn't finished to his satisfaction so he was putting them in the public domain. I'm not sure if he included anything else like Omnimon or Omniview. MyDOS which was closely tied to Newell product became ~free ware before that. You may be able to Google the group and find his post.

There is at least one emulator site that has Action! for download. I'm not sure if there are any complaints since cartridge sales for an emulator would be low.<grin> I don't know if it has the utility disk available but you wouldn't be missing much: The utility disk sucked donkey scrotum. I think I got mine on sale for ~$19 and regretted it ever since.

You may be able to find a cart on eBay but be prepared for sticker shock. Tutorials are nothing to write home about and there never was an instructional book written. A couple of us are pretty good with the language so if you have any specific questions why something doesn't work or how to do something we could probably answer.

Rick

3377. Re: [Europe] Looking for an Atari 1050 power supply unit

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-04 10:12:34 UTC
From: Andreas Mischka <newsbob1@web.de>
Message-ID: <h7qp73fkc02$1@news.t-online.com>
Source record: 1966

Davide Guida schrieb:
> Hi,
> I'm looking for a original, working, cheap 220V-240 AC 9V, 3 or 3.4A
> power supply unit for my nephew's Atari 1050 disk drive.
>
> I found a shop selling it at a nice price, but it is in the US and
> shipping are enough expensive for Europe, also needs an additional
> voltage adaptor to buy.
>
> You can write me to the address above or/and to:
> davide.guida@formamedia.it
>
> Thanks
> Davide Guida

take a look at www.abbuc.de

3378. Re: paste list to emulator

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-04 21:31:19 UTC
From: phsstpok <stephensheppard@hotmail.com>
Message-ID: <85f6eeac-bae8-48e6-b5dc-46d0857326bd@h30g2000vbr.googlegroups.com>
Source record: 1967

On Aug 30, 1:34 am, "Jack Tseng" <tse...@hotmail.com> wrote:
> I copy the basic list from the atarimagazines website instead of typing the
> whole line but I am not able to paste it to the Atari800Win Plus 4.0. How do
> I paste ? Any help?
>
> Thanks!
> Jack

Cut and Paste text files? Don't think it will work.

However, Atari800win plus (and Atari800) can directly import ASCII
text files (CR/LF delimited) or linux text file (LF delimited).

e.g.

Use a text editor. Paste your atarimagazine clipping there. Save it
to your_folder (whatever your folder's path is).

In the emulator set H1: to your_folder

In the emulator H6:-H9: mirror H1:-H4: but with end of line conversion

From BASIC if you try

enter "H1:my_prog.txt"

it won't work because the emulator is expecting to pass Atari EOL
delimited text files unfiltered.

To make my above example work you instead type

enter "H6:my_prog.txt"

Hope this helps.

Regards,

Steve Sheppard

3379. Re: paste list to emulator

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-05 18:13:20 UTC
From: bill@newbreedsoftware.com
Message-ID: <4aa2aa40$0$1593$742ec2ed@news.sonic.net>
Source record: 1968

phsstpok <stephensheppard@hotmail.com> wrote:
> In the emulator H6:-H9: mirror H1:-H4: but with end of line conversion

Oh drat, I totally forgot about that feature! :)

-bill!

3380. Re: Action! language

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-06 04:07:44 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <IAGom.10981$4t6.685@newsfe06.iad>
Source record: 1969

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:jcGdnQYE8qgGiD3XnZ2dnUVZ_u2dnZ2d@earthlink.com...
> William R. Cousert wrote:
>> Did OSS (or whoever bought them) ever release Action! into the public
>> domain? If so, where can I download it and the optional utilities disks?
>>
>> If not, is it still available for sale?
>>
>> Were there ever any third party books for action, maybe something like a
>> "Black Book"?
>>
>>
>
> That would be FTE aka Fine Tooned Engineering Mike Holman.
>
/SNIP/
>Tutorials are nothing to write home about and there never was an
>instructional book written. A couple of us are pretty good with the
>language so if you have any specific questions why something doesn't work
>or how to do something we could probably answer.
>
> Rick

also web based quick ref! at this site:
http://www.mixinc.net/atari/actionref.htm#top
RoyE

3381. Re: Action! language

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-06 04:37:26 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <60Hom.149270$O23.146109@newsfe11.iad>
Source record: 1970

"RoyE" <r-dean@ cox.net> wrote in message
news:lAGom.10981$4t6.685@newsfe06.iad...
> "Rick Cortese" <ricortes@earthlink.net> wrote in message
> news:jcGdnQYE8qgGiD3XnZ2dnUVZ_u2dnZ2d@earthlink.com...
>> William R. Cousert wrote:
>>> Did OSS (or whoever bought them) ever release Action! into the public
>>> domain? If so, where can I download it and the optional utilities disks?
>>>
>>> If not, is it still available for sale?
>>>
>>> Were there ever any third party books for action, maybe something like a
>>> "Black Book"?
>>>
>>>
>>
>> That would be FTE aka Fine Tooned Engineering Mike Holman.
>>
> /SNIP/
>>Tutorials are nothing to write home about and there never was an
>>instructional book written. A couple of us are pretty good with the
>>language so if you have any specific questions why something doesn't work
>>or how to do something we could probably answer.
>>
>> Rick
>
> also web based quick ref! at this site:
> http://www.mixinc.net/atari/actionref.htm#top
> RoyE
>

after a quick search through AtariAge Forums:
http://www.strotmann.../APG/LangACTION
http://joyfulcoder.net/atari/action/
http://retrobits.net...ogreview1.shtml
http://retrobits.net...icreview1.shtml
http://en.wikipedia....amming_language
http://www.atarimaga...v1n4/action.php
http://retrobits.net...ri/action.shtml

http://www.atariage.com/forums/topic/91490-oss-action-programming-language/page__hl__Actio
n+Manual

RoyE

3382. Re: Action! language

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-06 06:54:15 UTC
From: Rick <ricortes@earthlink.net>
Message-ID: <d3b65753-3873-4b0c-9c40-85bcf476be8f@x6g2000prc.googlegroups.com>
Source record: 1971

On Sep 5, 9:37 pm, "RoyE" <r-dean@ cox.net> wrote:
> "RoyE" <r-dean@ cox.net> wrote in message
>
> news:lAGom.10981$4t6.685@newsfe06.iad...
>
>
>
>
>
> > "Rick Cortese" <ricor...@earthlink.net> wrote in message
> >news:jcGdnQYE8qgGiD3XnZ2dnUVZ_u2dnZ2d@earthlink.com...
> >> William R. Cousert wrote:
> >>> Did OSS (or whoever bought them) ever release Action! into the public
> >>> domain? If so, where can I download it and the optional utilities disks?
>
> >>> If not, is it still available for sale?
>
> >>> Were there ever any third party books for action, maybe something like a
> >>> "Black Book"?
>
> >> That would be FTE aka Fine Tooned Engineering Mike Holman.
>
> > /SNIP/
> >>Tutorials are nothing to write home about and there never was an
> >>instructional book written. A couple of us are pretty good with the
> >>language so if you have any specific questions why something doesn't work
> >>or how to do something we could probably answer.
>
> >> Rick
>
> > also web based quick ref! at this site:
> >http://www.mixinc.net/atari/actionref.htm#top
> > RoyE
>
> after a quick search through AtariAge Forums:http://www.strotmann.../APG/LangACTIONhttp:
//joyfulcoder.net/atari/action/http://retrobits.net...ogreview1.shtmlhttp://retrobits.net.
..icreview1.shtmlhttp://en.wikipedia....amming_languagehttp://www.atarimaga...v1n4/action.
phphttp://retrobits.net...ri/action.shtml
>
> http://www.atariage.com/forums/topic/91490-oss-action-programming-lan...
>
> RoyE- Hide quoted text -
>
> - Show quoted text -

Let's see if google groups will let me post since I am on my laptop.

Thanks for the links! Couple were busted but still enough worked to be worthwhile.

I did check eBay and there were only 2 carts available for $130 and $80. I think I only paid ~$70 for mine when it was new!
It makes me wonder if it is collectors or programmers driving the price up. If it was just the language, I think someone wrote Windows cross compiler. Personally I love the editor just about as much as the language.

Adrift because it could be a month or two before I get my 65816 SBC. I decided to give cc65 a look. I still don't have a permanent Atari setup so I fooled around with everything else. I have a small hand held MP4/3 player with an NES emulator so compiled a couple of "hello, world" type programs to get the feel for it. Turns out my hand held has a pretty crappy emulator as it crashes on several program ROMs that the FCE emulator runs fine. Took a bit of doing but it seems to run my code just fine after a few mods. For some reason cc65 for the NES seems to support <conio.h> and not <stdio.h> I guess it is so you don't think there is a mass storage device or printer attached.

There's a couple of things about cc65 like the conio.h that I wish were better documented. I guess it is the nature of the beast in that you can't let anything be the default if you are supporting a dozen systems. Between cc65 and Action! I should be able to do some basic utilities.

Rick

3383. atr8000

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-07 18:50:12 UTC
From: 800xlman <tyro11@juno.com>
Message-ID: <2cc9a20e-ce93-467e-8598-a5287ed74702@o10g2000yqa.googlegroups.com>
Source record: 1972

will be selling my long owned 64k atr8000 with software and owners book

3384. atr8000

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-07 18:52:36 UTC
From: 800xlman <tyro11@juno.com>
Message-ID: <b4e4855b-a8b4-4b77-ab51-6a89f1a25146@m11g2000yqf.googlegroups.com>
Source record: 1973

```
forgot to tell you where to buy it
ACEC swap meet this saturday 09/12/09
```

3385. Re: [Europe] Looking for an Atari 1050 power supply unit

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-08 20:46:42 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <7gnu5jF2qpim1U1@mid.uni-berlin.de>
Source record: 1974

Davide Guida schrieb:
> Hi,
> I'm looking for a original, working, cheap 220V-240 AC 9V, 3 or 3.4A
> power supply unit for my nephew's Atari 1050 disk drive.
>
> I found a shop selling it at a nice price, but it is in the US and
> shipping are enough expensive for Europe, also needs an additional
> voltage adaptor to buy.

In the UK, Maplin sells the L53BR PSU that serves your purpose, you will only need a cheap British standard to Italian plug adaptor.

Thorsten

3386. "History of Star Raiders" article at Gamasutra

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-09 17:02:28 UTC
From: bill@newbreedsoftware.com
Message-ID: <4aa7dfa4$0$1638$742ec2ed@news.sonic.net>
Source record: 1975

The History of Star Raiders: Taking Command
by Matt Barton, Bill Loguidice
Sept. 8, 2009

http://www.gamasutra.com/view/feature/4127/the_history_of_star_raiders_.php

Karl Marx once famously wrote that "mankind... inevitably sets itself
only such tasks as it is able to solve, since closer examination will
always show that the problem itself arises only when the material
conditions for its solution are already present or at least in the
course of formation."

Although many of us may disagree with the bulk of Marx's ideology
(or are baffled by such long-winded quotes), here we find a kernel of
truth -- especially when applied to game development.
...

Good to see a good game still getting some love. ;)

--
-bill!
Sent from my computer

3387. Re: "History of Star Raiders" article at Gamasutra

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-09 19:40:20 UTC
From: bill@newbreedsoftware.com
Message-ID: <4aa804a4$0$1588$742ec2ed@news.sonic.net>
Source record: 1976

Bill Kendrick <bill@newbreedsoftware.com> wrote:
> Good to see a good game still getting some love. ;)

And sad to see no mention of Battlesphere among all of the other
"inspired-by-Star-Raiders" games they listed!

--
-bill!
Sent from my computer

3388. Re: atr8000

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-10 02:20:07 UTC
From: Charles Richmond <frizzle@tx.rr.com>
Message-ID: <h89non$j28$3@news.eternal-september.org>
Source record: 1977

800xlman wrote:
> forgot to tell you where to buy it
> ACEC swap meet this saturday 09/12/09

If I do *not* know what the ACEC swap meet is, I assume that I am
too far away... :-(

--
+--+
| Charles and Francis Richmond |
| |
| plano dot net at aquaporin4 dot com |
+--+

3389. Re: "History of Star Raiders" article at Gamasutra

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-10 03:49:42 UTC
From: MrShoujo@webtv.net
Message-ID: <8213-4AA87756-4661@storefull-3113.bay.webtv.net>
Source record: 1978

I don't get it. Most of the text didn't even talk about the game at all.
It would have been better to reprint the article with an interview of
the game's designer, something I read some years ago.

Or at least a new interview...

"Read this very carefully, I shall type this only once nyo!"
"There would be little point in typing it twice nyo!!" - 'Allo 'Allo nyo

"They make crayONs; do they make crayOFFs?"

3390. Re: atr8000

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-10 07:06:52 UTC
From: Bill Marcum <marcumbill@bellsouth.net>
Message-ID: <igjmn6-esm.ln1@marcumbill.bellsouth.net>
Source record: 1979

On 2009-09-10, Charles Richmond <frizzle@tx.rr.com> wrote:
> 800xlman wrote:
>> forgot to tell you where to buy it
>> ACEC swap meet this saturday 09/12/09
>
> If I do *not* know what the ACEC swap meet is, I assume that I am
> too far away... :-(
>
Never been to one, but as I recall, ACEC is the Atari Computer Enthusiasts
of Cleveland (or was it Columbus?).

3391. Re: "History of Star Raiders" article at Gamasutra

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-10 07:16:01 UTC
From: bill@newbreedsoftware.com
Message-ID: <4aa8a7b1$0$1619$742ec2ed@news.sonic.net>
Source record: 1980

Andrew Floyd <MrShoujo@webtv.net> wrote:
> I don't get it. Most of the text didn't even talk about the game at all.
> It would have been better to reprint the article with an interview of
> the game's designer, something I read some years ago.

Well, I think the main point was to show that all of the fancier games
that came later were (most likely) inspired by Star Raiders.

There seems to be a theme. (I didn't read the other articles it mentioned.)

--
-bill!
Sent from my computer

3392. FS: ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-10 12:04:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0909100502330.6494@slate.spiritone.com>
Source record: 1981
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3393. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-10 12:10:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0909100509070.6494@slate.spiritone.com>
Source record: 1982
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Mailing List sent by E-Mail From Bravo Sierra Computers! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3394. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-10 12:12:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0909100510570.6494@slate.spiritone.com>
Source record: 1983
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!
Make a list of HardWare/Accessories, Games/SoftWare, Books and References
for the Classic Atari 8 Bit and the Atari ST Computer Lines!

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "ATARI WANTLIST" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm ATARI SURVEYS AND WANT LISTS!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3395. Erityinen tilintarkastus

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-10 14:10:22 UTC
From: Herkko Nurmi <nurmi@roh.com>
Message-ID: <4a3995ca$0$24764$9b536df3@53.188.68.77>
Source record: 1984

Siis .. VAUDE!

08.05.2008 j�� historiaan hetken� joka kiistatta osoitti miten maailmanenn�tysvauhtia suorastaan megaromahtanut ydinvoiman kannatus konkretisoi laajassa rintamassa my�s Suomessa. Miten t�llainen saavutus on edes teoriassa mahdolista maassa, jossa ydinvastustaminen rinnastetaan sumeilematta maanpetokselliseksi toimeksi?
No ensinn� tieto ydinvoiman petollisista vaaroista on kiistatta alkanut saavuttaa maamme �lymyst�j� ja asioitten oikeista tiloista kiinostuneita. Kun yritin l�hett�� t�t� tietoa nettiin huomasin, miten RAIVOSSAAN ydinhallintomme tapahtumamuutoksista ydinasioissa oli. Nettini kaadettiin systemaattisesti sen kymmenet kerrat. Kas vaan riehuva SUPO/TVO/IAEA ei selv�sti ollut tyytyv�isi� aamun uutisanteihin!))

No optimistisesti toki oletan", ett� viel� tulee aika jolloin TVO p��st�� taas n�it� materiaalejani eetteriin. .. Kenties olen liian optimisti, kenties en, aika n�ytt��. Mutta kirjoitetaan nyt silti valmiiksi off-puskuriin. Eli jys�rip��ns�ryn takana on YLE:n yll�tt�en julkaisema ydinkannatustutkimus. Kuten hyvin muistamme vain vuosi sitten ydinvoimalla oli maassamme kiinte� huikenteleva +80% kannatus. Ja tosiaan nyt julkaistiin raportti siit� miten maastamme en�� 20% haluaa edes yhden lis�ydinvoimalan, jota TVO/Fortum/Fennovoima himoitsee!!!! .. !!!! ..

Kerrottiin miten n.2/3 osa on ydinvastaisiksi tulleet maasamme. Ydinvoimaa vastustaa naisista 68% joka taustoittuu hienosti taannoisen nuorisoparlamentin Niinist�n mittaamaan 80% ydinvastaisuuden kanssa kauniisti. Ehk� kaikkein huvittavinta on se, ett� ydinyhti�iden triplarakentelu sai maanj�ristystuomion, eli VAIN 4% on samaa mielt�! Ylisanani kehumisiin loppuivat liiasta k�yt�st� asiassa, joten se my�s numeroista. Mutta sitten mielenkiintoisimpaan. Mist� sitten miljoonat ��nens� ydinvastaisuudelle antaneet saivat tietonsa? TV:st�k�, no hei ei tasan! No lehdist�? Onko kukaan koskaan n�hnyt yht��n ydinkriittist� lehden omaa artikkelia ani harvojen sensuurin l�pi p��sseitten yleis�kirjoitususkalikkojen lis�ksi, no hei EI. Radiosta ei yht��n enemp��! MIST� t�m� massojen tieto siten on per�isin oikeesti! Naiset ja nuoret ovat tunnetusti alkaneet l�yt��.. .aivan oikein nettisivuilta maailman ainoaa viel� vaivoin SUPO:n sensorien l�pi livahtelevaa faktaa siit� miten ydinvoima on kylm� kuolema ihmiskunnalle!.. .Toki paljon olisi jatkettavaa t�st�, ett� ketk� ja koska, miten, mutta tosiaan miettik�� miksi vain miehet ydint�iss��n jossa netin k�ytt� on tiukasti kontrollein estetty ovat en�� merkitt�v�mmin ydinharhapoluillaan viel� hetken?.. ..

3396. Re: atr8000

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-10 15:20:24 UTC
From: Charles Richmond <frizzle@tx.rr.com>
Message-ID: <h8b5fo$q9m$3@news.eternal-september.org>
Source record: 1985

```
Bill Marcum wrote:
> On 2009-09-10, Charles Richmond <frizzle@tx.rr.com> wrote:
>> 800xlman wrote:
>>> forgot to tell you where to buy it
>>> ACEC swap meet this saturday 09/12/09
>> If I do *not* know what the ACEC swap meet is, I assume that I am
>> too far away... :-(
>>
> Never been to one, but as I recall, ACEC is the Atari Computer Enthusiasts
> of Cleveland (or was it Columbus?).
>

I'm from Texas. Is Cleveland anywhere near Waco??? ;-)

--
+---------------------------------------+
| Charles and Francis Richmond |
| |
| plano dot net at aquaporin4 dot com |
+---------------------------------------+
```

3397. Re: "History of Star Raiders" article at Gamasutra

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-10 15:21:27 UTC
From: Charles Richmond <frizzle@tx.rr.com>
Message-ID: <h8b5hn$q9m$4@news.eternal-september.org>
Source record: 1986

Andrew Floyd wrote:
> I don't get it. Most of the text didn't even talk about the game at all.
> It would have been better to reprint the article with an interview of
> the game's designer, something I read some years ago.
>
> Or at least a new interview...
>
> "Read this very carefully, I shall type this only once nyo!"
> "There would be little point in typing it twice nyo!!" - 'Allo 'Allo nyo
>
> "They make crayONs; do they make crayOFFs?"
>

No "crayOFFs", but you park in a driveway and drive on a parkway.

--
+--+
| Charles and Francis Richmond |
| |
| plano dot net at aquaporin4 dot com |
+--+

3398. Re: "History of Star Raiders" article at Gamasutra

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-10 16:10:30 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <ovednfc9742RuDTXnZ2dnUVZ_iydnZ2d@earthlink.com>
Source record: 1987

Andrew Floyd wrote:
> I don't get it. Most of the text didn't even talk about the game at all.
> It would have been better to reprint the article with an interview of
> the game's designer, something I read some years ago.
>
> Or at least a new interview...
>
> "Read this very carefully, I shall type this only once nyo!"
> "There would be little point in typing it twice nyo!!" - 'Allo 'Allo nyo
>
> "They make crayONs; do they make crayOFFs?"
>

Story is poignant. Unless you are looking for it, it is often easy to miss the backbone of the story. O'Henry's "The Gift of the Magi" really hits you over the head with it: Woman sells hair to buy watch fob for man and man sells watch to buy woman a comb for hair.

You have to know a lot of trivia that most sane people would deem a bad waste of brain cells. For instance Richard Garriott who by all accounts made millions off the Wing Commander franchise mentioned in the article has used the money to 1) Dive on the Titanic 2) Go into outer space in a Russian space craft. I think he spent something like !$35 million on those two vacations.

Doug Neubauer is relatively unknown<outside of our circle where he still enjoys demigod status!> and still working for a living having never hugely profited from a genre he pretty much created. Specifically a lot of people have bought a lot of groceries with the paychecks they got while working in the industry he created and they don't even send him a birthday card.

But this is just the way things go. Tesla, Philo Farnsworth, et al, outside of a geek circles nobody knows them. I mean even in the popular press Neubauer makes all the top ten lists but it is usually in articles only 'we' read. Tila Tequila on the other hand... Almost enough to make you hold the proles in contempt.<grin>

Heck I see he has a web site up so I will email him a seasons greeting this year.

Rick

3399. Re: Action! language

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-10 21:02:23 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9C82AD535F18Eemuslor@69.16.185.252>
Source record: 1988

Despite all prevention efforts, "William R. Cousert"
<wrcousert@NOSPAMyahoo.com> wrote in news:h7nrjl$j2$1@news.eternal-
september.org:

> Did OSS (or whoever bought them) ever release Action! into the public
> domain? If so, where can I download it and the optional utilities disks?
>
> If not, is it still available for sale?
>
> Were there ever any third party books for action, maybe something like a
> "Black Book"?
>
>

I may have a spare Action! cart lying around. If you are still looking,
drop me a line to remind me to look. :) Reverse each segment of my email
address to actually get to me.

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

3400. for all cassette users:cassette data storage&service/maintenance packs

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-11 01:48:51 UTC
From: Nickname unavailable <Video61@tcq.net>
Message-ID: <1ce3c59e-127b-4fd3-a91c-9a070aaf7453@q7g2000yqi.googlegroups.com>
Source record: 1989

please visit our web site page here,
http://members.tcq.net/video61/cassettepack.html
to view our new cassette based product.
please visit our web site here,
www.atarisales.com
to view our large inventory of atari games and programs for your
classic atari machines.

thanks,
lance
www.atarisales.com

3401. Re: "History of Star Raiders" article at Gamasutra

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-12 11:15:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <wa-dnegyt9p_HzbXnZ2dnUVZ_v6dnZ2d@giganews.com>
Source record: 1990

```
Bill Kendrick wrote:
>
> The History of Star Raiders: Taking Command
> by Matt Barton, Bill Loguidice
> Sept. 8, 2009
>
> http://www.gamasutra.com/view/feature/4127/the_history_of_star_raiders_.php
>
> Karl Marx once famously wrote that "mankind... inevitably sets itself
> only such tasks as it is able to solve, since closer examination will
> always show that the problem itself arises only when the material
> conditions for its solution are already present or at least in the
> course of formation."
>
> Although many of us may disagree with the bulk of Marx's ideology
> (or are baffled by such long-winded quotes), here we find a kernel of
> truth -- especially when applied to game development.
> ...
>
> Good to see a good game still getting some love. ;)
>
> --
> -bill!
> Sent from my computer

And so it should as it is one of the best games ever....

Falcon030 with 16meg of ram
```

3402. Re: "History of Star Raiders" article at Gamasutra

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-12 11:15:48 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <j4WdnXoZ-st5HzbXnZ2dnUVZ_jqdnZ2d@giganews.com>
Source record: 1991

```
Bill Kendrick wrote:
>
> Bill Kendrick <bill@newbreedsoftware.com> wrote:
>> Good to see a good game still getting some love. ;)
>
> And sad to see no mention of Battlesphere among all of the other
> "inspired-by-Star-Raiders" games they listed!
>
> --
> -bill!
> Sent from my computer

How can Battlesphere not be mentioned. Too bad. It is a super killer
game for the Jag, but it took a LONG time to come out. When it did, the
Jag was on it's way out...

Falcon030 with 16meg of ram
```

3403. Re: "History of Star Raiders" article at Gamasutra

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-12 21:38:13 UTC
From: bill@newbreedsoftware.com
Message-ID: <4aac14c5$0$1636$742ec2ed@news.sonic.net>
Source record: 1992

Edward S. Baiz Jr. (Gamer) <edbaizjr@comcast.net> wrote:
> How can Battlesphere not be mentioned. Too bad. It is a super killer
> game for the Jag, but it took a LONG time to come out. When it did, the
> Jag was on it's way out...

"On its way out?" :) By the time BS came out [1], Atari Corp didn't even
exist any more! [2]

[1] http://en.wikipedia.org/wiki/Battlesphere (2000)
[2] http://en.wikipedia.org/wiki/Atari_Corp. (1996)

--
-bill!
Sent from my computer

3404. ProSystem with only one SIO cable - external PSU?

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-13 10:59:17 UTC
From: Linards Ticmanis <ticmanis@gmx.de>
Message-ID: <4aacd085$0$30233$9b4e6d93@newsspool1.arcor-online.net>
Source record: 1993

Hello all,

I already asked this on the Atarimax Product Forum, but there seems to be very little traffic there... so I'll ask here too. Google didn't turn up anything useful, so please bear with me if this has already been answered.

Ok, how do I use ProSystem with

1.) SIO2PC Serial version (just bought) from Atarimax - version with SIO connector (rather than the terminal block for connecting bare wires)
2.) only one SIO cable available, so no way to power the interface directly from the Atari.

From what I read, I need to feed some external power into the SIO2PC module... but I didn't find an exact explanation of what has to be done. One thing is for sure, I don't want to modify my existing Happy 1050 drive and/or SIO cable.

So....
0.) Any source of SIO cables other than eBay? I guess not...

1.) What voltage do I need?

2.) Where do I feed it into the SIO2PC PCB, possibly without doing any irreversible damage to it?

3.) Do I need to add any more components to the PCB?

4.) Can I use the +5V from a PC Game Port? From the Atari's Joystick Port? From an USB port? Any precautions to take in either case?

5.) If not, what kind (volts/amps/DC or AC) of external PSU do I need, and how do I connect it?

6.) What about the serial DTR line, many devices use that one as well as a power supply (pretty much all serial mice, for one thing). Is that possible with the ProSystem software? How would I modify the SIO2PC in this case?

I'd love to get comprehensive answers, but even if you can only help out with one or two of the questions, please do so. Thanks in advance!

Regards,
--
Linards Ticmanis

3405. "Go Go Garbage Truck"

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-13 12:02:56 UTC
From: bill@newbreedsoftware.com
Message-ID: <4aacdf70$0$1599$742ec2ed@news.sonic.net>
Source record: 1994

I finally started working on the silly little garbage-truck-driving
game I've been wanting to make for my son. (He's been enamoured with
garbage trucks for at least an entire year now, and he's not even 3 yet.)

I just posted some photos to Facebook; here's a link to view them
(you don't need to have a FB account, or be my friend or anything):

http://www.facebook.com/photo.php?pid=3096336&l=edd53da487&id=518895777

It makes a pleasingly obnoxious "beep! beep! beep!" noise when you
drive the truck backwards, and if you hit the fire button, it honks.
I expect my marriage is going to end soon. ;)

--
-bill!
Sent from my computer

3406. Re: ProSystem with only one SIO cable - external PSU?

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-13 14:02:20 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <AsCdnSKXTLvwZjHXnZ2dnUVZ_jli4p2d@giganews.com>
Source record: 1995

Linards Ticmanis wrote:

> I already asked this on the Atarimax Product Forum, but there seems to
> be very little traffic there... so I'll ask here too. Google didn't turn
> up anything useful, so please bear with me if this has already been
> answered.

I just left a detailed response in the forum on Steve Tucker's site. Please be sure you have the necessary technical skills before attempting the mod?

3407. Re: ProSystem with only one SIO cable - external PSU?

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-13 16:45:17 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <VbednYH6j9wwvDDXnZ2dnUVZ_qOdnZ2d@earthlink.com>
Source record: 1996

Steven Hirsch wrote:
> Linards Ticmanis wrote:
>
>> I already asked this on the Atarimax Product Forum, but there seems to
>> be very little traffic there... so I'll ask here too. Google didn't turn
>> up anything useful, so please bear with me if this has already been
>> answered.
>
> I just left a detailed response in the forum on Steve Tucker's site.
> Please be sure you have the necessary technical skills before attempting
> the mod?
>

Hi Steven.

I looked at your response and thought I would add the joystick port isn't really a bad idea: Has 5v at .2 amps available. The poster didn't say what type of computer he is using but all Atari models have the regulated 5V coming out of the joystick. All that would be needed is a jumper wire plugged into say the second joystick port and run to the interface.

I have a number of USB powered devices but I share your caution. I am pretty sure the limit for a USB port is low, like .2 amps, so if he hangs to many cameras, mice, and the Atari on his Intel box it could end up being trouble.

I still have some trouble understanding what the original poster's beef is. I mean specifically he doesn't want to modify anything but he is still going to have to pull the other signals like data I/O and CMD from somewhere right? The SIO2PC module isn't wireless, has to get the signals from somewhere. Easiest way would be getting another SIO cable and cutting it in half.

Rick

3408. Re: ProSystem with only one SIO cable - external PSU?

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-13 17:33:58 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <X6KdnRkW2O-asDDXnZ2dnUVZ_qqdnZ2d@giganews.com>
Source record: 1997

Rick Cortese wrote:
> Steven Hirsch wrote:
>> Linards Ticmanis wrote:
>>
>>> I already asked this on the Atarimax Product Forum, but there seems to
>>> be very little traffic there... so I'll ask here too. Google didn't turn
>>> up anything useful, so please bear with me if this has already been
>>> answered.
>>
>> I just left a detailed response in the forum on Steve Tucker's site.
>> Please be sure you have the necessary technical skills before
>> attempting the mod?
>>
>
> Hi Steven.
>
> I looked at your response and thought I would add the joystick port
> isn't really a bad idea: Has 5v at .2 amps available. The poster didn't
> say what type of computer he is using but all Atari models have the
> regulated 5V coming out of the joystick. All that would be needed is a
> jumper wire plugged into say the second joystick port and run to the
> interface.

Sure, that sounds like it would work. But, I think the goal is to run an
Atari disk drive from a PC without having a computer on the bus.

> I have a number of USB powered devices but I share your caution. I am
> pretty sure the limit for a USB port is low, like .2 amps, so if he
> hangs to many cameras, mice, and the Atari on his Intel box it could end
> up being trouble.

Even when USB ports on a PC negotiate successfully to provide power, they are
still marginal in many cases. I have a Tascam guitar trainer unit that plugs
into USB for the purpose of downloading MP3 files. Running on my ASUS P5B-DS
motherboard, it would spuriously disconnect itself and/or crash in the middle
of file transfers. By experimentation I discovered that everything worked
fine if I inserted a little wall-powered USB hub between the Tascam and the
computer. So much for standards...

> I still have some trouble understanding what the original poster's beef
> is. I mean specifically he doesn't want to modify anything but he is
> still going to have to pull the other signals like data I/O and CMD from
> somewhere right? The SIO2PC module isn't wireless, has to get the
> signals from somewhere. Easiest way would be getting another SIO cable
> and cutting it in half.

Can't speak for the OP, but in my case I wanted to run a drive directly off my shop PC for the purpose of imaging or creating diskettes and did not want to drag out one of my Atari computers just for the sake of providing power.

Steve

3409. Re: ProSystem with only one SIO cable - external PSU?

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-13 19:32:01 UTC
From: Linards Ticmanis <ticmanis@gmx.de>
Message-ID: <4aad48b2$0$30230$9b4e6d93@newsspool1.arcor-online.net>
Source record: 1999

Rick Cortese wrote:

> I still have some trouble understanding what the original poster's beef
> is. I mean specifically he doesn't want to modify anything but he is
> still going to have to pull the other signals like data I/O and CMD from
> somewhere right? The SIO2PC module isn't wireless, has to get the
> signals from somewhere. Easiest way would be getting another SIO cable
> and cutting it in half.

Hello Rick,

My "beef" is that I only own one SIO cable and that they seem to be hard to get. I've been told now that some places still sell them. Still, ordering stuff from the US is a bit slow and a bit of a hassle for me since I'm located in Germany.

So my question (in the more abstract) was, how do I read/write real floppies to/from Atari disk images, with the images located on a PC's hard drive, and with my existing hardware. Which is: one 130XE, one 1050 w/ happy board, one SIO cable, one SIO2PC serial. And of course a PC and a serial cable.

I think I will just try the Atari joystick port (or PC gameport) method. Just stick a wire to the port. Seems to be the least hassle.

Thanks to all who answered!!!
--
Linards Ticmanis

3410. Re: ProSystem with only one SIO cable - external PSU?

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-13 19:34:35 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2009.09.13.19.34.35.203608@suddenlink.net>
Source record: 1998

On Sun, 13 Sep 2009 13:33:58 -0400, Steven Hirsch wrote:

> Can't speak for the OP, but in my case I wanted to run a drive directly
> off my shop PC for the purpose of imaging or creating diskettes and did
> not want to drag out one of my Atari computers just for the sake of
> providing power.
>
> Steve

Totally off topic, but man that sounds bad, "did not want to drag out one
of my Atari computers..."

It should be on a pedestal! or at its own desk at least. :)

--
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3411. Re: ProSystem with only one SIO cable - external PSU?

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-13 19:46:24 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <TvOdnRkqHPKP0TDXnZ2dnUVZ_hSdnZ2d@giganews.com>
Source record: 2000

Ronald J. Hall wrote:
> On Sun, 13 Sep 2009 13:33:58 -0400, Steven Hirsch wrote:
>
>> Can't speak for the OP, but in my case I wanted to run a drive directly
>> off my shop PC for the purpose of imaging or creating diskettes and did
>> not want to drag out one of my Atari computers just for the sake of
>> providing power.

> Totally off topic, but man that sounds bad, "did not want to drag out one
> of my Atari computers..."
>
> It should be on a pedestal! or at its own desk at least. :)

Ah, sorry! My problem is "too many classic computers, not enough time".
There are so many little systems around here in various stages of
configuration and no free surfaces to put Yet Another Machine on.

If someone contacts me for an image of an Atari diskette, I just want to fire
up the shop computer and talk to the 1050 drive directly. If it's a matter of
setting up an 800 to do that, I'll be in three levels of stack overflow before
I ever get to the disk imaging part!

Steve

3412. Re: ProSystem with only one SIO cable - external PSU?

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-13 20:39:42 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2009.09.13.20.39.42.129346@suddenlink.net>
Source record: 1851

On Sun, 13 Sep 2009 15:46:24 -0400, Steven Hirsch wrote:

> Ah, sorry! My problem is "too many classic computers, not enough time".
> There are so many little systems around here in various stages of
> configuration and no free surfaces to put Yet Another Machine on.

<snip>

I understand totally Steven, my wife gets that "thunderclouds are rolling
in" look everytime she looks at my various comps and their storage places.

(although her "what-nots", glass figurines, 'n such can go anywhere, in
any number of cabinets, and the less said about them the better). :D

Just yanking your chain. :)

--
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3413. Re: ProSystem with only one SIO cable - external PSU?

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-13 21:51:55 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <pZydnRh7ftfu9DDXnZ2dnUVZ_oidnZ2d@posted.pioneerinternet2>
Source record: 1852

Does this SIO2PC have only female Molex 13 and DB9 ports instead of the male plugs that I have typically seen in the past?

-Jess

"Linards Ticmanis" <ticmanis@gmx.de> wrote in message news:4aad48b2$0$30230$9b4e6d93@newsspool1.arcor-online.net...
> Rick Cortese wrote:
>
>> I still have some trouble understanding what the original poster's beef
>> is. I mean specifically he doesn't want to modify anything but he is
>> still going to have to pull the other signals like data I/O and CMD from
>> somewhere right? The SIO2PC module isn't wireless, has to get the
>> signals from somewhere. Easiest way would be getting another SIO cable
>> and cutting it in half.
>
> Hello Rick,
>
> My "beef" is that I only own one SIO cable and that they seem to be hard
> to get. I've been told now that some places still sell them. Still,
> ordering stuff from the US is a bit slow and a bit of a hassle for me
> since I'm located in Germany.
>
> So my question (in the more abstract) was, how do I read/write real
> floppies to/from Atari disk images, with the images located on a PC's
> hard drive, and with my existing hardware. Which is: one 130XE, one 1050
> w/ happy board, one SIO cable, one SIO2PC serial. And of course a PC and
> a serial cable.
>
> I think I will just try the Atari joystick port (or PC gameport) method.
> Just stick a wire to the port. Seems to be the least hassle.
>
> Thanks to all who answered!!!
> --
> Linards Ticmanis

3414. Re: "Go Go Garbage Truck"

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-13 22:01:28 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <W4ednbesoIos9jDXnZ2dnUVZ_qSdnZ2d@posted.pioneerinternet2>
Source record: 1853

I only find the one photo of the 1200XL hardware; and was expecting
'photos' to probably include a screen shot or two of the software display?

-Jess

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:4aacdf70$0$1599$742ec2ed@news.sonic.net...
>I finally started working on the silly little garbage-truck-driving
> game I've been wanting to make for my son. (He's been enamoured with
> garbage trucks for at least an entire year now, and he's not even 3 yet.)
>
> I just posted some photos to Facebook; here's a link to view them
> (you don't need to have a FB account, or be my friend or anything):
>
> http://www.facebook.com/photo.php?pid=3096336&l=edd53da487&id=518895777
>
> It makes a pleasingly obnoxious "beep! beep! beep!" noise when you
> drive the truck backwards, and if you hit the fire button, it honks.
> I expect my marriage is going to end soon. ;)
>
> --
> -bill!
> Sent from my computer

3415. Re: ProSystem with only one SIO cable - external PSU?

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-13 22:40:41 UTC
From: Linards Ticmanis <ticmanis@gmx.de>
Message-ID: <4aad74e9$0$31872$9b4e6d93@newsspool3.arcor-online.net>
Source record: 1854

RetroJess wrote:
> Does this SIO2PC have only female Molex 13 and DB9 ports instead of the male
> plugs that I have typically seen in the past?

Hmmmm... I'm not quite sure what counts as male and what as female for
the 13-pin SIO. The SIO2PC has a socket with 13 pins in it - just like
the socket you'd find on any Atari computer. The cable that plugs into
it has a plug with 13 holes.

And yes, the DB9 port is female. You can even plug it directly into the
PC if you remove the two screws.

--
Linards Ticmanis

3416. Re: "Go Go Garbage Truck"

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-13 22:58:03 UTC
From: bill@newbreedsoftware.com
Message-ID: <4aad78fb$0$1658$742ec2ed@news.sonic.net>
Source record: 1855

RetroJess <rjhamilton@pldi.net> wrote:
> I only find the one photo of the 1200XL hardware; and was expecting
> 'photos' to probably include a screen shot or two of the software display?

Hrm, you should've seen a whole album.

In any case, it's now officially released! You can grab an ATR disk image
and view a few screenshots here:

http://www.newbreedsoftware.com/gogogarb/

Includes source. (And I even went back and added comments! ;))

-bill!

3417. Re: ProSystem with only one SIO cable - external PSU?

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-14 16:14:05 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <Rpydnek2BbJ-9jPXnZ2dnUVZ_j2dnZ2d@earthlink.com>
Source record: 1856

Linards Ticmanis wrote:
> Rick Cortese wrote:
>
>> I still have some trouble understanding what the original poster's beef
>> is. I mean specifically he doesn't want to modify anything but he is
>> still going to have to pull the other signals like data I/O and CMD from
>> somewhere right? The SIO2PC module isn't wireless, has to get the
>> signals from somewhere. Easiest way would be getting another SIO cable
>> and cutting it in half.
>
> Hello Rick,
>
> My "beef" is that I only own one SIO cable and that they seem to be hard
> to get. I've been told now that some places still sell them. Still,
> ordering stuff from the US is a bit slow and a bit of a hassle for me
> since I'm located in Germany.
>
> So my question (in the more abstract) was, how do I read/write real
> floppies to/from Atari disk images, with the images located on a PC's
> hard drive, and with my existing hardware. Which is: one 130XE, one 1050
> w/ happy board, one SIO cable, one SIO2PC serial. And of course a PC and
> a serial cable.
>
> I think I will just try the Atari joystick port (or PC gameport) method.
> Just stick a wire to the port. Seems to be the least hassle.
>
> Thanks to all who answered!!!

I could be off base here because I don't have one of Steve's latest
incarnations of the cable.

I was under the impression he added circuitry to his cable such that it
would be smart. That is, if you plug it between an Atari computer <=> PC
it will know you want it to be and SIO2PC cable. If you plug it between
a 1050/810 disk drive <=> PC it will configure itself as a Prosystem cable.

If the latest design does work as a Prosystem cable it will do what you
want. All you have to do is plug it into a PC and your drive and you can
copy disks from the PC directly to the drive. The interface is powered
from the PC serial port in that mode.

I haven't used the Prosystem software in ~10 years or so but I remember
it had several advantages over using a an 8 bit computer with disk drive
and SIO2PC cable to do make a disk copy. Since the image is written
directly from the PC the system doesn't need for the 8 bit read from the

PC via the SIO2PC cable then write the data to a real Atari drive, very fast. If you have a lot of disks to convert, like a club library, that is the way to go. It also has options for backing up copy protected software and running it from the PC via a SIO2PC cable. I believe Steve has a Happy drive or two and wrote the Prosystem software to perform the same type of functions.

A common way of getting the signals out of a SIO cable w/o destroying it is to just plug wires into the end. Someone suggested paper clips but I find they are too large and bend the contacts.

IF I am right about the latest Ape cable working both ways that is the way I would do it. Takes 1/2 the time to make the disks and can make copies of your existing software on the PC. Of course I like everyone else loves SIO2PC when it is working as a simulated drive but heck, if you have a Happy it isn't necessary.

Just hook it up
Happy >SIO cable >~24 gage copper wires> Ape> 24 gauge copper wires> PC.

Rick

3418. Atari 8-bit laptop

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-14 16:40:30 UTC
From: bill@newbreedsoftware.com
Message-ID: <4aae71fe$0$1676$742ec2ed@news.sonic.net>
Source record: 1857

Seen on Gizmodo:

Ben Heck's Latest Atari 800 Laptop Could Be His Best Yet
By Jack Loftus, Sun Sep 13 2009
http://gizmodo.com/5358415/ben-hecks-latest-atari-800-laptop-could-be-his-best-yet

"As Ben notes in the video, it's really the vintage Atari keyboard
that sells this thing. The clickity clack is unmistakable, soothing
and flashback inducing all in one -- he even managed to get the thing
to pop up at near the same angle as the original!"

Gizmodo picked it up via:
http://technabob.com/blog/2009/09/13/atari-800-laptop-casemod-ben-heck/

And finally, a link right to Ben Heckendorn[*]'s website:
http://benheck.com/09-11-2009/new-atari-800-laptop

[*] His last name is NOT "Heck", despite everyone calling him that ;)

--
-bill!
Sent from my computer

3419. Re: ProSystem with only one SIO cable - external PSU?

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-14 22:23:40 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <9oCdndTlMvLwXzPXnZ2dnUVZ_o1i4p2d@giganews.com>
Source record: 1858

Rick Cortese wrote:

> I could be off base here because I don't have one of Steve's latest
> incarnations of the cable.
>
> I was under the impression he added circuitry to his cable such that it
> would be smart. That is, if you plug it between an Atari computer <=> PC
> it will know you want it to be and SIO2PC cable. If you plug it between
> a 1050/810 disk drive <=> PC it will configure itself as a Prosystem cable.

I don't think the issue is so much operational mode, as it is a desire not to have to use an Atari computer on the bus to supply +5V power for the SIO2PC. At least, that's my motivation.

I have never used the Prosystem software, but the free Linux package works just fine in both directions. It emulates a disk drive to the Atari or uses the Atari drive to read and write images.

3420. Re: Atari 8-bit laptop

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-15 03:30:57 UTC
From: Mark Bedingfield <atari030@nomorespamplease.optusnet.com.au>
Message-ID: <RTDrm.40710$ze1.1561@news-server.bigpond.net.au>
Source record: 1859

```
Bill Kendrick wrote:
> Seen on Gizmodo:
>
> Ben Heck's Latest Atari 800 Laptop Could Be His Best Yet
> By Jack Loftus, Sun Sep 13 2009
> http://gizmodo.com/5358415/ben-hecks-latest-atari-800-laptop-could-be-his-best-yet
>
> "As Ben notes in the video, it's really the vintage Atari keyboard
> that sells this thing. The clickity clack is unmistakable, soothing
> and flashback inducing all in one -- he even managed to get the thing
> to pop up at near the same angle as the original!"
>
> Gizmodo picked it up via:
> http://technabob.com/blog/2009/09/13/atari-800-laptop-casemod-ben-heck/
>
> And finally, a link right to Ben Heckendorn[*]'s website:
> http://benheck.com/09-11-2009/new-atari-800-laptop
>
>
> [*] His last name is NOT "Heck", despite everyone calling him that ;)
>
>

Bill, that is one of the most amazing piece's of Atari kit I've ever
seen. Dammit, I want one ;-)

Mark
```

3421. Re: Atari 8-bit laptop

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-15 05:11:03 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2009.09.15.05.11.03.281015@suddenlink.net>
Source record: 1860

On Tue, 15 Sep 2009 03:30:57 +0000, Mark Bedingfield wrote:

> Bill, that is one of the most amazing piece's of Atari kit I've ever
> seen. Dammit, I want one ;-)
>
> Mark

Who ya kiddin' Mark - we all want 3 !!!! :D

--
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3422. Re: Atari 8-bit laptop

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-15 15:42:54 UTC
From: bill@newbreedsoftware.com
Message-ID: <4aafb5fe$0$1663$742ec2ed@news.sonic.net>
Source record: 1861

Ronald J. Hall <darklord@suddenlink.net> wrote:
> On Tue, 15 Sep 2009 03:30:57 +0000, Mark Bedingfield wrote:

> > Bill, that is one of the most amazing piece's of Atari kit I've ever
> > seen. Dammit, I want one ;-)
> >
> > Mark

> Who ya kiddin' Mark - we all want 3 !!!! :D

Honestly, I'd prefer SIO2SD over MyIDE (which requires OS alteration),
and a 1200XL keyboard and XL styling. ;)

--
-bill!
Sent from my computer

3423. Re: Atari 8-bit laptop

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-15 23:11:01 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2009.09.15.23.11.01.251381@suddenlink.net>
Source record: 1862

On Tue, 15 Sep 2009 15:42:54 +0000, Bill Kendrick wrote:

> Honestly, I'd prefer SIO2SD over MyIDE (which requires OS alteration),
> and a 1200XL keyboard and XL styling. ;)

Well, I'll concede that the 1200's keyboard is arguably the best, and I
have to say that I always liked the XL's looks best as well.

I'd still take one though. :D

--
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3424. Re: Atari 8-bit laptop

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-15 23:32:02 UTC
From: bill@newbreedsoftware.com
Message-ID: <4ab023f2$0$1646$742ec2ed@news.sonic.net>
Source record: 1863

Ronald J. Hall <darklord@suddenlink.net> wrote:
> Well, I'll concede that the 1200's keyboard is arguably the best, and I
> have to say that I always liked the XL's looks best as well.
> I'd still take one though. :D

Based on his Sales page, it looks like it'll be in the $1000-2000 range
(for parts and labor @ $100/hr).

Though he did publish a book on how to build these things.
(I just found it at his site and added to my Amazon wishlist ;))

--
-bill!
Sent from my computer

3425. Re: Atari 8-bit laptop

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-16 00:36:13 UTC
From: Mark Bedingfield <atari030@nomorespamplease.optusnet.com.au>
Message-ID: <1qWrm.40893$ze1.37672@news-server.bigpond.net.au>
Source record: 1864

Bill Kendrick wrote:
> Ronald J. Hall <darklord@suddenlink.net> wrote:
>> Well, I'll concede that the 1200's keyboard is arguably the best, and I
>> have to say that I always liked the XL's looks best as well.
>> I'd still take one though. :D
>
> Based on his Sales page, it looks like it'll be in the $1000-2000 range
> (for parts and labor @ $100/hr).
>
> Though he did publish a book on how to build these things.
> (I just found it at his site and added to my Amazon wishlist ;))
>

Now all you need is time and talent ;-) I'm out. Sigh.

Its fired up my passion for Ballblazer, Koronis Rift and Rescue on
Fractulus tho.

Mark

3426. Re: Atari 8-bit laptop

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-16 00:44:41 UTC
From: bill@newbreedsoftware.com
Message-ID: <4ab034f9$0$1646$742ec2ed@news.sonic.net>
Source record: 1865

Mark Bedingfield <atari030@nomorespamplease.optusnet.com.au> wrote:
> Its fired up my passion for Ballblazer, Koronis Rift and Rescue on
> Fractulus tho.

I finally bought a legit copy of Rescue... one of these days I'm going
to have to figure out how to PLAY it. (Didn't come with a manual.)

I quickly switched over to Star Raider[*] for a bit last night.
My son seemed entertained. Oh, err... by the violence space battle.
Hrm. :^/

[*] Someone gave me a misprinted Star Raiders cart as a gift.
I ended up giving my previous _correctly-named_ one to someone else
as a gift, right after they got their first Atari 8-bit. (This was recenlty.)

I think my misspelled one is the one you see in the photo at Wikipedia,
unless someone's finally replaced it. ;)

--
-bill!
Sent from my computer

3427. Re: Atari 8-bit laptop

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-16 02:33:11 UTC
From: Mark Bedingfield <atari030@nomorespamplease.optusnet.com.au>
Message-ID: <H7Yrm.40908$ze1.9884@news-server.bigpond.net.au>
Source record: 1866

Bill Kendrick wrote:
> Mark Bedingfield <atari030@nomorespamplease.optusnet.com.au> wrote:
>> Its fired up my passion for Ballblazer, Koronis Rift and Rescue on
>> Fractulus tho.
>
> I finally bought a legit copy of Rescue... one of these days I'm going
> to have to figure out how to PLAY it. (Didn't come with a manual.)
>
> I quickly switched over to Star Raider[*] for a bit last night.
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> Hrm. :^/
>
>
> [*] Someone gave me a misprinted Star Raiders cart as a gift.
> I ended up giving my previous _correctly-named_ one to someone else
> as a gift, right after they got their first Atari 8-bit. (This was recenlty.)
>
> I think my misspelled one is the one you see in the photo at Wikipedia,
> unless someone's finally replaced it. ;)
>

Star Raiders is by far the best space shoot em up ever. Next is the
Rouge Squadron Series for Nintendo. Pit Stop, Pole Position.... all good
stuff.

Mark

3428. Re: Atari 8-bit laptop

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-16 14:00:18 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2009.09.16.14.00.18.378010@suddenlink.net>
Source record: 1867

On Wed, 16 Sep 2009 00:36:13 +0000, Mark Bedingfield wrote:

> Now all you need is time and talent ;-) I'm out. Sigh.

I heard that. Don't feel bad Mark. I'm in the same boat.

> Its fired up my passion for Ballblazer, Koronis Rift and Rescue on
> Fractulus tho.
>
> Mark

Has to be one of my fav moments in gamedom, in Rescue On Fractulus where
the astronaut turns around and he's an alien - real shocker. :)

--
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3429. FS: ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-17 08:21:20 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0909170117410.28784@slate.spiritone.com>
Source record: 1869
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3430. FS: 20% OFF ATARI JOYSTICKS!

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-17 08:25:29 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0909170121320.28784@slate.spiritone.com>
Source record: 1870
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

BRAND SPANKING NEW IN THE BOX SUNCOM TAC-3 AND TAC-5 JOYSTICKS AT THE INTRODUCTORY PRICE OF $30.00 EACH! JUST BOUGHT NEW FROM DEALERSHIP!

Lots of Joysticks for sale! Atari! Epyx 500XJ! Wico 500XJ! GemStik! Mindscapes PowerPlayer! Pointmaster! SpectraVideo! Lots of Suncom! Lots of Wico! Questar Adjustable Speed Blaster & Auto-Fire! Any of these Atari compatable Joysticks, 20% off! Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org Get your Atari catalogs! My Software & Book Catalogs are sorted alphabetically by Title so Cut-&-Paste your order!E-Mail your list with your Shipping Address so I can expedite your order or call Ben anytime at (503)256-9974!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
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http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3431. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-17 08:28:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0909170126070.28784@slate.spiritone.com>
Source record: 1868
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Mailing List sent by E-Mail From Bravo Sierra Computers! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3432. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-17 08:31:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0909170128160.28784@slate.spiritone.com>
Source record: 1871
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!
Make a list of HardWare/Accessories, Games/SoftWare, Books and References
for the Classic Atari 8 Bit and the Atari ST Computer Lines!

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "ATARI WANTLIST" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm ATARI SURVEYS AND WANT LISTS!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3433. Re: "Go Go Garbage Truck"

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-17 23:47:27 UTC
From: bill@newbreedsoftware.com
Message-ID: <4ab2ca8f$0$1618$742ec2ed@news.sonic.net>
Source record: 1872

Bill Kendrick <bill@newbreedsoftware.com> wrote:
> http://www.newbreedsoftware.com/gogogarb/
> Includes source. (And I even went back and added comments! ;))

Until a few moments ago, the ATR I had on my FTP site was an older one,
which didn't have the latest code and didn't include the program itself! ;)

Sorry for any confusion (and thanks to Jan Krupka for noticing the problem!)

--
-bill!
Sent from my computer

3434. Re: Atari 8-bit laptop

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-18 02:31:12 UTC
From: Mark Bedingfield <atari030@nomorespamplease.optusnet.com.au>
Message-ID: <QhCsm.41275$ze1.18405@news-server.bigpond.net.au>
Source record: 1873

Ronald J. Hall wrote:
> On Wed, 16 Sep 2009 00:36:13 +0000, Mark Bedingfield wrote:
>
>> Now all you need is time and talent ;-) I'm out. Sigh.
>
> I heard that. Don't feel bad Mark. I'm in the same boat.
>
>> Its fired up my passion for Ballblazer, Koronis Rift and Rescue on
>> Fractulus tho.
>>
>> Mark
>
> Has to be one of my fav moments in gamedom, in Rescue On Fractulus where
> the astronaut turns around and he's an alien - real shocker. :)
>

Yup, brown trouser time. That's one of the scariest games because of it.
A bit like the face huggers in AVP on the Jag.

Oooeeee.

Mark

3435. Re: "Go Go Garbage Truck"

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-18 05:58:55 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <vkFsm.181553$O23.155015@newsfe11.iad>
Source record: 1874

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:4ab2ca8f$0$1618$742ec2ed@news.sonic.net...
> Bill Kendrick <bill@newbreedsoftware.com> wrote:
>> http://www.newbreedsoftware.com/gogogarb/
>> Includes source. (And I even went back and added comments! ;))
>
> Until a few moments ago, the ATR I had on my FTP site was an older one,
> which didn't have the latest code and didn't include the program itself!
> ;)
>
> Sorry for any confusion (and thanks to Jan Krupka for noticing the
> problem!)
>
> --
> -bill!
> Sent from my computer

Ahhh! So now I will go back and get the updated atr. I have ran and
compiled the previous gogogarb.act and was wondering about the version
because of the comments..

Thanks
RoyE

3436. Re: "Go Go Garbage Truck"

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-18 08:18:21 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <ecf2fdda-cf4b-4588-9442-0fad189caee4@d34g2000vbm.googlegroups.com>
Source record: 1875

Bill!

I just want to tell you that I like the garbage truck. It looks really cool and I appreciate the impression of depth you have created with multiple layers of things side scrolling at different speeds.

One of my sons was a garbage truck addict when he was four years old.

I remember when he got a toy garbage truck for Christmas. He wanted a side loader (like the one in your Atari program) and I bought a huge toy garbage truck which was a side loader according to the box.

When he opened it, out came a back loaded toy garbage truck. He thought it looked great, but was disappointed.

Three weeks later, the first day at the preschool, the first thing he said when I handed him over to the staff that looks after the kids a preschool was something like:

"Hello, I got a toy garbage truck for Christmas. The problem is it was a back loader, should have been a side loader, but anyway..."

Anders

3437. Re: "Go Go Garbage Truck"

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-18 17:31:58 UTC
From: bill@newbreedsoftware.com
Message-ID: <4ab3c40e$0$1604$742ec2ed@news.sonic.net>
Source record: 1876

Anders Skelander <ansk@hotmail.com> wrote:
> One of my sons was a garbage truck addict when he was four years old.

> I remember when he got a toy garbage truck for Christmas. He wanted a
> side loader (like the one in your Atari program) and I bought a huge
> toy garbage truck which was a side loader according to the box.

Yeah, I got a nice Bruder (younger kid model, versus their scale model
perfection kind) back-loader for my son. For the first 2 or 3 days,
I was afraid he was going to ask to go to bed with it. :)

Gotta run,

-bill!

3438. Cart Chart

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-18 23:26:12 UTC
From: James Littlejohn <narguthru@yahoo.com>
Message-ID: <3b094efe-085f-433d-adf2-3f89600e2a97@j19g2000vbp.googlegroups.com>
Source record: 1877

I am new to the Atari scene, so bear with me.
Is there a chart some where that describes the game carts and what
systems it will interchange with?
Will 2600 carts work in an XEGS?

3439. Re: Cart Chart

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-18 23:33:57 UTC
From: bill@newbreedsoftware.com
Message-ID: <4ab418e5$0$1600$742ec2ed@news.sonic.net>
Source record: 1878

James Littlejohn <narguthru@yahoo.com> wrote:
> I am new to the Atari scene, so bear with me.
> Is there a chart some where that describes the game carts and what
> systems it will interchange with?
> Will 2600 carts work in an XEGS?

2600 carts work on 2600 and 7800
5200 carts only work on 5200
7800 carts only work on 7800
Most 8-bit computer (e.g., Atari 800) carts work on 400/800/XL/XE/XEGS
XEGS carts work on XL/XE

And of course, Lynx game carts (look like flat cards, usually with a curved edge) only work on the Lynx, and Jaguar carts only work on the Jaguar. ;)
I think the ST/TT/etc. had cartridges, too, but I know nothing about those systems.

Hopefully I got all that right. :)

--
-bill!
Sent from my computer

3440. Re: Cart Chart

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-20 00:46:26 UTC
From: James Littlejohn <narguthru@yahoo.com>
Message-ID: <2d2ad995-fccd-434b-a15e-a9bad125275e@g1g2000vbr.googlegroups.com>
Source record: 1879

> 2600 carts work on 2600 and 7800
> 5200 carts only work on 5200
> 7800 carts only work on 7800
> Most 8-bit computer (e.g., Atari 800) carts work on 400/800/XL/XE/XEGS
> XEGS carts work on XL/XE
>
>
> Hopefully I got all that right. :)
>
> --
> -bill!
> Sent from my computer

Thanks Bill,
I was afraid of that. 2600, 5200, and 7800 carts can be found all over
the place, but the ones I need/want, I can't find locally.
The search goes on... But that is what makes this a hobby. :-)

3441. Re: Cart Chart

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-21 18:40:00 UTC
From: Iain
Message-ID: <memo.20090921194024.18120C@ioi.zen.co.uk>
Source record: 1880

```
> I was afraid of that. 2600, 5200, and 7800 carts can be found all
> over the place,
Ebay is your friend.
```

3442. bmp => Atari

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-21 19:48:25 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <OpKdnUgxQdIQRSrXnZ2dnUVZ_sOdnZ2d@earthlink.com>
Source record: 1881

Did anyone ever write a bmp converter for the 8 bit, running on the
8bit, that saves in either graphics 8 or 15 format?

Rick

3443. Re: bmp => Atari

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-21 22:44:19 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <7lITtm.133899$nL7.59308@newsfe18.iad>
Source record: 1882

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:OpKdnUgxQdIQRSrXnZ2dnUVZ_sOdnZ2d@earthlink.com...
> Did anyone ever write a bmp converter for the 8 bit, running on the 8bit,
> that saves in either graphics 8 or 15 format?
>
> Rick

I found this in one of my ATR's: Readme file for BMP2TIP.COM.. I believe
that I got this and several other converters
from http://www.atariage.com/forums/forum/12-atari-8-bit-computers/ this is
not 8 for 15, but it is a bmp converter. This is not a binaries newsgroup
so I can't post the ATR.

RoyE

T I P - C O N V E R T E R :
(short english instructions)

The TIP-Converter (BMP2TIP) will convert any 24-Bit, RLE compressed
Windows .BMP file to .TIP (Gr. 9+11; max. 160x119, 256 colors), if it
is no bigger than 160x119 pixels in size. The width must be 160 pixels,
the height can vary between (min.) 1 and (max.) 119 pixels/lines.
It is possible to convert many pics at once, just use wildcards (? and *)
to do so. When done, copy the .TIP pics to the little Atari and view them
with the TIPviewer from EPI/Allegresse... Have fun !!!

3444. Re: bmp => Atari

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-22 01:19:25 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <RO6dnUDgSYy6uyXXnZ2dnUVZ_hudnZ2d@earthlink.com>
Source record: 1883

> "Rick Cortese" <ricortes@earthlink.net> wrote in message
> news:OpKdnUgxQdIQRSrXnZ2dnUVZ_sOdnZ2d@earthlink.com...
>> Did anyone ever write a bmp converter for the 8 bit, running on the
>> 8bit, that saves in either graphics 8 or 15 format?
>>
>> Rick
>
> I found this in one of my ATR's: Readme file for BMP2TIP.COM.. I
> believe that I got this and several other converters
> from http://www.atariage.com/forums/forum/12-atari-8-bit-computers/ this
> is not 8 for 15, but it is a bmp converter. This is not a binaries
> newsgroup so I can't post the ATR.
>
> RoyE
>
> T I P - C O N V E R T E R :
> (short english instructions)
>
> The TIP-Converter (BMP2TIP) will convert any 24-Bit, RLE compressed
> Windows .BMP file to .TIP (Gr. 9+11; max. 160x119, 256 colors), if it
> is no bigger than 160x119 pixels in size. The width must be 160 pixels,
> the height can vary between (min.) 1 and (max.) 119 pixels/lines.
> It is possible to convert many pics at once, just use wildcards (? and *)
> to do so. When done, copy the .TIP pics to the little Atari and view them
> with the TIPviewer from EPI/Allegresse... Have fun !!!
>

Thanks for the effort Roy but I think I may have to write something
myself. TIP was one of those interlaced modes IIRC and I wanted to be
able to translate picture to a character mode.

Having a bad hair kind of day. Found one of my SIO2PC cables that the
little woman had tossed off the deck in one of her "episodes." It had
been sitting in the elements for about 10 years near as I can figure so
I decided to see if it worked. APE Wizard gave notice it didn't see a
CMD line so I switched it from RI to DSR and still no love. It was one
of my early prototypes using a 74LS00 so I finds me one of my other
oddball constructs: A 14C89 soldered to the copper side of the board for
reasons I forget. It had a 25 pin serial connector<yes, remember back
when clones had one 9 pin and one 25 pin serial port connectors!> I took
the 9 pin off the 74LS00 and soldered it in. Still no love with the same
error.

Kind of frustrating. I had visions of doing an op amp sio2pc cable to
lower loads on the SIO buss but not being able to get either cable

working has humbled me a bit. Even tried a 2nd 130XE with same results.

I think I need to start over from scratch.

Rick

3445. Re: bmp => Atari

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-22 03:22:01 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <x5SdnST4oOBC3yXXnZ2dnUVZ_j6dnZ2d@earthlink.com>
Source record: 1884

Rick Cortese wrote:
>> "Rick Cortese" <ricortes@earthlink.net> wrote in message
>> news:OpKdnUgxQdIQRSrXnZ2dnUVZ_sOdnZ2d@earthlink.com...
>>> Did anyone ever write a bmp converter for the 8 bit, running on the
>>> 8bit, that saves in either graphics 8 or 15 format?
>>>
>>> Rick
>>
>> I found this in one of my ATR's: Readme file for BMP2TIP.COM.. I
>> believe that I got this and several other converters
>> from http://www.atariage.com/forums/forum/12-atari-8-bit-computers/
>> this is not 8 for 15, but it is a bmp converter. This is not a
>> binaries newsgroup so I can't post the ATR.
>>
>> RoyE
>>
>> T I P - C O N V E R T E R :
>> (short english instructions)
>>
>> The TIP-Converter (BMP2TIP) will convert any 24-Bit, RLE compressed
>> Windows .BMP file to .TIP (Gr. 9+11; max. 160x119, 256 colors), if it
>> is no bigger than 160x119 pixels in size. The width must be 160 pixels,
>> the height can vary between (min.) 1 and (max.) 119 pixels/lines.
>> It is possible to convert many pics at once, just use wildcards (? and *)
>> to do so. When done, copy the .TIP pics to the little Atari and view them
>> with the TIPviewer from EPI/Allegresse... Have fun !!!
>>
>
> Thanks for the effort Roy but I think I may have to write something
> myself. TIP was one of those interlaced modes IIRC and I wanted to be
> able to translate picture to a character mode.
>
> Having a bad hair kind of day. Found one of my SIO2PC cables that the
> little woman had tossed off the deck in one of her "episodes." It had
> been sitting in the elements for about 10 years near as I can figure so
> I decided to see if it worked. APE Wizard gave notice it didn't see a
> CMD line so I switched it from RI to DSR and still no love. It was one
> of my early prototypes using a 74LS00 so I finds me one of my other
> oddball constructs: A 14C89 soldered to the copper side of the board for
> reasons I forget. It had a 25 pin serial connector<yes, remember back
> when clones had one 9 pin and one 25 pin serial port connectors!> I took
> the 9 pin off the 74LS00 and soldered it in. Still no love with the same
> error.
>

> Kind of frustrating. I had visions of doing an op amp sio2pc cable to
> lower loads on the SIO buss but not being able to get either cable
> working has humbled me a bit. Even tried a 2nd 130XE with same results.
>
> I think I need to start over from scratch.
>
> Rick

Well brush my teeth and call me smiley. Only took another two hours of screwing around.<sigh>

Of all things, after 8 hours of soldering, plugging, and checking, it turns out it was my Dell laptop serial port. Downloaded the APE trial to my other computer and everything worked just fine on it.

Kind of ruins my plan of using my laptop with my Atari in a quiet little cabin I built on my property but I will just pull out and old Intel box.

Rick

3446. ATARI FONT ON MOVIE AD!

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-22 04:49:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0909212134330.9378@slate.spiritone.com>
Source record: 1885
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Has anyone seen the Ads for the new Movie with Vince Vaghan? They use The
Atari Font. Has anyone seen this?

Sent from my Atari

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3447. Re: ATARI FONT ON MOVIE AD!

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-23 14:25:51 UTC
From: StickHead <stickhead@blueyonder.co.uk>
Message-ID: <6970dde0-bc00-4147-805b-3211404cf0a6@p36g2000vbn.googlegroups.com>
Source record: 1886
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Which movie? Couples Retreat? I've seen a poster for that but no sign
of an Atari Font (schmoltzy rom-coms don't seem very compatible with
the modernist style of the Atari font either).

3448. Telenet

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-24 21:31:46 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <HoWdnQdehPzEeCbXnZ2dnUVZ_vmdnZ2d@earthlink.com>
Source record: 1887

Has anyone used APE R: device to telenet? I just have a few questions:
Does it use a special term program or will any terminal program work?
Can the target be another 8 bit computer hooked up via APE R:?
Does the IBM handle multiple connections and does the Atari?

Rick

3449. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-25 08:29:40 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0909250129331.4981@slate.spiritone.com>
Source record: 1888
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Mailing List sent by E-Mail From Bravo Sierra Computers! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References! FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3450. ATARI DESPERATION SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-25 08:33:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0909250131390.4981@slate.spiritone.com>
Source record: 1889
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I really need your BUSINESS! So I'm letting you pick your own SALE! From past ATARI SALES I'll let you pick the Atari sale you want!Or you can make up your own Atari Sale! Just reply with your Proprosal and ask!Worst I can say is no!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI LISTS CATALOGS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8bt_hard.htm JOYSTICKS & 8 BIT HARDWARE!
http://www.aracnet.com/~atari/st_hard.htm JOYSTICKS & ST HARDWARE!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ATARI 8 BIT BOOKS LIST!
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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3451. Re: Atari 8-bit laptop

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-25 19:40:42 UTC
From: Zero dB <no@email.com>
Message-ID: <p37qb55lfmbq01pv1sggraeddd7uistb05@4ax.com>
Source record: 1890

On 14 Sep 2009 16:40:30 GMT, bill@newbreedsoftware.com (Bill Kendrick)
wrote:

>Seen on Gizmodo:
>
> Ben Heck's Latest Atari 800 Laptop Could Be His Best Yet
> By Jack Loftus, Sun Sep 13 2009
> http://gizmodo.com/5358415/ben-hecks-latest-atari-800-laptop-could-be-his-best-yet
>
> "As Ben notes in the video, it's really the vintage Atari keyboard
> that sells this thing. The clickity clack is unmistakable, soothing
> and flashback inducing all in one -- he even managed to get the thing
> to pop up at near the same angle as the original!"
>
>Gizmodo picked it up via:
> http://technabob.com/blog/2009/09/13/atari-800-laptop-casemod-ben-heck/
>
>And finally, a link right to Ben Heckendorn[*]'s website:
> http://benheck.com/09-11-2009/new-atari-800-laptop
>
>
>[*] His last name is NOT "Heck", despite everyone calling him that ;)

Just saw it on 'Attack of the Show' on G4tv a minute ago. slick

3452. Re: Atari 8-bit laptop

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-25 19:52:01 UTC
From: bill@newbreedsoftware.com
Message-ID: <4abd1f61$0$1618$742ec2ed@news.sonic.net>
Source record: 1891

Zero dB <no@email.com> wrote:
> >And finally, a link right to Ben Heckendorn[*]'s website:
> > http://benheck.com/09-11-2009/new-atari-800-laptop

> Just saw it on 'Attack of the Show' on G4tv a minute ago. slick

Sweet! Can that be watched online? (I don't have cable, let alone G4tv)

--
-bill!
Sent from my computer

3453. Re: Atari 8-bit laptop

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-25 20:00:03 UTC
From: bill@newbreedsoftware.com
Message-ID: <4abd2143$0$1618$742ec2ed@news.sonic.net>
Source record: 1892

Bill Kendrick <bill@newbreedsoftware.com> wrote:
> Zero dB <no@email.com> wrote:
> > >And finally, a link right to Ben Heckendorn[*]'s website:
> > > http://benheck.com/09-11-2009/new-atari-800-laptop
> > Just saw it on 'Attack of the Show' on G4tv a minute ago. slick
> Sweet! Can that be watched online? (I don't have cable, let alone G4tv)

I should learn to Google first. ;)

http://g4tv.com/attackoftheshow/attackthis/68526/Creative-Computer-Mods.html

I thought he'd actually be on the show, I didn't think it'd just be someone
yammering on, with a few 2-second clips from the video Ben posted. :)

Plus, it is by no means the first Atari portable, there was that
1500XL (which I forgot about) from 2 years ago:

http://www.flickr.com/photos/19933106@N00/3559260164/
http://www.youtube.com/watch?v=EPRxx2r61iA

Heh, and this fellow also made an external CF card reader
that looks like an old Atari XL device; dubbed it the "1001".

Commodore 64's also got some laptop love:

http://www.youtube.com/watch?v=eAnYFkMe_VA&feature=related

And on and on, and I'm getting way too jealous, sitting here on my clunky
new Dell laptop. :)

PS - We need that helicopter game for the Atari. :)

--
-bill!
Sent from my computer

3454. Re: Telenet

Newsgroup: comp.sys.atari.8bit
Date: 2009-09-29 19:44:15 UTC
From: Jurij Atarov <artur@cia.gov>
Message-ID: <h9to2f$7oe$1@news.onet.pl>
Source record: 1893

Rick Cortese pisze:
> Has anyone used APE R: device to telenet? I just have a few questions:
> Does it use a special term program or will any terminal program work?
> Can the target be another 8 bit computer hooked up via APE R:?
> Does the IBM handle multiple connections and does the Atari?

Hello!
Long time ago a did telnet connection to some linux server. It worked. I
used the Bobterm program.

Cheers!

3455. 20% OFF ALL NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-01 11:04:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0910010401460.15443@slate.spiritone.com>
Source record: 1894
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

NEW GAMES 20% OFF!NEW GAMES 20% OFF! NEW GAMES 20% OFF!NEW GAMES 20% OFF!

ORDERS OVER $50 GETS 20% OFF ALL NEW CLASSIC ATARI 8 BIT & ATARI ST GAMES!
ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF NEW ATARI
GAMES!Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask
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by Title so Cut-&-Paste your order and E-Mail your list with your Shipping
Address so I can expedite your order or call Ben anytime at (503)256-9974!

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http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8bt_hard.htm 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ST HARDWARE LIST!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/8btbooks.htm ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!

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lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3456. PICK YOUR ATARI SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-01 11:07:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0910010407270.15443@slate.spiritone.com>
Source record: 1895
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I need your BUSINESS! So I'm letting you pick your own SALE! Pick one of
my Atari sales over the past year and I'll sell it to you! Just reply with
your Proprosal & ask! Worst I can say is no! E-Mail or call (503)256-9974!

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http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI CATALOGS LISTS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8bt_hard.htm 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ST HARDWARE LIST!
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http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!
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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3457. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-01 11:13:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0910010412200.15580@slate.spiritone.com>
Source record: 1896
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!
Make a list of HardWare/Accessories, Games/SoftWare, Books and References
for the Classic Atari 8 Bit and the Atari ST Computer Lines!

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "ATARI WANTLIST" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm ATARI SURVEYS AND WANT LISTS!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3458. ATARI FONT ON MOVIE AD!

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-01 11:22:43 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0910010417430.15580@slate.spiritone.com>
Source record: 1897
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Yes, Couples Retreat! You must see it on the TV Commercial! =-=Ben=-=

Sent from my Atari

---------- Forwarded message ----------
Date: Wed, 23 Sep 2009 07:25:51 -0700 (PDT)

Which movie? Couples Retreat? I've seen a poster for that but no sign
of an Atari Font (schmoltzy rom-coms don't seem very compatible with
the modernist style of the Atari font either).

---------- Forwarded message ----------
Date: Mon, 21 Sep 2009 21:49:55 -0700

Has anyone seen the Ads for the new Movie with Vince Vaghan? They use The
Atari Font. Has anyone seen this?

Sent from my Atari

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FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3459. FS2

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-02 01:19:52 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <Uycxm.7625$QG1.3143@newsfe23.iad>
Source record: 1898

Flight Simulator II can not boot the disk in XF551 due to the 300rpm
rotation rate incompatiblity issue. However it can boot in AtariMax's APE
image, more than 300rpm. I still do not understand.
Any help to explain ?

JT

3460. Re: FS2

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-04 06:40:51 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <1a800737-c851-4ad4-ba8f-397e1aaccb85@i4g2000prm.googlegroups.com>
Source record: 1899

On Oct 1, 7:19 pm, "Jack Tseng" <tse...@hotmail.com> wrote:
> Flight Simulator II can not boot the disk in XF551 due to the 300rpm
> rotation rate incompatiblity issue. However it can boot in AtariMax's APE
> image, more than 300rpm. I still do not understand.
> Any help to explain ?
>
> JT

Steve most likely wrote in a work around to the problem in the APE
software.

3461. Help with DOS A.P.E. & Prosystem

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-05 16:30:30 UTC
From: Hornet
Message-ID: <a97kc5la9or91unvn75qptchiq83jcco8a@4ax.com>
Source record: 1900

I recently purchased an SIO2PC (Serial port version) and can't seem to get anything to work. What I am trying to do specifically is to attach my Atari 1050 to my DOS 6.22 Packard Bell 1750CDT (a 486/DX4 machine) so that I can convert ATRs to real-disk format using the Prosystem software. I currently only have the Prosystem shareware (version 1.18) but I would be happy to register it if I can only see it work once.

I'm pretty sure that my mistake is in the COM port and interrupt setup but I don't have any docs for the ancient DOS machine and I'm not really sure what I should be putting in for those values. Any suggestions?

All help would be much appreciated. Atari software is getting scarce. (The good and valued services of Bravo-Sierra Computers notwithstanding...)

Hornet.

3462. Re: Help with DOS A.P.E. & Prosystem

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-05 17:46:47 UTC
From: bill@newbreedsoftware.com
Message-ID: <4aca3107$0$1676$742ec2ed@news.sonic.net>
Source record: 1901

Hornet wrote:
> All help would be much appreciated. Atari software is getting scarce.
> (The good and valued services of Bravo-Sierra Computers
> notwithstanding...)

Don't forget B&C Computervisions, BEST Electronics, and ebay (when you're desperate... though I'm not sure I've even bought 8-bit computer stuff via ebay.)

--
-bill!
Sent from my computer

3463. Re: Help with DOS A.P.E. & Prosystem

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-05 22:19:26 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <uOudnS5Eoqxv7VfXnZ2dnUVZ_uadnZ2d@earthlink.com>
Source record: 1902

Hornet wrote:
> I recently purchased an SIO2PC (Serial port version) and can't seem to
> get anything to work. What I am trying to do specifically is to attach
> my Atari 1050 to my DOS 6.22 Packard Bell 1750CDT (a 486/DX4 machine)
> so that I can convert ATRs to real-disk format using the Prosystem
> software. I currently only have the Prosystem shareware (version 1.18)
> but I would be happy to register it if I can only see it work once.
<snip>

If it isn't the latest incarnation of cable it may only work as a SIO2PC
cable and *NOT* in the Prosystem mode.

Do you have a real Atari? If so I would try hooking it up in SIO2PC mode
with the cable, APE as drive 2, and your 1050 as drive 1 to do the copying.

Rick

3464. Re: Help with DOS A.P.E. & Prosystem

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-05 23:44:59 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <RqednfEvU71mGVfXnZ2dnUVZ_judnZ2d@posted.pioneerinternet2>
Source record: 1903

I do not remember how to configure the Com ports in DOS;
but MSD (MicroSoft Diagnostics) allows you to check which
are active under DOS 6.xx.
Win 3.1 gave you access to set some Com parameters at
Control Panel>Ports.
The standard address and IRQ should usually be:
COM1 $03F8 IRQ4
COM2 $02F8 IRQ3
COM3 $03E8 IRQ4
COM4 $02F8 IRQ3

hth, Jess

<Hornet> wrote in message news:a97kc5la9or91unvn75qptchiq83jcco8a@4ax.com...
>I recently purchased an SIO2PC (Serial port version) and can't seem to
> get anything to work. What I am trying to do specifically is to attach
> my Atari 1050 to my DOS 6.22 Packard Bell 1750CDT (a 486/DX4 machine)
> so that I can convert ATRs to real-disk format using the Prosystem
> software. I currently only have the Prosystem shareware (version 1.18)
> but I would be happy to register it if I can only see it work once.
>
> I'm pretty sure that my mistake is in the COM port and interrupt setup
> but I don't have any docs for the ancient DOS machine and I'm not
> really sure what I should be putting in for those values. Any
> suggestions?
>
> All help would be much appreciated. Atari software is getting scarce.
> (The good and valued services of Bravo-Sierra Computers
> notwithstanding...)
>
> Hornet.

3465. Re: Help with DOS A.P.E. & Prosystem

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-05 23:56:12 UTC
From: Hornet
Message-ID: <mm1lc5121okjej0a80sdcek6mci07vbteb@4ax.com>
Source record: 1904

>Don't forget B&C Computervisions, BEST Electronics, and ebay (when you're
>desperate... though I'm not sure I've even bought 8-bit computer stuff via
>ebay.)

Agreed. Although I have used eBay quite a bit and have only been
disappointed once or twice. In fact, I bought my current XL setup
completely on eBay and it works great.

Hornet.

3466. Re: Help with DOS A.P.E. & Prosystem

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-05 23:59:45 UTC
From: Hornet
Message-ID: <5v1lc5l1gfihtgtdau1etmnuapscbbkb0h@4ax.com>
Source record: 1905

>If it isn't the latest incarnation of cable it may only work as a SIO2PC
>cable and *NOT* in the Prosystem mode.

Yeah, it's pretty recent and I purchased it straight from AtariMax
where it was advertised as being able to work with the Prosystem
software.

>Do you have a real Atari? If so I would try hooking it up in SIO2PC mode
>with the cable, APE as drive 2, and your 1050 as drive 1 to do the copying.

Good advice and I will try this next. Hope it works.

Thanks.

>Rick

Dave.

3467. Re: Help with DOS A.P.E. & Prosystem

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-06 00:01:23 UTC
From: Hornet
Message-ID: <r32lc5p6cfpt4veqajfr8f2lj9tenbeo67@4ax.com>
Source record: 1906

>The standard address and IRQ should usually be:
>COM1 $03F8 IRQ4
>COM2 $02F8 IRQ3
>COM3 $03E8 IRQ4
>COM4 $02F8 IRQ3

This is what I was looking for. Many thanks.

>hth, Jess

Dave.

3468. Re: Help with DOS A.P.E. & Prosystem

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-06 03:15:05 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <23a45b69-5108-4fd6-8065-9d6f92291a61@p9g2000vbl.googlegroups.com>
Source record: 1907

On Oct 5, 12:30 pm, Hornet wrote:
> I recently purchased an SIO2PC (Serial port version) and can't seem to
> get anything to work. What I am trying to do specifically is to attach
> my Atari 1050 to my DOS 6.22 Packard Bell 1750CDT (a 486/DX4 machine)
> so that I can convert ATRs to real-disk format using the Prosystem
> software. I currently only have the Prosystem shareware (version 1.18)
> but I would be happy to register it if I can only see it work once.
>
> I'm pretty sure that my mistake is in the COM port and interrupt setup
> but I don't have any docs for the ancient DOS machine and I'm not
> really sure what I should be putting in for those values. Any
> suggestions?
>
> All help would be much appreciated. Atari software is getting scarce.
> (The good and valued services of Bravo-Sierra Computers
> notwithstanding...)
>
> Hornet.

If I read you right, you're trying to hook your 1050 to the SIO2PC/Ape
cable. That won't work, there's other
adapters to do that, however, if you're trying to make real disks from
ATRs, you can do that with a sector
copier. You'd use the APE software, not the PRO system software in
1.18. Prosystem, as I understand it,
allows you to copy a copy protected disk that is in your 1050. Hmm.
I guess you do hook your 1050
directly to the APE/Pro adapter, but you'd be making PRO images for
use in APE, not making real
floppy disks from ATRs you get from various places. You'd make a PRO
copy of a copy protected disk,
then you could load those disks from the APE/PRO serial cable attached
directly to your Atari.
Sorry if none of this makes much sense. To summarize, I don't know
exactly what you're trying to do.

3469. Re: Help with DOS A.P.E. & Prosystem

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-06 03:22:59 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <04bcf1e7-a17d-493d-af0a-879dc6e34e34@p15g2000vbl.googlegroups.com>
Source record: 1908

On Oct 5, 11:15 pm, russg <russg...@sbcglobal.net> wrote:
> On Oct 5, 12:30 pm, Hornet wrote:
>
>
>
> > I recently purchased an SIO2PC (Serial port version) and can't seem to
> > get anything to work. What I am trying to do specifically is to attach
> > my Atari 1050 to my DOS 6.22 Packard Bell 1750CDT (a 486/DX4 machine)
> > so that I can convert ATRs to real-disk format using the Prosystem
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> > I'm pretty sure that my mistake is in the COM port and interrupt setup
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> > All help would be much appreciated. Atari software is getting scarce.
> > (The good and valued services of Bravo-Sierra Computers
> > notwithstanding...)
>
> > Hornet.
>
> If I read you right, you're trying to hook your 1050 to the SIO2PC/Ape
> cable. That won't work, there's other
> adapters to do that, however, if you're trying to make real disks from
> ATRs, you can do that with a sector
> copier. You'd use the APE software, not the PRO system software in
> 1.18. Prosystem, as I understand it,
> allows you to copy a copy protected disk that is in your 1050. Hmm.
> I guess you do hook your 1050
> directly to the APE/Pro adapter, but you'd be making PRO images for
> use in APE, not making real
> floppy disks from ATRs you get from various places. You'd make a PRO
> copy of a copy protected disk,
> then you could load those disks from the APE/PRO serial cable attached
> directly to your Atari.
> Sorry if none of this makes much sense. To summarize, I don't know
> exactly what you're trying to do.

Shoot, lemme try again. not 'then you could load those disks...'
but
then you could load those PRO images using APE software not the PRO
software.

APE on the PC acts like a floppy drive, you point to ATR or PRO images
that you have on the PC and load from them.

3470. Re: Help with DOS A.P.E. & Prosystem

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-06 09:38:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0910060236350.11926@slate.spiritone.com>
Source record: 1909

On Mon, 5 Oct 2009, Hornet wrote:

> Date: Mon, 05 Oct 2009 12:30:30 -0400
> From: Hornet
> Newsgroups: comp.sys.atari.8bit
> Subject: Help with DOS A.P.E. & Prosystem
>
> I recently purchased an SIO2PC (Serial port version) and can't seem to
> get anything to work. What I am trying to do specifically is to attach
> my Atari 1050 to my DOS 6.22 Packard Bell 1750CDT (a 486/DX4 machine)
> so that I can convert ATRs to real-disk format using the Prosystem
> software. I currently only have the Prosystem shareware (version 1.18)
> but I would be happy to register it if I can only see it work once.
>
> I'm pretty sure that my mistake is in the COM port and interrupt setup
> but I don't have any docs for the ancient DOS machine and I'm not
> really sure what I should be putting in for those values. Any
> suggestions?
>
> All help would be much appreciated. Atari software is getting scarce.
> (The good and valued services of Bravo-Sierra Computers
> notwithstanding...)
>
> Hornet.

Thank You So Very Much For The Plug! Thanx! =-=Ben=-=

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3471. Re: Help with DOS A.P.E. & Prosystem

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-06 11:45:56 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <FNidncphu4posFbXnZ2dnUVZ_uKdnZ2d@giganews.com>
Source record: 1910

Hornet wrote:
> I recently purchased an SIO2PC (Serial port version) and can't seem to
> get anything to work. What I am trying to do specifically is to attach
> my Atari 1050 to my DOS 6.22 Packard Bell 1750CDT (a 486/DX4 machine)
> so that I can convert ATRs to real-disk format using the Prosystem
> software. I currently only have the Prosystem shareware (version 1.18)
> but I would be happy to register it if I can only see it work once.

If worse comes to worse, try installing a lightweight Linux distribution like Xubuntu or Damn Small Linux and use Hias's atarixfer program. I've had great success with it.

Also, you are hopefully aware that the SIO2PC requires +5V power to operate and that this typically is supplied by having a running Atari computer on the SIO bus along with the drive and the adapter? That one escaped me the first time I fired mine up to do disk imaging :-). I ended up modifying the adapter for external power, but don't attempt that unless you have electronic bench experience.

Short answer: If the red LED is not illuminated and the green LEDs are not both extinguished at idle then something basic is amiss with your setup.

3472. cc65 version 2.13.0 released

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-06 12:54:35 UTC
From: uz@spamtrap.musoftware.de
Message-ID: <hafembaog1@moppi.musoftware.de>
Source record: 1911
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.sys.oric

I'm proud to announce version 2.13.0 of cc65. cc65 is a complete cross development package for 65(C)02 systems, including a powerful macro assembler, a C compiler, linker, librarian and several other tools.

cc65 has C and runtime library support for many of the old 6502 machines, including

- The following Commodore machines:

VIC20
C16/C116 and Plus/4
C64
C128
CBM 510 (aka P500)
the 600/700 family
newer PET machines (not 2001).

- The Apple][and successors.

- The Atari 8 bit machines.

- GEOS for the C64 and C128.

- The Nintendo Entertainment System (NES).

- The Supervision console.

- The Oric Atmos.

- The Lynx Console.

The libraries are fairly portable, so creating a version for other 6502s shouldn't be too much work.

This version has many improvement over version 2.12. To name a few:

- Support for bit-fields.

- Improved standards compliance. Several missing functions and headers have been added.

- Improved compatibility with ancient K&R sources.

- Additional warnings in case of dubious code.

- The startup code went into the library. This simplifies linker usage. If you have a custom startup file, please check it - there have been conceptual changes.

- Several improvements in the libraries. Functions were changed for
more speed or smaller size.

- "Secondary" linker configurations make it easier to support more than
one setup per target system.

- Improved code generation. The code generated by the compiler is faster
than before, usually without much increase in code size.

Precompiled binaries are available for the most common platforms. On many
other host platforms, the sources compile out of the box, so you'll able to
create your own binaries.

For RedHat Enterprise Linux 5, ready made RPM packages are available. These
packages may also work on other rpm-based Linux systems. Please note that
there are separate RPMs for the compiler proper, the docs, and the target
specific libraries. To develop code for one of the target machines, you need
the compiler RPM package *and* one of the target machine packages. Be sure to
download the documentation package if you're new to cc65.

For windows users, there's a user friendly installer package (the one with the
.exe extension). All subpackages are selectable from within the installer
dialogue. The installer will also setup the necessary environment variables
and start menu entries. It is recommended that Windows users choose this
package instead of the .ZIP files.

Precompiled binaries for DOS, OS/2 and Windows are available in ZIP archives.
As with the RPM packages, you need the package for the development host system
(Windows or whatever) *and* one or more of the target machine packages, plus
optionally the doc package.

All packages are available from the MU software FTP server:

ftp://ftp.musoftware.de/pub/uz/cc65/

More information on cc65 can be found on the cc65 web page at

http://www.cc65.org/

There is also a mailing list for discussing cc65 related issues (programming,
suggestions, bugs, ...). See

http://www.cc65.org/#List

for information on how to subscribe to this list.

While I'm the main developer of cc65, it is actually a joint effort. I would
like to thank the target library developers, all the people on the cc65
mailing list, all those sending suggestions and feedback, and even those
bugging me for a new stable release:-) The CREDITS file is probably
incomplete, but you know who you are.

Thank you!

Uz

--
Ullrich von Bassewitz uz@spamtrap.musoftware.de
14:49:52 up 41 days, 21:40, 12 users, load average: 0.01, 0.08, 0.13

3473. Re: Help with DOS A.P.E. & Prosystem

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-06 16:36:12 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <ddb7fab1-e7ed-459f-a521-965aedf2ccf2@p23g2000vbl.googlegroups.com>
Source record: 1912

```
Some checking.
OK, yes you can write ATRs to real floppy in a 1050 using PRO118.EXE.
It isn't necessary, as you could use
a sector copier and APE118.EXE instead.
```

3474. Re: cc65 version 2.13.0 released

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-06 17:46:38 UTC
From: bill@newbreedsoftware.com
Message-ID: <4acb827e$0$1586$742ec2ed@news.sonic.net>
Source record: 1913
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.sys.oric

In comp.sys.atari.8bit U. v. Bassewitz <uz@spamtrap.musoftware.de> wrote:
> I'm proud to announce version 2.13.0 of cc65. cc65 is a complete cross
> development package for 65(C)02 systems, including a powerful macro assembler,
> a C compiler, linker, librarian and several other tools.

Cool, congratulations!

-bill!
(who still needs to try playing with cc65... only just got back into Action!
recently.)

3475. Re: Help with DOS A.P.E. & Prosystem

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-06 18:00:04 UTC
From: bill@newbreedsoftware.com
Message-ID: <4acb85a4$0$1586$742ec2ed@news.sonic.net>
Source record: 1914

Steven Hirsch <snhirsch@gmail.com> wrote:
> If worse comes to worse, try installing a lightweight Linux distribution like
> Xubuntu or Damn Small Linux and use Hias's atarixfer program. I've had great
> success with it.

So I've got Linux (and no Windows or APE), but I've got an SIO2PC adapter.

Is it possible for me to connect my 1050 directly to my PC via the SIO2PC
and use atarixfer to make backups of all of my aging floppies?
(What I had started doing before was 1050->Atari->SIO2PC->PC, but that
didn't seem to be working reliably.)

My main setup these days is an SIO2SD device. (In fact, the PC I've got
here that still has a serial cable is one I'm about to get rid of!)

The thought of having to create dozens or hundreds of blank virtual disks
(ATR files), then mount them one by one and copy floppy disk content to
them through my 800XL or 1200XL seems... tedious.

Being able to just hook the 1050 drive up directly to a PC and then
use the PC's command line to say: "copy what's on the floppy and make
a new ATR file out of it" seems much more appealing.

How do I tell whether I can do this? :)

-bill!

3476. Re: cc65 version 2.13.0 released

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-06 18:36:11 UTC
From: Dombo <dombo@disposable.invalid>
Message-ID: <4acb8e29$0$28184$5fc3050@news.tiscali.nl>
Source record: 1915
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.sys.oric

U. v. Bassewitz schreef:

> This version has many improvement over version 2.12. To name a few:
>
> - Support for bit-fields.

Besides the compiler you might want to update compiler features section
(http://www.cc65.org/#Features) of the website as well ;-)

Nice work!

3477. Re: Help with DOS A.P.E. & Prosystem

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-06 19:17:40 UTC
From: Matthias Reichl <use-reply-to@hias.horus.com>
Message-ID: <slrnhcn5uk.gde.use-reply-to@camel2.hias.horus.com>
Source record: 1916

Hi Bill!

On 06 Oct 2009 18:00:04 GMT, Bill Kendrick wrote:
> Steven Hirsch <snhirsch@gmail.com> wrote:
>> If worse comes to worse, try installing a lightweight Linux distribution like
>> Xubuntu or Damn Small Linux and use Hias's atarixfer program. I've had great
>> success with it.
>
> So I've got Linux (and no Windows or APE), but I've got an SIO2PC adapter.
>
> Is it possible for me to connect my 1050 directly to my PC via the SIO2PC
> and use atarixfer to make backups of all of my aging floppies?

It depends on your interface. The interface sold by Atarimax is an
autoswitching SIO2PC / 1050-2-PC interface. You just have to supply
+5V if you want to use it in 1050-2-PC mode.

Most other interfaces are either SIO2PC ("atariserver only") or
1050-2-PC ("atarixfer only"). A few interfaces can be switched
from SIO2PC to 1050-2-PC.

Personally I'm using a homebrew SIO2PC and a homebrew 1050-2-PC
interface - and connect the one that I need.

> Being able to just hook the 1050 drive up directly to a PC and then
> use the PC's command line to say: "copy what's on the floppy and make
> a new ATR file out of it" seems much more appealing.

Yes, this is a lot easier.

BTW: I uploaded a new snapshot (090625) a few days ago. The new
version also supports 38kbps transfer modes (XF551 highspeed and
Happy Warp speed) in atarixfer. If you've got a 16C950 card in your
PC you can also use Ultra Speed (Happy, Speedy, ~60kbps) and 1050 Turbo
Speed (~70kbps) with atarixfer and up to 126kbps with atariserver.

so long,

Hias

3478. Re: Help with DOS A.P.E. & Prosystem

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-06 21:03:10 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <6budnQ22uKsSLVbXnZ2dnUVZ_vydnZ2d@giganews.com>
Source record: 1917

Matthias Reichl wrote:

>>> If worse comes to worse, try installing a lightweight Linux distribution like
>>> Xubuntu or Damn Small Linux and use Hias's atarixfer program. I've had great
>>> success with it.

>> So I've got Linux (and no Windows or APE), but I've got an SIO2PC adapter.
>>
>> Is it possible for me to connect my 1050 directly to my PC via the SIO2PC
>> and use atarixfer to make backups of all of my aging floppies?
>
> It depends on your interface. The interface sold by Atarimax is an
> autoswitching SIO2PC / 1050-2-PC interface. You just have to supply
> +5V if you want to use it in 1050-2-PC mode.

Just to pick one nit: You also need to install pull-up resistors on three of the incoming signals to use without an Atari on the bus. However, it may be simpler to plug in and power up your Atari and leave it attached while you run atarixfer on the PC. Works just fine, but DO NOT try to access any peripherals from the Atari while the SIO has the bus! That may very well let the magic smoke out of something (figuratively speaking - you won't see anything but it can cause damage).

Steve

3479. Re: cc65 version 2.13.0 released

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-06 21:45:28 UTC
From: uz@spamtrap.musoftware.de
Message-ID: <hagdpochf1@moppi.musoftware.de>
Source record: 1918
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.sys.oric

In comp.sys.apple2.programmer Dombo <dombo@disposable.invalid> wrote:
> Besides the compiler you might want to update compiler features section
> (http://www.cc65.org/#Features) of the website as well ;-)

Thanks for the hint! I've rewritten the section.

Regards

Uz

--
Ullrich von Bassewitz uz@spamtrap.musoftware.de
23:41:42 up 42 days, 6:32, 12 users, load average: 0.46, 0.37, 0.29

3480. FS: ATARI 8 BIT CLAMSHELL GAMES: $10.00!

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-08 10:25:16 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0910080321450.1087@slate.spiritone.com>
Source record: 1919
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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3481. 20% OFF ALL NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-08 10:29:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0910080329010.1280@slate.spiritone.com>
Source record: 1920
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3482. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-08 10:31:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0910080329520.1280@slate.spiritone.com>
Source record: 1921
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

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3483. PICK YOUR ATARI SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-08 10:34:43 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0910080332200.1280@slate.spiritone.com>
Source record: 1922
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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3484. Modern Storage Media with Atari ST

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-08 12:23:44 UTC
From: Ely <ely@zapboing.com>
Message-ID: <5b068018-6b4a-43b0-bbb5-4e5a8e1ccf22@l31g2000vbp.googlegroups.com>
Source record: 1923

Hello,

Is there any sort of interface that would allow me to use a CF or SD
card as storage on an ST?

I want to copy off all the files off my 3.5inch floppies but most of
them won't read on my PC (many are formatted for 82Tracks10Sectors).
Just thought this might be an idea to get round the problem.

Cheers
Ely

3485. Re: Modern Storage Media with Atari ST

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-08 12:43:51 UTC
From: Ely <ely@zapboing.com>
Message-ID: <509cb041-f6e4-4f61-bf21-eb5ac3390cb7@l34g2000vba.googlegroups.com>
Source record: 1924

On 8 Oct, 13:23, Ely <e...@zapboing.com> wrote:
> Hello,
>
> Is there any sort of interface that would allow me to use a CF or SD
> card as storage on an ST?
>
> I want to copy off all the files off my 3.5inch floppies but most of
> them won't read on my PC (many are formatted for 82Tracks10Sectors).
> Just thought this might be an idea to get round the problem.
>
> Cheers
> Ely

Just realised I posted this in the wrong group. Will post in the
atari.st one. Sorry.

3486. I'm just not that good a programmer ;)

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-09 05:31:14 UTC
From: bill@newbreedsoftware.com
Message-ID: <4acecaa2$0$1641$742ec2ed@news.sonic.net>
Source record: 1925

So my little garbage truck toy/game for my son came out pretty well.
Gave me some confidence. Then I went and tried to write another
new game, and have utterly failed so far. (Not guaging CPU use during DLIs
or something, and causing plenty of fatal lockups and crashes.)

At this point, I have too many ideas and not enough time or skill to
implement them. But some of my game ideas would probably be pretty
trivial for the more skilled programmers out there. (Esp. considering
I don't know assembly, and am trying to shove my ideas into Action!)

So who's up for it? :)

* Ever seen "Quantum", an old Atari arcade vector game with a trakball?
I'd love to see an 8-bit version (heck, it could be in blocky
GRAPHICS 7 mode). And support not just Trakball, but also Touch Tablet
and Koala Pad, and mouse.

* Musical games
- Guitar Hero (though that's best with a guitar controller :)
see Shredz64)
- Taiko Drum Master (surprisingly playable WITHOUT beating a drum,
though that helps, too)
- Dance Dance Revolution (pretty much REQUIRES a pad to jump around on)

Err... and now maybe it's late, and I can't remember all the ideas I've
been brainstorming for the past year. ;)

--
-bill!
Sent from my computer

3487. Re: I'm just not that good a programmer ;)

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-09 20:01:45 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <OvadnX217JtbC1LXnZ2dnUVZ_jKdnZ2d@earthlink.com>
Source record: 1926

Bill Kendrick wrote:
> So my little garbage truck toy/game for my son came out pretty well.
> Gave me some confidence. Then I went and tried to write another
> new game, and have utterly failed so far. (Not guaging CPU use during DLIs
> or something, and causing plenty of fatal lockups and crashes.)
>
> At this point, I have too many ideas and not enough time or skill to
> implement them. But some of my game ideas would probably be pretty
> trivial for the more skilled programmers out there. (Esp. considering
> I don't know assembly, and am trying to shove my ideas into Action!)
>
> So who's up for it? :)
>
> * Ever seen "Quantum", an old Atari arcade vector game with a trakball?
> I'd love to see an 8-bit version (heck, it could be in blocky
> GRAPHICS 7 mode). And support not just Trakball, but also Touch Tablet
> and Koala Pad, and mouse.
>
> * Musical games
> - Guitar Hero (though that's best with a guitar controller :)
> see Shredz64)
> - Taiko Drum Master (surprisingly playable WITHOUT beating a drum,
> though that helps, too)
> - Dance Dance Revolution (pretty much REQUIRES a pad to jump around on)
>
>
> Err... and now maybe it's late, and I can't remember all the ideas I've
> been brainstorming for the past year. ;)
>

I don't have the time to contribute but I am trying to get back into
programming a bit after a long layoff so if you want me to take a peek
at your source code I will do it.

I do have an odd pet project I am thinking about that should get me back
up to speed if I ever find the time to work on it.

Years ago I did a rough dungeon/rogue type game that used 3d view
something like dungeons in Ultima III but closer in execution to Dungeon
Master type of step move, five color character set graphics, and had a
few tools for laying out graphics and play fields. Anyway I am going to
see if I can pull anything off the old Tandy 1000 I had the files stored on.

Not that it is a significant epiphany but I think I figured out how to
make it multi user on the 8bit side. Kind of along the lines of the old

bbs door game with a little bit of WoW MMPOG added.

I figure I can have the internet connected computer transfer data encoded in blocks with position in each block being a players move or response.

Let's say 8 bit game server side there are no graphics or screen scrolling to interrupt processing. I should be able to get at least 2400 BAUD through put or the ability to get ~240 characters/second. For a four player game you could update it ~60x/second or a 40 player game 6x/second.

Just had the data encoded by position and tokenized. i.e. 0 => skip or null '1 => cast light '2 cast => magic missle '3 => attack with equipped weapon '4 open door '5 => open chest.
Sequence may come out as strings<for arguments sake>
0100
=> player two casts light
2233
=> players one and two cast magic missile, players three and four swing weapons.

Each player could have small server side buffer for a primitive chat. That is accumulate text until EOL.
00H0
00e0
00l0
00l0
00o0
00<EOL>0
At which time it gets passed to the other players.

Rick

3488. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-13 05:04:39 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1255410233@rtfm.mit.edu>
Source record: 1927
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: June 6, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
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NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3489. FS: ATARI 8 BIT CLAMSHELL GAMES: $10.00!

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-15 07:27:40 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0910150026460.25046@slate.spiritone.com>
Source record: 1928
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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3490. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-15 07:34:15 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0910150033580.25046@slate.spiritone.com>
Source record: 1929
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

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I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

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3491. NEW: PICK YOUR ATARI SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-15 07:37:03 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0910150034310.25046@slate.spiritone.com>
Source record: 1930
Cross-posted to:
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3492. Atari Telnet BBS

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-20 04:43:57 UTC
From: DocRotCod <rahbart@cox.net>
Message-ID: <debDm.1433$Xq1.714@newsfe10.iad>
Source record: 1931

Just a reminder - my telnet BBS is back online and running.

The Electric Cafe' BBS

thecafe.dtdns.net

Use port 8888

Thanks!

3493. FS: ATARI 8 BIT CLAMSHELL GAMES: $10.00!

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-22 14:21:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0910220721030.11906@slate.spiritone.com>
Source record: 1932
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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3494. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-22 14:23:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0910220721300.11906@slate.spiritone.com>
Source record: 1933
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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3495. NEW: PICK YOUR ATARI SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-22 14:29:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0910220729480.11906@slate.spiritone.com>
Source record: 1934
Cross-posted to:
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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3496. Re: NEW: PICK YOUR ATARI SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-23 00:21:03 UTC
From: "Vyse of Arcadia"
Message-ID: <2009102219210375249-@news.giganews.com>
Source record: 1935
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On 2009-10-22 09:29:53 -0500, Bravo Sierra Computers <atari@aracnet.com> said:

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> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
> FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
> Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
> Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

Just wondering... Bravo and Sierra are phonetics for B and S.

Why would anyone buy from BS Computers? Sure, it's Ben's initials, but
in the minds of most English speakers, it's an acronym for something
significantly less pleasant.
--
Vyse

"Real men don't make excuses for their shortcomings."
-Aika

3497. Re: NEW: PICK YOUR ATARI SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-23 00:36:08 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2009.10.23.00.36.08.50500@suddenlink.net>
Source record: 1936
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Thu, 22 Oct 2009 19:21:03 -0500, wrote:

> Why would anyone buy from BS Computers? Sure, it's Ben's initials, but
> in the minds of most English speakers, it's an acronym for something
> significantly less pleasant.

I've bought from them - no problems at all. Many times, they had items or software that I couldn't find anywhere else. Ben does over-post a bit, but its not that big a deal for me - its what filters or the delete button are for. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

3498. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-23 05:32:30 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1256275898@rtfm.mit.edu>
Source record: 1937
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: June 6, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3499. Re: NEW: PICK YOUR ATARI SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-23 17:22:32 UTC
From: Hornet
Message-ID: <m9p3e59evpgpm01l3dbutok9guhdrbu5vf@4ax.com>
Source record: 1938

>Why would anyone buy from BS Computers?

All's I know is that nothin' lasts forever and we are damn sure gonna
miss this guy when he folds his tent. Atarians are damn lucky to have
somone as determined as he to keep the Atari name alive.

3500. Re: NEW: PICK YOUR ATARI SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-24 11:08:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <vYmdne4YEtGPfX_XnZ2dnUVZ_rSdnZ2d@giganews.com>
Source record: 1939

I have bought things from Ben and things went fine. Hey, he may throw
out a lot of ads, but at leas he is there just in case you need
something. Not too many Atari dealers around so let's savor the ones
we have.

Vyse of Arcadia wrote:
>
> On 2009-10-22 09:29:53 -0500, Bravo Sierra Computers <atari@aracnet.com> said:
>
>> Your choice of 20% off All Games/Software, Books & most Hardware for Classic
>> Atari 8 Bit & Atari ST Computers plus Atari Games! Or you can Choose Plan B:
>>
>> Buy any 3 titles of my new in the box games for the Classic Atari 8 Bit
>> and Atari ST Computers, mix and match machines, and receive a brand new
>> in the box game. You can qualify for more than 1 free offer by
>> doubling, or tripling, etc. your order.All you have to do is pick a
>> minimum of 4 new in
>> the box games, for each 4 games I'll give you 1 from your list for free!
>>
>> All I ask is a minimum order of $50.00! Discount does not apply to Hardware
>> where Shipping is included! My Software & Book Catalogs are sorted alphabet-
>> ically by Title so Cut-&-Paste your order & E-Mail your list with your Ship-
>> ping Address so I can expedite your order!Goto
>> http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask for
>> Atari catalogs!Call 24hrs (503)256-9974
>>
>> http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
>> http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI CATALOGS LISTS!
>> http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
>> http://www.aracnet.com/~atari/8bt_hard.htm 8 BIT HARDWARE LIST!
>> http://www.aracnet.com/~atari/st_hard.htm ST HARDWARE LIST!
>> http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
>> http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!
>> http://www.aracnet.com/~atari/8btbooks.htm ATARI 8 BIT BOOKS LIST!
>> http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
>>
>> I've got a fast turnaround rate. Usually, Once I receive payment your
>> order goes out the same day. Customers love the speedy service! I have
>> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>>
>> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
>> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>>
>> Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!

>> FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
>> Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
>> Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!
>
> Just wondering... Bravo and Sierra are phonetics for B and S.
>
> Why would anyone buy from BS Computers? Sure, it's Ben's initials, but in
> the minds of most English speakers, it's an acronym for something
> significantly less pleasant.
> --
> Vyse
>
> "Real men don't make excuses for their shortcomings."
> -Aika
>

Falcon030 with 16meg of ram

3501. Ali Baba and the Forty Thieves

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-24 11:08:05 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <LOWdnVSjZ7SIfX_XnZ2dnUVZ_q6dnZ2d@giganews.com>
Source record: 1940

I have this game for my Atari 400 computer and loved playing. Now
I use my XE, but this game does not play function well. When you
try and read a scroll, it does not stay on long enough to read.
I hear there is a XE version of the game, but for years I have
not been able to find it. Anyone know where I can get a copy?

Falcon030 with 16meg of ram

3502. Re: Ali Baba and the Forty Thieves

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-24 21:11:47 UTC
From: Hornet
Message-ID: <cvq6e55i1m6oe1c5681iskr9dtaefcqvih@4ax.com>
Source record: 1941

>I have this game for my Atari 400 computer and loved playing. Now
>I use my XE, but this game does not play function well.

If it was an older game for the 400/800 maybe you need to pre-load the Translator disk. I'm pretty sure you can get these from Bravo Sierra or B&C...

>Falcon030 with 16meg of ram

Cool!

I myself have an Apple IIe, a Commodore 64, a Commodore Amiga 500, an Atari 800XL and a 486DX-3 75Mhz running DOS 6.22 that I am keeping alive and feeding well, but I would LOVE to get an Atari ST rig but everyone who had a decent one seems to be holding on to 'em...

Hornet

3503. Re: Ali Baba and the Forty Thieves

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-27 00:06:53 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <5fbd4a44-ceb2-42ab-a719-b0cbf49d367a@s15g2000yqs.googlegroups.com>
Source record: 1942

On Oct 24, 7:08 am, Edward S. Baiz Jr. (Gamer) <edbai...@comcast.net>
wrote:
> I have this game for my Atari 400 computer and loved playing. Now
> I use my XE, but this game does not play function well. When you
> try and read a scroll, it does not stay on long enough to read.
> I hear there is a XE version of the game, but for years I have
> not been able to find it. Anyone know where I can get a copy?
>
> ---
> Falcon030 with 16meg of ram

You didn't mention the name of the game.

3504. Re: Ali Baba and the Forty Thieves

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-27 00:32:44 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2009.10.27.00.32.42.595438@suddenlink.net>
Source record: 1943

On Mon, 26 Oct 2009 17:06:53 -0700, russg wrote:

> On Oct 24, 7:08ï¿½am, Edward S. Baiz Jr. (Gamer) <edbai...@comcast.net>
> wrote:
>> I have this game for my Atari 400 computer and loved playing. Now
>> I use my XE, but this game does not play function well. When you
>> try and read a scroll, it does not stay on long enough to read.
>> I hear there is a XE version of the game, but for years I have
>> not been able to find it. Anyone know where I can get a copy?
>>
>> --
>> Falcon030 with 16meg of ram
>
> You didn't mention the name of the game.

Umm...look at the title of the post. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

3505. Re: Ali Baba and the Forty Thieves

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-27 22:51:31 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <24c45ae7-bf25-481b-9b8f-b0752908cbb7@k19g2000yqc.googlegroups.com>
Source record: 1944

Ali Baba. I looked in my archives. I have it in .ATR form, and the
one from Holmes says it is
OSB (needs translator, or emulator). (You changed the title of a Ben
Smith thread, which will
get less notice than if you started your own thread, and I missed it
in Google groups, sorry Ed.)
I couldn't find an XL/XE version. If you're using a real Atari, you
could load the Translator B disk first.
I would guess it hasn't been modified to XL/XE OS.

http://www.page6.org/pd_lib/utilities/pd_translator.htm

You'd need a way to get the .ATR over to your XE, like an APE cable.

Or, buy a disk from one of the vendors, Ben Smith, Video 61, B&C, Best
to name a few.

3506. NEW: PICK YOUR ATARI SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-29 15:04:29 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0910290804130.8833@slate.spiritone.com>
Source record: 1945
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Your choice of 20% off All Games/Software, Books & most Hardware for Classic Atari 8 Bit & Atari ST Computers plus Atari Games! Or you can Choose Plan B:

Buy any 3 titles of my new in the box games for the Classic Atari 8 Bit and Atari ST Computers, mix and match machines, and receive a brand new in the box game. You can qualify for more than 1 free offer by doubling, or tripling, etc. your order.All you have to do is pick a minimum of 4 new in the box games, for each 4 games I'll give you 1 from your list for free!

All I ask is a minimum order of $50.00! Discount does not apply to Hardware where Shipping is included! My Software & Book Catalogs are sorted alphabet-ically by Title so Cut-&-Paste your order & E-Mail your list with your Ship-ping Address so I can expedite your order!Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask for Atari catalogs!Call 24hrs (503)256-9974

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http://www.aracnet.com/~atari/st_hard.htm ST HARDWARE LIST!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/8btbooks.htm ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References! FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974! COMING THIS NOVEMBER!!CUSTOMER APPRECIATION MONTH!! FREE GIFT WITH PURCHASE!!

3507. ATARI CUSTOMER APPRECIATION MONTH!

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-29 15:07:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0910290807090.8833@slate.spiritone.com>
Source record: 1946
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Early Each November, Vendors start Advertising for the Christmas Season,
But forget the season for Giving Thanx. This November I'm Giving Thanx for
wonderful Atari Customers. Atari Customers are the Best. A real Blessing.
They're Loyal & keep coming back for more. Real Die-Hards. I'm Showing my
Appreciaton to my Customers This November. Buy from Bravo Sierra Computers
and get a gift from Bravo Sierra! Goto http://BenSells.Atari.org E-Mail
BenSells@Atari.org or Call Ben anytime at (503)256-9974! Got Atari?

http://www.aracnet.com/~atari/specials.htm ATARI THANK YOU SPECIALS!
http://BensCatalogs.Atari.org BEN'S FREE ATARI CATALOGS!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974! COMING THIS
NOVEMBER!!CUSTOMER APPRECIATION MONTH!! FREE GIFT WITH PURCHASE!!

3508. Re: cc65 version 2.13.0 released

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-30 14:14:21 UTC
From: Tigard Tim <timethy@gmail.com>
Message-ID: <1c151e14-cf4a-4643-b52c-e9ed9a7387a8@r24g2000prf.googlegroups.com>
Source record: 1947
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.sys.oric

On Oct 6, 5:54 am, u...@spamtrap.musoftware.de (U. v. Bassewitz)
wrote:
> I'm proud to announce version 2.13.0 of cc65. cc65 is a complete cross
> development package for 65(C)02 systems, including a powerful macro assembler,
> a C compiler, linker, librarian and several other tools.

Thank you Ullrich (et al) I enjoy using CC65 on Mac keep up the great
work!

--tim

3509. Re: Ali Baba and the Forty Thieves

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-31 11:06:23 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <KcidnRt_zauyh3HXnZ2dnUVZ_tmdnZ2d@giganews.com>
Source record: 1948

>Hornet wrote:
>>I have this game for my Atari 400 computer and loved playing. Now
>>I use my XE, but this game does not play function well.
>
> If it was an older game for the 400/800 maybe you need to pre-load the
> Translator disk. I'm pretty sure you can get these from Bravo Sierra
> or B&C...

I have the Translator Disk and I do not believe that worked. However, I
will give it a try and see.

>
>>Falcon030 with 16meg of ram
>
> Cool!

Yeah, waiting for the upgrade to give me 4 PCI slots

> I myself have an Apple IIe, a Commodore 64, a Commodore Amiga 500, an
> Atari 800XL and a 486DX-3 75Mhz running DOS 6.22 that I am keeping
> alive and feeding well, but I would LOVE to get an Atari ST rig but
> everyone who had a decent one seems to be holding on to 'em...
>
> Hornet

You can get a ST System from B&C, Best Electronics and some others...

Falcon030 with 16meg of ram

3510. Re: Ali Baba and the Forty Thieves

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-31 11:06:25 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <JcadnRfsLKOsh3HXnZ2dnUVZ_uGdnZ2d@giganews.com>
Source record: 1949

Ali Baba and the Forty Thieves is the name of the game....

russg wrote:
>
> On Oct 24, 7:08 am, Edward S. Baiz Jr. (Gamer) <edbai...@comcast.net>
> wrote:
>> I have this game for my Atari 400 computer and loved playing. Now
>> I use my XE, but this game does not play function well. When you
>> try and read a scroll, it does not stay on long enough to read.
>> I hear there is a XE version of the game, but for years I have
>> not been able to find it. Anyone know where I can get a copy?
>>
>> --
>> Falcon030 with 16meg of ram
>
> You didn't mention the name of the game.

Falcon030 with 16meg of ram

3511. Re: Ali Baba and the Forty Thieves

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-31 11:06:28 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <TcidnVuzZJCph3HXnZ2dnUVZ_tmdnZ2d@giganews.com>
Source record: 1950

I have the Translator Disk and I do believe I tried it and it did not
work from what I remember, but I will give it another go and see.

russg wrote:
>
> Ali Baba. I looked in my archives. I have it in .ATR form, and the
> one from Holmes says it is
> OSB (needs translator, or emulator). (You changed the title of a Ben
> Smith thread, which will
> get less notice than if you started your own thread, and I missed it
> in Google groups, sorry Ed.)
> I couldn't find an XL/XE version. If you're using a real Atari, you
> could load the Translator B disk first.
> I would guess it hasn't been modified to XL/XE OS.
>
> http://www.page6.org/pd_lib/utilities/pd_translator.htm
>
> You'd need a way to get the .ATR over to your XE, like an APE cable.
>
> Or, buy a disk from one of the vendors, Ben Smith, Video 61, B&C, Best
> to name a few.

Falcon030 with 16meg of ram

3512. Re: Ali Baba and the Forty Thieves

Newsgroup: comp.sys.atari.8bit
Date: 2009-10-31 17:06:51 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <574d6e41-52dc-485f-a9a6-7a74687d5043@15g2000yqy.googlegroups.com>
Source record: 1801

On Oct 31, 7:06 am, Edward S. Baiz Jr. (Gamer) <edbai...@comcast.net>
wrote:
> I have the Translator Disk and I do believe I tried it and it did not
> work from what I remember, but I will give it another go and see.
>
>
>
> russg wrote:
>
> > Ali Baba. I looked in my archives. I have it in .ATR form, and the
> > one from Holmes says it is
> > OSB (needs translator, or emulator). (You changed the title of a Ben
> > Smith thread, which will
> > get less notice than if you started your own thread, and I missed it
> > in Google groups, sorry Ed.)
> > I couldn't find an XL/XE version. If you're using a real Atari, you
> > could load the Translator B disk first.
> > I would guess it hasn't been modified to XL/XE OS.
>
> >http://www.page6.org/pd_lib/utilities/pd_translator.htm
>
> > You'd need a way to get the .ATR over to your XE, like an APE cable.
>
> > Or, buy a disk from one of the vendors, Ben Smith, Video 61, B&C, Best
> > to name a few.
>
> Falcon030 with 16meg of ram

You need translator B. There's A and B.

3513. Re: NEW: PICK YOUR ATARI SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2009-11-01 14:51:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0911010651010.12878@slate.spiritone.com>
Source record: 1802
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On Thu, 22 Oct 2009, Vyse wrote:

> Date: Thu, 22 Oct 2009 19:21:03 -0500
> From: Vyse of Arcadia
> Newsgroups: comp.sys.atari.8bit, comp.sys.atari.st, rec.games.video.atari,
> rec.games.video.classic, rec.games.video.marketplace, pdx.forsale
> Subject: Re: NEW: PICK YOUR ATARI SALE!
>
> On 2009-10-22 09:29:53 -0500, Bravo Sierra Computers <atari@aracnet.com>
> said:
>
>> Your choice of 20% off All Games/Software, Books & most Hardware for
>> Classic
>> Atari 8 Bit & Atari ST Computers plus Atari Games! Or you can Choose Plan
>> B:
>>
>> Buy any 3 titles of my new in the box games for the Classic Atari 8 Bit and
>> Atari ST Computers, mix and match machines, and receive a brand new in the
>> box game. You can qualify for more than 1 free offer by doubling, or
>> tripling, etc. your order.All you have to do is pick a minimum of 4 new in
>> the box games, for each 4 games I'll give you 1 from your list for free!
>>
>> All I ask is a minimum order of $50.00! Discount does not apply to Hardware
>> where Shipping is included! My Software & Book Catalogs are sorted
>> alphabet-
>> ically by Title so Cut-&-Paste your order & E-Mail your list with your
>> Ship-
>> ping Address so I can expedite your order!Goto
>> http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask for Atari
>> catalogs!Call 24hrs (503)256-9974
>>
>> http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
>> http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI CATALOGS LISTS!
>> http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
>> http://www.aracnet.com/~atari/8bt_hard.htm 8 BIT HARDWARE LIST!
>> http://www.aracnet.com/~atari/st_hard.htm ST HARDWARE LIST!
>> http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES
>> LIST!
>> http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!
>> http://www.aracnet.com/~atari/8btbooks.htm ATARI 8 BIT BOOKS LIST!
>> http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
>>
>> I've got a fast turnaround rate. Usually, Once I receive payment your

>> order goes out the same day. Customers love the speedy service! I have
>> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>>
>> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
>> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>>
>> Atari 8 Bit and ST Games/Software, Hardware/Accessories and
>> Books/References!
>> FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org
>> or
>> Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org
>> and
>> Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at
>> (503)256-9974!
>
> Just wondering... Bravo and Sierra are phonetics for B and S.
>
> Why would anyone buy from BS Computers? Sure, it's Ben's initials, but in the
> minds of most English speakers, it's an acronym for something significantly
> less pleasant.
> --
> Vyse
>
> "Real men don't make excuses for their shortcomings."
> -Aika

Think of it as a NickName! Calling someone Slim when there really Fat! Or in
my case, I'm the opposite of Bull Spit!I would rather promise a Customer Less
and deliver more, than promise a Customer More and deliver less!Please Reply!
Please Answer! Please Reply Irregardless of your Answers! Thanx! =-=Ben=-=

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!
DURING THIS NOVEMBER!!CUSTOMER APPRECIATION MONTH!! FREE GIFT WITH PURCHASE!!

3514. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-11-03 05:26:23 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1257225956@rtfm.mit.edu>
Source record: 1803
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: June 6, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3515. Atari BBS List

Newsgroup: comp.sys.atari.8bit
Date: 2009-11-03 20:50:02 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <hcq51q$j92$1@news.eternal-september.org>
Source record: 1804

```
It's been a long time, but I've finally updated the list. Please let me
know if you're aware of any further changes.

Thanks,
Trevor

Atari BBS List 11/03/2009

http://atari.holyoak.com/ATARIBBS.TXT

Maintained by Trevor Holyoak <trevor@holyoak.com>

********************************
* *
* Atari 8bit Support Systems *
* available via the Internet *
* as of 11-03-2009 *
* *
********************************

-------------------------------------
7 Systems Listed
-------------------------------------

01 The Boot Factory
telnet://bfbbs.no-ip.com
telnet://bfbbs.dtdns.net

02 Inside The 8-bit - (2 lines)
telnet://TCPIPExpress.dyndns.org:8888
:8889
expresspro.dyndns.org:8888

03 MouseNet BBS
telnet://atari-bbs.kicks-ass.net

04 Dark Force BBS (Run on a Mega 2 ST)
telnet://darkforce-bbs.dyndns.org

05 ST Guild BBS
telnet://stguild-bbs.dyndns.org

06 Closer to Home BBS
telnet://cth.dtdns.net

07 The Electric Cafe' BBS
telnet://thecafe.dtdns.net:8888
```

3516. Re: Atari BBS List

Newsgroup: comp.sys.atari.8bit
Date: 2009-11-03 21:31:59 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2009.11.03.21.31.59.821168@suddenlink.net>
Source record: 1805

On Tue, 03 Nov 2009 13:50:02 -0700, Trevor Holyoak wrote:

> It's been a long time, but I've finally updated the list. Please let me
> know if you're aware of any further changes.
>
> Thanks,
> Trevor

Hey Trevor - nice to know you're still following this, thanks much!

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

3517. NEW: PICK YOUR ATARI SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2009-11-05 14:26:15 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0911050621170.9979@slate.spiritone.com>
Source record: 1806
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Your choice of 20% off All Games/Software, Books & most Hardware for Classic
Atari 8 Bit & Atari ST Computers plus Atari Games! Or you can Choose Plan B:

Buy any 3 titles of my new in the box games for the Classic Atari 8 Bit
and Atari ST Computers, mix and match machines, and receive a brand new in
the box game. You can qualify for more than 1 free offer by doubling, or
tripling, etc. your order.All you have to do is pick a minimum of 4 new in
the box games, for each 4 games I'll give you 1 from your list for free!

All I ask is a minimum order of $50.00! Discount does not apply to Hardware
where Shipping is included! My Software & Book Catalogs are sorted alphabet-
ically by Title so Cut-&-Paste your order & E-Mail your list with your Ship-
ping Address so I can expedite your order!Goto http://BensCatalogs.Atari.org
or E-Mail BenSells@Atari.org ask for Atari catalogs!Call 24hrs (503)256-9974

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI CATALOGS LISTS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8bt_hard.htm 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ST HARDWARE LIST!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/8btbooks.htm ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974! DURING THIS
NOVEMBER!!CUSTOMER APPRECIATION MONTH!! FREE GIFT WITH PURCHASE!!

3518. ATARI CUSTOMER APPRECIATION MONTH!

Newsgroup: comp.sys.atari.8bit
Date: 2009-11-05 14:31:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0911050626260.9979@slate.spiritone.com>
Source record: 1807
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Early Each November, Vendors start Advertising for the Christmas Season,
But forget the season for Giving Thanx. This November I'm Giving Thanx for
wonderful Atari Customers. Atari Customers are the Best. A real Blessing.
They're Loyal & keep coming back for more. Real Die-Hards. I'm Showing my
Appreciaton to my Customers This November. Buy from Bravo Sierra Computers
and get a gift from Bravo Sierra! Goto http://BenSells.Atari.org E-Mail
BenSells@Atari.org or Call Ben anytime at (503)256-9974! Got Atari?

http://www.aracnet.com/~atari/specials.htm ATARI THANK YOU SPECIALS!
http://BensCatalogs.Atari.org BEN'S FREE ATARI CATALOGS!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974! DURING THIS
NOVEMBER!!CUSTOMER APPRECIATION MONTH!! FREE GIFT WITH PURCHASE!!

3519. ATARI CUSTOMER APPRECIATION MONTH!

Newsgroup: comp.sys.atari.8bit
Date: 2009-11-12 18:54:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0911121052550.8576@slate.spiritone.com>
Source record: 1808
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Early Each November, Vendors start Advertising for the Christmas Season,
But forget the season for Giving Thanx. This November I'm Giving Thanx for
wonderful Atari Customers. Atari Customers are the Best. A real Blessing.
They're Loyal & keep coming back for more. Real Die-Hards. I'm Showing my
Appreciaton to my Customers This November. Buy from Bravo Sierra Computers
and get a gift from Bravo Sierra! Goto http://BenSells.Atari.org E-Mail
BenSells@Atari.org or Call Ben anytime at (503)256-9974! Got Atari?

http://www.aracnet.com/~atari/specials.htm ATARI THANK YOU SPECIALS!
http://BensCatalogs.Atari.org BEN'S FREE ATARI CATALOGS!

I've got a fast turnaround rate. Usually, Once I receive payment your
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lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974! DURING THIS
NOVEMBER!!CUSTOMER APPRECIATION MONTH!! FREE GIFT WITH PURCHASE!!

3520. NEW: PICK YOUR ATARI SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2009-11-12 19:00:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0911121054280.8576@slate.spiritone.com>
Source record: 1809
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Your choice of 20% off All NEW and USED Games/Software & Books for Classic
Atari 8 Bit & Atari ST Computers plus Atari Games! Or you can Choose Plan B:

Buy any 3 titles of my new in the box games for the Classic Atari 8 Bit
and Atari ST Computers, mix and match machines, and receive a brand new in
the box game. You can qualify for more than 1 free offer by doubling, or
tripling, etc. your order.All you have to do is pick a minimum of 4 new in
the box games, for each 4 games I'll give you 1 from your list for free!

All I ask is a minimum order of $50.00! My Software & Book Catalogs are sorted
alphabetically by Title so Cut-&-Paste your order & E-Mail your list with your
Shipping Address so I can expedite your order! Goto http://BenSells.Atari.org
or E-Mail BenSells@Atari.org ask for Atari catalogs! Call 24hrs (503)256-9974!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI CATALOGS LISTS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/8btbooks.htm ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974! DURING THIS
NOVEMBER!!CUSTOMER APPRECIATION MONTH!! FREE GIFT WITH PURCHASE!!

3521. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-11-13 06:19:46 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1258093141@rtfm.mit.edu>
Source record: 1810
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: June 6, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
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The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
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The 800XL/65XE/130XE/800XE computers and XE game system were produced from
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Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

WEB PAGES
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

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http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

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http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3522. Re: Ali Baba and the Forty Thieves

Newsgroup: comp.sys.atari.8bit
Date: 2009-11-14 12:45:09 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <RMKdnfEMua_IO2PXnZ2dnUVZ_smdnZ2d@giganews.com>
Source record: 1811

russg wrote:
>
> On Oct 31, 7:06 am, Edward S. Baiz Jr. (Gamer) <edbai...@comcast.net>
> wrote:
>> I have the Translator Disk and I do believe I tried it and it did not
>> work from what I remember, but I will give it another go and see.
>>
>>
>>
>> russg wrote:
>>
>> > Ali Baba. I looked in my archives. I have it in .ATR form, and the
>> > one from Holmes says it is
>> > OSB (needs translator, or emulator). (You changed the title of a Ben
>> > Smith thread, which will
>> > get less notice than if you started your own thread, and I missed it
>> > in Google groups, sorry Ed.)
>> > I couldn't find an XL/XE version. If you're using a real Atari, you
>> > could load the Translator B disk first.
>> > I would guess it hasn't been modified to XL/XE OS.
>>
>> >http://www.page6.org/pd lib/utilities/pd translator.htm
>>
>> > You'd need a way to get the .ATR over to your XE, like an APE cable.
>>
>> > Or, buy a disk from one of the vendors, Ben Smith, Video 61, B&C, Best
>> > to name a few.
>>
>> Falcon030 with 16meg of ram
>
> You need translator B. There's A and B.

Thanks. I did not know there were two versions. Sounds like that is my
problem.

Falcon030 with 16meg of ram

3523. Re: Ali Baba and the Forty Thieves

Newsgroup: comp.sys.atari.8bit
Date: 2009-11-15 14:04:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0911150558510.19356@slate.spiritone.com>
Source record: 1812

On Sat, 14 Nov 2009, Edward S. Baiz Jr. wrote:

> Date: Sat, 14 Nov 2009 06:45:09 -0600
> From: Edward S. Baiz Jr. <edbaizjr@comcast.net>
> Newsgroups: comp.sys.atari.8bit
> Subject: Re: Ali Baba and the Forty Thieves
>
>
>
> russg wrote:
>>
>> On Oct 31, 7:06 am, Edward S. Baiz Jr. (Gamer) <edbai...@comcast.net>
>> wrote:
>>> I have the Translator Disk and I do believe I tried it and it did not
>>> work from what I remember, but I will give it another go and see.
>>>
>>>
>>>
>>> russg wrote:
>>>
>>>> Ali Baba. I looked in my archives. I have it in .ATR form, and the
>>>> one from Holmes says it is
>>>> OSB (needs translator, or emulator). (You changed the title of a Ben
>>>> Smith thread, which will
>>>> get less notice than if you started your own thread, and I missed it
>>>> in Google groups, sorry Ed.)
>>>> I couldn't find an XL/XE version. If you're using a real Atari, you
>>>> could load the Translator B disk first.
>>>> I would guess it hasn't been modified to XL/XE OS.
>>>
>>>> http://www.page6.org/pd lib/utilities/pd translator.htm
>>>
>>>> You'd need a way to get the .ATR over to your XE, like an APE cable.
>>>
>>>> Or, buy a disk from one of the vendors, Ben Smith, Video 61, B&C, Best
>>>> to name a few.
>>>
>>> Falcon030 with 16meg of ram
>>
>> You need translator B. There's A and B.
>
> Thanks. I did not know there were two versions. Sounds like that is my
> problem.
>

> Falcon030 with 16meg of ram

Lance at Video 61 sells the Translator on Cartridge! I think he Makes them!

=-=Sent from my Atari Mega ST4!=-=

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!
DURING THIS NOVEMBER!!CUSTOMER APPRECIATION MONTH!! FREE GIFT WITH PURCHASE!!

3524. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-11-16 19:37:45 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <hds9m9$du0$1@news.eternal-september.org>
Source record: 1813

Michael Current wrote:

> WEB PAGES
> Atari 8-bit Computer Web Ring, kept by Raphael Espino
> Ring Hub: http://www.webring.com/hub?ring=a8bit
> Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

GeoCities no longer exists.

- Trevor

3525. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-11-17 03:38:10 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.u3isdwv5gaat7c@mdc2>
Source record: 1814

On Mon, 16 Nov 2009 13:37:45 -0600, Trevor Holyoak <trevor@holyoak.com>
wrote:

> Michael Current wrote:
>
>> WEB PAGES
>> Atari 8-bit Computer Web Ring, kept by Raphael Espino
>> Ring Hub: http://www.webring.com/hub?ring=a8bit
>> Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
>
> GeoCities no longer exists.

Good point.

And eesh, it looks like "our" web ring got taken over by some kind of
cyber squatter, TheCyberMall.biz? I think I'll just drop the web ring
from the Welcome FAQ, unless someone has a better idea.

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name
8-bit Atari FAQ/Vendor Lists: htt://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

3526. NEW: PICK YOUR ATARI SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2009-11-19 14:28:28 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0911190628000.5363@slate.spiritone.com>
Source record: 1815
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Your choice of 20% off All NEW and USED Games/Software & Books for Classic
Atari 8 Bit & Atari ST Computers plus Atari Games! Or you can Choose Plan B:

Buy any 3 titles of my new in the box games for the Classic Atari 8 Bit
and Atari ST Computers, mix and match machines, and receive a brand new in
the box game. You can qualify for more than 1 free offer by doubling, or
tripling, etc. your order.All you have to do is pick a minimum of 4 new in
the box games, for each 4 games I'll give you 1 from your list for free!

All I ask is a minimum order of $50.00! My Software & Book Catalogs are sorted
alphabetically by Title so Cut-&-Paste your order & E-Mail your list with your
Shipping Address so I can expedite your order! Goto http://BenSells.Atari.org
or E-Mail BenSells@Atari.org ask for Atari catalogs! Call 24hrs (503)256-9974!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI CATALOGS LISTS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/8btbooks.htm ATARI 8 BIT BOOKS LIST!
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I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974! DURING THIS
NOVEMBER!!CUSTOMER APPRECIATION MONTH!! FREE GIFT WITH PURCHASE!!

3527. ATARI CUSTOMER APPRECIATION MONTH!

Newsgroup: comp.sys.atari.8bit
Date: 2009-11-19 14:30:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0911190628380.5363@slate.spiritone.com>
Source record: 1816
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Early Each November, Vendors start Advertising for the Christmas Season,
But forget the season for Giving Thanx. This November I'm Giving Thanx for
wonderful Atari Customers. Atari Customers are the Best. A real Blessing.
They're Loyal & keep coming back for more. Real Die-Hards. I'm Showing my
Appreciaton to my Customers This November. Buy from Bravo Sierra Computers
and get a gift from Bravo Sierra! Goto http://BenSells.Atari.org E-Mail
BenSells@Atari.org or Call Ben anytime at (503)256-9974! Got Atari?

http://www.aracnet.com/~atari/specials.htm ATARI THANK YOU SPECIALS!
http://BensCatalogs.Atari.org BEN'S FREE ATARI CATALOGS!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974! DURING THIS
NOVEMBER!!CUSTOMER APPRECIATION MONTH!! FREE GIFT WITH PURCHASE!!

3528. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-11-24 05:17:18 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1259039825@rtfm.mit.edu>
Source record: 1817
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: July 24, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
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http://www.abbuc.de/

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http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

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http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3529. Indus GT rom

Newsgroup: comp.sys.atari.8bit
Date: 2009-11-24 17:30:11 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <xKUOm.39757$X01.35302@newsfe07.iad>
Source record: 1818

I have Indus GT rom image file rom. How do I put it into the Atari 8bit emulator ? I need it for running DOS XL with synchromesh in the emulator. Like 1541 rom is used in WinVice. Anyone can help?

Thanks!
Jack Tseng

3530. Modified Atari 1050 rom?

Newsgroup: comp.sys.atari.8bit
Date: 2009-11-24 17:35:40 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <HPUOm.39758$X01.2178@newsfe07.iad>
Source record: 1819

Can we modify the Atari 1050 rom? I need to format the double density, use 26 sectors per track instead of 18. 90K is increased to 130K. Can 180K be increased to 260K?

Thanks!
Jack Tseng

3531. Re: Modified Atari 1050 rom?

Newsgroup: comp.sys.atari.8bit
Date: 2009-11-24 20:06:33 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <hehec5$6vs$1@infosun2.rus.uni-stuttgart.de>
Source record: 1820

Jack Tseng wrote:
> Can we modify the Atari 1050 rom? I need to format the double density, use
> 26 sectors per track instead of 18. 90K is increased to 130K. Can 180K be
> increased to 260K?

Well, "it can", but the trouble is elsewhere. Double density really
means 256 bytes per sector, not 128 bytes per sector as usual. The
trouble with 128 bytes per sector is that a shorter sector size includes
more overhead to indicate the start of the sector, the sector and track
number and so on, overhead that is not visible otherwise. This
additional overhead reduces the payload that is available, and thus is
the reason why enhanced density provides less capacity than double density.

Now the reason why the 1050 is not capable of double density even though
the disk controller is is simply because the 1050 has only a total of
256 bytes(!) RAM on board. 128 bytes are used for the sector buffer, and
the remaining bytes are used by the CPU to work with. Thus, it is pretty
tough to extend the 1050 to double density without extending the
hardware in one way or another.

So long,
Thomas

3532. Re: Modified Atari 1050 rom?

Newsgroup: comp.sys.atari.8bit
Date: 2009-11-24 22:16:28 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <rv-dnX94mKHMxpHWnZ2dnUVZ_uydnZ2d@earthlink.com>
Source record: 1821

Jack Tseng wrote:
> Can we modify the Atari 1050 rom? I need to format the double density, use
> 26 sectors per track instead of 18. 90K is increased to 130K. Can 180K be
> increased to 260K?
>
> Thanks!
> Jack Tseng
>
>

Thomas gave a good explanation. There is a home brew 1050 US Doubler
mod where all you do is add a 6810 and burn the USD code into an EPROM.
Problem is now the 6810 is getting pretty hard to find.

Bob Wooley showed some interest in the 1050 since it used the 2793/2797
disk controller chip it should be able to do anything from 3.5" to 8"
floppies.
But then came the XF551 and SIO2PC and after hacking/promoting those
he kind of moved on to more challenging stuff.

Rick

3533. PICK YOUR ATARI XMAS SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2009-11-26 13:24:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0911260524090.14551@slate.spiritone.com>
Source record: 1822
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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3534. a new atari paddle controllers design

Newsgroup: comp.sys.atari.8bit
Date: 2009-11-29 20:55:06 UTC
From: Nickname unavailable <Video61@tcq.net>
Message-ID: <48a5fc18-d4c1-4510-a6a2-9e2fb1d2ad35@m35g2000vbi.googlegroups.com>
Source record: 1823

a new atari paddle controllers design

please visit our web site page here,

http://members.tcq.net/video61/cx30evolved.html
to see our latest product, a new paddle controller design.
we also have a huge selection of new in the box, classic atari games
here,
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www.atarisales.com

3535. Fwd: XF551 3.5" Upgrade Nightmare

Newsgroup: comp.sys.atari.8bit
Date: 2009-11-30 20:49:17 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b142fcd$0$1675$742ec2ed@news.sonic.net>
Source record: 1824

A fellow wrote the following to me; can anyone lend a hand?

Wondering if you can lend a hand (or at least a few words) and maybe get this to some of those fine folks (especially Bob Woolley) who spoke at the 2009 event.

I have an XF551. I replaced the ROM with a 27C64 burned with the modifications outlined in Bob Woolley's article on the subject. I pried up short ribbon cable and stamped down a longer one. Under magnification, the contacts look solid. I replaced the 5.25" mechanism with the floppy drive from an Atari Mega ST2 (Sony MP-F11W-5DU). A standard power adapter gets power to the floppy drive. Since I am using an SIO2SD to boot from, I used the dips on the XF551 to set the drive to D2:. I am booting the Atari from the SIO2SD into MyDOS 4.53/4.

When I use the "I. Initialize Disk" tool, the drive seems to go through the entire init process (long time rip-rip-rip-rip-rip, eventual BEEP, rip-rip-rip-rip-rip) but then finishes with an Error 144. I have tried this without changing any of the parameters in DOS, changing the density to double ("P. Set Density","2,D"), and high capacity ("O. Change Config", "High Capacity: Y", "Sectors: 2880"). None of these or in any combination change the result, which is a seemingly perfect initialization apart from the final Error 144.

My goal for this is to write images back to floppy. I don't care about the extra space except for perhaps a few file game compilations. I am open to any suggestions, including, "Hey I have an XF551 3.5" that I'll sell you for $XXX.00!" =)

At your service,

Daniel Lee

Thanks!

--
-bill!
Sent from my computer

3536. Re: Fwd: XF551 3.5" Upgrade Nightmare

Newsgroup: comp.sys.atari.8bit
Date: 2009-11-30 22:09:29 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b144299$0$1639$742ec2ed@news.sonic.net>
Source record: 1825

Bill Kendrick <bill@newbreedsoftware.com> wrote:
> A fellow wrote the following to me; can anyone lend a hand?

> Wondering if you can lend a hand (or at least a few words) and maybe get
> this to some of those fine folks (especially Bob Woolley) who spoke at the
> 2009 event.

Apparently he's already in touch with Bob. But if anyone else chimes in
here, I'll pass it along to Daniel, too.

--
-bill!
Sent from my computer

3537. atari holiday sale

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-01 06:40:18 UTC
From: Nickname unavailable <Video61@tcq.net>
Message-ID: <8edd6f39-3dba-48eb-9bbb-5d244eccf4af@p19g2000vbq.googlegroups.com>
Source record: 1826

atari holiday sale

please check out our annual atari holiday sale here,

http://members.tcq.net/video61/holiday2009.html

we have a large selection of new in the box atari games, for your
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thanks,
lance
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3538. "Tux's Turtle", a modern Delta Drawing

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-01 08:56:32 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b14da40$0$1655$742ec2ed@news.sonic.net>
Source record: 1827

Check out my new pet project:

http://tuxsturtle.sourceforge.net/

It's based on the concept of "Delta Drawing", which I have (had?)
for my Atari 1200XL. It's turtle graphics, but it's even easier
to use than Logo. (It's commanded with single keypresses,
and responds immediately. [Backspace] both undoes the previous
drawing/movement operation that you see on the screen, and removes
the previous command from the program listing.)

The YouTube video I've got embedded on that page should sum
up the capabilities (hopefully). Enjoy!

--
-bill!
Sent from my computer

3539. Re: Fwd: XF551 3.5" Upgrade Nightmare

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-01 13:04:29 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <GqGdnV820vXGiYjWnZ2dnUVZ_jNi4p2d@giganews.com>
Source record: 1828

Bill Kendrick wrote:

> I have an XF551. I replaced the ROM with a 27C64 burned with the
> modifications outlined in Bob Woolley's article on the subject. I pried
> up short ribbon cable and stamped down a longer one. Under magnification,
> the contacts look solid. I replaced the 5.25" mechanism with the floppy
> drive from an Atari Mega ST2 (Sony MP-F11W-5DU). A standard power adapter
> gets power to the floppy drive. Since I am using an SIO2SD to boot from,
> I used the dips on the XF551 to set the drive to D2:. I am booting the
> Atari from the SIO2SD into MyDOS 4.53/4.

Where is "Bob Woolley's article.." available?

3540. Re: Fwd: XF551 3.5" Upgrade Nightmare

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-01 23:12:41 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b15a2e9$0$1612$742ec2ed@news.sonic.net>
Source record: 1829

Steven Hirsch <snhirsch@gmail.com> wrote:
> Where is "Bob Woolley's article.." available?

Google showed me this... perhaps this is it?

http://www.atarimax.com/freenet/freenet_material/5.8-BitComputersSupportArea/7.TechnicalResourceCenter/showarticle.php?65

--
-bill!
Sent from my computer

3541. Re: Fwd: XF551 3.5" Upgrade Nightmare

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-02 07:44:40 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <97ffa517-3268-4c15-80d5-790d162a4a19@m3g2000yqf.googlegroups.com>
Source record: 1830

On Dec 1, 4:12 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> Steven Hirsch <snhir...@gmail.com> wrote:
> > Where is "Bob Woolley's article.." available?
>
> Google showed me this... perhaps this is it?
>
> http://www.atarimax.com/freenet/freenet_material/5.8-BitComputersSupp...
>
> --
> -bill!
> Sent from my computer

It is Bill, also to be found on Disk 1 of the Holmes set:
Holmes_Disk_1\ROM Dumps\Peripheral Roms\XF551\xf551p.txt

further info:
http://groups.google.com/group/comp.sys.atari.8bit/browse_thread/thread/dbe66409b5ca24b6
http://groups.google.com/group/comp.sys.atari.8bit/msg/a26bc644e3a9a0b1

3542. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-03 15:20:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0912030717570.13232@slate.spiritone.com>
Source record: 1831
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!
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3543. FREE ATARI CATALOGS! BRAND NEW! 12-2-2009

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-03 15:24:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0912030724020.13232@slate.spiritone.com>
Source record: 1832
Cross-posted to:
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3544. FS: 20% OFF JOYSTICKS!

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-03 15:26:44 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0912030724390.13232@slate.spiritone.com>
Source record: 1833
Cross-posted to:
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3545. PICK YOUR ATARI XMAS SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-03 15:28:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0912030728420.13232@slate.spiritone.com>
Source record: 1834
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3546. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-04 05:18:01 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1259903862@rtfm.mit.edu>
Source record: 1835
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 16, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
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NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
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http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3547. Attract mode

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-04 21:15:08 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b197bdc$0$1616$742ec2ed@news.sonic.net>
Source record: 1836

... is known as "LOOK, NIGHT TIME!" by our toddler. ;)

--
-bill!
Sent from my computer

3548. New Retro Auction Website

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-05 16:29:42 UTC
From: rwap <sexy.rich68@googlemail.com>
Message-ID: <6b6c5166-b4a2-4692-a872-9f8c45f7d54d@p23g2000vbl.googlegroups.com>
Source record: 1837

We have now launched SellMyRetro.com - the intention is to give an alternative to ebay which is cheaper for selling retro electronic items - but will also act as a place for traders, collectors and buyers to come together.

We are currently working on a Wiki element for each category - the text will be editable by store owners.
We also aim to have two types of webstore - a free one so that it can be used to highlight the traders in each category even if they have nothing to sell through the website, but if they do, they will pay normal fees on everything, or a paid for webstore, which costs £5 per month, but they get 50% off all fees.

Feedback is more than welcome - I am sure we will have missed some important categories!

http://www.sellmyretro.com

3549. Re: New Retro Auction Website

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-05 17:55:38 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <Y9idnWGZd7IFA4fWnZ2dnUVZ_hFi4p2d@giganews.com>
Source record: 1838

rwap wrote:
> We have now launched SellMyRetro.com - the intention is to give an
> alternative to ebay which is cheaper for selling retro electronic
> items - but will also act as a place for traders, collectors and
> buyers to come together.
>
> We are currently working on a Wiki element for each category - the
> text will be editable by store owners.
> We also aim to have two types of webstore - a free one so that it can
> be used to highlight the traders in each category even if they have
> nothing to sell through the website, but if they do, they will pay
> normal fees on everything, or a paid for webstore, which costs ï¿½5 per
> month, but they get 50% off all fees.
>
> Feedback is more than welcome - I am sure we will have missed some
> important categories!

You have definitely missed the important issue of hosting bandwidth. That site cannot get out of its own way. Gave up trying to browse it.

3550. Re: New Retro Auction Website

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-06 04:43:11 UTC
From: rwap <sexy.rich68@googlemail.com>
Message-ID: <428881ec-6e14-4865-b91d-ef734f7ce74b@j35g2000vbl.googlegroups.com>
Source record: 1839

On 5 Dec, 17:55, Steven Hirsch <snhir...@gmail.com> wrote:
> rwap wrote:
> > We have now launched SellMyRetro.com - the intention is to give an
> > alternative to ebay which is cheaper for selling retro electronic
> > items - but will also act as a place for traders, collectors and
> > buyers to come together.
>
> > We are currently working on a Wiki element for each category - the
> > text will be editable by store owners.
> > We also aim to have two types of webstore - a free one so that it can
> > be used to highlight the traders in each category even if they have
> > nothing to sell through the website, but if they do, they will pay
> > normal fees on everything, or a paid for webstore, which costs £5 per
> > month, but they get 50% off all fees.
>
> > Feedback is more than welcome - I am sure we will have missed some
> > important categories!
>
> You have definitely missed the important issue of hosting bandwidth. That
> site cannot get out of its own way. Gave up trying to browse it.

OK thankyou - I have done some speedups on the php code and contacted
the hosting company about bandwidth.

3551. Re: New Retro Auction Website

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-06 14:21:26 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <i7SdndtNWNl7IIbWnZ2dnUVZ_vZi4p2d@giganews.com>
Source record: 1840

rwap wrote:
> On 5 Dec, 17:55, Steven Hirsch <snhir...@gmail.com> wrote:
>> rwap wrote:
>>> We have now launched SellMyRetro.com - the intention is to give an
>>> alternative to ebay which is cheaper for selling retro electronic
>>> items - but will also act as a place for traders, collectors and
>>> buyers to come together.
>>> We are currently working on a Wiki element for each category - the
>>> text will be editable by store owners.
>>> We also aim to have two types of webstore - a free one so that it can
>>> be used to highlight the traders in each category even if they have
>>> nothing to sell through the website, but if they do, they will pay
>>> normal fees on everything, or a paid for webstore, which costs ï¿½5 per
>>> month, but they get 50% off all fees.
>>> Feedback is more than welcome - I am sure we will have missed some
>>> important categories!
>> You have definitely missed the important issue of hosting bandwidth. That
>> site cannot get out of its own way. Gave up trying to browse it.
>
> OK thankyou - I have done some speedups on the php code and contacted
> the hosting company about bandwidth.

Still wretched... > 20 seconds to respond to anything.

3552. Re: New Retro Auction Website

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-07 06:14:35 UTC
From: rwap <sexy.rich68@googlemail.com>
Message-ID: <e0de926a-8e10-412e-8943-7da0b25b2f3a@t18g2000vbj.googlegroups.com>
Source record: 1841

On 6 Dec, 14:21, Steven Hirsch <snhir...@gmail.com> wrote:
> rwap wrote:
> > On 5 Dec, 17:55, Steven Hirsch <snhir...@gmail.com> wrote:
> >> rwap wrote:
> >>> We have now launched SellMyRetro.com - the intention is to give an
> >>> alternative to ebay which is cheaper for selling retro electronic
> >>> items - but will also act as a place for traders, collectors and
> >>> buyers to come together.
> >>> We are currently working on a Wiki element for each category - the
> >>> text will be editable by store owners.
> >>> We also aim to have two types of webstore - a free one so that it can
> >>> be used to highlight the traders in each category even if they have
> >>> nothing to sell through the website, but if they do, they will pay
> >>> normal fees on everything, or a paid for webstore, which costs £5 per
> >>> month, but they get 50% off all fees.
> >>> Feedback is more than welcome - I am sure we will have missed some
> >>> important categories!
> >> You have definitely missed the important issue of hosting bandwidth. That
> >> site cannot get out of its own way. Gave up trying to browse it.
>
> > OK thankyou - I have done some speedups on the php code and contacted
> > the hosting company about bandwidth.
>
> Still wretched... > 20 seconds to respond to anything.

Well the hosting company have done some work on the server and I have
now installed the Zend Optimiser - alas GoDaddy don't seem to be one
of the fastest hosting companies about!

3553. Re: New Retro Auction Website

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-07 15:16:19 UTC
From: Gene Buckle <gene.buckle@bbs.retroarchive.org.remove-3aa-this>
Message-ID: <4B1D1C43.81.usenet_csatr8bt@bbs.retroarchive.org>
Source record: 1842

To: Steven Hirsch
Steven wrote:
>
> You have definitely missed the important issue of hosting bandwidth. That
> site cannot get out of its own way. Gave up trying to browse it.

I recommend the Vintage Computer and Gaming Marketplace:

http://marketplace.vintage-computer.com/

It's been around quite a while.

g.

--
Proud owner of F-15C 80-0007
http://www.f15sim.com - The only one of its kind.

ScarletDME - The red hot Data Management Environment
A Multi-Value database for the masses, not the classes.
http://www.scarletdme.org - Get it _today_!
--- Synchronet 3.15a-Win32 NewsLink 1.91
The Retro Archive - telnet://bbs.retroarchive.org

3554. Online M.U.L.E. for Mac, Windows & Linux: Planet M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-08 19:35:17 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b1eaa75$0$1592$742ec2ed@news.sonic.net>
Source record: 1843
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

Looks like M.U.L.E. is back!

Planet M.U.L.E. is an economic strategy game for up to four players connected over the internet or your local network. It is based on one of the earliest multiplayer games of all time: Dan Buntens M.U.L.E. by Ozark Softscape.

With the blessings of the Bunten Family, we are proud to present you the first official internet version since the game was released 26 years ago -- and it's free for anyone to play!

http://www.planetmule.com/

I've yet to try it out, but I'm really glad they made a Linux version, since I don't own Windows or a Mac! :)

--
-bill!
Sent from my computer

3555. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-10 16:33:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0912100827010.28649@slate.spiritone.com>
Source record: 1845
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Find Books from ABACUS, ANTIC, ATARI, COMPUTE, HOFACKER, SAMS & TAB BOOKS!

I have Boxes & Boxes of Atari Books for Sale!Some I have Lots and some I have 1 or 2 left!I have more Atari Books than anywhere else!Atari, one of the most well documented Computers ever! I have Both 8 Bit and ST! Some you wont find anywhere else but here! On Sale 20% off!Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org!Ask for Atari catalogs. My Software & Book Catalogs are sorted alphabetically by Title so Cut-&-Paste your order and E-Mail your list with your Shipping Address so I can expedite your order or call Ben any-time at (503)256-9974!! IF YOU DONT BUY FROM ME, I CANT SAVE YOU ANY MONEY!!

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FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974! DURING THIS DECEMBER!!!PICK YOUR ATARI XMAS SALE!!!FREE GIFT WITH PURCHASE!!!

3556. FS: 20% OFF JOYSTICKS!

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-10 16:35:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0912100833210.28649@slate.spiritone.com>
Source record: 1846
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

BRAND SPANKING NEW IN THE BOX SUNCOM TAC-3 AND TAC-5 JOYSTICKS AT THE INTRODUCTORY PRICE OF $30.00 EACH! BOUGHT NEW FROM DEALERSHIP!

Lots of Joysticks for sale! Atari! Epyx 500XJ! Wico 500XJ! GemStik! Mindscapes PowerPlayer! Pointmaster! SpectraVideo! Lots of Suncom! Lots of Wico! Questar Adjustable Speed Blaster & Auto-Fire! Any of these Atari compatable Joysticks, 20% off! Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org! Ask for Atari catalogs. My Software & Book Catalogs are sorted alphabetically by Title so Cut-&-Paste your order & E-Mail your list with your Shipping Address so I can expedite your order or call Ben anytime at (503)256-9974!! TRY ME!!!

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974! DURING THIS DECEMBER!!!PICK YOUR ATARI XMAS SALE!!!FREE GIFT WITH PURCHASE!!!

3557. PICK YOUR ATARI XMAS SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-10 16:40:26 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0912100835590.28649@slate.spiritone.com>
Source record: 1844
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Your choice of 20% off All NEW/USED Games/Software, Books & most HardWare for the Classic Atari 8 Bit & Atari ST Computers plus Atari Games! Buy over $100! of Atari Goods!Receive a FREE ATARI CHRISTMAS GIFT! Or you can Choose Plan B:

Buy 4 get 1 FREE! Buy any 4 titles of my new in the box games for the Classic Atari 8 Bit & ST Computers, mix & match machines & receive a brand new in the box game.You can qualify for more than 1 FREE offer by doubling, or tripling, etc. your order. So All you have to do is pick a minimum of 5 NEW IN the BOX games, for each 5 games I'll give you 1 from your list for FREE! FREE GAMES!!

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3558. Re: New Retro Auction Website

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-10 18:39:57 UTC
From: rwap <sexy.rich68@googlemail.com>
Message-ID: <46c2760a-e515-4acc-a168-852719abdcc7@m26g2000yqb.googlegroups.com>
Source record: 1847

On 7 Dec, 15:16, "Gene Buckle"
<gene.buc...@bbs.retroarchive.org.remove-3aa-this> wrote:
> To: Steven Hirsch
>
> Steven wrote:
>
> > You have definitely missed the important issue of hosting bandwidth. That
> > site cannot get out of its own way. Gave up trying to browse it.
>
> I recommend the Vintage Computer and Gaming Marketplace:
>
> http://marketplace.vintage-computer.com/
>
> It's been around quite a while.
>
> g.
>
> --
> Proud owner of F-15C 80-0007http://www.f15sim.com- The only one of its kind.
>
> ScarletDME - The red hot Data Management Environment
> A Multi-Value database for the masses, not the classes.http://www.scarletdme.org- Get it
today!
> --- Synchronet 3.15a-Win32 NewsLink 1.91
> The Retro Archive - telnet://bbs.retroarchive.org

Well that is a nice little site - it will be interesting to see how
sellmyretro.com develops - it probably helps that as well as hosting
the site, I am developing it to add more features, and listing a lot
of my own items for sale too!

Alas the code for http://marketplace.vintage-computer.com/ is not
adaptable by the site owner and you end up paying through the nose for
more features to be developed.

My own is based on the Enuuk platform - and I have reduced the time to
load the category page by 70%, which will help address the bandwidth
issue - although I think that is more down to the speed of the servers
run by Godaddy....

Rich
www.rwapservices.co.uk

3559. Re: New Retro Auction Website

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-12 08:49:39 UTC
From: rwap <sexy.rich68@googlemail.com>
Message-ID: <2d403e72-6b69-42c5-bce7-82f56cc6c156@j4g2000yqe.googlegroups.com>
Source record: 1848

On Dec 10, 6:39 pm, rwap <sexy.ric...@googlemail.com> wrote:
> On 7 Dec, 15:16, "Gene Buckle"
>
>
>
> <gene.buc...@bbs.retroarchive.org.remove-3aa-this> wrote:
> > To: Steven Hirsch
>
> > Steven wrote:
>
> > > You have definitely missed the important issue of hosting bandwidth. That
> > > site cannot get out of its own way. Gave up trying to browse it.
>
> > I recommend the Vintage Computer and Gaming Marketplace:
>
> >http://marketplace.vintage-computer.com/
>
> > It's been around quite a while.
>
> > g.
>
> > --
> > Proud owner of F-15C 80-0007http://www.f15sim.com-The only one of its kind.
>
> > ScarletDME - The red hot Data Management Environment
> > A Multi-Value database for the masses, not the classes.http://www.scarletdme.org-Get
it _today_!
> > --- Synchronet 3.15a-Win32 NewsLink 1.91
> > The Retro Archive - telnet://bbs.retroarchive.org
>
> Well that is a nice little site - it will be interesting to see how
> sellmyretro.com develops - it probably helps that as well as hosting
> the site, I am developing it to add more features, and listing a lot
> of my own items for sale too!
>
> Alas the code forhttp://marketplace.vintage-computer.com/is not
> adaptable by the site owner and you end up paying through the nose for
> more features to be developed.
>
> My own is based on the Enuuk platform - and I have reduced the time to
> load the category page by 70%, which will help address the bandwidth
> issue - although I think that is more down to the speed of the servers
> run by Godaddy....
>

> Richwww.rwapservices.co.uk

The Wiki section of sellmyretro.com is now implemented - would someone like to provide some text on Atari 8 bit computers to add to the site? Only those with webstores can edit the text, but I would love to add some info on Atari and their computers.

Email me directly - rich AT rwapservices DOT co DOT uk

3560. The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-14 01:45:11 UTC
From: nickb@eris.io.com
Message-ID: <4b2598a7$0$52308$39cecf19@news.twtelecom.net>
Source record: 1849
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

I've just learned that Atari was working on a special low-cost Atari computer to compete with the Vic-20 and Timex-Sinclair 1000. Codenamed "Zelda" and to be released as "The Atari 200", it was supposed to be software-compatible with the Atari 400 at one-third of the price. I wonder why I've never read about it here.

Apparently prototypes were sent out to software companies throughout the southwestern US in 1980 so that they could test and modify their products for compatibility. It had 4KB of RAM, which was more than the Vic-20 had, but less than anything it was supposed to be software-compatible with, but there was an even bigger concern. Its CTIA chip was a cheaper version that couldn't do the high 320-pixel-wide graphics or text modes. The operating system was retooled to center around 20-column text in "Graphics 1" mode, using an underscore cursor and no lowercase or block-drawing characters. This saves hundreds of bytes of RAM and ROM on its own, and they cut even more from the ROM by removing all the support for arrow keys, variable tabs, and other advanced screen editor commands. It still booted to Memo Pad, and BASIC and PILOT were still supposed to work. I don't know what it did for games that used hard-coded display lists; did Pac-Man have blank scores, or merely illegible ones? I got conflicting reports.

It had two joystick ports instead of four, and its keyboard was completely flat with a simple white keyboard design printed on it, matching the Atari 400's except without the unsupported control keys. I'm not sure whether they skipped out on the serial port entirely, as prototypes varied, but it definitely supported a line-in interface for loading cassette programs out of your existing stereo.

But what made it really remarkable was the case. As many of you are aware, the Atari 400 and 800 were designed with an excessive amount of shielding, as they were working under stricter FCC guidelines than when they designed the XL and XE series, and with more protective parts. The Atari 200 couldn't reach its target price with expensive metal shielding, so even though the circuit board itself was tiny, it was surrounded by a several-inches-thick case made of a lightweight polystyrene, treated with some recycled metals, and chemical dyes. This supposedly formed the case, the RF shielding, and the circuit board mountings, in two solid pieces. No fasteners were needed, as the top half screwed into the bottom half like the lid of a jar. Indeed, this was how you plugged anything into the Atari 200, including joysticks and cartridges. This was reported to be less awkward than it sounds, considering

it weighed very little, despite having a footprint the size of an Atari 800, and being twice as tall. However well it may have blocked radio interference, apparently they just couldn't work out a way to channel heat effectively out of that igloo of a case, and the case material reacted badly to the buildup. Indeed, all my Atari 200 research started when I was investigating why so many software companies in Phoenix had fires in 1980.

I've seen two marketing flyers that would have been distributed at CES and to local vendors if it had launched. In the first one, it's depicted in a classroom, and children are lining up to use it and program BASIC. The screen shows large text in three different colors, as if it's in Graphics 1 text mode. It's on a desk that's clearly too durable to have belonged to a public school, next to what I suppose is an Atari 210 disk drive, which would have taken surplus 8-inch floppy disks. In another, it's in a kitchen, next to a 40-column plotter and no monitor(!), and a man with an apron and a necktie has one hand on the keyboard and another hand on a frying pan, while cradling a telephone under his chin. According to the ad copy, this was apparently a campaign to have an Atari device in every room of the house, but I don't know who has room in their kitchen for an Atari 200. It would be neat to make a fondue pot out of it, I guess.

I've seen only one prototype photo, a Polaroid taken for an insurance claim. It shows the bottom half of the case, containing a circuit board, ports, and grooves to guide joystick cables and such out of the case, and a giant crack that's definitely not part of the design. I'm no engineer, so all I can say about the internals is that I didn't see a serial port in there, but I did see a section of ribbon cable that looked like it would have connected to the keyboard. It looks like it's been burnt or melted or something at the halfway point.

The person who showed me the prototype photo was going to scan it so that I could get the chips identified, maybe even get MESS drivers written for it. But he hasn't answered his phone or his door in weeks, which is too bad, because I need to return his Atari 1600 prototype, as I'm low on money and space and need to rent out the two bedrooms I'm keeping it in.

--
.....
.....
.....
.....http://www.io.com/~nickb

3561. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-14 02:38:21 UTC
From: Mark Edwards <Mark-Edwards@comcast.net>
Message-ID: <BYidnehhUNSAOLjWnZ2dnUVZ_sKdnZ2d@supernews.com>
Source record: 1850
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

No cluons were harmed when Nick Bensema wrote:
> I need to return his Atari 1600
>prototype, as I'm low on money and space and need to rent out the
>two bedrooms I'm keeping it in.

If you need an 8-bit computer to have teh sexxors, ur doin it rong. Srsly.

Mark Edwards
--
Proof of Sanity Forged Upon Request

3562. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-14 05:21:27 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1260768061@rtfm.mit.edu>
Source record: 1751
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 16, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3563. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-14 10:31:45 UTC
From: ArarghMail912NOSPAM@NOT.AT.Arargh.com
Message-ID: <au4ci5l2tdjg46gjqcji71oqlmrhmu583i@4ax.com>
Source record: 1752
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

On 14 Dec 2009 01:45:11 GMT, nickb@eris.io.com (Nick Bensema) wrote:

<snip>
>The person who showed me the prototype photo was going to scan it
>so that I could get the chips identified, maybe even get MESS drivers
>written for it. But he hasn't answered his phone or his door in
>weeks, which is too bad, because I need to return his Atari 1600
>prototype, as I'm low on money and space and need to rent out the
>two bedrooms I'm keeping it in.

Ok, I'll bite.

How does one small computer wind up occupying 2 bedrooms?
--
ArarghMail912 at [drop the 'http://www.' from ->] http://www.arargh.com
BCET Basic Compiler Page: http://www.arargh.com/basic/index.html

To reply by email, remove the extra stuff from the reply address.

3564. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-14 11:27:59 UTC
From: Mark Edwards <Mark-Edwards@comcast.net>
Message-ID: <V-udndzX4LGivLvWnZ2dnUVZ_vOdnZ2d@supernews.com>
Source record: 1753
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

No cluons were harmed when ArarghMail912NOSPAM@NOT.AT.Arargh.com wrote:
>Ok, I'll bite.
>
>How does one small computer wind up occupying 2 bedrooms?

Duh. Vacuum tubes and patch panels, dude. More, if there's an Atari 212cr
card reader.

Mark Edwards
--
Proof of Sanity Forged Upon Request

3565. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-14 13:58:34 UTC
From: Mark <blueriverday@yahoo.com>
Message-ID: <5209365a-ae8b-401f-bdde-5e2a884c7f13@v25g2000yqk.googlegroups.com>
Source record: 1755
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

On Dec 13, 8:45 pm, ni...@eris.io.com (Nick Bensema) wrote:
as I'm low on money and space and need to rent out the
> two bedrooms I'm keeping it in.
>
> --

Two words... chinchilla farm.

Mark

3566. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-14 14:00:52 UTC
From: jmfbahciv <jmfbahciv@aol>
Message-ID: <hg5fnb214d6@news3.newsguy.com>
Source record: 1754
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

ArarghMail912NOSPAM@NOT.AT.Arargh.com wrote:
> On 14 Dec 2009 01:45:11 GMT, nickb@eris.io.com (Nick Bensema) wrote:
>
> <snip>
>> The person who showed me the prototype photo was going to scan it
>> so that I could get the chips identified, maybe even get MESS drivers
>> written for it. But he hasn't answered his phone or his door in
>> weeks, which is too bad, because I need to return his Atari 1600
>> prototype, as I'm low on money and space and need to rent out the
>> two bedrooms I'm keeping it in.
>
> Ok, I'll bite.
>
> How does one small computer wind up occupying 2 bedrooms?

he hung an RP01 off it and a LP01 with a Calcomp plotter
(those things were huge).

/BAH

3567. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-14 18:11:06 UTC
From: Jared <jared4326@gmail.com>
Message-ID: <f6e64436-cc5d-412e-b2b4-7f96735e1140@d20g2000yqh.googlegroups.com>
Source record: 1756
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

On Dec 13, 8:45 pm, ni...@eris.io.com (Nick Bensema) wrote:
> I've just learned that Atari was working on a special low-cost Atari
> computer to compete with the Vic-20 and Timex-Sinclair 1000.
> Codenamed "Zelda" and to be released as "The Atari 200", it was
> supposed to be software-compatible with the Atari 400 at one-third
> of the price. I wonder why I've never read about it here.

Eh, why would anyone want one? Now _this_ was a real computer:
http://www.flickr.com/photos/8399025@N07/2275732923

Ran Unix and everything.

3568. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-14 19:09:31 UTC
From: Joe Pfeiffer <pfeiffer@cs.nmsu.edu>
Message-ID: <1b3a3d9xuc.fsf@snowball.wb.pfeifferfamily.net>
Source record: 1757
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

Jared <jared4326@gmail.com> writes:

> On Dec 13, 8:45ï¿½pm, ni...@eris.io.com (Nick Bensema) wrote:
>> I've just learned that Atari was working on a special low-cost Atari
>> computer to compete with the Vic-20 and Timex-Sinclair 1000.
>> Codenamed "Zelda" and to be released as "The Atari 200", it was
>> supposed to be software-compatible with the Atari 400 at one-third
>> of the price. ï¿½I wonder why I've never read about it here.
>
> Eh, why would anyone want one? Now _this_ was a real computer:
> http://www.flickr.com/photos/8399025@N07/2275732923
>
> Ran Unix and everything.

I'm trying to remember -- did that run Microsoft's short-lived Unix?
--
As we enjoy great advantages from the inventions of others, we should
be glad of an opportunity to serve others by any invention of ours;
and this we should do freely and generously. (Benjamin Franklin)

3569. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-15 01:16:14 UTC
From: Michael Black <et472@ncf.ca>
Message-ID: <Pine.LNX.4.64.0912142014040.15995@darkstar.example.net>
Source record: 1758
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

On Mon, 14 Dec 2009, Jared wrote:

> On Dec 13, 8:45 pm, ni...@eris.io.com (Nick Bensema) wrote:
>> I've just learned that Atari was working on a special low-cost Atari
>> computer to compete with the Vic-20 and Timex-Sinclair 1000.
>> Codenamed "Zelda" and to be released as "The Atari 200", it was
>> supposed to be software-compatible with the Atari 400 at one-third
>> of the price. I wonder why I've never read about it here.
>
> Eh, why would anyone want one? Now _this_ was a real computer:
> http://www.flickr.com/photos/8399025@N07/2275732923
>
> Ran Unix and everything.
>
Nobody did, which is likely one reason it never made it to production.

But it's decades later, and some people are apparently interested in prototypes, those home computers that never were. Back then, the magazine articles would feature them, and then you'd never hear anything more about them. Lots of speculation, but somehow they never appeared. Now, they become sought after items because collectors have collected all the common stuff, and having some prototype in your collection makes your collection different from all the rest.

Michael

3570. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-15 01:17:28 UTC
From: Michael Black <et472@ncf.ca>
Message-ID: <Pine.LNX.4.64.0912142016500.15995@darkstar.example.net>
Source record: 1759
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

On Mon, 14 Dec 2009, Joe Pfeiffer wrote:

> Jared <jared4326@gmail.com> writes:
>
>> On Dec 13, 8:45 pm, ni...@eris.io.com (Nick Bensema) wrote:
>>> I've just learned that Atari was working on a special low-cost Atari
>>> computer to compete with the Vic-20 and Timex-Sinclair 1000.
>>> Codenamed "Zelda" and to be released as "The Atari 200", it was
>>> supposed to be software-compatible with the Atari 400 at one-third
>>> of the price. I wonder why I've never read about it here.
>>
>> Eh, why would anyone want one? Now _this_ was a real computer:
>> http://www.flickr.com/photos/8399025@N07/2275732923
>>
>> Ran Unix and everything.
>
> I'm trying to remember -- did that run Microsoft's short-lived Unix?

Not "Microsoft's short-lived Unix"; it was Microsoft Xenix (but I
have no idea if that's what it ran).

Michael

3571. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-15 02:21:08 UTC
From: Charles Richmond <frizzle@tx.rr.com>
Message-ID: <hg6rqkphm4@news.eternal-september.org>
Source record: 1760
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

```
Jared wrote:
> On Dec 13, 8:45 pm, ni...@eris.io.com (Nick Bensema) wrote:
>> I've just learned that Atari was working on a special low-cost Atari
>> computer to compete with the Vic-20 and Timex-Sinclair 1000.
>> Codenamed "Zelda" and to be released as "The Atari 200", it was
>> supposed to be software-compatible with the Atari 400 at one-third
>> of the price. I wonder why I've never read about it here.
>
> Eh, why would anyone want one? Now _this_ was a real computer:
> http://www.flickr.com/photos/8399025@N07/2275732923
>
> Ran Unix and everything.

In reality, it ran Xenix. That's the way Mi$uck spells "Unix".

--
+----------------------------------------+
| Charles and Francis Richmond |
| |
| plano dot net at aquaporin4 dot com |
+----------------------------------------+
```

3572. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-15 02:31:08 UTC
From: Jared <jared4326@gmail.com>
Message-ID: <772ce2e6-f374-4615-ba2b-305ef775020e@r24g2000yqd.googlegroups.com>
Source record: 1761
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

On Dec 14, 8:17 pm, Michael Black <et...@ncf.ca> wrote:
> On Mon, 14 Dec 2009, Joe Pfeiffer wrote:
> > Jared <jared4...@gmail.com> writes:
>
> >> On Dec 13, 8:45 pm, ni...@eris.io.com (Nick Bensema) wrote:
> >>> I've just learned that Atari was working on a special low-cost Atari
> >>> computer to compete with the Vic-20 and Timex-Sinclair 1000.
> >>> Codenamed "Zelda" and to be released as "The Atari 200", it was
> >>> supposed to be software-compatible with the Atari 400 at one-third
> >>> of the price. I wonder why I've never read about it here.
>
> >> Eh, why would anyone want one? Now _this_ was a real computer:
> >>http://www.flickr.com/photos/8399025@N07/2275732923
>
> >> Ran Unix and everything.
>
> > I'm trying to remember -- did that run Microsoft's short-lived Unix?
>
> Not "Microsoft's short-lived Unix"; it was Microsoft Xenix (but I
> have no idea if that's what it ran).

According to what I read on the interwebs, it did run Xenix on the
68000. However, in practice, ours ran TRS-DOS on the Z80.

3573. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-15 02:32:30 UTC
From: Bill Garber <willy46pa@garberstreet.com>
Message-ID: <5dSdnVZHQ7mqaLvWnZ2dnUVZ8hWdnZ2d@giganews.com>
Source record: 1762
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

"Charles Richmond" <frizzle@tx.rr.com> wrote in message
news:hg6rqkphm4@news.eternal-september.org...
> Jared wrote:
>> On Dec 13, 8:45 pm, ni...@eris.io.com (Nick Bensema) wrote:
>>> I've just learned that Atari was working on a special low-cost Atari computer to
compete with the Vic-20 and Timex-Sinclair
>>> 1000. Codenamed "Zelda" and to be released as "The Atari 200", it was supposed to be
software-compatible with the Atari 400 at
>>> one-third of the price. I wonder why I've never read about it here.
>>
>> Eh, why would anyone want one? Now _this_ was a real computer:
>> http://www.flickr.com/photos/8399025@N07/2275732923
>>
>> Ran Unix and everything.
>
> In reality, it ran Xenix. That's the way Mi$uck spells "Unix".

This is a good read if you'd rather find out about 'Xenix',
instead of listening to Microsoft haters, not that I like
them all that much myself. 8^)

http://en.wikipedia.org/wiki/Xenix

Bill

3574. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-15 05:20:10 UTC
From: Joe Pfeiffer <pfeiffer@cs.nmsu.edu>
Message-ID: <1bvdg895kl.fsf@snowball.wb.pfeifferfamily.net>
Source record: 1763
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

Michael Black <et472@ncf.ca> writes:

> On Mon, 14 Dec 2009, Jared wrote:
>
>> On Dec 13, 8:45ï¿½pm, ni...@eris.io.com (Nick Bensema) wrote:
>>> I've just learned that Atari was working on a special low-cost Atari
>>> computer to compete with the Vic-20 and Timex-Sinclair 1000.
>>> Codenamed "Zelda" and to be released as "The Atari 200", it was
>>> supposed to be software-compatible with the Atari 400 at one-third
>>> of the price. ï¿½I wonder why I've never read about it here.
>>
>> Eh, why would anyone want one? Now _this_ was a real computer:
>> http://www.flickr.com/photos/8399025@N07/2275732923
>>
>> Ran Unix and everything.
>>
> Nobody did, which is likely one reason it never made it to production.

I could swear I saw one once...

--
As we enjoy great advantages from the inventions of others, we should
be glad of an opportunity to serve others by any invention of ours;
and this we should do freely and generously. (Benjamin Franklin)

3575. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-15 05:28:55 UTC
From: Charles Richmond <frizzle@tx.rr.com>
Message-ID: <hg76qm$5lf$3@news.eternal-september.org>
Source record: 1764
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

```
Bill Garber wrote:
> "Charles Richmond" <frizzle@tx.rr.com> wrote in message
> news:hg6rqk$phm$4@news.eternal-september.org...
>> Jared wrote:
>>> On Dec 13, 8:45 pm, ni...@eris.io.com (Nick Bensema) wrote:
>>>> I've just learned that Atari was working on a special low-cost Atari computer to
compete with the Vic-20 and Timex-Sinclair
>>>> 1000. Codenamed "Zelda" and to be released as "The Atari 200", it was supposed to be
software-compatible with the Atari 400 at
>>>> one-third of the price. I wonder why I've never read about it here.
>>> Eh, why would anyone want one? Now _this_ was a real computer:
>>> http://www.flickr.com/photos/8399025@N07/2275732923
>>>
>>> Ran Unix and everything.
>> In reality, it ran Xenix. That's the way Mi$uck spells "Unix".
>
> This is a good read if you'd rather find out about 'Xenix',
> instead of listening to Microsoft haters, not that I like
> them all that much myself. 8^)
>
> http://en.wikipedia.org/wiki/Xenix
>

ISTM that Xenix was in reality developed by SCO (the Santa Cruiz
Operation), a company that Mi$uck had about a 30% investment in at
one time. I think Mi$uck may still use their ownership in SCO to
sue over the use of Linux.

--
+----------------------------------------+
| Charles and Francis Richmond |
| |
| plano dot net at aquaporin4 dot com |
+----------------------------------------+
```

3576. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-15 13:20:53 UTC
From: Walter Bushell <proto@panix.com>
Message-ID: <proto-C997AD.08205315122009@news.panix.com>
Source record: 1765
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

In article <hg76qm$5lf$3@news.eternal-september.org>,
Charles Richmond <frizzle@tx.rr.com> wrote:

> Bill Garber wrote:
> > "Charles Richmond" <frizzle@tx.rr.com> wrote in message
> > news:hg6rqkphm4@news.eternal-september.org...
> >> Jared wrote:
> >>> On Dec 13, 8:45 pm, ni...@eris.io.com (Nick Bensema) wrote:
> >>>> I've just learned that Atari was working on a special low-cost Atari
> >>>> computer to compete with the Vic-20 and Timex-Sinclair
> >>>> 1000. Codenamed "Zelda" and to be released as "The Atari 200", it was
> >>>> supposed to be software-compatible with the Atari 400 at
> >>>> one-third of the price. I wonder why I've never read about it here.
> >>> Eh, why would anyone want one? Now _this_ was a real computer:
> >>> http://www.flickr.com/photos/8399025@N07/2275732923
> >>>
> >>> Ran Unix and everything.
> >> In reality, it ran Xenix. That's the way Mi$uck spells "Unix".
> >
> > This is a good read if you'd rather find out about 'Xenix',
> > instead of listening to Microsoft haters, not that I like
> > them all that much myself. 8^)
> >
> > http://en.wikipedia.org/wiki/Xenix
> >
>
> ISTM that Xenix was in reality developed by SCO (the Santa Cruiz
> Operation), a company that Mi$uck had about a 30% investment in at
> one time. I think Mi$uck may still use their ownership in SCO to
> sue over the use of Linux.

There ain't no Santa Cruiz!

--
A computer without Microsoft is like a chocolate cake without mustard.

3577. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-15 14:40:05 UTC
From: Michael Black <et472@ncf.ca>
Message-ID: <Pine.LNX.4.64.0912150938360.16551@darkstar.example.net>
Source record: 1766
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

On Mon, 14 Dec 2009, Jared wrote:

> On Dec 14, 8:17 pm, Michael Black <et...@ncf.ca> wrote:
>> On Mon, 14 Dec 2009, Joe Pfeiffer wrote:
>>> Jared <jared4...@gmail.com> writes:
>>
>>>> On Dec 13, 8:45 pm, ni...@eris.io.com (Nick Bensema) wrote:
>>>>> I've just learned that Atari was working on a special low-cost Atari
>>>>> computer to compete with the Vic-20 and Timex-Sinclair 1000.
>>>>> Codenamed "Zelda" and to be released as "The Atari 200", it was
>>>>> supposed to be software-compatible with the Atari 400 at one-third
>>>>> of the price. I wonder why I've never read about it here.
>>
>>>> Eh, why would anyone want one? Now _this_ was a real computer:
>>>> http://www.flickr.com/photos/8399025@N07/2275732923
>>
>>>> Ran Unix and everything.
>>
>>> I'm trying to remember -- did that run Microsoft's short-lived Unix?
>>
>> Not "Microsoft's short-lived Unix"; it was Microsoft Xenix (but I
>> have no idea if that's what it ran).
>
> According to what I read on the interwebs, it did run Xenix on the
> 68000. However, in practice, ours ran TRS-DOS on the Z80.
>
I didn't look at the link, so I didn't know what computer it was, and
I only guess now.

There was a TRS-DOS for the Radio Shack 68000 based computers. I can't
remember if that was a stop-gap until Xenix was ready for it, or if
there was some other reasoning.

Michael

3578. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-15 16:36:26 UTC
From: Bill Garber <willy46pa@garberstreet.com>
Message-ID: <jIednQUxCtpiJ7rWnZ2dnUVZ8hWdnZ2d@giganews.com>
Source record: 1767
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

"Walter Bushell" <proto@panix.com> wrote in message
news:proto-C997AD.08205315122009@news.panix.com...
> In article <hg76qm$5lf$3@news.eternal-september.org>,
> Charles Richmond <frizzle@tx.rr.com> wrote:
>
>> Bill Garber wrote:
>> > "Charles Richmond" <frizzle@tx.rr.com> wrote in message
>> > news:hg6rqkphm4@news.eternal-september.org...
>> >> Jared wrote:
>> >>> On Dec 13, 8:45 pm, ni...@eris.io.com (Nick Bensema) wrote:
>> >>>> I've just learned that Atari was working on a special low-cost Atari
>> >>>> computer to compete with the Vic-20 and Timex-Sinclair
>> >>>> 1000. Codenamed "Zelda" and to be released as "The Atari 200", it was
>> >>>> supposed to be software-compatible with the Atari 400 at
>> >>>> one-third of the price. I wonder why I've never read about it here.
>> >>> Eh, why would anyone want one? Now _this_ was a real computer:
>> >>> http://www.flickr.com/photos/8399025@N07/2275732923
>> >>>
>> >>> Ran Unix and everything.
>> >> In reality, it ran Xenix. That's the way Mi$uck spells "Unix".
>> >
>> > This is a good read if you'd rather find out about 'Xenix',
>> > instead of listening to Microsoft haters, not that I like
>> > them all that much myself. 8^)
>> >
>> > http://en.wikipedia.org/wiki/Xenix
>> >
>>
>> ISTM that Xenix was in reality developed by SCO (the Santa Cruiz
>> Operation), a company that Mi$uck had about a 30% investment in at
>> one time. I think Mi$uck may still use their ownership in SCO to
>> sue over the use of Linux.
>
> There ain't no Santa Cruiz!

Not only that, but it only SEEMS to him, and he only THINKS that
what he says might be. He provides NO references to what he speaks.

Also, I find that folks who use Microsoft $ucks to refer to them,
are usually just jealous and couldn't write a program to print
"HELLO WORLD" if their lives depended on it. LOL

Bill

3579. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-15 17:33:39 UTC
From: Charles Richmond <frizzle@tx.rr.com>
Message-ID: <hg8h9j$s1d$3@news.eternal-september.org>
Source record: 1768
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

```
Jared wrote:
> On Dec 14, 8:17 pm, Michael Black <et...@ncf.ca> wrote:
>> On Mon, 14 Dec 2009, Joe Pfeiffer wrote:
>>> Jared <jared4...@gmail.com> writes:
>>>> On Dec 13, 8:45 pm, ni...@eris.io.com (Nick Bensema) wrote:
>>>>> I've just learned that Atari was working on a special low-cost Atari
>>>>> computer to compete with the Vic-20 and Timex-Sinclair 1000.
>>>>> Codenamed "Zelda" and to be released as "The Atari 200", it was
>>>>> supposed to be software-compatible with the Atari 400 at one-third
>>>>> of the price. I wonder why I've never read about it here.
>>>> Eh, why would anyone want one? Now _this_ was a real computer:
>>>> http://www.flickr.com/photos/8399025@N07/2275732923
>>>> Ran Unix and everything.
>>> I'm trying to remember -- did that run Microsoft's short-lived Unix?
>> Not "Microsoft's short-lived Unix"; it was Microsoft Xenix (but I
>> have no idea if that's what it ran).
>
> According to what I read on the interwebs, it did run Xenix on the
> 68000. However, in practice, ours ran TRS-DOS on the Z80.

But you do *not* need a TRS-80 Model 16... to run TRS-DOS...

--
+----------------------------------------+
| Charles and Francis Richmond |
| |
| plano dot net at aquaporin4 dot com |
+----------------------------------------+
```

3580. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-15 17:37:12 UTC
From: Charles Richmond <frizzle@tx.rr.com>
Message-ID: <hg8hg8$s1d$4@news.eternal-september.org>
Source record: 1769
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

```
Bill Garber wrote:
> "Walter Bushell" <proto@panix.com> wrote in message
news:proto-C997AD.08205315122009@news.panix.com...
>> In article <hg76qm$5lf$3@news.eternal-september.org>,
>> Charles Richmond <frizzle@tx.rr.com> wrote:
>>
>>> Bill Garber wrote:
>>>> "Charles Richmond" <frizzle@tx.rr.com> wrote in message
>>>> news:hg6rqk$phm$4@news.eternal-september.org...
>>>>> Jared wrote:
>>>>>> On Dec 13, 8:45 pm, ni...@eris.io.com (Nick Bensema) wrote:
>>>>>>> I've just learned that Atari was working on a special low-cost Atari
>>>>>>> computer to compete with the Vic-20 and Timex-Sinclair
>>>>>>> 1000. Codenamed "Zelda" and to be released as "The Atari 200", it was
>>>>>>> supposed to be software-compatible with the Atari 400 at
>>>>>>> one-third of the price. I wonder why I've never read about it here.
>>>>>> Eh, why would anyone want one? Now _this_ was a real computer:
>>>>>> http://www.flickr.com/photos/8399025@N07/2275732923
>>>>>>
>>>>>> Ran Unix and everything.
>>>>> In reality, it ran Xenix. That's the way Mi$uck spells "Unix".
>>>> This is a good read if you'd rather find out about 'Xenix',
>>>> instead of listening to Microsoft haters, not that I like
>>>> them all that much myself. 8^)
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>>>> http://en.wikipedia.org/wiki/Xenix
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>>> ISTM that Xenix was in reality developed by SCO (the Santa Cruiz
>>> Operation), a company that Mi$uck had about a 30% investment in at
>>> one time. I think Mi$uck may still use their ownership in SCO to
>>> sue over the use of Linux.
>> There ain't no Santa Cruiz!
>
> Not only that, but it only SEEMS to him, and he only THINKS that
> what he says might be. He provides NO references to what he speaks.
>
> Also, I find that folks who use Microsoft $ucks to refer to them,
> are usually just jealous and couldn't write a program to print
> "HELLO WORLD" if their lives depended on it. LOL
>

I'm posting from <a.f.c.>, and we do *not* always provide
references. ;-) (What is "Santa Cruiz" gonna bring you for
```

Christmas???)

I am *not* jealous of Mi$uck, mostly just resentful of their poor
OS products and their unfair business practices.

--
+--+
| Charles and Francis Richmond |
| |
| plano dot net at aquaporin4 dot com |
+--+

3581. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-16 02:18:49 UTC
From: Michael Black <et472@ncf.ca>
Message-ID: <Pine.LNX.4.64.0912152117380.17308@darkstar.example.net>
Source record: 1770
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

On Tue, 15 Dec 2009, Charles Richmond wrote:

> Jared wrote:
>> On Dec 14, 8:17 pm, Michael Black <et...@ncf.ca> wrote:
>>> On Mon, 14 Dec 2009, Joe Pfeiffer wrote:
>>>> Jared <jared4...@gmail.com> writes:
>>>>> On Dec 13, 8:45 pm, ni...@eris.io.com (Nick Bensema) wrote:
>>>>>> I've just learned that Atari was working on a special low-cost Atari
>>>>>> computer to compete with the Vic-20 and Timex-Sinclair 1000.
>>>>>> Codenamed "Zelda" and to be released as "The Atari 200", it was
>>>>>> supposed to be software-compatible with the Atari 400 at one-third
>>>>>> of the price. I wonder why I've never read about it here.
>>>>> Eh, why would anyone want one? Now _this_ was a real computer:
>>>>> http://www.flickr.com/photos/8399025@N07/2275732923
>>>>> Ran Unix and everything.
>>>> I'm trying to remember -- did that run Microsoft's short-lived Unix?
>>> Not "Microsoft's short-lived Unix"; it was Microsoft Xenix (but I
>>> have no idea if that's what it ran).
>>
>> According to what I read on the interwebs, it did run Xenix on the
>> 68000. However, in practice, ours ran TRS-DOS on the Z80.
>
> But you do *not* need a TRS-80 Model 16... to run TRS-DOS...
>
You did when it was the 16-bit version.

There was a version of TRS-DOS that ran on the 68000. I can't remember if
it was the plan all along, or if they had to scramble because Xenix was
late.

Michael

3582. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-16 04:48:19 UTC
From: Jared <jared4326@gmail.com>
Message-ID: <692dc584-d0c1-42a6-bbc8-eb7cc5ae000d@q16g2000vbc.googlegroups.com>
Source record: 1771
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

On Dec 15, 9:40 am, Michael Black <et...@ncf.ca> wrote:
> On Mon, 14 Dec 2009, Jared wrote:
> > On Dec 14, 8:17 pm, Michael Black <et...@ncf.ca> wrote:
> >> On Mon, 14 Dec 2009, Joe Pfeiffer wrote:
> >>> Jared <jared4...@gmail.com> writes:
>
> >>>> On Dec 13, 8:45 pm, ni...@eris.io.com (Nick Bensema) wrote:
> >>>>> I've just learned that Atari was working on a special low-cost Atari
> >>>>> computer to compete with the Vic-20 and Timex-Sinclair 1000.
> >>>>> Codenamed "Zelda" and to be released as "The Atari 200", it was
> >>>>> supposed to be software-compatible with the Atari 400 at one-third
> >>>>> of the price. I wonder why I've never read about it here.
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> >>>> Eh, why would anyone want one? Now _this_ was a real computer:
> >>>>http://www.flickr.com/photos/8399025@N07/2275732923
>
> >>>> Ran Unix and everything.
>
> >>> I'm trying to remember -- did that run Microsoft's short-lived Unix?
>
> >> Not "Microsoft's short-lived Unix"; it was Microsoft Xenix (but I
> >> have no idea if that's what it ran).
>
> > According to what I read on the interwebs, it did run Xenix on the
> > 68000. However, in practice, ours ran TRS-DOS on the Z80.
>
> I didn't look at the link, so I didn't know what computer it was, and
> I only guess now.
>
> There was a TRS-DOS for the Radio Shack 68000 based computers. I can't
> remember if that was a stop-gap until Xenix was ready for it, or if
> there was some other reasoning.

Actually, I was _assuming_ it ran on the Z80. I'm not sure.

I remember SuperCalc and Adventure, and some sort of BASIC and ELIZA
and a word processor. And there was a version of CP/M, but I never did
anything with it; I'm not sure if we had any apps.

3583. Hacking the Atari 1050 as a CP/M drive

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-16 08:44:22 UTC
From: Tarkin <tarkin000@gmail.com>
Message-ID: <1deda73d-473f-4373-8b7c-3cae597be025@p30g2000vbt.googlegroups.com>
Source record: 1772
Cross-posted to: comp.os.cpm,comp.sys.atari.8bit

Hello all,
I have been having fun clowning around with my homebrew Z80 SBC (1),
and am at a point
where I can start considering storage options.

Quick specs:
Zilog Z80B @ 6 MHz
2 x 32 KB SRAM (full 64 KB contiguous available after h/w init)
512 KB FLASH EEPROM - 32 KB mapped to 0000 - 8000h at boot
Zilog Z85C30 SCC - uses system clock for BRG ; 8N1 @ 19.2 Kb/s

I've poked through the archives a (very little) bit for info on (E/EP)
ROM filesystems,
found some stuff by Allison, Falconer, and others. The bag-and-tag
(NS*DOS-alike)
method seems like a good candidate, but then I got to thinking....

I have an Atari 1050 drive sitting idle. It uses a TTL-level serial
packet
protocol, TOTALLY h/w compatible with the SCC (just use CTS or DTR
for /COMMAND).
It offers 130 KB of storage, 260 if I make a 'flippy'.

So...I have some questions:

Has something like this been done before? I have read a little on the
1060,
which was an Atari prototype peripheral that was analogous to the
Apple II CP/M
'Z-80 Softcard' (2) ; I also know of (but haven't absorbed the
details) the Indus GT
having CP/M capability through it's own Z80. But has anyone ever (mis)
used
the 1050 drive, sans Atari computer, with CP/M ???

How can I bootstrap a CP/M system? (This applies to the FLASH disk as
well...)
Reading through DRI docs, ISTM there is a stage where you couple your
CBIOS
with an existing FDOS, and then write the resultant FDOS to a floppy,
and then
that floppy becomes your system 'master' for the target. How does one
bootstrap
CP/M for a 'totally alien' disk format- whether FLASH or something
like the 1050?

And are there any rigorous, hadn-holding treatments of CP/M
bootstrapping, DRI
docs aside (I have a Kaypro II manual that is just all of the DRI
stuff inside-
User Guide, System Regeneration Guide, ED/ASM/DDT Guides)
Would a C128 w/ Juggl'er or Apple][+ Softcard help?

P.S.:
(1) In poking through past posts, I came upon a bit by Glenn
Herrmannsfledt
about his homebrew SBC - mine turned out an awful lot like what he
describes!!
(2) I actually have a Taiwanese Softcard clone, which works with my
Laser 128!

Thoughts and comments, please!!

Thanks,
Tarkin

3584. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-16 13:20:09 UTC
From: Quadibloc <jsavard@ecn.ab.ca>
Message-ID: <5c8c414c-1dd3-4b62-8b34-4d7166a00e84@r14g2000vbc.googlegroups.com>
Source record: 1773
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers

On Dec 14, 3:31 am, ArarghMail912NOS...@NOT.AT.Arargh.com wrote:

> Ok, I'll bite.
>
> How does one small computer wind up occupying 2 bedrooms?

Well, he did say it was a prototype.

Hence, it could have been on wire-wrapped circuit boards. And it could
just be in two pieces with a lot of other computer junk cluttering
both bedrooms.

John Savard

3585. Re: Hacking the Atari 1050 as a CP/M drive

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-16 15:20:57 UTC
From: Ole Christensen <ole2news@newsguy.com>
Message-ID: <hgatsp024ej@news5.newsguy.com>
Source record: 1774
Cross-posted to: comp.os.cpm,comp.sys.atari.8bit

Tarkin:
> Hello all,
> I have been having fun clowning around with my homebrew Z80 SBC (1),
> and am at a point
> where I can start considering storage options.
>
> Quick specs:
> Zilog Z80B @ 6 MHz
> 2 x 32 KB SRAM (full 64 KB contiguous available after h/w init)
> 512 KB FLASH EEPROM - 32 KB mapped to 0000 - 8000h at boot
> Zilog Z85C30 SCC - uses system clock for BRG ; 8N1 @ 19.2 Kb/s
>

Nice project,...! Thank You for sharing...!

---snip---
>
> So...I have some questions:
>
> Has something like this been done before? I have read a little on the
> 1060,
> which was an Atari prototype peripheral that was analogous to the
> Apple II CP/M
> 'Z-80 Softcard' (2) ; I also know of (but haven't absorbed the
> details) the Indus GT
> having CP/M capability through it's own Z80. But has anyone ever (mis)
> used
> the 1050 drive, sans Atari computer, with CP/M ???
>

First some facts: my first computer was an 800XL + 1050.
then some "links" for those not quite sure what it is:
search Google, or whatever, for keywords like:
"SIO2PC" or "sioinstr.txt"
to get a list of pages there points to Nick Kennedy's page...
(for a discussion of the other way around)

This come direct from memory so i could be wrong in more than
one place:
As i remember the Atari protocol was at 2400 baud so it will not
be that very fast. There was some kind of copy-protection in
the 1050's ROM not allowing You to "see" the complete FS,
remember i did buy an "Disk-Doubler", as fare as i can tell it is
a sandwich of 2x6810's + an 2732, with that one was able to

run an disk-editor on the FS, (data on an PC-floppy was inverse).
(and the 1050 don't care about the index-hole)

So from that I'm not even sure this will work with an unmodified 1050...?

> How can I bootstrap a CP/M system? (This applies to the FLASH disk as
> well...)
> Reading through DRI docs, ISTM there is a stage where you couple your
> CBIOS
> with an existing FDOS, and then write the resultant FDOS to a floppy,
> and then
> that floppy becomes your system 'master' for the target. How does one
> bootstrap
> CP/M for a 'totally alien' disk format- whether FLASH or something
> like the 1050?

Here I'm sure You will get something much better, but my 2cent:

In Boot-Prom make an Start-Menu,
Read 128 byte from Boot-device at track 0, sector 1, place it at
0000h...00080h, transfer control to that, (Jp 0 or RST 0),
those 128 byte should load from track 0, sector 2... track x, sector x the
OS or an extended Boot-loader to load the OS and put it at the right
place in memory,... transfer control to Init in the Bios,
and You are up-and-running...

Good luck...!
<ole>

3586. Re: Hacking the Atari 1050 as a CP/M drive

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-16 17:09:57 UTC
From: BobH <Wanderingmetalhead.NOSPAMPLEASE@yahoo.com>
Message-ID: <5cbd0$4b29761d$c487714$11818@news.deru.net>
Source record: 1785
Cross-posted to: comp.os.cpm,comp.sys.atari.8bit

Thomas Richter wrote:
> Why not? Of course, you would need to tell CP/M *how* to access the
> drive; it is a custom, Atari specific protocol with a rather small
> sector size of 128 bytes (typical sizes would be rather 512 bytes). I'm
> not a CP/M expert, thus I cannot tell whether *that* is possible, but
> fitting the 1050 hardware wise to the system shouldn't be a problem.

CPM was designed around 128 byte/sector 8" floppies, other sector sizes
required buffering up multiple logical (128 byte) sectors to write a
single physical sector. The 128 byte sector should not present a problem
to CPM.

Regards,
BobH

3587. Re: Hacking the Atari 1050 as a CP/M drive

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-16 17:48:13 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <hgb6gtur1@infosun2.rus.uni-stuttgart.de>
Source record: 1775
Cross-posted to: comp.os.cpm,comp.sys.atari.8bit

Ole Christensen wrote:

> This come direct from memory so i could be wrong in more than
> one place:
> As i remember the Atari protocol was at 2400 baud so it will not
> be that very fast.

No, it's not that bad. The Atari drivers were pretty fast at their time,
the transfer speed is 19200 baud.

> There was some kind of copy-protection in
> the 1050's ROM not allowing You to "see" the complete FS,

You do see the complete data bytes, it's not a copy protection, but
rather an abstraction around the disk transfer protocol. You just send
the 1050 the sector you want to read, and get the data back. Not more,
i.e. you cannot see implementation details like sector headers. Thus,
you do have full access to the payload data, all what is needed to put
data on the disk whatever you like. Sector headers etc. are not "file
system" specific, but hardware specific - and not required to store data
or a filing system on the disk.

> remember i did buy an "Disk-Doubler", as fare as i can tell it is
> a sandwich of 2x6810's + an 2732, with that one was able to
> run an disk-editor on the FS, (data on an PC-floppy was inverse).

You can then edit details like the track layout etc, but that is
typically not required unless you want to copy copy-protected disks that
played tricks with those.

> So from that I'm not even sure this will work with an unmodified 1050...?

Why not? Of course, you would need to tell CP/M *how* to access the
drive; it is a custom, Atari specific protocol with a rather small
sector size of 128 bytes (typical sizes would be rather 512 bytes). I'm
not a CP/M expert, thus I cannot tell whether *that* is possible, but
fitting the 1050 hardware wise to the system shouldn't be a problem.

So long,
Thomas

3588. Re: Hacking the Atari 1050 as a CP/M drive

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-16 18:41:25 UTC
From: Peter Dassow <z80eu@arcor.de>
Message-ID: <4b2929d6$0$7619$9b4e6d93@newsspool1.arcor-online.net>
Source record: 1776
Cross-posted to: comp.os.cpm,comp.sys.atari.8bit

Tarkin wrote:
> Hello all,
> I have been having fun clowning around with my homebrew Z80 SBC (1),
> and am at a point where I can start considering storage options.
> [...]
> I have an Atari 1050 drive sitting idle. It uses a TTL-level serial
> packet protocol

Hi,

I am not 100% sure, but many others took an CBM (Commodore) drive,
because it's like using a high level language (you have not to use
exotic command sequences and you do not have to consider timing etc.
with the commodore floppy drives, because they have an own intelligence.

Example: http://8bit.yarek.pl/interface/zx81.zx1541/index.html

A 1541 drive was used with a ZX81, and for me it seems to be a feasable,
almost easy approach.

Regards
Peter

3589. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-16 20:15:27 UTC
From: Eric Chomko <pne.chomko@comcast.net>
Message-ID: <3c2d4294-864a-43cd-a784-35ba98ce697e@u37g2000vbc.googlegroups.com>
Source record: 1777
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

On Dec 13, 8:45 pm, ni...@eris.io.com (Nick Bensema) wrote:
> I've just learned that Atari was working on a special low-cost Atari
> computer to compete with the Vic-20 and Timex-Sinclair 1000.
> Codenamed "Zelda" and to be released as "The Atari 200", it was
> supposed to be software-compatible with the Atari 400 at one-third
> of the price. I wonder why I've never read about it here.

I used to sell the Atari 400 and 800. The problem with the 400 was the
keyboard, but it was $200 cheaper than the 800. I can't imagine a
cheaper version of the 400. I bet that is why it didn't sell.

>
> Apparently prototypes were sent out to software companies throughout
> the southwestern US in 1980 so that they could test and modify their
> products for compatibility. It had 4KB of RAM, which was more than
> the Vic-20 had, but less than anything it was supposed to be
> software-compatible with, but there was an even bigger concern.
> Its CTIA chip was a cheaper version that couldn't do the high
> 320-pixel-wide graphics or text modes. The operating system was
> retooled to center around 20-column text in "Graphics 1" mode, using
> an underscore cursor and no lowercase or block-drawing characters.
> This saves hundreds of bytes of RAM and ROM on its own, and they
> cut even more from the ROM by removing all the support for arrow
> keys, variable tabs, and other advanced screen editor commands. It
> still booted to Memo Pad, and BASIC and PILOT were still supposed
> to work. I don't know what it did for games that used hard-coded
> display lists; did Pac-Man have blank scores, or merely illegible
> ones? I got conflicting reports.
>
> It had two joystick ports instead of four, and its keyboard was
> completely flat with a simple white keyboard design printed on it,
> matching the Atari 400's except without the unsupported control
> keys.

The 400's keyboard was bad. Nearly as bad as the original Commodore
PET (sold them too!).

> I'm not sure whether they skipped out on the serial port
> entirely, as prototypes varied, but it definitely supported a line-in
> interface for loading cassette programs out of your existing stereo.

Cartridge holder like the 400 and 800?

>
> But what made it really remarkable was the case. As many of you

> are aware, the Atari 400 and 800 were designed with an excessive
> amount of shielding, as they were working under stricter FCC
> guidelines than when they designed the XL and XE series, and with
> more protective parts. The Atari 200 couldn't reach its target
> price with expensive metal shielding, so even though the circuit
> board itself was tiny, it was surrounded by a several-inches-thick
> case made of a lightweight polystyrene, treated with some recycled
> metals, and chemical dyes. This supposedly formed the case, the
> RF shielding, and the circuit board mountings, in two solid pieces.
> No fasteners were needed, as the top half screwed into the bottom
> half like the lid of a jar. Indeed, this was how you plugged
> anything into the Atari 200, including joysticks and cartridges.
> This was reported to be less awkward than it sounds, considering
> it weighed very little, despite having a footprint the size of an
> Atari 800, and being twice as tall. However well it may have blocked
> radio interference, apparently they just couldn't work out a way
> to channel heat effectively out of that igloo of a case, and the
> case material reacted badly to the buildup. Indeed, all my Atari
> 200 research started when I was investigating why so many software
> companies in Phoenix had fires in 1980.

Oops! Does Time-Warner know about this?

> I've seen two marketing flyers that would have been distributed at
> CES and to local vendors if it had launched. In the first one,
> it's depicted in a classroom, and children are lining up to use it
> and program BASIC. The screen shows large text in three different
> colors, as if it's in Graphics 1 text mode. It's on a desk that's
> clearly too durable to have belonged to a public school, next to
> what I suppose is an Atari 210 disk drive, which would have taken
> surplus 8-inch floppy disks. In another, it's in a kitchen, next
> to a 40-column plotter and no monitor(!), and a man with an apron
> and a necktie has one hand on the keyboard and another hand on a
> frying pan, while cradling a telephone under his chin. According
> to the ad copy, this was apparently a campaign to have an Atari
> device in every room of the house, but I don't know who has room
> in their kitchen for an Atari 200. It would be neat to make a
> fondue pot out of it, I guess.

The original Mac was better for that. Look up the fish bowls that they
have been used for.

>
> I've seen only one prototype photo, a Polaroid taken for an insurance
> claim. It shows the bottom half of the case, containing a circuit
> board, ports, and grooves to guide joystick cables and such out of
> the case, and a giant crack that's definitely not part of the design.
> I'm no engineer, so all I can say about the internals is that I
> didn't see a serial port in there, but I did see a section of ribbon
> cable that looked like it would have connected to the keyboard. It
> looks like it's been burnt or melted or something at the halfway

> point.
>
> The person who showed me the prototype photo was going to scan it
> so that I could get the chips identified, maybe even get MESS drivers
> written for it. But he hasn't answered his phone or his door in
> weeks, which is too bad, because I need to return his Atari 1600
> prototype, as I'm low on money and space and need to rent out the
> two bedrooms I'm keeping it in.

Isn't the 1600 the video game, or ius that the 2600?

>
> --
> .....
> .....
> .....
> .....http://www.io.com/~nickb

3590. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-16 20:17:08 UTC
From: Eric Chomko <pne.chomko@comcast.net>
Message-ID: <0419f3dd-ff09-4984-876d-587bd14a5b58@g25g2000vbl.googlegroups.com>
Source record: 1778
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

On Dec 14, 1:11 pm, Jared <jared4...@gmail.com> wrote:
> On Dec 13, 8:45 pm, ni...@eris.io.com (Nick Bensema) wrote:
>
> > I've just learned that Atari was working on a special low-cost Atari
> > computer to compete with the Vic-20 and Timex-Sinclair 1000.
> > Codenamed "Zelda" and to be released as "The Atari 200", it was
> > supposed to be software-compatible with the Atari 400 at one-third
> > of the price. I wonder why I've never read about it here.
>
> Eh, why would anyone want one? Now _this_ was a real
computer:http://www.flickr.com/photos/8399025@N07/2275732923
>
> Ran Unix and everything.

Trash 80-16

3591. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-16 20:19:46 UTC
From: Eric Chomko <pne.chomko@comcast.net>
Message-ID: <667b2b79-1ca0-40f6-bfcd-f95d0ff922e0@g31g2000vbr.googlegroups.com>
Source record: 1779
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

On Dec 14, 8:16 pm, Michael Black <et...@ncf.ca> wrote:
> On Mon, 14 Dec 2009, Jared wrote:
> > On Dec 13, 8:45 pm, ni...@eris.io.com (Nick Bensema) wrote:
> >> I've just learned that Atari was working on a special low-cost Atari
> >> computer to compete with the Vic-20 and Timex-Sinclair 1000.
> >> Codenamed "Zelda" and to be released as "The Atari 200", it was
> >> supposed to be software-compatible with the Atari 400 at one-third
> >> of the price. I wonder why I've never read about it here.
>
> > Eh, why would anyone want one? Now _this_ was a real computer:
> >http://www.flickr.com/photos/8399025@N07/2275732923
>
> > Ran Unix and everything.
>
> Nobody did, which is likely one reason it never made it to production.
>
> But it's decades later, and some people are apparently interested in
> prototypes, those home computers that never were. Back then, the magazine
> articles would feature them, and then you'd never hear anything more about
> them. Lots of speculation, but somehow they never appeared. Now, they
> become sought after items because collectors have collected all the common
> stuff, and having some prototype in your collection makes your collection
> different from all the rest.
>

Reminds me of the Apple III. It existed alright, but was a lousy
system!

Drop it from a foot above the ground to reseat the chips...cmon!

3592. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-16 20:20:55 UTC
From: Eric Chomko <pne.chomko@comcast.net>
Message-ID: <7b9960bd-3b44-4925-b6a8-4225f8a7c308@p32g2000vbi.googlegroups.com>
Source record: 1780
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

On Dec 15, 12:20 am, Joe Pfeiffer <pfeif...@cs.nmsu.edu> wrote:
> Michael Black <et...@ncf.ca> writes:
> > On Mon, 14 Dec 2009, Jared wrote:
>
> >> On Dec 13, 8:45 pm, ni...@eris.io.com (Nick Bensema) wrote:
> >>> I've just learned that Atari was working on a special low-cost Atari
> >>> computer to compete with the Vic-20 and Timex-Sinclair 1000.
> >>> Codenamed "Zelda" and to be released as "The Atari 200", it was
> >>> supposed to be software-compatible with the Atari 400 at one-third
> >>> of the price. I wonder why I've never read about it here.
>
> >> Eh, why would anyone want one? Now _this_ was a real computer:
> >>http://www.flickr.com/photos/8399025@N07/2275732923
>
> >> Ran Unix and everything.
>
> > Nobody did, which is likely one reason it never made it to production.
>
> I could swear I saw one once...
>

I said that of the TI 99/8 too.

3593. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-16 20:22:54 UTC
From: Eric Chomko <pne.chomko@comcast.net>
Message-ID: <a47213d6-8568-471a-b411-c05196d10605@f6g2000vbp.googlegroups.com>
Source record: 1781
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

On Dec 15, 12:28 am, Charles Richmond <friz...@tx.rr.com> wrote:
> Bill Garber wrote:
> > "Charles Richmond" <friz...@tx.rr.com> wrote in message
> >news:hg6rqkphm4@news.eternal-september.org...
> >> Jared wrote:
> >>> On Dec 13, 8:45 pm, ni...@eris.io.com (Nick Bensema) wrote:
> >>>> I've just learned that Atari was working on a special low-cost Atari computer to
compete with the Vic-20 and Timex-Sinclair
> >>>> 1000. Codenamed "Zelda" and to be released as "The Atari 200", it was supposed to be
software-compatible with the Atari 400 at
> >>>> one-third of the price. I wonder why I've never read about it here.
> >>> Eh, why would anyone want one? Now _this_ was a real computer:
> >>>http://www.flickr.com/photos/8399025@N07/2275732923
>
> >>> Ran Unix and everything.
> >> In reality, it ran Xenix. That's the way Mi$uck spells "Unix".
>
> > This is a good read if you'd rather find out about 'Xenix',
> > instead of listening to Microsoft haters, not that I like
> > them all that much myself. 8^)
>
> >http://en.wikipedia.org/wiki/Xenix
>
> ISTM that Xenix was in reality developed by SCO (the Santa Cruiz
> Operation), a company that Mi$uck had about a 30% investment in at
> one time. I think Mi$uck may still use their ownership in SCO to
> sue over the use of Linux.

Did that work out? Seems to me that Linix is growing and SCO is
shrinking if it still does anything at all.

Eric

3594. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-16 20:28:33 UTC
From: Eric Chomko <pne.chomko@comcast.net>
Message-ID: <df84097d-f712-414b-aa8f-6a16f88f39b7@33g2000vbe.googlegroups.com>
Source record: 1782
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

On Dec 15, 8:20 am, Walter Bushell <pr...@panix.com> wrote:
> In article <hg76qm$5l...@news.eternal-september.org>,
> Charles Richmond <friz...@tx.rr.com> wrote:
>
>
>
>
>
> > Bill Garber wrote:
> > > "Charles Richmond" <friz...@tx.rr.com> wrote in message
> > >news:hg6rqkphm4@news.eternal-september.org...
> > >> Jared wrote:
> > >>> On Dec 13, 8:45 pm, ni...@eris.io.com (Nick Bensema) wrote:
> > >>>> I've just learned that Atari was working on a special low-cost Atari
> > >>>> computer to compete with the Vic-20 and Timex-Sinclair
> > >>>> 1000. Codenamed "Zelda" and to be released as "The Atari 200", it was
> > >>>> supposed to be software-compatible with the Atari 400 at
> > >>>> one-third of the price. I wonder why I've never read about it here.
> > >>> Eh, why would anyone want one? Now _this_ was a real computer:
> > >>>http://www.flickr.com/photos/8399025@N07/2275732923
>
> > >>> Ran Unix and everything.
> > >> In reality, it ran Xenix. That's the way Mi$uck spells "Unix".
>
> > > This is a good read if you'd rather find out about 'Xenix',
> > > instead of listening to Microsoft haters, not that I like
> > > them all that much myself. 8^)
>
> > >http://en.wikipedia.org/wiki/Xenix
>
> > ISTM that Xenix was in reality developed by SCO (the Santa Cruiz
> > Operation), a company that Mi$uck had about a 30% investment in at
> > one time. I think Mi$uck may still use their ownership in SCO to
> > sue over the use of Linux.
>
> There ain't no Santa Cruiz!
>

Yeah, because Capitola is better!

3595. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-16 21:24:38 UTC
From: "Dr. HotSalt" <alien8752@gmail.com>
Message-ID: <d84675ec-719e-4096-ab91-600df13db29a@13g2000prl.googlegroups.com>
Source record: 1783
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

On Dec 13, 5:45 pm, ni...@eris.io.com (Nick Bensema) wrote:
> I've just learned that Atari was working on a special low-cost Atari
> computer to compete with the Vic-20 and Timex-Sinclair 1000.

Gods, the Little Black Brick. It was my first computer. I built one
with three different keyboards that could be used simultaneously
because I didn't like having to shift-etc. to get the graphics
characters. I wish I still had the thing; it was scary to look at.

> Codenamed "Zelda" and to be released as "The Atari 200", it was
> supposed to be software-compatible with the Atari 400 at one-third
> of the price. I wonder why I've never read about it here.

Nicko, old, boy, when you wrote "here", which of the three froups
you xposted to did you mean?

Or were you just not picky that day?

> ...Indeed, all my Atari
> 200 research started when I was investigating why so many software
> companies in Phoenix had fires in 1980.

As a matter of curiosity, would you happen to know if many of them
were located on/near the then-really-low-rent stretch of Fillmore
Street between 7th Street and 7th Avenue?

I often wondered if the "Fillmore Firebug" had more to do with
accidental fires than, um, sub rosa urban renewal.

Dr. HotSalt

3596. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-16 23:58:11 UTC
From: Michael Black <et472@ncf.ca>
Message-ID: <Pine.LNX.4.64.0912161855450.18517@darkstar.example.net>
Source record: 1784
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

On Wed, 16 Dec 2009, Eric Chomko wrote:

> On Dec 14, 8:16 pm, Michael Black <et...@ncf.ca> wrote:
>> On Mon, 14 Dec 2009, Jared wrote:
>>> On Dec 13, 8:45 pm, ni...@eris.io.com (Nick Bensema) wrote:
>>>> I've just learned that Atari was working on a special low-cost Atari
>>>> computer to compete with the Vic-20 and Timex-Sinclair 1000.
>>>> Codenamed "Zelda" and to be released as "The Atari 200", it was
>>>> supposed to be software-compatible with the Atari 400 at one-third
>>>> of the price. I wonder why I've never read about it here.
>>
>>> Eh, why would anyone want one? Now _this_ was a real computer:
>>> http://www.flickr.com/photos/8399025@N07/2275732923
>>
>>> Ran Unix and everything.
>>
>> Nobody did, which is likely one reason it never made it to production.
>>
>> But it's decades later, and some people are apparently interested in
>> prototypes, those home computers that never were. Back then, the magazine
>> articles would feature them, and then you'd never hear anything more about
>> them. Lots of speculation, but somehow they never appeared. Now, they
>> become sought after items because collectors have collected all the common
>> stuff, and having some prototype in your collection makes your collection
>> different from all the rest.
>>
>
>
> Reminds me of the Apple III. It existed alright, but was a lousy
> system!
>
Well no. The Atari being described never made it to market, it was a
prototype. Commodore had all kinds of computers that would get press
in "Compute!" and then never be heard from again.

The Apple III may have been a lousy product (or perhaps a lousy
implementation of a "better" Apple II) but it actually made it
into production and had some level of penetration into the marketplace.

I had an Apple III for a while, well after it came out, and it just
fell into my lap with some other junk. They weren't common, but they
weren't rare at the time.

Michael

> Drop it from a foot above the ground to reseat the chips...cmon!
>

3597. Proprietary Atari chips being reconstructed

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-17 07:41:23 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b29e0a3$0$1590$742ec2ed@news.sonic.net>
Source record: 1786

I saw some hints of this on Facebook, and just noticed this
article at the top of the front page of AtariAge
(http://www.atariage.com/), which also links to their
forum section, where the topic is being discussed:
http://www.atariage.com/forums/topic/154479-new-gtia-chips/

"Atari Chips Reborn"
December 14, 2009

Curt Vendel of the Atari History Museum and Legacy Engineering has
been hard at work reconstructing several proprietary Atari chips,
including the GTIA (used in the Atari 8-bit computers and 5200), the
MARIA (used in the Atari 7800), and the TIA (from the Atari
2600). There is great potential for creating new Atari machines in a
variety of form factors, based on Curt's work. When asked about these
new developments, Curt had the following to say:

"Many in the Atari community, myself included, have cobbled together
one thing or another to keep our systems alive. A dream for everyone
has always been the possibility of perhaps a new Atari 8-bit
system. As many know, I have most of what was Atari's mainframe
archives, among them are what are called "Tape Outs"--these are 9
track reel to reel tapes that in the 1980s and early 1990s would be
sent from a chip design firm--such as Atari's "ASG" (Atari
Semiconductor Group) to a place called a "FAB" which is a chip
fabricator. The final layered data files are in a streaming binary
format called "GDS" and this data instructs the FAB on how to process
and create actual IC chips.

I've been spending a great deal of time as of late recovering the data
from the tapes, having to massage them to process and create a viable
GDS and/or DB file so that the actual chips could be plotted and
tested with some software that I use. The effort has been successful
for the most part and several of Atari's proprietary chips are coming
back to life in simulation. Now we need to see if they can be
recreated in a FAB at a reasonable cost. What is the potential of
this? Doing the chips in smaller SMT packaging, and potentially
bringing back to life some of the later CMOS designs of combo chips
which could lead to a SoC - System on a Chip. This is all very early
work, but the future just got a little brighter in terms of preserving
and continuing the legacy of Atari's custom IC chips."

You can read all about Curt's hard work over in our Atari 8-bit
Computers Forum. In addition to technical discussion (which includes
Curt Vendel), you'll find various high-resolution images of the
reconstructed chips.

Enjoy!

--
-bill!
Sent from my computer

3598. VBXE - "Video Board XE"

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-17 08:05:20 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b29e640$0$1625$742ec2ed@news.sonic.net>
Source record: 1787

While reading about the resurrection of Atari chips by
Curt Vendel & friends, I discovered this, which I'm fairly sure
I had never heard of!

Video Board XE (VBXE)
Programmable, FPGA based graphics subsystem for Atari XE computers.
http://vbxe.atari8.info/

The project is, in fact, a few years old! (Website says "2005-2007")

More at AtariAge (in English):

http://www.atariage.com/forums/topic/152939-show-your-vbxe-installs/

http://www.atariage.com/forums/topic/153863-vbxe-programming-examples-programming-queries/

http://www.atariage.com/forums/topic/154085-mac-65-for-vbxe/

http://www.atariage.com/forums/topic/142283-vbxe-2/

YouTube has some videos of the thing in action. (Search for "VBXE")

Man, I seriously wish AtariAge's forums showed the date that posts were
made. (For every single frickin' post, it shows the date the user signed up,
which is pretty uninteresting. Knowing when the post was MADE makes way more
sense.)

This is why I've stuck to Usenet-only, for the most part.
But apparently I'm missing out, since I'm not learning about stuff like
VBXE until ~2-4 years after the fact. :)

--
-bill!
Sent from my computer

3599. "The Last Word"

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-17 08:10:14 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b29e766$0$1625$742ec2ed@news.sonic.net>
Source record: 1788

Man, I keep finding gems this evening!

Someone's screenshot of their VBXE -- see my other post -- was of an
80 column word processor for the Atari that I had never heard of, which
started in 1999 and was most recently released this year (2009).

http://www.atari8.co.uk/lastword/lastword.htm

"The Last Word is one of the most feature-rich word processors ever
written for the Atari 8-bit. It includes many of the innovative tools
found in programs like TextPro and The 1st XLent Word Processor, and
version 3 of the program sees the introduction of a software driven 80
column display. LW 3.1 supercedes the previously released 3.0, which
should be abandoned in favour of the new version.

The Last Word 3.1 offers:
* Dual 80 and 40 column displays, switchable at any time
* Up to 240 column editing in a horizontally scrolling window
* Editing of up 10 files simultaneously on a expanded memory machines
* Sophisticated keyboard macro language
* 80 column print preview
* Feature-packed file management menu with up to 80 filenames in a
scrolling window and support for SpartaDOS X directories with
time/date stamps
* High speed editing, even at the top of large files
* Support for SpartaDOS X, MyDOS, DOS 2.5 and many DOS 2 derivatives
* International characters and customisable printer drivers
* Comprehensive 75 page manual
* Large collection of macros, printer drivers and help files

More interestingly to me, as a programmer, was some text from a
document that was shown in the aforementioned screenshot.
It was about the design of The Last Word, and how the text is
managed in memory so that the thing responds quickly, even
with a lot of text.

Man, I've got to try this out! :)

--
-bill!
Sent from my computer

3600. Re: "The Last Word"

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-17 10:41:35 UTC
From: David Hopcroft <David.Hopcroft@gmx.net>
Message-ID: <20091217114135516807-DavidHopcroft@gmxnet>
Source record: 1789

On 2009-12-17 09:10:14 +0100, bill@newbreedsoftware.com (Bill Kendrick) said:

> Man, I keep finding gems this evening!
>
> <Snip>
>
>
> Man, I've got to try this out! :)

Yep, Bill you must join www.atariage.com.

I use the rss feeds for the different forums.

They really have some good discussions on various topics.

Beetle the guy that built the laptop atari 8 bit is also on the subscriber list

Other news you may have missed is Curt Vendel is hopefully making a
pizza box lid for the atari 1200xl. hard to describe but search for
"1200XL Pizza Box".

3601. Re: Hacking the Atari 1050 as a CP/M drive

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-17 11:10:21 UTC
From: David Knoll <news@davidknoll.me.uk>
Message-ID: <hgd3ip$94a$1@news.eternal-september.org>
Source record: 1790
Cross-posted to: comp.os.cpm,comp.sys.atari.8bit

Tarkin wrote:
> How can I bootstrap a CP/M system? (This applies to the FLASH disk as well...)
> Reading through DRI docs, ISTM there is a stage where you couple your CBIOS
> with an existing FDOS, and then write the resultant FDOS to a floppy, and then
> that floppy becomes your system 'master' for the target. How does one bootstrap
> CP/M for a 'totally alien' disk format- whether FLASH or something like the 1050?

I modify Dunfield's monitor and put it in ROM on my board. I assemble my
CP/M code under SIMH using SLR Z80ASM or the original CP/M assembler.
Then I load the hex files for BDOS/CCP/CBIOS using the monitor and jump
to the CBIOS start address.

It helps at this stage if you have a disk that's already formatted and
filled with E5h (I used IDE drives) as I then transfer (one at a time)
PIP, LOAD etc. using the monitor, and once in CP/M SAVE them to disk.
Writing a simple XMODEM program will also be useful.

If you can connect your disk system to the PC for formatting and
writing, you can construct the filesystem on the PC and write it as an
image. This is what I did with my Z180 SBC which uses flash ROM and NVRAM.

--
David Knoll
Anti-spam: Change 'news' to 'david' for my real address.

3602. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-17 14:02:01 UTC
From: Roland Hutchinson <my.spamtrap@verizon.net>
Message-ID: <hgddko$vj6$1@news.eternal-september.org>
Source record: 1791
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

On Wed, 16 Dec 2009 12:22:54 -0800, Eric Chomko wrote:

> On Dec 15, 12:28 am, Charles Richmond <friz...@tx.rr.com> wrote:
>> Bill Garber wrote:
>> > "Charles Richmond" <friz...@tx.rr.com> wrote in message
>> >news:hg6rqkphm4@news.eternal-september.org...
>> >> Jared wrote:
>> >>> On Dec 13, 8:45 pm, ni...@eris.io.com (Nick Bensema) wrote:
>> >>>> I've just learned that Atari was working on a special low-cost
>> >>>> Atari computer to compete with the Vic-20 and Timex-Sinclair 1000.
>> >>>> Codenamed "Zelda" and to be released as "The Atari 200", it was
>> >>>> supposed to be software-compatible with the Atari 400 at one-third
>> >>>> of the price. I wonder why I've never read about it here.
>> >>> Eh, why would anyone want one? Now _this_ was a real computer:
>> >>>http://www.flickr.com/photos/8399025@N07/2275732923
>>
>> >>> Ran Unix and everything.
>> >> In reality, it ran Xenix. That's the way Mi$uck spells "Unix".
>>
>> > This is a good read if you'd rather find out about 'Xenix', instead
>> > of listening to Microsoft haters, not that I like them all that much
>> > myself. 8^)
>>
>> >http://en.wikipedia.org/wiki/Xenix
>>
>> ISTM that Xenix was in reality developed by SCO (the Santa Cruiz
>> Operation), a company that Mi$uck had about a 30% investment in at one
>> time. I think Mi$uck may still use their ownership in SCO to sue over
>> the use of Linux.
>
> Did that work out? Seems to me that Linix is growing and SCO is
> shrinking if it still does anything at all.

That's a different SCO. It's Caldera that rebadged itself after
acquiring the original SCO's server software and stuff -- the original
SCO continued as Tarentella and eventually sold itself to Sun.

--
Roland Hutchinson

He calls himself "the Garden State's leading violist da gamba,"
... comparable to being ruler of an exceptionally small duchy.
--Newark (NJ) Star Ledger (http://tinyurl.com/RolandIsNJ)

3603. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-17 16:28:34 UTC
From: Charles Richmond <frizzle@tx.rr.com>
Message-ID: <hgdm7i$qf7$1@news.eternal-september.org>
Source record: 1792
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

```
Eric Chomko wrote:
> On Dec 15, 12:28 am, Charles Richmond <friz...@tx.rr.com> wrote:
>> Bill Garber wrote:
>>> "Charles Richmond" <friz...@tx.rr.com> wrote in message
>>> news:hg6rqk$phm$4@news.eternal-september.org...
>>>> Jared wrote:
>>>>> On Dec 13, 8:45 pm, ni...@eris.io.com (Nick Bensema) wrote:
>>>>>> I've just learned that Atari was working on a special low-cost Atari computer to
compete with the Vic-20 and Timex-Sinclair
>>>>>> 1000. Codenamed "Zelda" and to be released as "The Atari 200", it was supposed to be
software-compatible with the Atari 400 at
>>>>>> one-third of the price. I wonder why I've never read about it here.
>>>>> Eh, why would anyone want one? Now _this_ was a real computer:
>>>>> http://www.flickr.com/photos/8399025@N07/2275732923
>>>>> Ran Unix and everything.
>>>> In reality, it ran Xenix. That's the way Mi$uck spells "Unix".
>>> This is a good read if you'd rather find out about 'Xenix',
>>> instead of listening to Microsoft haters, not that I like
>>> them all that much myself. 8^)
>>> http://en.wikipedia.org/wiki/Xenix
>> ISTM that Xenix was in reality developed by SCO (the Santa Cruiz
>> Operation), a company that Mi$uck had about a 30% investment in at
>> one time. I think Mi$uck may still use their ownership in SCO to
>> sue over the use of Linux.
>
> Did that work out? Seems to me that Linix is growing and SCO is
> shrinking if it still does anything at all.
>

NO, thank goodness it did *not* work out. ISTR that Mi$uck was
upset because IBM was offering Linux on IBM's "blade servers". The
lawsuit was Mi$uck's way of slowing that down...

--
+----------------------------------------+
| Charles and Francis Richmond |
| |
| plano dot net at aquaporin4 dot com |
+----------------------------------------+
```

3604. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-17 18:02:04 UTC
From: Eric Chomko <pne.chomko@comcast.net>
Message-ID: <8f8168df-c02d-4092-a573-f8539dec8bc0@q18g2000yqj.googlegroups.com>
Source record: 1793
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

On Dec 16, 6:58 pm, Michael Black <et...@ncf.ca> wrote:
> On Wed, 16 Dec 2009, Eric Chomko wrote:
> > On Dec 14, 8:16 pm, Michael Black <et...@ncf.ca> wrote:
> >> On Mon, 14 Dec 2009, Jared wrote:
> >>> On Dec 13, 8:45 pm, ni...@eris.io.com (Nick Bensema) wrote:
> >>>> I've just learned that Atari was working on a special low-cost Atari
> >>>> computer to compete with the Vic-20 and Timex-Sinclair 1000.
> >>>> Codenamed "Zelda" and to be released as "The Atari 200", it was
> >>>> supposed to be software-compatible with the Atari 400 at one-third
> >>>> of the price. I wonder why I've never read about it here.
>
> >>> Eh, why would anyone want one? Now _this_ was a real computer:
> >>>http://www.flickr.com/photos/8399025@N07/2275732923
>
> >>> Ran Unix and everything.
>
> >> Nobody did, which is likely one reason it never made it to production.
>
> >> But it's decades later, and some people are apparently interested in
> >> prototypes, those home computers that never were. Back then, the magazine
> >> articles would feature them, and then you'd never hear anything more about
> >> them. Lots of speculation, but somehow they never appeared. Now, they
> >> become sought after items because collectors have collected all the common
> >> stuff, and having some prototype in your collection makes your collection
> >> different from all the rest.
>
> > Reminds me of the Apple III. It existed alright, but was a lousy
> > system!
>
> Well no. The Atari being described never made it to market, it was a
> prototype. Commodore had all kinds of computers that would get press
> in "Compute!" and then never be heard from again.

More like the Apple Lisa?

>
> The Apple III may have been a lousy product (or perhaps a lousy
> implementation of a "better" Apple II) but it actually made it
> into production and had some level of penetration into the marketplace.

Define some level? Did Apple break even on it?

>
> I had an Apple III for a while, well after it came out, and it just

> fell into my lap with some other junk. They weren't common, but they
> weren't rare at the time.
>

Okay, okay, the Apple III wan't a prototype, it was a failed product.

3605. Re: "The Last Word"

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-17 19:15:46 UTC
From: flashjazzcat <jonathan.halliday@gmail.com>
Message-ID: <3cfe030b-4c57-48c2-a21c-2f0ee311f395@9g2000yqa.googlegroups.com>
Source record: 1794

On Dec 17, 8:10 am, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> Man, I keep finding gems this evening!
>
> Someone's screenshot of their VBXE -- see my other post -- was of an
> 80 column word processor for the Atari that I had never heard of, which
> started in 1999 and was most recently released this year (2009).
>
> http://www.atari8.co.uk/lastword/lastword.htm
>
> "The Last Word is one of the most feature-rich word processors ever
> written for the Atari 8-bit. It includes many of the innovative tools
> found in programs like TextPro and The 1st XLent Word Processor, and
> version 3 of the program sees the introduction of a software driven 80
> column display. LW 3.1 supercedes the previously released 3.0, which
> should be abandoned in favour of the new version.
>
> The Last Word 3.1 offers:
> * Dual 80 and 40 column displays, switchable at any time
> * Up to 240 column editing in a horizontally scrolling window
> * Editing of up 10 files simultaneously on a expanded memory machines
> * Sophisticated keyboard macro language
> * 80 column print preview
> * Feature-packed file management menu with up to 80 filenames in a
> scrolling window and support for SpartaDOS X directories with
> time/date stamps
> * High speed editing, even at the top of large files
> * Support for SpartaDOS X, MyDOS, DOS 2.5 and many DOS 2 derivatives
> * International characters and customisable printer drivers
> * Comprehensive 75 page manual
> * Large collection of macros, printer drivers and help files
>
> More interestingly to me, as a programmer, was some text from a
> document that was shown in the aforementioned screenshot.
> It was about the design of The Last Word, and how the text is
> managed in memory so that the thing responds quickly, even
> with a lot of text.
>
> Man, I've got to try this out! :)
>
> --
> -bill!
> Sent from my computer

Hi,

I'm Jonathan Halliday, the author of "The Last Word", and I was delighted to receive an email from Bill explaining the flukey series of events which led him to discover the program. That was my screenshot (a photo of my set-up at home; a VBXE equipped Atari 8). Anyway, I'm really thrilled to find that the Atari newsgroup is still going strong and I hope to be a regular visitor and contributor here. From the topic index, it looks as if there's some good stuff going on.

By the way: if you head over to atari8.co.uk and download the latest version of the program, you'll find the text document you're talking about on the distribution disk.

Regards

Jon Halliday

3606. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-17 20:12:53 UTC
From: Walter Bushell <proto@panix.com>
Message-ID: <proto-2192EC.15125317122009@news.panix.com>
Source record: 1795
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

In article
<8f8168df-c02d-4092-a573-f8539dec8bc0@q18g2000yqj.googlegroups.com>,
Eric Chomko <pne.chomko@comcast.net> wrote:

> > Well no. The Atari being described never made it to market, it was a
> > prototype. Commodore had all kinds of computers that would get press
> > in "Compute!" and then never be heard from again.
>
> More like the Apple Lisa?

The Lisa made it to market. For a price they would convert it to an
upscale (at the time) Mac. For a while, Lisa was the development system
for Mac. Until the sex change.

--
A computer without Microsoft is like a chocolate cake without mustard.

3607. 1200XL Pizza Box (was: "The Last Word")

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-17 21:14:14 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b2a9f26$0$1630$742ec2ed@news.sonic.net>
Source record: 1796

David Hopcroft <David.Hopcroft@gmx.net> wrote:
> Other news you may have missed is Curt Vendel is hopefully making a
> pizza box lid for the atari 1200xl. hard to describe but search for
> "1200XL Pizza Box".

That seems like the most backwards thing to do. The 1200XL has the best keyboard of any Atari... why would you want to cover it up and replace it with an external one!?!?

I also think, despite how _huge_ it is, that the 1200XL is one of the nicest looking form-factors of all the 8-bits. (And it never occured to me how much nicer side-loading carts are, which is I guess why Curt's doing this to the 1200XL, and not any other 8-bit.)

I need to dig up a treasure chest and have Ben Heckendorn construct a 1200XL laptop for me, with the original keyboard.

--
-bill!
Sent from my computer

3608. Re: "The Last Word"

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-17 21:20:23 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b2aa097$0$1630$742ec2ed@news.sonic.net>
Source record: 1797

flashjazzcat <jonathan.halliday@gmail.com> wrote:
> I'm Jonathan Halliday, the author of "The Last Word", and I was
> delighted to receive an email from Bill explaining the flukey series
> of events which led him to discover the program. That was my
> screenshot (a photo of my set-up at home; a VBXE equipped Atari 8).
> Anyway, I'm really thrilled to find that the Atari newsgroup is still
> going strong and I hope to be a regular visitor and contributor here.
> From the topic index, it looks as if there's some good stuff going on.

> By the way: if you head over to atari8.co.uk and download the latest
> version of the program, you'll find the text document you're talking
> about on the distribution disk.

I realized I was wrong when I mentioned (in a flaberghasted Facebook
status at 2am last night?) that The Last Word was under development for
10 years. I guess it was "hibernating" for the majority of that. ;)

I spent a little time this mornign skimming the user manual PDF that
comes with the ZIP. You said that that doc was generated in TLW itself?
(aka, "you ate your own dogfood") If so, that's awesome! :)

I noticed a _few_ glitches here and there (font switch for a word or
two, as well as missing inverse characters in some places;
e.g., " ord haracter ine", or somesuch).

I fired it up for all of 30 secs in Atari800 on my Linux laptop.
Sadly, Ctrl+Shift combos don't seem to work for me. But that's
fine, I've got little reason to run an Atari 8-bit word processor,
let alone on an emulator.

However (much as I find my own "Tux Paint" is useful for me when I want
to be artistic, since it's such an up-front UI and somewhat limiting
environment), I started thinking "man, I wish I had something to write".

I've had rare occasion to use a word processor that isn't one of these
modern abominations, like MS Word or OpenOffice. The ones where
writers are SO easily tricked into doing some of the absolute worst
formatting (e.g., hitting [Enter] 20 times to force a page break).
And I'm not brainy enough to want to use LaTeX for anything. ;)

PS - My day job is, in fact, helping authors publish their works as ebooks,
where page-based formatting HAS to be avoided, since screens all differ
and text and reflow, even on the same device (change font/size and/or
screen orientation on the fly!).

--
-bill!

Sent from my computer

3609. Re: VBXE - "Video Board XE"

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-18 07:05:47 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <b089c440-a025-4af6-a630-4578235aecba@g4g2000pri.googlegroups.com>
Source record: 1798

On Dec 17, 12:05 am, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> While reading about the resurrection of Atari chips by
> Curt Vendel & friends, I discovered this, which I'm fairly sure
> I had never heard of!
>
> Video Board XE (VBXE)
> Programmable, FPGA based graphics subsystem for Atari XE computers.
> http://vbxe.atari8.info/
>
> The project is, in fact, a few years old! (Website says "2005-2007")
>
> More at AtariAge (in English):
>
> http://www.atariage.com/forums/topic/152939-show-your-vbxe-installs/
>
> http://www.atariage.com/forums/topic/153863-vbxe-programming-examples...
>
> http://www.atariage.com/forums/topic/154085-mac-65-for-vbxe/
>
> http://www.atariage.com/forums/topic/142283-vbxe-2/
>
> YouTube has some videos of the thing in action. (Search for "VBXE")
>
> Man, I seriously wish AtariAge's forums showed the date that posts were
> made. (For every single frickin' post, it shows the date the user signed up,
> which is pretty uninteresting. Knowing when the post was MADE makes way more
> sense.)
>
> This is why I've stuck to Usenet-only, for the most part.
> But apparently I'm missing out, since I'm not learning about stuff like
> VBXE until ~2-4 years after the fact. :)
>
> --
> -bill!
> Sent from my computer

I kind of assume the reason we didn't hear much about it is because on
several levels it is a non event. Spectacular on a hacking and
technical competance level of course.

Looks like it is slaved to several things Atari and 6502. Saw where
one person said the picture he was displaying was 152k. I can forget
that a stock disk drive will not be able to store that much data what
with sio2pc and all but you still have to move that stuff around.
Let's say you have 1 meg of ram you can load with 6 pictures. I make

it at ~6 seconds to copy a move a picture to screen ram. Those digital picture frames do a much better job then that. There is also the first load of data problem, 152k at ~19kBAUD sio speed 80 seconds load time per picture. I guess the blitter operation within the CPLD will handle it after you get the data there but it will take a while to do the initial loads.

There's little technical problems I wonder about. He could be using color registers but if not, 3 RGB does not goesinta 8 evenly. You have to do some compromising like 3 red bits, 3 green bits, and 2 blue bits to feed your DAC. Its still light years ahead of a stock Atari but IMHO it would be better with 8 bit bitplanes.

But heck, tried to revive my Tandy 1000TX that had all my source files on hard drive and my Needham PB-10 programmer. I'm kind of a pathetic case: After I finally got the 20 meg MFM hard drive to spin up, it started dripping water from some where internal. Strangely enough, 20 years submerged in a wet basement and the Tandy itself burst to life on first try. I'll have to clean out the mouse poop and termite droppings!

That SBC I was buying http://sbc.rictor.org/sbc31/info.html well, the guy who was selling it to me got swine flu and it pretty much KO'd him from what he emailed me.

All is not lost just yet. I still have a Syquest 130 meg removable scuzzy that looks dry and may still have a copy of my programmer software. Talk about Rip Van Winkle, turns out they went out of business in 2005. Then I realized I probably haven't used my EPROM burner in 15-20 years!

There's one more link you should follow if you want to see a beautiful hack
http://laughtonelectronics.com/arcana/BrideOfSonPg1.html
Wade through that if you dare! I don't think it would work in an Atari because of ANTIC and 6502C but we can dream. What he did was intercepts the instruction byte when it loads on the data buss and replaces it with his own microcode in an EPROM. He implements linear addressing in a 65C02 for 4 megs and the instructions to get there and back.

Rick

3610. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-18 12:21:09 UTC
From: jmfbahciv <jmfbahciv@aol>
Message-ID: <hgfrc712lmq@news2.newsguy.com>
Source record: 1799
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

Walter Bushell wrote:
> In article
> <8f8168df-c02d-4092-a573-f8539dec8bc0@q18g2000yqj.googlegroups.com>,
> Eric Chomko <pne.chomko@comcast.net> wrote:
>
>>> Well no. The Atari being described never made it to market, it was a
>>> prototype. Commodore had all kinds of computers that would get press
>>> in "Compute!" and then never be heard from again.
>> More like the Apple Lisa?
>
> The Lisa made it to market. For a price they would convert it to an
> upscale (at the time) Mac. For a while, Lisa was the development system
> for Mac. Until the sex change.
>
Too bad the sex change didn't eliminate ball devices.

/BAH

3611. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-18 15:12:59 UTC
From: Charles Richmond <frizzle@tx.rr.com>
Message-ID: <hgg65r$8c9$2@news.eternal-september.org>
Source record: 1800
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,alt.religion.kibology

```
Walter Bushell wrote:
> In article
> <8f8168df-c02d-4092-a573-f8539dec8bc0@q18g2000yqj.googlegroups.com>,
> Eric Chomko <pne.chomko@comcast.net> wrote:
>
>>> Well no. The Atari being described never made it to market, it was a
>>> prototype. Commodore had all kinds of computers that would get press
>>> in "Compute!" and then never be heard from again.
>> More like the Apple Lisa?
>
> The Lisa made it to market. For a price they would convert it to an
> upscale (at the time) Mac. For a while, Lisa was the development system
> for Mac. Until the sex change.
>
Some Lisas were actually *converted* to a type of Mac and sold.

--
+----------------------------------------+
| Charles and Francis Richmond |
| |
| plano dot net at aquaporin4 dot com |
+----------------------------------------+
```

3612. Re: Hacking the Atari 1050 as a CP/M drive

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-18 17:22:12 UTC
From: Tarkin <tarkin000@gmail.com>
Message-ID: <90725416-30a2-49ea-8767-c7356ab1c148@p32g2000vbi.googlegroups.com>
Source record: 1701
Cross-posted to: comp.os.cpm,comp.sys.atari.8bit

On Dec 16, 3:44 am, Tarkin <tarkin...@gmail.com> wrote:
> Hello all,
> I have been having fun clowning around with my homebrew Z80 SBC (1),
> and am at a point
> where I can start considering storage options.
>
> Quick specs:
> Zilog Z80B @ 6 MHz
> 2 x 32 KB SRAM (full 64 KB contiguous available after h/w init)
> 512 KB FLASH EEPROM - 32 KB mapped to 0000 - 8000h at boot
> Zilog Z85C30 SCC - uses system clock for BRG ; 8N1 @ 19.2 Kb/s
>
> I've poked through the archives a (very little) bit for info on (E/EP)
> ROM filesystems,
> found some stuff by Allison, Falconer, and others. The bag-and-tag
> (NS*DOS-alike)
> method seems like a good candidate, but then I got to thinking....
>
> I have an Atari 1050 drive sitting idle. It uses a TTL-level serial
> packet
> protocol, TOTALLY h/w compatible with the SCC (just use CTS or DTR
> for /COMMAND).
> It offers 130 KB of storage, 260 if I make a 'flippy'.
>
> So...I have some questions:
>
> Has something like this been done before? I have read a little on the
> 1060,
> which was an Atari prototype peripheral that was analogous to the
> Apple II CP/M
> 'Z-80 Softcard' (2) ; I also know of (but haven't absorbed the
> details) the Indus GT
> having CP/M capability through it's own Z80. But has anyone ever (mis)
> used
> the 1050 drive, sans Atari computer, with CP/M ???
>
> How can I bootstrap a CP/M system? (This applies to the FLASH disk as
> well...)
> Reading through DRI docs, ISTM there is a stage where you couple your
> CBIOS
> with an existing FDOS, and then write the resultant FDOS to a floppy,
> and then
> that floppy becomes your system 'master' for the target. How does one

> bootstrap
> CP/M for a 'totally alien' disk format- whether FLASH or something
> like the 1050?
> And are there any rigorous, hadn-holding treatments of CP/M
> bootstrapping, DRI
> docs aside (I have a Kaypro II manual that is just all of the DRI
> stuff inside-
> User Guide, System Regeneration Guide, ED/ASM/DDT Guides)
> Would a C128 w/ Juggl'er or Apple][+ Softcard help?
>
> P.S.:
> (1) In poking through past posts, I came upon a bit by Glenn
> Herrmannsfledt
> about his homebrew SBC - mine turned out an awful lot like what he
> describes!!
> (2) I actually have a Taiwanese Softcard clone, which works with my
> Laser 128!
>
> Thoughts and comments, please!!
>
> Thanks,
> Tarkin

Thanks for all the input!

I have hit a snag using the 1050.
The data line (OUT) from the peripheral (what would be IN for an A800)
is stuck logic high, which leads me to believe either it's DIL
transistor
pack was blown from a cabling mishap, or there is some other h/w
failure in the 1050. So, I'm going to set aside the 1050 until I can
devote my full attention to debugging it...

The suggestions RE bootstrapping CP/M all line up with what I have
read so far - Get a monitor working, get comms working (XMODEM,
IHEX loader, etc) and develop the CBIOS and system image on another
machine/emulator.

Also, Peter- I had thought about using a CBM drive- a 1571-
but it looks like it must have a separate CLK line, where as the
Atari drives did not (I think).

Thanks again,
Tarkin

3613. Re: Hacking the Atari 1050 as a CP/M drive

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-18 18:41:25 UTC
From: Ole Christensen <ole2news@newsguy.com>
Message-ID: <hggjac011u5@news6.newsguy.com>
Source record: 1702
Cross-posted to: comp.os.cpm,comp.sys.atari.8bit

```
>
> I have hit a snag using the 1050.
> The data line (OUT) from the peripheral (what would be IN for an A800)
> is stuck logic high, which leads me to believe either it's DIL
> transistor
> pack was blown from a cabling mishap, or there is some other h/w
> failure in the 1050. So, I'm going to set aside the 1050 until I can
> devote my full attention to debugging it...
>

If a schematic for the 1050 could help You...
(and You not already have one)...

<ole>
```

3614. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-18 23:31:10 UTC
From: Quadibloc <jsavard@ecn.ab.ca>
Message-ID: <0f1dc600-6d01-42ec-92b8-55ebd8bba5ab@m16g2000yqc.googlegroups.com>
Source record: 1703
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers

On Dec 13, 6:45 pm, ni...@eris.io.com (Nick Bensema) wrote:
> Indeed, all my Atari
> 200 research started when I was investigating why so many software
> companies in Phoenix had fires in 1980.

That's one way for a computer company to go out of business. Set fires at all the companies that develop third-party software for your platform. Way to go, Atari!

I think this just about sets a record in an industry known for the terribly mistaken decisions made by various companies at one time or another.

John Savard

3615. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-18 23:41:32 UTC
From: Quadibloc <jsavard@ecn.ab.ca>
Message-ID: <efdb5d9b-b12b-4fcd-82bd-cd9e6c922f61@m16g2000yqc.googlegroups.com>
Source record: 1704
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers

On Dec 14, 11:11 am, Jared <jared4...@gmail.com> wrote:

> Eh, why would anyone want one? Now _this_ was a real computer:

http://www.flickr.com/photos/8399025@N07/2275732923

Yes, and it looked and felt like a real computer! It even had a nice keyboard.

But it was pretty expensive, and it wasn't so popular as to have lots of software written even for its principal operating system. So it died pretty quickly when the IBM PC came out.

I keep looking for a way to give the desktop PC that "real computer" feel.

John Savard

3616. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-19 00:35:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0912181632050.24957@slate.spiritone.com>
Source record: 1705
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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3617. FS: 20% OFF JOYSTICKS!

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-19 00:39:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0912181636160.24957@slate.spiritone.com>
Source record: 1707
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974! DURING THIS
DECEMBER!!!PICK YOUR ATARI XMAS SALE!!!FREE GIFT WITH PURCHASE!!!

3618. PICK YOUR ATARI XMAS SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-19 00:43:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0912181639520.24957@slate.spiritone.com>
Source record: 1708
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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3619. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-19 00:48:37 UTC
From: scott@slp53.sl.home
Message-ID: <FpVWm.126800$DC3.88737@news.usenetserver.com>
Source record: 1706
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers

Quadibloc <jsavard@ecn.ab.ca> writes:
>On Dec 14, 11:11=A0am, Jared <jared4...@gmail.com> wrote:
>
>> Eh, why would anyone want one? Now _this_ was a real computer:
>
>http://www.flickr.com/photos/8399025@N07/2275732923
>
>Yes, and it looked and felt like a real computer! It even had a nice
>keyboard.

Actually, _this_ was a real computer:

http://www.imsai.net/

3620. Re: Hacking the Atari 1050 as a CP/M drive

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-19 02:25:06 UTC
From: BruceMcF <agila61@netscape.net>
Message-ID: <ba5c9d5c-30c7-489b-bff8-03664496ea95@x18g2000vbd.googlegroups.com>
Source record: 1709
Cross-posted to: comp.os.cpm,comp.sys.atari.8bit

On Dec 18, 12:22 pm, Tarkin <tarkin...@gmail.com> wrote:
> Also, Peter- I had thought about using a CBM drive- a 1571-
> but it looks like it must have a separate CLK line, where as the
> Atari drives did not (I think).

That's correct, it has bidirectional data and clock lines, a pull down attention request line, an attention line from the computer side, ground and reset - six pins. The 1571 is the better choice than the 1541 since the 1571 supports a much faster version of the protocol - when the 1540 was produced for the Vic-20, it had a hardware serial protocol, and they thought they could use the same one for the C64, but they hit a hardware snag (the CIA chip? the main processor / video display processor phasing? some interaction? I forget), and so had to bit-bang it. And of course, the efficiency of the protocol was because it was in hardware - bit banged it was as slow as watching a glacier melt before global warming.

The advantage, as noted, of the 1541/1571 family for this is that you can check that you have the protocol working before trying to put it to use, by writing a small program to talk to the drive and see the response.

The 1571 also has more capable built-in support, since the C128 came with a CP/M built in, and while they should have run the Z80 off the dot clock at 8MHz and used wait states to interface with the C128 memory bus, file-based operations at least were a lot more nimble in C128-CP/M+ than in the old C-64.

For the 1541/1571 serial bus computer side pin-outs, view this in a monospace font (eg copy and paste into a console text editor or Wordpad with Courier). Its one of those DIN plugs that CBM loved so much.

```
Serial I/O
++ ++
+-------+----------------------+ / +-+ \
| Pin | Type | /5 1\
+-------+----------------------+ + O O +
| 1 | /SERIAL SRQ IN | | 6 |
| 2 | GND | | O |
| 3 | SERIAL ATN OUT | | |
| 4 | SERIAL CLK IN/OUT | + O O +
| 5 | SERIAL DATA IN/OUT | \4 O 2/
| 6 | /RESET | \ 3 /
+-------+----------------------+ +---+
```

3621. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-19 08:49:58 UTC
From: Nick Spalding <spalding@iol.ie>
Message-ID: <hr4pi5l95siglknt5buaqq66smqjegds9a@4ax.com>
Source record: 1710
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers

Scott Lurndal wrote, in <FpVWm.126800$DC3.88737@news.usenetserver.com>
on 19 Dec 2009 00:48:37 GMT:

> Quadibloc <jsavard@ecn.ab.ca> writes:
> >On Dec 14, 11:11=A0am, Jared <jared4...@gmail.com> wrote:
> >
> >> Eh, why would anyone want one? Now _this_ was a real computer:
> >
> >http://www.flickr.com/photos/8399025@N07/2275732923
> >
> >Yes, and it looked and felt like a real computer! It even had a nice
> >keyboard.
>
> Actually, _this_ was a real computer:
>
> http://www.imsai.net/

This was the first I personally owned, used a TV as its screen.

<http://192.197.62.35/people/mcsele/images/OSISuperboardII.jpg>
--
Nick Spalding

3622. Re: "The Last Word"

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-19 10:58:46 UTC
From: flashjazzcat <jonathan.halliday@gmail.com>
Message-ID: <57ff1234-f9dc-4f84-9d41-417b46b643ed@j4g2000yqe.googlegroups.com>
Source record: 1711

On Dec 17, 9:20 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> I realized I was wrong when I mentioned (in a flaberghasted Facebook
> status at 2am last night?) that The Last Word was under development for
> 10 years. I guess it was "hibernating" for the majority of that. ;)
>
> I spent a little time this mornign skimming the user manual PDF that
> comes with the ZIP. You said that that doc was generated in TLW itself?
> (aka, "you ate your own dogfood") If so, that's awesome! :)
>
> I noticed a _few_ glitches here and there (font switch for a word or
> two, as well as missing inverse characters in some places;
> e.g., " ord haracter ine", or somesuch).
>
> I fired it up for all of 30 secs in Atari800 on my Linux laptop.
> Sadly, Ctrl+Shift combos don't seem to work for me. But that's
> fine, I've got little reason to run an Atari 8-bit word processor,
> let alone on an emulator.
>
> However (much as I find my own "Tux Paint" is useful for me when I want
> to be artistic, since it's such an up-front UI and somewhat limiting
> environment), I started thinking "man, I wish I had something to write".
>
> I've had rare occasion to use a word processor that isn't one of these
> modern abominations, like MS Word or OpenOffice. The ones where
> writers are SO easily tricked into doing some of the absolute worst
> formatting (e.g., hitting [Enter] 20 times to force a page break).
> And I'm not brainy enough to want to use LaTeX for anything. ;)
>
> PS - My day job is, in fact, helping authors publish their works as ebooks,
> where page-based formatting HAS to be avoided, since screens all differ
> and text and reflow, even on the same device (change font/size and/or
> screen orientation on the fly!).
>
> --
> -bill!
> Sent from my computer

The formatting problems are Word 2007's fault: I thought I'd caught
them all, but obviously not. Too bad that thirty seconds using The
Last Word has flattened your enthusiasm completely! ;) If your
emulator set-up can cope with CTRL+L, you can load up DESIGN.TXT and
read all about the programming concepts that appeared to interest you.

I read somewhere recently an article about the perceived advantages of
separating text composition from text layout. I do believe that the

appearance of the document gets in the way of creative flow in the likes of MS Word: hence programs like Q10 on the PC. My writerly output when using an Atari 8 back in the nineties was greater to a ratio of 10:1 compared to my literary output on the PC. There may be other factors contributing to this, like not being at college any more. :)

The original manual for LW was written using LW 1.0 back in 1999 (For information, BTW, the software initially took six months to write. Ten years later, the 80 column version took another six months' worth of evenings and weekends to write, test, and debug) and then ported over to the PC this year for sheer convenience. The source code for the software was compiled "in situ" (on an emulator) using my own MA65 assembler until June this year, when I upped sticks and moved to a cross-assembler.

3623. Re: Hacking the Atari 1050 as a CP/M drive

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-19 13:23:31 UTC
From: Matthias Reichl <use-reply-to@hias.horus.com>
Message-ID: <slrnhipkup.9g7.use-reply-to@camel2.hias.horus.com>
Source record: 1712
Cross-posted to: comp.os.cpm,comp.sys.atari.8bit

On Fri, 18 Dec 2009 09:22:12 -0800 (PST), Tarkin wrote:
> I have hit a snag using the 1050.
> The data line (OUT) from the peripheral (what would be IN for an A800)
> is stuck logic high, which leads me to believe either it's DIL
> transistor
> pack was blown from a cabling mishap, or there is some other h/w
> failure in the 1050. So, I'm going to set aside the 1050 until I can
> devote my full attention to debugging it...

Did you connect the 1050 to an Atari computer or to your SBC?

If you connected it to the SBC, be sure to provide +5V on the
+5V/Ready input of the drive (SIO pin 10), otherwise the drive
will just sit there quietly.

so long,

Hias

3624. Re: The legendary Atari 200

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-19 13:24:13 UTC
From: Esra Sdrawkcab <admin@127.0.0.1>
Message-ID: <op.u46sunaqhswpfo@dell3100>
Source record: 1713
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers

On Sat, 19 Dec 2009 00:48:37 -0000, Scott Lurndal <scott@slp53.sl.home>
wrote:

> Quadibloc <jsavard@ecn.ab.ca> writes:
>> On Dec 14, 11:11=A0am, Jared <jared4...@gmail.com> wrote:
>>
>>> Eh, why would anyone want one? Now _this_ was a real computer:
>>
>> http://www.flickr.com/photos/8399025@N07/2275732923
>>
>> Yes, and it looked and felt like a real computer! It even had a nice
>> keyboard.
>
> Actually, _this_ was a real computer:
>
> http://www.imsai.net/

First business micro I used:

http://www.columbia.edu/acis/history/superbrain.html
You could even get 'adventure' on it!

--
Nuns! Reverse!

3625. Re: "The Last Word"

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-20 01:06:54 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b2d78ae$0$1596$742ec2ed@news.sonic.net>
Source record: 1714

flashjazzcat <jonathan.halliday@gmail.com> wrote:
> The formatting problems are Word 2007's fault: I thought I'd caught
> them all, but obviously not. Too bad that thirty seconds using The
> Last Word has flattened your enthusiasm completely! ;)

Oh, only in terms of using it in an emulator. And as much as I love
and promote Atari800, I still prefer the real thing for real uses.
(I'll crack something open in an emulator to get the gist,
but if I really want to enjoy a game or demo, or do some coding,
I do it on my 800XL or my (new-to-me!) 1200XL.)

--
-bill!
Sent from my computer

3626. Re: Hacking the Atari 1050 as a CP/M drive

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-20 04:19:39 UTC
From: Tarkin <tarkin000@gmail.com>
Message-ID: <c634b787-4b97-4a75-9b5b-3e629d5db857@b2g2000yqi.googlegroups.com>
Source record: 1715
Cross-posted to: comp.os.cpm,comp.sys.atari.8bit

On Dec 19, 8:23 am, Matthias Reichl <use-reply...@hias.horus.com>
wrote:
> On Fri, 18 Dec 2009 09:22:12 -0800 (PST), Tarkin wrote:
> > I have hit a snag using the 1050.
> > The data line (OUT) from the peripheral (what would be IN for an A800)
> > is stuck logic high, which leads me to believe either it's DIL
> > transistor
> > pack was blown from a cabling mishap, or there is some other h/w
> > failure in the 1050. So, I'm going to set aside the 1050 until I can
> > devote my full attention to debugging it...
>
> Did you connect the 1050 to an Atari computer or to your SBC?
>

Yes. The DATA IN (to computer, what would be DATA OUT from the 1050)
just sat HIGH

> If you connected it to the SBC, be sure to provide +5V on the
> +5V/Ready input of the drive (SIO pin 10),

:^O

I did not see that in the docs I read!!
(Doesn't mean it wasn't there...)

> otherwise the drive
> will just sit there quietly.
>

That's what it's been doing :^(

> so long,
>
> Hias

Thanks for the tip!! I had thought the drive output electronics
had gone bad, so I disconnected my second serial port
interface on the SBC, and ripped out the Atario SIO
protocol test code. Luckily, I backed it up....

I will restore the setup, attach the (READY) line, and report back!

Thank you!!,
Tarkin

3627. Re: VBXE - "Video Board XE"

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-22 09:45:46 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <7pbiqaF3tf3glU1@mid.uni-berlin.de>
Source record: 1716

ricortes schrieb:
> Looks like it is slaved to several things Atari and 6502. Saw where
> one person said the picture he was displaying was 152k. I can forget
> that a stock disk drive will not be able to store that much data

There was an invention made some years ago that was called the "hard disk drive" and stores much more data - several modern computers are equipped with one. On the A8, MyDOS can handle 16MB partitions and SpartaDOS can handle 32MB partitions. As this is not much by todays standards, usually the hard disk drive is replaced by a SD card or USB stick in a SIO2SD or SIO2USB interface.

> There is also the first
> load of data problem, 152k at ~19kBAUD sio speed

SIO is not restricted to 19000 bps, it is around 4 times as fast on a stock A8 (as you can experience with a Speedy, Turbo or Happy equipped drive) and up to 126000 bps with a modified OS. Additionally, PBI hard disk interfaces were available (e.g. the MIO) and there are currently projects to make them available again.

Thorsten

3628. Re: VBXE - "Video Board XE"

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-22 19:31:23 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <93d748d5-80f7-49e4-8c1a-8c0a9e74d936@g4g2000pri.googlegroups.com>
Source record: 1717

On Dec 22, 1:45 am, Thorsten Günther <guent...@dilgar.de> wrote:
> ricortes schrieb:
>
> > Looks like it is slaved to several things Atari and 6502. Saw where
> > one person said the picture he was displaying was 152k. I can forget
> > that a stock disk drive will not be able to store that much data
>
> There was an invention made some years ago that was called the "hard
> disk drive" and stores much more data - several modern computers are
> equipped with one. On the A8, MyDOS can handle 16MB partitions and
> SpartaDOS can handle 32MB partitions. As this is not much by todays
> standards, usually the hard disk drive is replaced by a SD card or USB
> stick in a SIO2SD or SIO2USB interface.

If you are trying to be a patronizing jerk I have to say you are doing
a good job of it.
>
> > There is also the first
> > load of data problem, 152k at ~19kBAUD sio speed
>
> SIO is not restricted to 19000 bps, it is around 4 times as fast on a
> stock A8 (as you can experience with a Speedy, Turbo or Happy equipped
> drive) and up to 126000 bps with a modified OS. Additionally, PBI hard
> disk interfaces were available (e.g. the MIO) and there are currently
> projects to make them available again.
>
> Thorsten

Since you are so know so much more then me about computers and the
Atari, how about telling me who came up with the 1489 version of the
sio2pc interface and the original Ape Pro cable?

Just and aside, after about twenty years I am really starting to grow
tired of some of the crap you get on the internet. I mean twenty years
ago you got sophmoric crap but it was usually from someone who was
intelligent and sociable enough to at least attend college so as to
have a certain level of knowledge and access to the college news feed.
My point being you could have a difference of opinions and still have
an intelligent argument.

Take Thorsten as an example. Right in my post I start off with

> > that a stock disk drive will not be able to store that much data

This would indicate that I am aware there are both stock and modified
storage devices otherwise I would would not have specifically put the

qualifier 'stock' in my statement.

Now dear Thorsten, from there you seem to draw several false conclusions, proceed to set up a straw man argument, and into hominem insults. Specifically anyone reading my post in context can tell I am trying to convey the fact the modification will not be of great benefit to people with unmodified systems. You then proceed to lecture me about modified systems. The point of modifications being available is not in contention or made in my post. Quite the opposite, I would expect someone without knowledge may follow up my post with a question like "what non stock storage options are available?"

The point I *do* infer and what is perhaps in question is the relative number of people with modified systems. I don't have all the numbers for the number people with modified OS, storage, and technical ability to handle such modifications but experience tells me they are in the minority. I have seen sales estimates of Atari computers from several sources, estimates of the number of people who actually program on the Atari, sales of OSS programming languages, and sales of sio2pc cables.

There is a sliding level of participation where ~95% of the people who have ever owned an Atari have neither learned to program or modified it. It makes me skeptical that this modification will benefit the Atari community at large. The numbers are all wrong. In general your position seems to assume that an otherwise normal person can be convinced to pass pictures from their ~1024x768 32 bit color display Intel box to view in glorious 256 color mode. I can hear my S.O. asking "Why would anyone do that?" and she couldn't see normal with a pair of binoculars from where she lives.<sic>

Rick

3629. Re: VBXE - "Video Board XE"

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-22 19:50:48 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b312318$0$1674$742ec2ed@news.sonic.net>
Source record: 1718

ricortes <ricortes@earthlink.net> wrote:
> There is a sliding level of participation where ~95% of the people who
> have ever owned an Atari have neither learned to program or modified
> it. It makes me skeptical that this modification will benefit the
> Atari community at large.

So what needs to happen is that the VBXE ships with a big hard
drive or SD card attachment. ;)

ducks for cover from both sides

--
-bill!
Sent from my computer

3630. Re: VBXE - "Video Board XE"

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-23 08:40:56 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <a0a1bb95-fe89-4384-8c9b-87946340ee14@g1g2000pra.googlegroups.com>
Source record: 1719

On Dec 22, 11:50 am, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> ricortes <ricor...@earthlink.net> wrote:
> > There is a sliding level of participation where ~95% of the people who
> > have ever owned an Atari have neither learned to program or modified
> > it. It makes me skeptical that this modification will benefit the
> > Atari community at large.
>
> So what needs to happen is that the VBXE ships with a big hard
> drive or SD card attachment. ;)
>
> *ducks for cover from both sides*
>
> --
> -bill!
> Sent from my computer

Well I believe the modification can function as storage too which adds some value. I don't think there is a commercial memory expansion available now.

Problem is history can be a cruel mistress. If you look at the early 80 column boards/carts like Bit3 and Ace<???> they are extremely rare having never sold well. Ditto for that 80 column joystick thingie that Atari made, XEP80.

We have had some really cute video mods in the past. Double check me because my memory may not quite be what it used to be but Michael StClair<sp?> developed a gen lock for the Atari, I happened to go to the SLCC meeting where he presented the project. Bob Wooley did at least two: One was an 80 column 6545 using its own memory and the other was a dual ANTIC<GTIA?> that effectively ~doubled the amount of memory that could be displayed with the resulting increase in colors and lum levels. You could do something like a 16 lum mode overlaping a 16 color mode.

These were both great hacks but I doubt if 10 people were able to get them installed. The problem is not the hacks, it is a combination of user base and the Atari's original design. Heck, I was on CI$ when Dataque was trying to sell their 65816 and you were around when FTE was trying to do the same. Just not a lot of interest or participation from the users as soon as you say "$69 and you have to take your computer apart." WDC tried to make a go of it with the 65802 as an upgrade path for 6502 based computers and they ended up abandoning the thing. It isn't just us, seems to happen in just about every consumer orientated computer from the Apple to the Oric. If you came up with a

hack that saves people a $1,000/year on their utilities and gets them laid, you would still have trouble selling it around here!<grin>

As much as I hate to admit it, Mihocka was right about emulators being the future for the masses. Just saw my son's Google phone and it has a C64 emulator on it. I have a NES emulator on my MP3 player. There's probably more 8 bit systems set up as emulators on cell phones then real ones. I wonder if he goes to their forems and rants about them all being thieves now? Bigger audience!

Rick

3631. Re: VBXE - "Video Board XE"

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-23 14:33:03 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <7peo0vF3qri31U1@mid.uni-berlin.de>
Source record: 1720

ricortes wrote:
> On Dec 22, 1:45 am, Thorsten Gï¿½nther<guent...@dilgar.de> wrote:
>> ricortes schrieb:
>>
>>> Looks like it is slaved to several things Atari and 6502. Saw where
>>> one person said the picture he was displaying was 152k. I can forget
>>> that a stock disk drive will not be able to store that much data
>>
>> There was an invention made some years ago that was called the "hard
>> disk drive" and stores much more data - several modern computers are
>> equipped with one. On the A8, MyDOS can handle 16MB partitions and
>> SpartaDOS can handle 32MB partitions. As this is not much by todays
>> standards, usually the hard disk drive is replaced by a SD card or USB
>> stick in a SIO2SD or SIO2USB interface.
>
> If you are trying to be a patronizing jerk I have to say you are doing
> a good job of it.
>>
>>> There is also the first
>>> load of data problem, 152k at ~19kBAUD sio speed
>>
>> SIO is not restricted to 19000 bps, it is around 4 times as fast on a
>> stock A8 (as you can experience with a Speedy, Turbo or Happy equipped
>> drive) and up to 126000 bps with a modified OS. Additionally, PBI hard
>> disk interfaces were available (e.g. the MIO) and there are currently
>> projects to make them available again.

> Since you are so know so much more then me about computers
[...]
> Just and aside, after about twenty years I am really starting to grow
> tired of some of the crap you get on the internet. I mean twenty years
> ago you got sophmoric crap but it was usually from someone who was
> intelligent and sociable enough to at least attend college so as to
> have a certain level of knowledge and access to the college news feed.

You attended college and yet mix up "then" and "than"? Well, it would at
least be wise not to boast about it. Additionally, it's not considered
nice to call someone a jerk and assume he had a worse education than
yourself, in fact in my home country bad manners are considered to be an
obvious sign of bad education.

> Take Thorsten as an example. Right in my post I start off with
>
>>> that a stock disk drive will not be able to store that much data
>

> This would indicate that I am aware there are both stock and modified
> storage devices otherwise I would would not have specifically put the
> qualifier 'stock' in my statement.

...and even there you were wrong, as the stock XF551 disk drive stores 360 KB of data on a DS/DD diskette or 170KB on SS/DD one. But as I carefully tried to indicate to you already, there are better solutions available and they already were back in the 1980s.

You really do know a whole lot more than me about computers in general and especially about stock Atari hardware, no doubt about that.

> The point I *do* infer and what is perhaps in question is the relative
> number of people with modified systems. I don't have all the numbers
> for the number people with modified OS, storage, and technical ability
> to handle such modifications but experience tells me they are in the
> minority.

The VBXE is not a mass-market product, for Sebastian is fully aware that there is only a three-digit number of Atari enthusiasts who would spend the amount of money on their A8 hardware he asks for this expansion (me being one of them). Those enthusiasts are very likely to already own expanded disk drives, SIO2SD/SIO2USB/SDrives, IDE or SCSI hdds and the like, and those not that enthusiastic about their A8 gear will most likely get along quite well with a stock 800XL with 1050 and any cheaply available means to exchange data with their PC or Mac.

I don't know how you expect anything of the more recent homebrew products to "help" the "Atari community" (help them with what btw?), but personally, I appreciate it when someone like Sebastian comes up with something new and exciting and do not try to talk it down.

EOT

Thorsten

3632. Re: "The Last Word"

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-23 18:27:50 UTC
From: flashjazzcat <jonathan.halliday@gmail.com>
Message-ID: <0cf547c9-d1bc-4930-aba3-e75e34474b3c@m26g2000yqb.googlegroups.com>
Source record: 1721

> Oh, only in terms of using it in an emulator. And as much as I love
> and promote Atari800, I still prefer the real thing for real uses.
> (I'll crack something open in an emulator to get the gist,
> but if I really want to enjoy a game or demo, or do some coding,
> I do it on my 800XL or my (new-to-me!) 1200XL.)
>
Ah, I see. :) I've always been a fan of Atari800WinPlus, but the lack
of VBXE support means I'll be doing more development with a cross-
compiler and a real Atari hooked up via SIO2PC. And as for the 1200XL:
always yearned after one of those!

3633. Re: VBXE - "Video Board XE"

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-24 05:56:08 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <df1a3a3e-4f12-483d-8d4c-ea51053f4aa2@2g2000prl.googlegroups.com>
Source record: 1722

On Dec 23, 6:33 am, Thorsten Günther <guent...@dilgar.de> wrote:
> ricortes wrote:
> > On Dec 22, 1:45 am, Thorsten Günther<guent...@dilgar.de> wrote:
> >> ricortes schrieb:
<snip>
> EOT
>
> Thorsten- Hide quoted text -
>
> - Show quoted text -

EOT we can only hope. You come here out of the blue with your first post insulting then take exception to being called a jerk?

I would give you some usenet etiquette lessons like go through a few old posts and that spelling flames are frowned upon before further exposing yourself as ignorant but you seem to want to make a career of it.

This has gone on far enough, I will get specific.

You took offense where none was intended and as such posted irrelevant and insulting drivel. My comment about VBXE:

"Spectacular on a hacking and technical competance level of course"
<ok, competence>

No amount of running a spell checker, trying to change the point of contention, or back peddling will change your blunder. You took offense where none was intended and started off flaming on the basis of your mistake. My negative comments were directed at the Atari processing speed and stock I/O. My comments about VBXE would be considered by sane people to be a complement to the designers.

Most of the people in this newsgroup have known me for 15-25 years. In that time I doubt if I have ever attacked any hardware designer or for that matter programmer as you seem to want to portray my post here. Rude and ignorant behavior I do take exception to of course.

Rick

3634. Re: VBXE - "Video Board XE"

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-24 09:45:30 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <7pgrhqF3rppp0U1@mid.uni-berlin.de>
Source record: 1723

As you chose to ignore my wish to end this thread...

Am 24.12.2009 06:56, schrieb ricortes:
> EOT we can only hope. You come here out of the blue with your first
> post insulting then take exception to being called a jerk?

You considered my first post insulting because I corrected your false assumption that someone with a VBXE would start disk juggling with single/enhanced density disks on a stock 810 or 1050 disk drive to get a single multi-colour picture displayed (as if neither compression algorithms nor the XF551 and other mass storage devices with higher capacities existed) and your false claim that the SIO speed is the same speed at which a non-modified stock Atari disk drive sends data.

Well, then you are insulted by facts, and I'd better not tell you that "Bomb Jake" - which needs 256 KB of extra RAM - has recently been compressed to fit on a single 127 KB disk.

If this lightning struck you out of the blue, the level of knowledge on this newsgroup must have seriosly degraded.

> I would give you some usenet etiquette lessons like go through a few
> old posts

I have read the thread from the beginning (RFC 1855 3.1.3.).

> and that spelling flames are frowned upon

If someone boasts as openly as you about his oh-so-high level of education and his oh-so-long presence "on the internet" and - in this posting "in this newsgroup" and at the same time makes grammar and spelling mistakes like a child (and not the most clever one, I might add), I find this amusing. Whether you consider it "flaming" (after calling me a "jerk" and trying to implicate I have a worse education than yourself, remember?) to point this obvious discrepancy out does really not matter to me.

> "Spectacular on a hacking and technical competance level of course"
> <ok, competence>

Your technique to rip short quotes out of their greater context to "prove" that you didn't express what you did might be amusing for someone who has no experience in this style of discussion - you are apparently still suffering from the delusion that I am new to Usenet because I don't write in this group as often as you. You inability to counter any of my claims and arguments and to answer any of my questions - it is obvious that's why you are not quoting and/or responding to

anything I wrote - does not speak for you.

> My negative comments were directed at the Atari
> processing speed and stock I/O.

The VBXE has very advanced blitting capabilities to take the load off the CPU just because of that, as you could have easily found out reading the specs on vbxe.atari8.info. And the stock I/O speed of the A8 is depending on the interface used (PBI is much faster than SIO, which itself is around 78000 bps - HSS-Copy with modified 1050 drives even achieves 96000 bps on a stock XL/XE).

Thorsten

3635. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-25 05:17:05 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1261718208@rtfm.mit.edu>
Source record: 1724
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 16, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3636. ATARI: BUY ONE GET ONE HALF PRICE!

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-28 07:24:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0912272321330.32205@slate.spiritone.com>
Source record: 1725
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3637. Re: Plane mishap

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-28 20:32:42 UTC
From: Mark <blueriverday@yahoo.com>
Message-ID: <4b3915ec$1@news.x-privat.org>
Source record: 1726
Cross-posted to: rec.travel.cruises,misc.writing,lt.religion.christianity,comp.sys.atari.8bit,alt.folklore.computers

On Mon, 28 Dec 2009 16:12:27 +0100, peter wrote:

> On 12/28/09 3:59 PM, in article
> 3a9e160c-ead9-443c-bda4-fa04ca9412fe@p32g2000vbi.googlegroups.com, "Susette"
> <cruiseoutlets@aol.com> wrote:
>
>> On Dec 27, 3:31 pm, Charles <f...@his.com.remove.invalid> wrote:
>>> In article <3mffj5dhlg0e75r6jceh2ti31vtdv1q...@4ax.com>, Jack Hamilton
>>>
>>> <j...@acm.org> wrote:
>>>> In any case, plane travel is about to become more unpleasant than it
>>>> already was. Can't use any kind of electronic gadget on international
>>>> flights. Can't read, listen to an iPod equivalent, or go to the
>>>> bathroom during the last hour of a flight.
>>>
>>> That sucks. I am not sure I could fly under those conditions. The
>>> bathroom part in particular.
>>>
>>> --
>>> Charles
>>
>> don't drink to much fluids you be ok
>
> The FDA, TSA, CIA, IRS, NHS and your doctor recommend that you drink lots of
> liquids while flying to reduce the risk of dehydration. I say "fuck them"

Good advice.

Boing!

If you think you can jerk a judge around with patently bullshit answers
that are the equivalent of saying "Prove it!" while giving him the
finger, think again.

Judges are not stupid. They are cranky, conservative old men,
infatuated with their own estimate of their abilities, with a jaundiced
view of the rest of mankind, and drunk on the power they have exercised
over others' lives, true - but they aren't stupid.

And courts are not just about old men in fusty wigs, funny clothes, and
oak paneling. Behind that veneer lies power, naked and raw, with very,
very sharp teeth. Cross them and that power will be brought to bear
very forcefully indeed.

If you find yourself in court you have already lost - bigtime! Even if found innocent it will be a sentence of bankruptcy with perhaps your marriage, your career, and your future in tatters. That's the upside.

So make sure you don't find yourself there. But, if you do, I suggest presenting a very submissive and very respectful demeanor. Unless, of course, you'd like to go out in a blaze of glory, a hero to us all, as you begin your long sentence :-)

--
Mark inventor/artist/pilot/guitarist/scientist/philosopher/
scratch golfer/cat wrangler and observer of the mundane.
And much much more including wealthy beyond anything you can imagine.
My website http://www.hosanna1.com/

3638. Re: Hacking the Atari 1050 as a CP/M drive

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-29 16:10:05 UTC
From: "Mr Emmanuel Roche, France" <roche182@laposte.net>
Message-ID: <7b717642-66a9-4046-b973-1ba347ac6f43@b2g2000yqi.googlegroups.com>
Source record: 1727
Cross-posted to: comp.os.cpm,comp.sys.atari.8bit

Bruce wrote:

> For the 1541/1571 serial bus computer side pin-outs, view this in a
> monospace font (eg copy and paste into a console text editor or
> Wordpad with Courier).

Hello, Bruce!

I don't know what you use, to read the comp.os.cpm Newsgroup.

Me, I use Windows 98SE and Outlook Express 6.

Because Windows and Outlook Express (and Internet Explorer) are the standards, in local cybercafes. I have never seen a cybercafe use Linux. There was one small cybercafe whose owner was a fan of the Mac, but he went bankrupt, following a move near a supermarket (its customers did not went to the new location).

So, since I use "boxes" to surround my tables in WordStar, I investigated how to show them properly, once published on the comp.os.cpm Newsgroup.

Under Outlook Express, there is a "Affichage" (Display) pull-down menu. One of its options is "Taille du texte" (Size of text). The last option is "Fixe" (Fixed). It works but, unfortunately, you need to select it each time...

One day, I finally found that "Outils" (Tools) -- "Options" (Options, the last option, at the bottom), had a "Lecture" (Read) "button". When you click on it, you see a I/O window, with "Polices" (Fonts) at the bottom. When you click on it, you see another I/O window, with the first 2 pull-down menus being "Police proportionnelle" and "police à largeur fixe" (Proportional font and Fixed font).

When I started using Windows, 10 years ago, there was something called "System" font. The name seems to have changed. Nowadays, I usually find one "Lucida Console" font which does the job. Once you click on "Ok", the program remembers that it must use a fixed font to display the comp.os.cpm Newsgroup messages. This has worked for me for several months. I read the comp.os.cpm Newsgroup messages in a fixed font. All that is missing is green characters on black screen. (And "single column" characters.)

Yours Sincerely,
Mr. Emmanuel Roche, France

3639. Re: Hacking the Atari 1050 as a CP/M drive

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-29 16:29:55 UTC
From: "Mr Emmanuel Roche, France" <roche182@laposte.net>
Message-ID: <3a198b87-8e12-424d-8b55-5d7d12606750@m3g2000yqf.googlegroups.com>
Source record: 1728
Cross-posted to: comp.os.cpm,comp.sys.atari.8bit

Mr. Emmanuel Roche wrote:

> (...) I read the comp.os.cpm Newsgroup messages in a fixed font.

I forgot to say that, when I publish a WordStar file in the comp.os.cpm Newsgroup, I see it right-justified on the screen, since I reformat the text to 64 columns. Apparently, Google Groups only allow 67 columns of text. I have no idea why they chose such a curious value, rather than the 72 columns of MBASIC, coming straight from the ASR-33 Teletype. All my 8-bit computers (and typewriters) have 80 columns. Even my Daisy-Wheel printer had 136 columns. This must be progress?

Yours Sincerely,
Mr. Emmanuel Roche, France

3640. a blast from the past ?

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-29 22:53:27 UTC
From: jim <jehall@care2.com>
Message-ID: <5cab7a2b-d3cd-4777-bbc0-dfad10c878e2@z41g2000yqz.googlegroups.com>
Source record: 1729

Hello:

I am sorry to be a lurker in this group, but I do have one thing to add.

I have the set up disks for PUFF BBS and how to set up the atari for that. Seems there are old gems out there, but do we dare to unwrap history,

JIM

3641. ATARI: BUY ONE GET ONE HALF PRICE!

Newsgroup: comp.sys.atari.8bit
Date: 2009-12-31 12:38:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.0912310436010.11492@slate.spiritone.com>
Source record: 1730
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Your choice of 20% off All NEW and USED Games/Software & Books for Classic
Atari 8 Bit & Atari ST Computers plus Atari Games! Or you can Choose Plan B:

Buy any title of my NEW IN the BOX GAMES for the Classic Atari 8 Bit & Atari ST
Computers and get a 2nd GAME Title for HALF PRICE! With Quite a Selection!

Book & Software Catalogs are sorted alphabetically by Title so Cut-&-Paste your
order and E-Mail list with Shipping Address so I can expedite your order! Goto
http://BenSells.Atari.org or E-Mail BenSells@Atari.org ask for Atari catalogs!
Call Ben @(503)256-9974! If you dont call me Today, I cant save you any Money!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI CATALOGS LISTS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/8btbooks.htm ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3642. The Atari Music Network is Live!

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-02 16:14:50 UTC
From: Donovan <donovan.kokot@gmail.com>
Message-ID: <ad38f79a-68a0-4c2e-809c-5b9949e1f8f8@k23g2000yqa.googlegroups.com>
Source record: 1731

(WEBSITE) http://www.atarimusic.net
(FORUM) http://www.atarimusic.net/atari-music-network

From sequencing Tangerine Dream concerts in the 80's to tearing up the dance floor at the New York Blip Fest in 2010, Atari's reputation as a music monster machine has persisted for a quarter of a century. The secret behind its success is clear: Atari was perfect from the beginning – it didn't need to change. For MIDI enthusiasts, the Atari was and still is the ultimate bridge between man, music, and machine. For chiptunists, the Atari offers a canvas of unexplored sonic colors for electronica and 8-bit pop. AMN believes that Atari isn't just about nostalgia; its about utilizing an alternative computer platform for specialized digital music creation.

On Jan 1, 2010, The Atari Music Network (AMN) was launched, marking the beginning of an exciting new era for Atari based musicians and developers by offering news, resources, and an extensive social network area.

The Atari Music Network (AMN) Mission Statement and Features

The Atari Music Network (AMN) aims to:

• Stimulate social interaction of Atari based musicians and developers as one global community.
• Inspire and support Atari hardware and software developers to update and resell their products or place abandonware into the public domain.
• Deliver relevant news, product information, downloads, and hardware support
• Provide free marketing for Atari based musicians, albums, and events
• Bolster Atari's presence in the 8-bit pop scene
• Archive, catalog, and preserve Atari music software for future Atari generations
• Encourage the pirating and cracking of ex-commercial software (ethical rules apply)

AMN Currently Features

• Discussion Forums: The Heart of the Atari Music Community
• Worldwide Ebay Power-Searches: Dozens of Predefined Atari Hardware and Software Searches
• Facebook Group: Connecting AMN to a Wider Audience
• Featured News & Articles: Showcasing Atari Musicians, Developers, and Events
• Frankenstein Mods: How-to Guides of user's Hardware Hacks and Mods
• Hardware Catalog: An Archive of Music Related Atari Peripherals

• Software Catalog: Music Software Downloads Including Freeware and Cracked Abandonware

AMN Future Features (To be Announced)

• Atari E-Store : A Centralized, Secure, and SEO Enhanced E-commerce site to help developers reach a wider target audience
• Artist's Self Promotion: Dedicated Profile Pages for Artist's to Create Sample Albums and Promotional Materials

You can also join the Atari Music Network Facebook Group here: http://www.facebook.com/home.php?filter ... 5513878661

3643. cc65 version 2.13.1 is available

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-02 21:49:54 UTC
From: uz@spamtrap.musoftware.de
Message-ID: <hhof22$4d7$1@moppi.musoftware.de>
Source record: 1732
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.oric

I'm proud to announce version 2.13.1 of cc65. cc65 is a complete cross development package for 65(C)02 systems, including a powerful macro assembler, a C compiler, linker, librarian and several other tools.

cc65 has C and runtime library support for many of the old 6502 machines, including

- the following Commodore machines:

VIC20
C16/C116 and Plus/4
C64
C128
CBM 510 (aka P500)
the 600/700 family
newer PET machines (not 2001).

- the Apple][and successors.

- the Atari 8 bit machines.

- GEOS for the C64 and C128.

- the Nintendo Entertainment System (NES).

- the Supervision console.

- the Oric Atmos.

- the Lynx Console.

The libraries are fairly portable, so creating a version for other 6502s shouldn't be too much work.

This version is a bugfix release against 2.13.0. Changes have been made in the following areas:

* Added a missing external declaration for ser_load_driver.

* Fixed an error in the 32K linker config for the Commodore VIC-20.

* Fixed a problem with bit-fields.

* Fixed a problem with initialization of local arrays with unspecified size.

* Function designators are now handled correctly when dereferenced.

* Corrected a problem with qualifier handling in arrays and structs/unions.

* Passing structs by value was never possible but is now correctly refused
by the compiler.

* Ignore unknown preprocessor directives in an #if group that is excluded.

* Apple][target makes use of bit-fields in dirent.h.

* Documentation improvements.

Precompiled binaries are available for the most common platforms. On many
other host platforms, the sources compile out of the box, so you'll able to
create your own binaries.

For RedHat Enterprise Linux 5, ready made RPM packages are available. These
packages may also work on other rpm-based Linux systems. Please note that
there are separate RPMs for the compiler proper, the docs, and the target
specific libraries. To develop code for one of the target machines, you need
the compiler RPM package *and* one of the target machine packages. Be sure to
download the documentation package if you're new to cc65.

For windows users, there's a user friendly installer package (the one with the
.exe extension). All subpackages are selectable from within the installer
dialogue. The installer will also setup the necessary environment variables
and start menu entries. It is recommended that Windows users choose this
package instead of the .ZIP files.

Precompiled binaries for DOS, OS/2 and Windows are available in ZIP archives.
As with the RPM packages, you need the package for the development host system
(Windows or whatever) *and* one or more of the target machine packages, plus
optionally the doc package.

All packages are available from the MU software FTP server:

ftp://ftp.musoftware.de/pub/uz/cc65/

More information on cc65 can be found on the cc65 web page at

http://www.cc65.org/

There is also a mailing list for discussing cc65 related issues (programming,
suggestions, bugs, ...). See

http://www.cc65.org/#List

for information on how to subscribe to this list.

While I'm the main developer of cc65, it is actually a joint effort. I would
like to thank the target library developers, all the people on the cc65
mailing list, all those sending suggestions and feedback, and even those
bugging me for a new stable release:-) The CREDITS file is probably
incomplete, but you know who you are.

Thank you!

Uz

--
Ullrich von Bassewitz uz@spamtrap.musoftware.de
22:48:41 up 22 days, 7:18, 1 user, load average: 0.02, 0.12, 0.23

3644. Re: cc65 version 2.13.1 is available

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-03 02:04:33 UTC
From: redrumloa <amigaguy@bellsouth.net>
Message-ID: <4a15e444-62bb-4982-b713-d8f3e906e804@j14g2000yqm.googlegroups.com>
Source record: 1733
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.oric

Hi,
Good stuff! Any chance of seeing full support for SuperCPU (65816)?

On Jan 2, 4:49 pm, u...@spamtrap.musoftware.de (U. v. Bassewitz)
wrote:
> I'm proud to announce version 2.13.1 of cc65. cc65 is a complete cross
> development package for 65(C)02 systems, including a powerful macro assembler,
> a C compiler, linker, librarian and several other tools.
>
> cc65 has C and runtime library support for many of the old 6502 machines,
> including
>
> - the following Commodore machines:
>
> VIC20
> C16/C116 and Plus/4
> C64
> C128
> CBM 510 (aka P500)
> the 600/700 family
> newer PET machines (not 2001).
>
> - the Apple][and successors.
>
> - the Atari 8 bit machines.
>
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>
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> following areas:
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> * Added a missing external declaration for ser_load_driver.

>
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>
> * Fixed a problem with initialization of local arrays with unspecified size.
>
> * Function designators are now handled correctly when dereferenced.
>
> * Corrected a problem with qualifier handling in arrays and structs/unions.
>
> * Passing structs by value was never possible but is now correctly refused
> by the compiler.
>
> * Ignore unknown preprocessor directives in an #if group that is excluded.
>
> * Apple][target makes use of bit-fields in dirent.h.
>
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>
> Precompiled binaries are available for the most common platforms. On many
> other host platforms, the sources compile out of the box, so you'll able to
> create your own binaries.
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> For RedHat Enterprise Linux 5, ready made RPM packages are available. These
> packages may also work on other rpm-based Linux systems. Please note that
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> specific libraries. To develop code for one of the target machines, you need
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> optionally the doc package.
>
> All packages are available from the MU software FTP server:
>
> ftp://ftp.musoftware.de/pub/uz/cc65/
>
> More information on cc65 can be found on the cc65 web page at
>
> http://www.cc65.org/
>

> There is also a mailing list for discussing cc65 related issues (programming,
> suggestions, bugs, ...). See
>
> http://www.cc65.org/#List
>
> for information on how to subscribe to this list.
>
> While I'm the main developer of cc65, it is actually a joint effort. I would
> like to thank the target library developers, all the people on the cc65
> mailing list, all those sending suggestions and feedback, and even those
> bugging me for a new stable release:-) The CREDITS file is probably
> incomplete, but you know who you are.
>
> Thank you!
>
> Uz
>
> --
> Ullrich von Bassewitz u...@spamtrap.musoftware.de
> 22:48:41 up 22 days, 7:18, 1 user, load average: 0.02, 0.12, 0.23

3645. Re: VBXE - "Video Board XE"

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-03 07:20:13 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <7a64a3a7-6493-4149-b7ad-0f75c447d93e@k23g2000yqa.googlegroups.com>
Source record: 1734

On Dec 24 2009, 1:45 am, Thorsten Günther <guent...@dilgar.de> wrote:
> As you chose to ignore my wish to end this thread...
>
> Am 24.12.2009 06:56, schrieb ricortes:
>
> > EOT we can only hope. You come here out of the blue with your first
> > post insulting then take exception to being called a jerk?
>
> You considered my first post insulting because I corrected your false

No, I considered your first post to be insulting and more importantly to have jumped to the WRONG CONCLUSION. Quit trying to change the argument. You were wrong in then and you are still wrong now. Trying to make this a spelling bee is just immature stupid. From there I was just jerking your chain aka trolling. The farther you got into it, i.e. explaining you were defending people who design hardware while attacking someone, myself, who has contributed to hardware and software for the last 25 years is a good example of your level of logic.

Just go away, you have nothing contructive to contribute here and are just digging yourself in deeper. The problem is you should have reread my post and said "Excuse me, I see you were talking about the Atari market and not the developers of VBE." but instead you chose to talk about how bright you are. Kind of funny really. Heck, what ever floats your boat.

You see that is another logic flaw. Somebody with a Nobel prize may be wrong and conversely someone with a room temperature IQ could be right. This is such an obvious blunder it is usually given in latin "ad hominem" to show it has been known as faulty logic for some 2000 years or so.

People make that mistake all the time. We just had a bunch of knucleheads cross posting from the apple group where one of them made the argument ~'he is on 8 patents so he must be right.' If number of patents was the determining factor he would have still been wrong.

Rick

3646. More "Compute!" magazines available online

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-03 19:30:50 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b40f06a$0$1638$742ec2ed@news.sonic.net>
Source record: 1735
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

For those unfamiliar with Kevin Savetz and his
"Classic Computer Magazine Archive" (http://www.atarimagazines.com/),
it's a digital archive of classic computer magazines. It started
as the "Digital Antic Project," to archive an Atari-focused series
of magazines, but since expanded to include STart (Atari ST),
"Compute!" (various microcomputers), Hi-Res, Amiga Plus, Whiz Kids,
II Computing, as well. The magazine contents are made available with
permission from the publishers.

I'm friends with Kevin on Facebook, and he just posted this:

I've been making huge strides in getting new content online, after
months of inactivity. For starters: 8 new issues of Compute! magazine
added in the past few days, and more really good stuff is coming soon.

You can follow the progress via RSS at http://www.atarimagazines.com/new.rss

or Twitter at http://twitter.com/computerarchive

or the new mailing list, sign up at
http://www.atarimagazines.com/new.html (that's the best way, in my
opinion)

The latter two options give news about www.atariarchives.org and
www.flightsimbooks.com as well as www.atarimagazines.com

Enjoy!

--
-bill!
Sent from my computer

3647. Re: More "Compute!" magazines available online

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-04 02:08:38 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <JL-dnTd-zYM60NzWnZ2dnUVZ_qKdnZ2d@posted.pioneerinternet2>
Source record: 1736
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

How about coordinating with Cyberoach on the A.N.A.L.O.G.s?
Things seem to have bogged down over at his archive...

-Jess

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:4b40f06a$0$1638$742ec2ed@news.sonic.net...
> For those unfamiliar with Kevin Savetz and his
> "Classic Computer Magazine Archive" (http://www.atarimagazines.com/),
> it's a digital archive of classic computer magazines. It started
> as the "Digital Antic Project," to archive an Atari-focused series
> of magazines, but since expanded to include STart (Atari ST),
> "Compute!" (various microcomputers), Hi-Res, Amiga Plus, Whiz Kids,
> II Computing, as well. The magazine contents are made available with
> permission from the publishers.
>
> I'm friends with Kevin on Facebook, and he just posted this:
>
> I've been making huge strides in getting new content online, after
> months of inactivity. For starters: 8 new issues of Compute! magazine
> added in the past few days, and more really good stuff is coming soon.
>
> You can follow the progress via RSS at
> http://www.atarimagazines.com/new.rss
>
> or Twitter at http://twitter.com/computerarchive
>
> or the new mailing list, sign up at
> http://www.atarimagazines.com/new.html (that's the best way, in my
> opinion)
>
> The latter two options give news about www.atariarchives.org and
> www.flightsimbooks.com as well as www.atarimagazines.com
>
>
> Enjoy!
>
> --
> -bill!
> Sent from my computer

3648. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-04 07:29:48 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1262590067@rtfm.mit.edu>
Source record: 1737
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 16, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3649. Re: cc65 version 2.13.1 is available

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-04 12:06:56 UTC
From: uz@spamtrap.musoftware.de
Message-ID: <hhsll0$m2b$1@moppi.musoftware.de>
Source record: 1738
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.oric

I've already answered this one, but somehow the answer seemed to have been
lost, so ...

In comp.sys.apple2.programmer redrumloa <amigaguy@bellsouth.net> wrote:
> Good stuff! Any chance of seeing full support for SuperCPU (65816)?

If you mean the compiler: Not in the foreseeable future. I'm sorry.

Regards

Uz

--
Ullrich von Bassewitz uz@spamtrap.musoftware.de
13:05:16 up 23 days, 21:30, 1 user, load average: 0.27, 0.12, 0.03

3650. Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-06 06:14:44 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <73e04912-69c3-497e-b1d2-c247d839aa57@d20g2000yqh.googlegroups.com>
Source record: 1739

I was searching the web archive and thought I would see if they had a copy of my old web site. Turns out they did but it is just as bad as it was back then. Heck, 1997 and I think I had just finally broke down and got W95 so I could play Diablo or something else equally as dusty.

The front end had some non serious problems, namely the links appear twice and when I left netmagic ~5 years later I still hadn't fixed them.

It wasn't meant to be a dummy front end but most of the action took place behind the scenes. WWW at the time meant you could FTP to a public directory where I kept a bunch of files that couldn't be reached from the web interface.

Rick

3651. Re: Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-06 06:16:21 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <8dd8258b-a405-4181-86ed-0d050dc00304@r24g2000yqd.googlegroups.com>
Source record: 1740

On Jan 5, 10:14 pm, ricortes <ricor...@earthlink.net> wrote:
> I was searching the web archive and thought I would see if they had a
> copy of my old web site. Turns out they did but it is just as bad as
> it was back then. Heck, 1997 and I think I had just finally broke down
> and got W95 so I could play Diablo or something else equally as dusty.
>
> The front end had some non serious problems, namely the links appear
> twice and when I left netmagic ~5 years later I still hadn't fixed
> them.
>
> It wasn't meant to be a dummy front end but most of the action took
> place behind the scenes. WWW at the time meant you could FTP to a
> public directory where I kept a bunch of files that couldn't be
> reached from the web interface.
>
> Rick

Whoops! Forgot the link.

http://web.archive.org/web/19970707134548/http://www.netmagic.net/~ricortes/

3652. Re: Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-06 07:09:21 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2010.01.06.07.09.21.260632@suddenlink.net>
Source record: 1741

On Tue, 05 Jan 2010 22:16:21 -0800, ricortes wrote:

> Whoops! Forgot the link.
>
> http://web.archive.org/web/19970707134548/http://www.netmagic.net/~ricortes/

There's some nostalgia. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

3653. Re: Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-06 08:30:12 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <4b444a12$0$1781$afc38c87@news.optusnet.com.au>
Source record: 1742

Ronald J. Hall wrote:
> On Tue, 05 Jan 2010 22:16:21 -0800, ricortes wrote:
>
>> Whoops! Forgot the link.
>>
>> http://web.archive.org/web/19970707134548/http://www.netmagic.net/~ricortes/
>
> There's some nostalgia. :)
>

Ohhhhhh. That's it, I'm off to play Alternate Reality. Best game ever,
bar none.

Mark

3654. Re: Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-06 17:17:23 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2010.01.06.17.17.23.242916@suddenlink.net>
Source record: 1743

On Wed, 06 Jan 2010 19:30:12 +1100, Mark Bedingfield wrote:

> Ohhhhhh. That's it, I'm off to play Alternate Reality. Best game ever,
> bar none.
>
> Mark

Yeah, I know what ya mean. Thats a seriously deep game. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

3655. ATARI: BUY ONE GET ONE HALF PRICE!

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-07 12:47:00 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1001070442260.9358@slate.spiritone.com>
Source record: 1744
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!
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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3656. Integrating an Atari 800XL into an entertainment center

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-07 15:30:05 UTC
From: "John H." <john.heitmuller@jrfcorp.net>
Message-ID: <3669856f-d6e2-451c-a537-1bc20871198c@d7g2000vbs.googlegroups.com>
Source record: 1745

Hi All,

I'm setting up a new entertainment center for my family room with all of the standard modern fair, large LCD TV, BlueRay player, Tivo and such. I thought it would be fun to pull out my old Atari items from storage and permanently connect an Atari 8-bit into my entertainment center via composite video. I've got several Atari 800, 800XL, 130XL, and 1200XL systems.

I'm thinking of using an 800XL. I think the biggest challenge will be cable management for the power, video and possible a disk drive cable. Does anybody have any clever suggestions for this project?

Thanks,
John

3657. Re: Integrating an Atari 800XL into an entertainment center

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-08 02:13:13 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b4694b9$0$1601$742ec2ed@news.sonic.net>
Source record: 1746

John H. <john.heitmuller@jrfcorp.net> wrote:
> I?m thinking of using an 800XL. I think the biggest challenge will be
> cable management for the power, video and possible a disk drive
> cable. Does anybody have any clever suggestions for this project?

I don't really have what you'd call an "entertainment center" more than
"a TV stand with a cabinet and a drawer."

A variety of game systems live in the cabinet, right below the TV:

| Atari 7800
Sega Genesis | Sony PS2 Slim
Nintendo NES | Sega Dreamcast | Atari Jaguar | Nintendo Wii

The NES is mostly-front loading. The Genesis, DC, Jaguar, 7800 and PS2
are all top-loading (so the 7800 is kind of 'in the way' of the PS2).
The Wii (new addition to the family!) is front-loading.

So I was able to stack them, as ASCII'd above, and it's not a horrible
abomination.

The 800XL lives inside the drawer, along with a ton of DVDs.
It's a bit crowded. Since it's inside a drawer, it's not easy to
type on, but 99% of the time you're just hitting Start/Select/Option.

I simply wire everything over the back of the drawer; the power
adapter lives on the floor. I use an SIO2SD (dangerously caseless
at the moment!) for booting. It's powered off the SIO port, so
it doesn't require a power cable. I simply leave it at the top right
of the 800XL (right of the cartridge port).

Hey, that makes me curious... with the wonders of wireless
controllers (we have one for PS2 and the Wii, of course... and
back when we had a Gamecube, we had a Wavebird), I should look
into wireless Sega Genesis controllers!

Off to check amazon...

--
-bill!
Sent from my computer

3658. Re: Integrating an Atari 800XL into an entertainment center

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-08 02:22:59 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b469703$0$1659$742ec2ed@news.sonic.net>
Source record: 1747

Bill Kendrick <bill@newbreedsoftware.com> wrote:
> Hey, that makes me curious... with the wonders of wireless
> controllers (we have one for PS2 and the Wii, of course... and
> back when we had a Gamecube, we had a Wavebird), I should look
> into wireless Sega Genesis controllers!

A few, apparently! Anyone know if they work with the Atari?

http://www.cedmagic.com/tech-info/remote-control/f-g-remote.html#micro-genius-joystick

--
-bill!
Sent from my computer

3659. Sparta Dos X cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-08 22:58:02 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4b47b880$0$5344$bbae4d71@news.suddenlink.net>
Source record: 1748

Got a friend, who is looking for a working Sparta Dos X cartridge.

He is willing to pay a reasonable price for one.

Post or contact me as phantomm@suddenlink.net if you have
one for sell. He wants to know asking price before agreeing to anything.

3660. Re: Integrating an Atari 800XL into an entertainment center

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-10 09:37:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1001100108170.17929@slate.spiritone.com>
Source record: 1749

On Thu, 7 Jan 2010, John H. wrote:

> Date: Thu, 7 Jan 2010 07:30:05 -0800 (PST)
> From: John H. <john.heitmuller@jrfcorp.net>
> Newsgroups: comp.sys.atari.8bit
> Subject: Integrating an Atari 800XL into an entertainment center
>
> Hi All,
>
> I'm setting up a new entertainment center for my family room with all
> of the standard modern fair, large LCD TV, BlueRay player, Tivo and
> such. I thought it would be fun to pull out my old Atari items from
> storage and permanently connect an Atari 8-bit into my entertainment
> center via composite video. I've got several Atari 800, 800XL, 130XL,
> and 1200XL systems.
>
> I'm thinking of using an 800XL. I think the biggest challenge will be
> cable management for the power, video and possible a disk drive
> cable. Does anybody have any clever suggestions for this project?
>
> Thanks,
> John

I have my 800xl hooked upto an LCD TV! Doing both Composite Video & S-Video!
I use an adapter that adapts Chroma-Luma to S-Video! It's Bi-Directional!
Chroma-Luma and S-Video are basically the same thing with an Adapter!

Sent from my Atari!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3661. Re: Integrating an Atari 800XL into an entertainment center

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-10 09:45:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1001100140580.17929@slate.spiritone.com>
Source record: 1750

On Thu, 8 Jan 2010, Bill Kendrick wrote:

> Date: 08 Jan 2010 02:13:13 GMT
> From: Bill Kendrick <bill@newbreedsoftware.com>
> Newsgroups: comp.sys.atari.8bit
> Subject: Re: Integrating an Atari 800XL into an entertainment center
>
> John H. <john.heitmuller@jrfcorp.net> wrote:
>> I?m thinking of using an 800XL. I think the biggest challenge will be
>> cable management for the power, video and possible a disk drive
>> cable. Does anybody have any clever suggestions for this project?
>
> I don't really have what you'd call an "entertainment center" more than
> "a TV stand with a cabinet and a drawer."
>
> A variety of game systems live in the cabinet, right below the TV:
>
> | Atari 7800
> Sega Genesis | Sony PS2 Slim
> Nintendo NES | Sega Dreamcast | Atari Jaguar | Nintendo Wii
>
> The NES is mostly-front loading. The Genesis, DC, Jaguar, 7800 and PS2
> are all top-loading (so the 7800 is kind of 'in the way' of the PS2).
> The Wii (new addition to the family!) is front-loading.
>
> So I was able to stack them, as ASCII'd above, and it's not a horrible
> abomination.
>
>
> The 800XL lives inside the drawer, along with a ton of DVDs.
> It's a bit crowded. Since it's inside a drawer, it's not easy to
> type on, but 99% of the time you're just hitting Start/Select/Option.
>
> I simply wire everything over the back of the drawer; the power
> adapter lives on the floor. I use an SIO2SD (dangerously caseless
> at the moment!) for booting. It's powered off the SIO port, so
> it doesn't require a power cable. I simply leave it at the top right
> of the 800XL (right of the cartridge port).
>
>
> Hey, that makes me curious... with the wonders of wireless
> controllers (we have one for PS2 and the Wii, of course... and
> back when we had a Gamecube, we had a Wavebird), I should look
> into wireless Sega Genesis controllers!

>
> Off to check amazon...
>
> --
> -bill!
> Sent from my computer

Atari made WireLess JoySticks!

Sent from my Atari

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3662. Top Dos

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-10 20:28:00 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4b4a3857$0$5354$bbae4d71@news.suddenlink.net>
Source record: 1651

Any use or have experience with Top Dos?

3663. S-vdieo

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-11 01:48:34 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <Krv2n.5059$nR4.1697@newsfe01.iad>
Source record: 1652

I hear about S-Video from Atari 130XE. High resolution display looks better sharp if I use S-Video than the composite video. Any comments? S-Video has chroma?

- JT

3664. Flgiht simulator II frozen

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-11 01:50:48 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <Qtv2n.5061$nR4.2401@newsfe01.iad>
Source record: 1653

Flight Simulator II is being played in 2 min before is frozen. what's wrong with it ?

- JT

3665. Re: Flgiht simulator II frozen

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-11 08:25:03 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <hien8vpqd1@infosun2.rus.uni-stuttgart.de>
Source record: 1654

Jack Tseng wrote:
> Flight Simulator II is being played in 2 min before is frozen. what's wrong
> with it ?

Are you using it in an emulator or do you play it on a real machine? The
problem with FS II is its copy protection. If it doesn't find the disk
timing correct, which you can only get from the unmodified original
disks, it breaks after a short while.

So long,
Thomas

3666. Re: S-vdieo

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-11 11:49:57 UTC
From: flashjazzcat <jonathan.halliday@gmail.com>
Message-ID: <7d391004-b57e-45a6-805e-73bc541b7d95@34g2000yqp.googlegroups.com>
Source record: 1655

On Jan 11, 1:48 am, "Jack Tseng" <tse...@hotmail.com> wrote:
> I hear about S-Video from Atari 130XE. High resolution display looks better
> sharp if I use S-Video than the composite video. Any comments? S-Video has
> chroma?
>
> - JT

Wihtout a doubt s-video is better than composite: the luma and chroma signals are separate. However, they're still connected on the mainboard (hence artifacting), so results can vary and it really depends what kind of display you're looking for. I achieved the best possible s-video picture from my 800XL by removing the RF modulator and severing all connections between luma and chroma (and thus destroying the composite video out: http://www.atari8.co.uk/projects/). This doesn't work for everyone, though, and trying the same trick didn't work so well on the 130XE. However, you should get decent results with the kind of s-video cable readily available on eBay which has a diode on the chroma designed to reduce noise and vertical banding.

3667. Re: Sparta Dos X cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-11 11:53:18 UTC
From: flashjazzcat <jonathan.halliday@gmail.com>
Message-ID: <4e9b72d1-cb6e-4280-ae67-2359a2b2a364@j24g2000yqa.googlegroups.com>
Source record: 1656

On Jan 8, 10:58 pm, "phantomm_1" <phant...@suddenlink.net> wrote:
> Got a friend, who is looking for a working Sparta Dos X cartridge.
>
> He is willing to pay a reasonable price for one.
>
> Post or contact me as phant...@suddenlink.net if you have
> one for sell. He wants to know asking price before agreeing to anything.

Your friend would probablt be better off buying an AtariMax flash
cartridge:

http://www.atarimax.com/

Then going here:

http://trub.atari8.info/index.php?ref=sdx_upgrade_en

and downloading the flash ATR and making his own SDX cart. The latest
versions are a dramatic improvement on the originals and they're free.
The last original SDX cart I saw on ebay was about $150.

3668. Will a 2600 joystick work with and 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-11 18:56:36 UTC
From: "John H." <john.heitmuller@jrfcorp.net>
Message-ID: <ff4dd4c6-4907-4ac7-83e0-65060343438d@k17g2000yqh.googlegroups.com>
Source record: 1657

Hi,

Would the wirless joysticks referenced below wotk with an 800XL?

ATARI 2600 REMOTE JOYSTICKS SET NEW IN BOX!! WIRELESS
---
http://cgi.ebay.com/ATARI-2600-REMOTE-JOYSTICKS-SET-NEW-IN-BOX-WIRELESS_W0QQitemZ120515288071QQcmdZViewItemQQptZUS_Vintage_Video_Games?hash=item1c0f455c07

Thanks,
John

3669. Re: Sparta Dos X cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-11 19:43:54 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9CFD95D812DE1emuslor@69.16.185.252>
Source record: 1658

Despite all prevention efforts, flashjazzcat <jonathan.halliday@gmail.com>
wrote in news:4e9b72d1-cb6e-4280-ae67-2359a2b2a364
@j24g2000yqa.googlegroups.com:

>
> Your friend would probablt be better off buying an AtariMax flash
> cartridge:
>
> http://www.atarimax.com/
>
> Then going here:
>
> http://trub.atari8.info/index.php?ref=sdx_upgrade_en
>
> and downloading the flash ATR and making his own SDX cart. The latest
> versions are a dramatic improvement on the originals and they're free.
> The last original SDX cart I saw on ebay was about $150.
>

On the other hand, if anyone would like to spend $150 on an original cart,
feel free to drop me a line. :) For this guy, it may come down to whether
or not he needs a passthru cart. If not, then I'd agree the MaxFlash cart
is a great way to go. Also, I saw a somewhat recent post on AtariAge
detailing a modification to allow the new SDX into an original cart:

http://urleet.com/sdxmod

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

3670. Re: Will a 2600 joystick work with and 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-11 19:50:13 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9CFD96E9B157Cemuslor@69.16.185.252>
Source record: 1659

Despite all prevention efforts, "John H." <john.heitmuller@jrfcorp.net>
wrote in
news:ff4dd4c6-4907-4ac7-83e0-65060343438d@k17g2000yqh.googlegroups.com:

> Would the wirless joysticks referenced below wotk with an 800XL?
>
>
> ATARI 2600 REMOTE JOYSTICKS SET NEW IN BOX!! WIRELESS
> --
> -----------------
> http://cgi.ebay.com/ATARI-2600-REMOTE-JOYSTICKS-SET-NEW-IN-BOX-WIRELESS
> _W0QQitemZ120515288071QQcmdZViewItemQQptZUS_Vintage_Video_Games?hash=it
> em1c0f455c07
>

Yep - should work just fine.

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

3671. Re: S-vdieo

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-11 19:59:54 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <e5b72614-fd78-423a-adf4-f56b8b1c5aec@z41g2000yqz.googlegroups.com>
Source record: 1660

On Jan 10, 5:48 pm, "Jack Tseng" <tse...@hotmail.com> wrote:
> I hear about S-Video from Atari 130XE. High resolution display looks better
> sharp if I use S-Video than the composite video. Any comments? S-Video has
> chroma?
>
> - JT

FWIW: The 130XE has about the best video of the series. If you have an
800XL or 1200XL the video mod is just about required.

I usually just use a DIN connector with all the pins brought out. You
can use Composite Luminance and Composite Video<?Chrominance> plugged
into the S-video of your monitor. With a 130XE it comes out clear to
the point where games like Ultima III no longer have artifacting and
look like a graphics 8 screen.

Rick

3672. Re: Sparta Dos X cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-12 01:10:15 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4b4bcbff$0$5317$bbae4d71@news.suddenlink.net>
Source record: 1661

"Slor" <semaj@rols.ten> wrote in message
news:Xns9CFD95D812DE1emuslor@69.16.185.252...
> Despite all prevention efforts, flashjazzcat <jonathan.halliday@gmail.com>
> wrote in news:4e9b72d1-cb6e-4280-ae67-2359a2b2a364
> @j24g2000yqa.googlegroups.com:
>
>>
>> Your friend would probablt be better off buying an AtariMax flash
>> cartridge:
>>
>> http://www.atarimax.com/
>>
>> Then going here:
>>
>> http://trub.atari8.info/index.php?ref=sdx_upgrade_en
>>
>> and downloading the flash ATR and making his own SDX cart. The latest
>> versions are a dramatic improvement on the originals and they're free.
>> The last original SDX cart I saw on ebay was about $150.
>>
>
> On the other hand, if anyone would like to spend $150 on an original cart,
> feel free to drop me a line. :) For this guy, it may come down to whether
> or not he needs a passthru cart. If not, then I'd agree the MaxFlash cart
> is a great way to go. Also, I saw a somewhat recent post on AtariAge
> detailing a modification to allow the new SDX into an original cart:
>
> http://urleet.com/sdxmod
>
> --
> James
> http://www.e-host-direct.com
> Reliable web hosting from $12/year.

Thanks for the info,

I don't have to have the X cart, For what I'm doing I can use the disk
based 3.2D.
I use to have a bunch of those carts but sold, traded them as time went by.
Just like to have one to complete my old setup.

3673. GORF cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-12 01:22:33 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4b4bcee0$0$5362$bbae4d71@news.suddenlink.net>
Source record: 1662

Will the game Gorf in a original cartridge work on XL/XE machines?

Does the Gorf file version, if there is one, require a translator disk on the XL/XE?

3674. Re: Sparta Dos X cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-12 02:03:17 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9CFDD629FB1BCemuslor@69.16.185.252>
Source record: 1663

Despite all prevention efforts, "phantomm_1" <phantomm@suddenlink.net>
wrote in news:4b4bcbff$0$5317$bbae4d71@news.suddenlink.net:

>
> Thanks for the info,
>
> I don't have to have the X cart, For what I'm doing I can use the
> disk based 3.2D.
> I use to have a bunch of those carts but sold, traded them as time
> went by. Just like to have one to complete my old setup.
>

I emailed you a couple days ago - dunno if you didn't get it. Am I reading
this right that "your friend" is actually you?

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

3675. Re: GORF cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-12 02:05:01 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9CFDD675269B6emuslor@69.16.185.252>
Source record: 1664

Despite all prevention efforts, "phantomm_1" <phantomm@suddenlink.net>
wrote in news:4b4bcee0$0$5362$bbae4d71@news.suddenlink.net:

>
> Will the game Gorf in a original cartridge work on XL/XE machines?
>

No.

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

3676. Re: Top Dos

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-12 05:50:37 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <4rydnVozPZc7kNHWnZ2dnUVZ_vednZ2d@posted.pioneerinternet2>
Source record: 1665

It is a powerful DOS that can alphabetize the directory and
display binary file load vectors as well as do some batch file
processing among its added features. I got a copy in the '80s
and had no manual until I found it online in the '90s. IIRC, it
lost DOS 2.0 compatibility in enhanced or double density or
writing that sorted directory back to the disk as it dropped
the file number and forward sector chain pointer from the last
3 bytes of each sector. Fell into disuse when MyDos 4.x went
public domain plus we had modified A.N.A.L.O.G.'s DiskTool
by adding all of the functions we needed.
-Jess

"phantomm_1" <phantomm@suddenlink.net> wrote in message
news:4b4a3857$0$5354$bbae4d71@news.suddenlink.net...
>
> Any use or have experience with Top Dos?
>

3677. Re: Sparta Dos X cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-12 16:17:43 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4b4ca0b0$0$5362$bbae4d71@news.suddenlink.net>
Source record: 1666

"Slor" <semaj@rols.ten> wrote in message
news:Xns9CFDD629FB1BCemuslor@69.16.185.252...
> Despite all prevention efforts, "phantomm_1" <phantomm@suddenlink.net>
> wrote in news:4b4bcbff$0$5317$bbae4d71@news.suddenlink.net:
>
>>
>> Thanks for the info,
>>
>> I don't have to have the X cart, For what I'm doing I can use the
>> disk based 3.2D.
>> I use to have a bunch of those carts but sold, traded them as time
>> went by. Just like to have one to complete my old setup.
>>
>
> I emailed you a couple days ago - dunno if you didn't get it. Am I
> reading
> this right that "your friend" is actually you?
>
> --
> James
> http://www.e-host-direct.com
> Reliable web hosting from $12/year.

3678. Re: Sparta Dos X cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-12 16:24:12 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4b4ca232$0$5341$bbae4d71@news.suddenlink.net>
Source record: 1667

"Slor" <semaj@rols.ten> wrote in message
news:Xns9CFDD629FB1BCemuslor@69.16.185.252...
> Despite all prevention efforts, "phantomm_1" <phantomm@suddenlink.net>
> wrote in news:4b4bcbff$0$5317$bbae4d71@news.suddenlink.net:
>
>>
>> Thanks for the info,
>>
>> I don't have to have the X cart, For what I'm doing I can use the
>> disk based 3.2D.
>> I use to have a bunch of those carts but sold, traded them as time
>> went by. Just like to have one to complete my old setup.
>>
>
> I emailed you a couple days ago - dunno if you didn't get it. Am I
> reading
> this right that "your friend" is actually you?
>
NO.

I do have someone who wants one, I'd like to have one myself, but don't
actually need it.
He wanted me to find one for him if I could.

If you used this e-mail address to e-mail me, then no I didn't get it.

Try e-mailing me again please...

3679. Re: Sparta Dos X cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-12 16:49:13 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9CFE78398C0E7emuslor@69.16.185.252>
Source record: 1668

```
Despite all prevention efforts, "phantomm_1" <phantomm@suddenlink.net>
wrote in news:4b4ca232$0$5341$bbae4d71@news.suddenlink.net:

>
> "Slor" <semaj@rols.ten> wrote in message
> news:Xns9CFDD629FB1BCemuslor@69.16.185.252...
>> Despite all prevention efforts, "phantomm_1"
>> <phantomm@suddenlink.net> wrote in
>> news:4b4bcbff$0$5317$bbae4d71@news.suddenlink.net:
>>
>
> I do have someone who wants one, I'd like to have one myself, but
> don't actually need it.
> He wanted me to find one for him if I could.
>
> If you used this e-mail address to e-mail me, then no I didn't get it.
>
> Try e-mailing me again please...
>

Gotcha.

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.
```

3680. Re: GORF cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-12 22:10:38 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <ba2891ea-841e-419c-9e24-da787a6580c7@a15g2000yqm.googlegroups.com>
Source record: 1669

On Jan 11, 9:05 pm, Slor <se...@rols.ten> wrote:
> Despite all prevention efforts, "phantomm_1" <phant...@suddenlink.net>
> wrote innews:4b4bcee0$0$5362$bbae4d71@news.suddenlink.net:
>
>
>
> > Will the game Gorf in a original cartridge work on XL/XE machines?
>
> No.
>
> --
> Jameshttp://www.e-host-direct.com
> Reliable web hosting from $12/year.

original cart won't work on xl/xe, file version requires OS B. I
think, I didn't test it out.
I found two file versions.

3681. Will a 2600 joystick work with and 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-13 17:33:54 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1001130909490.26712@slate.spiritone.com>
Source record: 1670

I just tested a set of Wireless Joysticks for the Atari 2600. I did it on my Atari 800XL, and it works! I need to warn you, these Joysticks require a Power Supply, the kind for an XEP-80, SX212 or an Atari 2600! The bad news is the Wireless Joysticks dont come with Power Supply! You must Supply your own! I have a Boxed Set!Please Reply Irregardless of your Answers! Thanx! =-=Ben=-=

---------- Forwarded message ----------
Date: Mon, 11 Jan 2010 10:56:36 -0800 (PST)

Hi,

Would the wirless joysticks referenced below wotk with an 800XL?

ATARI 2600 REMOTE JOYSTICKS SET NEW IN BOX!! WIRELESS
---
http://cgi.ebay.com/ATARI-2600-REMOTE-JOYSTICKS-SET-NEW-IN-BOX-WIRELESS_W0QQitemZ120515288071QQcmdZViewItemQQptZUS_Vintage_Video_Games?hash=item1c0f455c07

Thanks,
John

3682. 8bit emulators on PCs and Macs?

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-13 19:27:03 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4b4e1e8c$0$5320$bbae4d71@news.suddenlink.net>
Source record: 1671

Currently which programs are the best known or used to
emulate the atari 8-bit on PCs and Macs?

3683. Re: 8bit emulators on PCs and Macs?

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-14 00:54:09 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b4e6b31$0$1633$742ec2ed@news.sonic.net>
Source record: 1672

phantomm_1 <phantomm@suddenlink.net> wrote:
> Currently which programs are the best known or used to
> emulate the atari 8-bit on PCs and Macs?

Atari800 is a nice multi-platform open source one.
(I use it on Linux, and have used it on Windows.)

http://atari800.atari.org/

--
-bill!
Sent from my computer

3684. Re: 8bit emulators on PCs and Macs?

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-14 01:59:38 UTC
From: Bill Garber <willy46pa@garberstreet.com>
Message-ID: <ZbudnSMrzIAw59PWnZ2dnUVZ7vednZ2d@giganews.com>
Source record: 1673

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in
message news:4b4e6b31$0$1633$742ec2ed@news.sonic.net...
> phantomm_1 <phantomm@suddenlink.net> wrote:
>> Currently which programs are the best known or used
>> to emulate the atari 8-bit on PCs and Macs?
>
> Atari800 is a nice multi-platform open source one.
> (I use it on Linux, and have used it on Windows.)
>
> http://atari800.atari.org/
>
> -bill!

I second that. I have used that one, too. It's gooood.

Bill G.

3685. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-14 07:52:33 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1263455429@rtfm.mit.edu>
Source record: 1674
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 16, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3686. ATARI: BUY ONE GET ONE HALF PRICE!

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-14 12:59:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1001140450210.13994@slate.spiritone.com>
Source record: 1675
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/8btbooks.htm ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!

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Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3687. Will a 2600 joystick work with and 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-15 03:15:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1001141615040.26226@slate.spiritone.com>
Source record: 1676

John, each Joystick uses a 9 volt battery and shares the 2600 Power Supply!

---------- Forwarded message ----------
Date: Wed, 13 Jan 2010 09:33:54 -0800 (PST)

I just tested a set of Wireless Joysticks for the Atari 2600. I did it on my
Atari 800XL, and it works! I need to warn you, these Joysticks require a Power
Supply, the kind for an XEP-80, SX212 or an Atari 2600! The bad news is the
Wireless Joysticks dont come with Power Supply! You must Supply your own! I
have a Boxed Set!Please Reply Irregardless of your Answers! Thanx! =-=Ben=-=

---------- Forwarded message ----------
Date: Mon, 11 Jan 2010 10:56:36 -0800 (PST)

Hi,

Would the wirless joysticks referenced below wotk with an 800XL?

ATARI 2600 REMOTE JOYSTICKS SET NEW IN BOX!! WIRELESS
---
http://cgi.ebay.com/ATARI-2600-REMOTE-JOYSTICKS-SET-NEW-IN-BOX-WIRELESS_W0QQitemZ120515288
071QQcmdZViewItemQQptZUS_Vintage_Video_Games?hash=item1c0f455c07

Thanks,
John

3688. Re: VBXE - "Video Board XE"

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-16 12:11:51 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <9eednRPG9rSaMMzWnZ2dnUVZ_vydnZ2d@giganews.com>
Source record: 1677

Sounds good. Whos is selling it and how much?

Velcro_SP wrote:
>
> I am a regular Atari Age reader and I don't think there was much
> discussion of the VBXE until recently. Here's some of what Candle said
> about the VBXE:
>
> "[Interprets] antic codes sent to gtia, and emulates its output (real
> gtia still intact on motherboard) and adds so called "overlay mode"
> where you have up to 1024 colors in 320x200 resolution, and up to 64
> colors in 640x200, or 640x400 using Rybags [interlace]. It has its own
> display list called XDL, and Blitter (like Atari STE), but more
> powerfull, that operate on its internal RAM, so any number of sprites
> can be drawn at any size (for example 256 pixels wide, and 200 pixels
> tall giant sprite)."
>
> I looked at the Youtube videos and yeah those static images look
> amazing. They are a bit slow to display, as the Atari must really be
> laboring to put them up.
>
> VBXE really makes the 8bit more powerful but my interests are more
> about what can be done with the stock platform. Great works that are
> done via VBXE can only be appreciated AFAIK on another VBXE-upgraded
> Atari 8bit, not on a standard machine (and I call a standard machine a
> 64k or better XL/XE, though I also hope for support for my Atari
> 800).
>
> I really read AA more than Usenet for my Atari 8bit fix. I think more
> of the latest stuff shows up there.
>
> Velcro_SP
>
> Bill Kendrick wrote:
>> While reading about the resurrection of Atari chips by
>> Curt Vendel & friends, I discovered this, which I'm fairly sure
>> I had never heard of!
>>
>> Video Board XE (VBXE)
>> Programmable, FPGA based graphics subsystem for Atari XE computers.
>> http://vbxe.atari8.info/
>>
>> The project is, in fact, a few years old! (Website says "2005-2007")
>>

>> More at AtariAge (in English):
>>
>> http://www.atariage.com/forums/topic/152939-show-your-vbxe-installs/
>>
>>
http://www.atariage.com/forums/topic/153863-vbxe-programming-examples-programming-queries/
>>
>> http://www.atariage.com/forums/topic/154085-mac-65-for-vbxe/
>>
>> http://www.atariage.com/forums/topic/142283-vbxe-2/
>>
>>
>> YouTube has some videos of the thing in action. (Search for "VBXE")
>>
>>
>> Man, I seriously wish AtariAge's forums showed the date that posts were
>> made. (For every single frickin' post, it shows the date the user signed up,
>> which is pretty uninteresting. Knowing when the post was MADE makes way more
>> sense.)
>>
>> This is why I've stuck to Usenet-only, for the most part.
>> But apparently I'm missing out, since I'm not learning about stuff like
>> VBXE until ~2-4 years after the fact. :)
>>
>> --
>> -bill!
>> Sent from my computer

Falcon030 with 16meg of ram

3689. Re: Integrating an Atari 800XL into an entertainme

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-16 12:11:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <6eWdnYkSAZOXMMzWnZ2dnUVZ_qudnZ2d@giganews.com>
Source record: 1678

Does your TV have the cabability of hooking up
a PC through a monitor jack? If so, then it is
easy. Just use a C64 monitor cable and a video
converter. I hook my XE up to a SVGA monitor and
it looks great.

John H. wrote:
>
> Hi All,
>
> I m setting up a new entertainment center for my family room with all
> of the standard modern fair, large LCD TV, BlueRay player, Tivo and
> such. I thought it would be fun to pull out my old Atari items from
> storage and permanently connect an Atari 8-bit into my entertainment
> center via composite video. I ve got several Atari 800, 800XL, 130XL,
> and 1200XL systems.
>
> I m thinking of using an 800XL. I think the biggest challenge will be
> cable management for the power, video and possible a disk drive
> cable. Does anybody have any clever suggestions for this project?
>
> Thanks,
> John

Falcon030 with 16meg of ram

3690. Re: 8bit emulators on PCs and Macs?

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-17 16:52:06 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4b53403b$0$5333$bbae4d71@news.suddenlink.net>
Source record: 1679

```
"Bill Garber" <willy46pa@garberstreet.com> wrote in message
news:ZbudnSMrzIAw59PWnZ2dnUVZ7vednZ2d@giganews.com...
>
> "Bill Kendrick" <bill@newbreedsoftware.com> wrote in
> message news:4b4e6b31$0$1633$742ec2ed@news.sonic.net...
>> phantomm_1 <phantomm@suddenlink.net> wrote:
>>> Currently which programs are the best known or used
>>> to emulate the atari 8-bit on PCs and Macs?
>>
>> Atari800 is a nice multi-platform open source one.
>> (I use it on Linux, and have used it on Windows.)
>>
>> http://atari800.atari.org/
>>
>> -bill!
>
> I second that. I have used that one, too. It's gooood.
>
> Bill G.
>
>
ok, Which programs, or types of programs will not work using the emulator?

Any problems running Atari Basic programs?

And how is machine language routines handled, do these work too?
```

3691. XEP 80 experienced advice needed

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-17 17:15:17 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4b5345a7$0$5327$bbae4d71@news.suddenlink.net>
Source record: 1680

I've a Xep80 still in the box, like new.
I've never used it,
Anyone reading this group use or have used an XEP 80?

If so, I want to know does it allow all programs to work in 80 column?

What are the best and worse things about it??

I was wondering if it would work with BBS software, such as
BBS Express , or some of the other BBS programs?

Are there any other drivers for it other than the standard Atari
driver? Or any other uses?

I appreciate any info you can provide

3692. Experienced ICD MIO Users

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-17 18:23:12 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4b535593$0$5364$bbae4d71@news.suddenlink.net>
Source record: 1681

zGreetings,

Regarding the ICD MIO, I would think one should be able to do more
with that 50 pin Connection..

I bought mine already setup with an Adeptic 4000A Controller Card,
attached to, 2 hard drives.

Things have changed alot now, but back then, did one need a Controller Card
to
use a hard drive or did it depend on the drive?

Can one still find any hard drives to work with the MIO now?
I have 2 or 3 older JF

Has anyone tried using the 50pin connection of the MIO with anything without
using a controller card?
Now there are controller cards for all kinds of things, looks like one could
use
some of these to setup something cool. The Built in Menu would probably
have to
be changed, but surely this could be done with a software patch, or a
hardware
upgrade/patch.

It's a shame to let such a nice piece of equipment die off.

I've never had a Black Box from CSS, but from what I've read, they are
really nice as well.
I still have one of their old catalogs here somewhere.

3693. Re: 8bit emulators on PCs and Macs?

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-18 00:48:45 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b53afed$0$1616$742ec2ed@news.sonic.net>
Source record: 1682

phantomm_1 <phantomm@suddenlink.net> wrote:
> ok, Which programs, or types of programs will not work using the emulator?

That's hard to say -- I think most programs will work with Atari800,
though some of the trickier graphics things may have trouble
(like 8 player/missiles on a scanline, etc.) Though in some cases,
those might now be supported.

> Any problems running Atari Basic programs?

Nope!

> And how is machine language routines handled, do these work too?

Yes, it's a full emulator. It emulates the 6502 CPU (sorry if I got the
model number not 100% right ;)), ANTIC and GTIA graphics chips,
POKEY sound/etc. chip, and so forth.

It works with both disk images (raw data representing all of the bits
of data on a floppy or hard disk -- DCM and ATR files, for example),
cartridge ROM dumps, and even stand-alone binaries (EXE, COM, XEX, etc.).

It can also access the host filesystem (that is, your Windows, Mac,
Linux, etc. filesystem) and printer (as H: and P: devices, respectively).
It also supports input devices... you can use the host system's joystick
(Stelladapter is useful here; lets you plug a real Atari joystick into
your PC or Mac's USB port!) and can even use the mouse as:

* paddle
* touch tablet
* koala pad
* light pen
* light gun
* amiga mouse
* atari st mouse
* trak-ball
* joystick

It can emulate an R-Time 8 cartridge, boot from cassette, emulate
the Atari 5200 game system (since that platform is so close to the
Atari 8-bit line of computers), supports extended memory, run in both
PAL and NTSC modes, and emulate a stereo setup (dual POKEYs, aka the
"Gumby" upgrade).

There are options for managing sets of disk images, swapping disks
(e.g., if you have an ATR image of "Disk 1, Side 1" and another
of "Disk 1, Side 2", you can easily 'flip the disk' by having it

swap disk images). You can also save state (dump memory/etc.)
and load it back later (kind of like 'suspending' a modern laptop).

It can take screenshots and record sound.

And finally, you can jump into "monitor mode" and debug or hack
stuff directly. (I have no idea how to use that, personally.)

And, it's open source, so you can examine and modify the
source code, help the project, port it to fun new platforms
(I've got an older version burned onto a CDROM that boots on
my Sega Dreamcast -- no modchip or hack required, btw!)

Enjoy!

--
-bill!
Sent from my computer

3694. Re: Experienced ICD MIO Users

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-18 03:33:59 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <jZqdnfar94A0S87WnZ2dnUVZ_r6dnZ2d@posted.pioneerinternet2>
Source record: 1683

}Things have changed alot now, but back then, did one need a Controller
}Card to use a hard drive or did it depend on the drive?

Yes. Bottom line was you required a controller; you could say it depended on the drive, but it really only depended on whether the drive had a built-in
controller on board. This per the manual and the previous owner.

I Have not tried any modern HDDs since the MIO was already configured with two old, old 10 MB 5.25 HDDs when acquired around '88-'89. It has performed well with few problems, but I may be sunk when it needs repair, due to my limited tech abilities.

Your ideas for improvement and expansion sound intriguing.

-Jess

"phantomm_1" <phantomm@suddenlink.net> wrote in message news:4b535593$0$5364$bbae4d71@news.suddenlink.net...
> zGreetings,
>
> Regarding the ICD MIO, I would think one should be able to do more
> with that 50 pin Connection..
>
> I bought mine already setup with an Adeptic 4000A Controller Card,
> attached to, 2 hard drives.
>
> Things have changed alot now, but back then, did one need a Controller
> Card to use a hard drive or did it depend on the drive?
>
> Can one still find any hard drives to work with the MIO now?
> I have 2 or 3 older JF
>
> Has anyone tried using the 50pin connection of the MIO with anything
> without
> using a controller card?
> Now there are controller cards for all kinds of things, looks like one
> could use some of these to setup something cool. The Built in Menu
> would
> probably have to be changed, but surely this could be done with a
> software
> patch, or a hardware upgrade/patch.
>
> It's a shame to let such a nice piece of equipment die off.
>
> I've never had a Black Box from CSS, but from what I've read, they are

> really nice as well.
> I still have one of their old catalogs here somewhere.
>

3695. 20% OFF ALL NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-18 11:39:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1001180334260.18269@slate.spiritone.com>
Source record: 1684
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Address so I can expedite your order or call Ben anytime at (503)256-9974!

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3696. XEP 80 experienced advice needed

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-18 14:08:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1001180557180.21798@slate.spiritone.com>
Source record: 1685

BobTerm has a driver for the XEP80 to do both 40 & 80 Columns! =-=Ben=-=

---------- Forwarded message ----------
Date: Sun, 17 Jan 2010 12:15:17 -0500

I've a Xep80 still in the box, like new. I've never used it, Anyone reading
this group use or have used an XEP 80? If so, I want to know does it allow all
programs to work in 80 column? What are the best and worse things about it??
I was wondering if it would work with BBS software, such as BBS Express, or
some of the other BBS programs? Are there any other drivers for it other than
the standard Atari driver? Or any other uses?

I appreciate any info you can provide

3697. Experienced ICD MIO Users

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-18 14:31:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1001180609140.21798@slate.spiritone.com>
Source record: 1686

I dont understand why you would need a Controller! Doesnt SCSI have it built
in?

---------- Forwarded message ----------
Date: Sun, 17 Jan 2010 13:23:12 -0500
From: phantomm_1 <phantomm@suddenlink.net>
Newsgroups: comp.sys.atari.8bit
Subject: Experienced ICD MIO Users

Greetings, Regarding the ICD MIO, I would think one should be able to do more
with that 50 pin Connection.. I bought mine already setup with an Adeptic 4000A
Controller Card, attached to, 2 hard drives. Things have changed alot now, but
back then, did one need a Controller Card to use a hard drive or did it depend
on the drive? Can one still find any hard drives to work with the MIO now?
I have 2 or 3 older JF Has anyone tried using the 50pin connection of the MIO
with anything without using a controller card? Now there are controller cards
for all kinds of things, looks like one could use some of these to setup
something cool. The Built in Menu would probably have to be changed, but surely
this could be done with a software patch, or a hardware upgrade/patch. It's a
shame to let such a nice piece of equipment die off. I've never had a Black Box
from CSS, but from what I've read, they are really nice as well. I still have
one of their old catalogs here somewhere.

3698. Re: Experienced ICD MIO Users

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-18 19:02:31 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <3ffca36f-d0fb-4e34-b936-8afaba616e3a@a6g2000yqm.googlegroups.com>
Source record: 1687

On Jan 18, 6:31 am, Bravo Sierra Computers <at...@aracnet.com> wrote:
> I dont understand why you would need a Controller! Doesnt SCSI have it built
> in?
>
>
>
> ---------- Forwarded message ----------
> Date: Sun, 17 Jan 2010 13:23:12 -0500
> From: phantomm_1 <phant...@suddenlink.net>
>
> Newsgroups: comp.sys.atari.8bit
> Subject: Experienced ICD MIO Users
>
> Greetings, Regarding the ICD MIO, I would think one should be able to do more
> with that 50 pin Connection.. I bought mine already setup with an Adeptic 4000A
> Controller Card, attached to, 2 hard drives. Things have changed alot now, but
> back then, did one need a Controller Card to use a hard drive or did it depend
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> this could be done with a software patch, or a hardware upgrade/patch. It's a
> shame to let such a nice piece of equipment die off. I've never had a Black Box
> from CSS, but from what I've read, they are really nice as well. I still have
> one of their old catalogs here somewhere.- Hide quoted text -
>
> - Show quoted text -

The Adaptec <and Xebec> were actually SCSI to MFM [adapters,
converters, bridge, ...]. I *think* they may have made an RLL version
too but I can't recall any product numbers. It would take a deep
google search to find them.

IIRC What happened was IBM kind of set the market using an MFM 10 meg
drive in their PC. SCSI was in many ways a superior interface but it
requires more smarts in the drive. For instance, you could have up to
7 devices on a SCSI bus consisting of hard drives, printers, and CD
ROM. Few PC cards for MFM drives could handle more then two hard
drives and maybe a couple of floppies. Think of SCSI almost like an 8
bit wide Atari SIO bus.

So like everything IBM price for MFM drives was relatively cheap. I
recall when I upgraded from a 10 meg to 20 meg drive it was only ~$200-
$225 for drive and controller. For a while if you had a SCSI

controller I think it was actually cheaper to buy an Adaptec and MFM drive then a native SCSI drive. I think that was pretty much what Atari did with the 20 meg ST drive too i.e. 20 meg MFM drive with controller.

But what happened was SCSI went head to head with IDE when it came out. Wider, faster, bent more towards native IBM support. Drives started doing stuff like only supporting 512 byte sectors because that was all that was needed for IBM clones: This gave them problems with the Atari market and SCSI lost the war anyway.

Kind of a crap shoot for Atari compatibilty now. I mean you probably have to find a good MFM drive that will work with an adapter or an older SCSI drive that still has compatibilty. I think you are in general talking about 20-25 year old drives for compatibility.

For the record I went into Fry's last month and tried to buy a PCI SCSI card. The sales drone said "There will not be any PCI to SCSI cards available in any Fry's store." I ended up borrowing one from my son and buying another off eBay for $3: I was trying to pull some data off an old Syquest EZ135 drive. Everything seems to be USB, SATA, or IDE now and it looks like IDE may be going the way of sound cards.

Rick

3699. Re: Experienced ICD MIO Users

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-18 19:21:35 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4b54b4c6$0$12444$bbae4d71@news.suddenlink.net>
Source record: 1688

Well, the board (MIO) is already there, and will work on all XL/XE machines
AFAIK.
I've used mine with a stock 130XE, a stock 800XL, and a 256K 800XL.
I like using the 256k 800XL the best for my MIO. The RamDisks can be alot of
Fun.
Also like having an Atari Printer and a non-Atari printer connected at the
same time.
I have one of the all time great printers, the Star Gemini 10. Which uses
type writer
ribbons. So no expensive Ink to mess around with.

One could redo the board, add on the stuff the ole 8-bit needs and PooF! a
new
system. I don't know why someone has not already done this.
The MIO hardware has proven itself to be reliable. But when the old hard
drives go
bad, not sure where to find replacements.

The Atari ST could use a external upgrade system in a box as well.

"RetroJess" <rjhamilton@pldi.net> wrote in message
news:jZqdnfar94A0S87WnZ2dnUVZ_r6dnZ2d@posted.pioneerinternet2...
> }Things have changed alot now, but back then, did one need a Controller
> }Card to use a hard drive or did it depend on the drive?
>
> Yes. Bottom line was you required a controller; you could say it depended
> on the drive, but it really only depended on whether the drive had a
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> controller on board. This per the manual and the previous owner.
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> I Have not tried any modern HDDs since the MIO was already configured
> with two old, old 10 MB 5.25 HDDs when acquired around '88-'89. It has
> performed well with few problems, but I may be sunk when it needs repair,
> due to my limited tech abilities.
>
> Your ideas for improvement and expansion sound intriguing.
>
> -Jess
>
> "phantomm_1" <phantomm@suddenlink.net> wrote in message
> news:4b535593$0$5364$bbae4d71@news.suddenlink.net...
>> zGreetings,
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>> Regarding the ICD MIO, I would think one should be able to do more
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>>
>> I bought mine already setup with an Adeptic 4000A Controller Card,
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>> I've never had a Black Box from CSS, but from what I've read, they are
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>> I still have one of their old catalogs here somewhere.
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>
>
>

3700. Re: 8bit emulators on PCs and Macs?

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-19 03:23:33 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4b5525c0$0$12453$bbae4d71@news.suddenlink.net>
Source record: 1689

```
"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:4b53afed$0$1616$742ec2ed@news.sonic.net...
> phantomm_1 <phantomm@suddenlink.net> wrote:
>> ok, Which programs, or types of programs will not work using the
>> emulator?
>
> That's hard to say -- I think most programs will work with Atari800,
> though some of the trickier graphics things may have trouble
> (like 8 player/missiles on a scanline, etc.) Though in some cases,
> those might now be supported.
>
>
>> Any problems running Atari Basic programs?
>
> Nope!
>
>
>> And how is machine language routines handled, do these work too?
>
> Yes, it's a full emulator. It emulates the 6502 CPU (sorry if I got the
> model number not 100% right ;) ), ANTIC and GTIA graphics chips,
> POKEY sound/etc. chip, and so forth.
>
> It works with both disk images (raw data representing all of the bits
> of data on a floppy or hard disk -- DCM and ATR files, for example),
> cartridge ROM dumps, and even stand-alone binaries (EXE, COM, XEX, etc.).
>
> It can also access the host filesystem (that is, your Windows, Mac,
> Linux, etc. filesystem) and printer (as H: and P: devices, respectively).
> It also supports input devices... you can use the host system's joystick
> (Stelladapter is useful here; lets you plug a real Atari joystick into
> your PC or Mac's USB port!) and can even use the mouse as:
>
> * paddle
> * touch tablet
> * koala pad
> * light pen
> * light gun
> * amiga mouse
> * atari st mouse
> * trak-ball
> * joystick
>
> It can emulate an R-Time 8 cartridge, boot from cassette, emulate
```

> the Atari 5200 game system (since that platform is so close to the
> Atari 8-bit line of computers), supports extended memory, run in both
> PAL and NTSC modes, and emulate a stereo setup (dual POKEYs, aka the
> "Gumby" upgrade).
>
> There are options for managing sets of disk images, swapping disks
> (e.g., if you have an ATR image of "Disk 1, Side 1" and another
> of "Disk 1, Side 2", you can easily 'flip the disk' by having it
> swap disk images). You can also save state (dump memory/etc.)
> and load it back later (kind of like 'suspending' a modern laptop).
>
> It can take screenshots and record sound.
>
> And finally, you can jump into "monitor mode" and debug or hack
> stuff directly. (I have no idea how to use that, personally.)
>
>
> And, it's open source, so you can examine and modify the
> source code, help the project, port it to fun new platforms
> (I've got an older version burned onto a CDROM that boots on
> my Sega Dreamcast -- no modchip or hack required, btw!)
>
> Enjoy!

Interesting, I know that took alot of time to get all that working.
Any idea of how many people use the program?

3701. Re: 8bit emulators on PCs and Macs?

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-19 19:35:24 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b56097c$0$1587$742ec2ed@news.sonic.net>
Source record: 1690

phantomm_1 <phantomm@suddenlink.net> wrote:
> Interesting, I know that took alot of time to get all that working.
> Any idea of how many people use the program?

Tons of people. It's been around for a very long time -- since 1995 --
and is open source. (On any Debian or Ubuntu Linux platform,
do "apt-get install atari800" to fetch it from the repositories. :))

It runs on numerous platforms: X11, Atari ST, Amiga OS, WinCE,
Linux SVGA mode, Windows DirectX, Mac OS X, MSDOS, and even in plain
text terminals (good for hacking something simple in BASIC, for example).

Its SDL target allows it to run on even more platforms
(BeOS/Haiku OS, Sega Dreamcast and Xbox game consoles,
GP2X and PlayStation Portable handheld game console...
just to name a few I could Google for quickly).

--
-bill!
Sent from my computer

3702. Re: Experienced ICD MIO Users

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-19 20:43:59 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <QaednVKSw80ShMvWnZ2dnUVZ_jOdnZ2d@posted.pioneerinternet2>
Source record: 1691

I think I have an Adaptec 4??? RLL controller; it is in
a custom wooden case with the drives, a fan and an AT
power supply. IIRC back in the day some folks were
formatting their MFM drives with RLL for the added
15 to 20% capacity at some risk of dependability...

> I have one of the all time great printers, the Star Gemini 10.
> Which uses typewriter ribbons.

I certainly agree with that assesment! My Gemini 15 lost the
bottom two pins in the print head a few years back and I have
had no success finding parts or repairs for that great old
workhorse. I loved program listimgs with the G colon device
showing all of the control and inverse characters.
- Jess

"phantomm_1" <phantomm@suddenlink.net> wrote in message
news:4b54b4c6$0$12444$bbae4d71@news.suddenlink.net...
>
> Well, the board (MIO) is already there, and will work on all XL/XE
> machines AFAIK.
> I've used mine with a stock 130XE, a stock 800XL, and a 256K 800XL.
> I like using the 256k 800XL the best for my MIO. The RamDisks can be alot
> of Fun.
> Also like having an Atari Printer and a non-Atari printer connected at the
> same time.
> I have one of the all time great printers, the Star Gemini 10. Which uses
> type writer
> ribbons. So no expensive Ink to mess around with.
>
> One could redo the board, add on the stuff the ole 8-bit needs and PooF! a
> new
> system. I don't know why someone has not already done this.
> The MIO hardware has proven itself to be reliable. But when the old hard
> drives go
> bad, not sure where to find replacements.
>
> The Atari ST could use a external upgrade system in a box as well.
>
>
>
> "RetroJess" <rjhamilton@pldi.net> wrote in message
> news:jZqdnfar94A0S87WnZ2dnUVZ_r6dnZ2d@posted.pioneerinternet2...
>> }Things have changed alot now, but back then, did one need a Controller
>> }Card to use a hard drive or did it depend on the drive?

>>
>> Yes. Bottom line was you required a controller; you could say it depended
>> on the drive, but it really only depended on whether the drive had a
>> built-in
>> controller on board. This per the manual and the previous owner.
>>
>> I Have not tried any modern HDDs since the MIO was already configured
>> with two old, old 10 MB 5.25 HDDs when acquired around '88-'89. It has
>> performed well with few problems, but I may be sunk when it needs repair,
>> due to my limited tech abilities.
>>
>> Your ideas for improvement and expansion sound intriguing.
>>
>> -Jess
>>
>> "phantomm_1" <phantomm@suddenlink.net> wrote in message
>> news:4b535593$0$5364$bbae4d71@news.suddenlink.net...
>>> zGreetings,
>>>
>>> Regarding the ICD MIO, I would think one should be able to do more
>>> with that 50 pin Connection..
>>>
>>> I bought mine already setup with an Adeptic 4000A Controller Card,
>>> attached to, 2 hard drives.
>

3703. 20% OFF ALL NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-21 12:40:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1001210438100.6869@slate.spiritone.com>
Source record: 1692
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

NEW GAMES 20% OFF!NEW GAMES 20% OFF! NEW GAMES 20% OFF!NEW GAMES 20% OFF!

ORDERS OVER $50 GETS 20% OFF ALL NEW CLASSIC ATARI 8 BIT & ATARI ST GAMES!
ORDERS OVER $100 GETS A BRAND NEW FREE GAME & STILL GETS 20% OFF NEW ATARI
GAMES!Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask
for Atari catalogs. My Software & Book Catalogs are sorted alphabetically
by Title so Cut-&-Paste your order and E-Mail your list with your Shipping
Address so I can expedite your order or call Ben anytime at (503)256-9974!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI CATALOGS LISTS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8bt_hard.htm 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ST HARDWARE LIST!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/8btbooks.htm ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3704. 341711 Reserch anything, nerw content up to date all sites 22

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-21 20:00:35 UTC
From: "Andrew W." <wilcox_andrew@childcustodyfordads.eyetraffic.net>
Message-ID: <Cn26n.8855$WC1.4115@news.usenetserver.com>
Source record: 1693

I fell in love with the net and all the compuiter teahcnology in the very early years and have loved it ever since, I have an IT Degree and Communications degree and will be working on my doctorate for the next five years, in bwetween I design websites, databases, Multimedia Produxction or anything that wil make me a penny, just student scraping by. But Guess what? I don't want your money, your e-mail, or anything. Each of these sites has a specific topic but they have them style and layout sothey are easy to navigate and ther a search function should take you to exactly where youwant to, or just explore, they have outside service you can acccess as well. Each site has 10,000 plus articles and they are updated everyday so you know you are gettin up to date information. ENough, here the computer and tech related sites.

Code and Creation Application Level Programming and Development
http://codeandcreation.com

EyrLinx
http://eyelinx.com

EyeTraffif
http://eyetrafiic.net

FreeNetCommerce
http://freenetcommerce.com

FreeNew Windows Software
http://freenewwindowsofyware.com

Home DVD Production
http://homedvdproduction.com

Instant Web Solutions
http://instantwebsolutions.com

Ipods and Imacs
http://ipods-imacs.com

THe Flow of Traffic
http://theflowoftraffic

TotalHelpSolutionsa
http://totalhelpsolutions.com

Webtraffic Ultra
http://webtrafficultra

Thanks in Advance and if you find any of these sites hekofulto you please pass them along roytou friends.

IZgwscAXDTRUdxowdfU_>n(=G)PF_^y+.e%

3705. Re: Experienced ICD MIO Users

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-21 20:20:56 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4b58b733$0$12449$bbae4d71@news.suddenlink.net>
Source record: 1694

"RetroJess" <rjhamilton@pldi.net> wrote in message
news:QaednVKSw80ShMvWnZ2dnUVZ_jOdnZ2d@posted.pioneerinternet2...
>I think I have an Adaptec 4??? RLL controller; it is in
> a custom wooden case with the drives, a fan and an AT
> power supply. IIRC back in the day some folks were
> formatting their MFM drives with RLL for the added
> 15 to 20% capacity at some risk of dependability...

Yep, From memory, there were several Adaptec controllers,
for MFM and RLL. I have a 4000A and another one, that
I think has a bad chip.
Not sure if you can still get those controller boards or not,
A few years back, I recall seeing some for sale as old stock.

I wonder if any better controller card can be connected to the
MIO for different devices/better hard drives?
It may be possible to rig up sometype of Flash Memory Drive
using the MIO.

This may have already been done on the 8-bits, I've not kept up
with all the different hardware projects.

>
>> I have one of the all time great printers, the Star Gemini 10.
>> Which uses typewriter ribbons.
>
> I certainly agree with that assesment! My Gemini 15 lost the
> bottom two pins in the print head a few years back and I have
> had no success finding parts or repairs for that great old
> workhorse. I loved program listimgs with the G colon device
> showing all of the control and inverse characters.
> - Jess

I don't have any extra parts for the Gemini, I do have the original
manual. Which is for both the model 10 or 15.
They don't make manuals for printers like this anymore.
It's over 200 pages! Just glancing thur it, It even has info with
pics on replacing the print head. Programming the printer,
Character info.

(There is a replaceable fuse on the transformer which
is located inside the case where the power cord goes
inside the printer) Just in case someone reading has one that's
not powering up, it could be the fuse.

I could use some sproket paper, and sproket sticker labels.
The XMM801 Atari printer could really do some nice
pictures, but the pain was/is the printer ribbon.
After I printed my first 10 or so high res pictures,
I decided to use it just for text and smaller graphics
for letter heads/newsletter graphics.
Still have the printer, not sure if the ribbons are still
made or not. I recall that there was another printer
that used the same ribbon, but don't recall the name.

I used the NewsRoom, PrintShop, 1stXlent (wp)
atariwriter plus, TextPro and a lot of other DTP/WP
software back in the day.

The NewsRoom is a really nice DTP type program
for the atari 8-bit. I still have my original with the box
and was able to get the extra graphics disks.

If you still have that Gemini and want to sell/trade it.
I'd like to get it for a project. If the print head still moves it would
be great for use with a printer scanner I have for the ST.
It uses fiber optic cables that connect to the print head and
you can scan photos and etc using the printer.
It's a cartridge based system with disk software.
It's a old scanning system, but would be fun to
experiment with.

If there is anything I can help you with if you are still into Atari
stuff, just e-mail me. I've alot of different stuff.
And found a box full of atari related manuals, games and etc.

Barry
phantomm@suddenlink.net

>
> "phantomm_1" <phantomm@suddenlink.net> wrote in message
> news:4b54b4c6$0$12444$bbae4d71@news.suddenlink.net...
>>
>> Well, the board (MIO) is already there, and will work on all XL/XE
>> machines AFAIK.
>> I've used mine with a stock 130XE, a stock 800XL, and a 256K 800XL.
>> I like using the 256k 800XL the best for my MIO. The RamDisks can be alot
>> of Fun.
>> Also like having an Atari Printer and a non-Atari printer connected at
>> the same time.
>> I have one of the all time great printers, the Star Gemini 10. Which
>> uses type writer
>> ribbons. So no expensive Ink to mess around with.
>>
>> One could redo the board, add on the stuff the ole 8-bit needs and PooF!
>> a new
>> system. I don't know why someone has not already done this.
>> The MIO hardware has proven itself to be reliable. But when the old hard

>> drives go
>> bad, not sure where to find replacements.
>>
>> The Atari ST could use a external upgrade system in a box as well.
>>
>>
>>
>> "RetroJess" <rjhamilton@pldi.net> wrote in message
>> news:jZqdnfar94A0S87WnZ2dnUVZ_r6dnZ2d@posted.pioneerinternet2...
>>> }Things have changed alot now, but back then, did one need a Controller
>>> }Card to use a hard drive or did it depend on the drive?
>>>
>>> Yes. Bottom line was you required a controller; you could say it
>>> depended
>>> on the drive, but it really only depended on whether the drive had a
>>> built-in
>>> controller on board. This per the manual and the previous owner.
>>>
>>> I Have not tried any modern HDDs since the MIO was already configured
>>> with two old, old 10 MB 5.25 HDDs when acquired around '88-'89. It has
>>> performed well with few problems, but I may be sunk when it needs
>>> repair,
>>> due to my limited tech abilities.
>>>
>>> Your ideas for improvement and expansion sound intriguing.
>>>
>>> -Jess
>>>
>>> "phantomm_1" <phantomm@suddenlink.net> wrote in message
>>> news:4b535593$0$5364$bbae4d71@news.suddenlink.net...
>>>> zGreetings,
>>>>
>>>> Regarding the ICD MIO, I would think one should be able to do more
>>>> with that 50 pin Connection..
>>>>
>>>> I bought mine already setup with an Adeptic 4000A Controller Card,
>>>> attached to, 2 hard drives.
>>
>
>

3706. Text adventure Software

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-21 20:38:32 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4b58bb50$0$12424$bbae4d71@news.suddenlink.net>
Source record: 1695

Does anyone recall any commercial or PD
Text adventure creation software for the
Atari 8-bit?

I'm sure I have a few programs, but don't
recall the names.

I'm looking for one that will allow me to
use graphics and sound in the text adventure.

Or just a plain one, if there isn't one that'll do
graphics/sound.

Also, looking for the names of the Best Commercial/PD
atari 8-bit Music related software.
Everything from Sound Digitisers, Sample Editors,
MIDI related, and etc.

And names of the Best Graphics related software.
Digitisers, Animation, Video related and etc.

Also, need programs for the atari 8 bit that do various
file, program conversion.
Such as converting between various Music files, graphic files,
and etc.

phantomm@suddenlink.net

phantomm@suddenlink.net

3707. Atari ET100 ethernet adapter

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-21 22:00:35 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b58ce83$0$1583$742ec2ed@news.sonic.net>
Source record: 1696

Another Curt Vendel find via Facebook: the ET100 ethernet
adapter for the Atari 8-bit(?). Looks (based on the
photo of a box or manual that he found) like the SX212 modem.

Anyone ever hear of this thing?

--
-bill!
Sent from my computer

3708. Re: Text adventure Software

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-22 02:39:48 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <b5ad164e-b2c3-42f0-a55f-59a09e701a87@q4g2000yqm.googlegroups.com>
Source record: 1697

On Jan 21, 3:38 pm, "phantomm_1" <phant...@suddenlink.net> wrote:
> Does anyone recall any commercial or PD
> Text adventure creation software for the
> Atari 8-bit?
>
> I'm sure I have a few programs, but don't
> recall the names.
>
> I'm looking for one that will allow me to
> use graphics and sound in the text adventure.
>
> Or just a plain one, if there isn't one that'll do
> graphics/sound.
>
> Also, looking for the names of the Best Commercial/PD
> atari 8-bit Music related software.
> Everything from Sound Digitisers, Sample Editors,
> MIDI related, and etc.
>
> And names of the Best Graphics related software.
> Digitisers, Animation, Video related and etc.
>
> Also, need programs for the atari 8 bit that do various
> file, program conversion.
> Such as converting between various Music files, graphic files,
> and etc.
>
There's Clayton Walnum 'Adventurous Programming' Parts 1,2,3 in ANALOG
39,40,41.
I never used it, I suspect it might not work. Don't know if it does
graphics and sound,
doubt much graphics.
You might find the articles at cyberroach.com ANALOG archives.

3709. Re: Text adventure Software

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-22 03:36:30 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <e5a245e9-e44f-40b9-a476-7bc3b6956d0a@k17g2000yqh.googlegroups.com>
Source record: 1698

On Jan 21, 9:39 pm, russg <russg...@sbcglobal.net> wrote:
> On Jan 21, 3:38 pm, "phantomm_1" <phant...@suddenlink.net> wrote:
>
> > Does anyone recall any commercial or PD
> > Text adventure creation software for the
> > Atari 8-bit?
>
> > I'm sure I have a few programs, but don't
> > recall the names.
>
> > I'm looking for one that will allow me to
> > use graphics and sound in the text adventure.
>
> > Or just a plain one, if there isn't one that'll do
> > graphics/sound.
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> > Also, looking for the names of the Best Commercial/PD
> > atari 8-bit Music related software.
> > Everything from Sound Digitisers, Sample Editors,
> > MIDI related, and etc.
>
> > And names of the Best Graphics related software.
> > Digitisers, Animation, Video related and etc.
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> > Also, need programs for the atari 8 bit that do various
> > file, program conversion.
> > Such as converting between various Music files, graphic files,
> > and etc.
>
> There's Clayton Walnum 'Adventurous Programming' Parts 1,2,3 in ANALOG
> 39,40,41.
> I never used it, I suspect it might not work. Don't know if it does
> graphics and sound,
> doubt much graphics.
> You might find the articles at cyberroach.com ANALOG archives.

I checked cyberroach, he doesn't have them. Any such programs would
be pretty hard to
figure out without reading the magazine article that goes with the
program(s).

3710. Re: Atari ET100 ethernet adapter

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-22 06:25:14 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b5944ca$0$1596$742ec2ed@news.sonic.net>
Source record: 1699

Bill Kendrick <bill@newbreedsoftware.com> wrote:

> Another Curt Vendel find via Facebook: the ET100 ethernet
> adapter for the Atari 8-bit(?). Looks (based on the
> photo of a box or manual that he found) like the SX212 modem.

> Anyone ever hear of this thing?

Oops, sounds like it was an Atari ST device (mention of TOS).

Oh well. :)

--
-bill!
Sent from my computer

3711. Text adventure Software

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-22 16:28:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1001220736140.6523@slate.spiritone.com>
Source record: 1700

> I have Adventure Writer; are you interested?

Adventure Writer; CodeWriter; Write your own game. Needed: 48K, one Disk
drive, printer optional.; Language Disk.; Disk, Manual & Box.......$20.00 U.S.

> I also have some Music and other Software below! Let me know! Please Reply!
> Please Answer! Please Reply Irregardless of your Answers! Thanx! =-=Ben=-=

Advanced Music System; APX; Music Disk.; Disk.....$5.00 U.S.

Musical Computer; APX; Disk & Docs.....$5.00 U.S.

Music Composer; Atari; Cart.....$10.00 U.S.

Music Composer; Atari; Cart & Docs.....$15.00 U.S.

Music Construction Set; Electronic Arts; Joystick or Koala Pad optional. 48K.;
Disk, Reference Card, Manual & Box.....$7.50 U.S.

Music Construction Set; Electronic Arts; Music on Disk; 48K;...NIB.$15.00 U.S.

Music Painter; Atari; 48K;Commodore 64/Atari;Educational Disk;.NIB.$12.50 U.S.

---------- Forwarded message ----------
Date: Thu, 21 Jan 2010 15:38:32 -0500
From: phantomm_1 <phantomm@suddenlink.net>,
Newsgroups: comp.sys.atari.8bit
Subject: Text adventure Software

Does anyone recall any commercial or PD
Text adventure creation software for the
Atari 8-bit?

I'm sure I have a few programs, but don't
recall the names.

I'm looking for one that will allow me to
use graphics and sound in the text adventure.

Or just a plain one, if there isn't one that'll do
graphics/sound.

Also, looking for the names of the Best Commercial/PD
atari 8-bit Music related software.
Everything from Sound Digitisers, Sample Editors,
MIDI related, and etc.

And names of the Best Graphics related software.
Digitisers, Animation, Video related and etc.

Also, need programs for the atari 8 bit that do various
file, program conversion.
Such as converting between various Music files, graphic files,
and etc.

phantomm@suddenlink.net

3712. Re: Text adventure Software

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-23 04:19:48 UTC
From: jim <jehall@care2.com>
Message-ID: <7c4a9d50-7ff1-454d-8378-6ff79c1bdbc1@m11g2000vbo.googlegroups.com>
Source record: 1601

```
On Jan 22, 11:28 am, Bravo Sierra Computers <at...@aracnet.com> wrote:
> > I have Adventure Writer; are you interested?
>
> Adventure Writer; CodeWriter; Write your own game. Needed: 48K, one Disk
> drive, printer optional.; Language Disk.; Disk, Manual & Box.......$20.00 U.S.
>
> > I also have some Music and other Software below! Let me know! Please Reply!
> > Please Answer! Please Reply Irregardless of your Answers! Thanx! =-=Ben=-=
>
> Advanced Music System; APX; Music Disk.; Disk.....................$5.00 U.S.
>
> Musical Computer; APX; Disk & Docs................................$5.00 U.S.
>
> Music Composer; Atari; Cart.....................................$10.00 U.S.
>
> Music Composer; Atari; Cart & Docs...............................$15.00 U.S.
>
> Music Construction Set; Electronic Arts; Joystick or Koala Pad optional. 48K.;
> Disk, Reference Card, Manual & Box................................$7.50 U.S.
>
> Music Construction Set; Electronic Arts; Music on Disk; 48K;...NIB.$15.00 U.S.
>
> Music Painter; Atari; 48K;Commodore 64/Atari;Educational Disk;.NIB.$12.50 U.S.
>
>
>
> ---------- Forwarded message ----------
> Date: Thu, 21 Jan 2010 15:38:32 -0500
> From: phantomm_1 <phant...@suddenlink.net>,
>
> Newsgroups: comp.sys.atari.8bit
> Subject: Text adventure Software
>
> Does anyone recall any commercial or PD
> Text adventure creation software for the
> Atari 8-bit?
>
> I'm sure I have a few programs, but don't
> recall the names.
>
> I'm looking for one that will allow me to
> use graphics and sound in the text adventure.
>
> Or just a plain one, if there isn't one that'll do
```

> graphics/sound.
>
> Also, looking for the names of the Best Commercial/PD
> atari 8-bit Music related software.
> Everything from Sound Digitisers, Sample Editors,
> MIDI related, and etc.
>
> And names of the Best Graphics related software.
> Digitisers, Animation, Video related and etc.
>
> Also, need programs for the atari 8 bit that do various
> file, program conversion.
> Such as converting between various Music files, graphic files,
> and etc.
>
> phant...@suddenlink.net- Hide quoted text -
>
> - Show quoted text -

Didnt Atari have a ULTIMA series out ?

Jim

3713. Re: Text adventure Software

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-23 06:58:28 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b5a9e14$0$1651$742ec2ed@news.sonic.net>
Source record: 1602

jim <jehall@care2.com> wrote:
> Didnt Atari have a ULTIMA series out ?

Well, the original poster was asking about adventure _creation_
software. :) But yeah, there were Ultimas for the Atari 8-bit.

--
-bill!
Sent from my computer

3714. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-25 05:17:56 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1264396661@rtfm.mit.edu>
Source record: 1603
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 16, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3715. Beginning planning for Atari Party 2010 (Davis, Calif.)

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-25 08:45:13 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b5d5a19$0$1648$742ec2ed@news.sonic.net>
Source record: 1604
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx

Hi all!

Last March I organized an event in Davis, Calif. that I called "Atari Party."
We had over a dozen Atari systems, spanning Atari 2600 through Jaguar, and
over 200 games for the public to come and play:

http://www.newbreedsoftware.com/atariparty/2009/

I haven't picked a date (or venue -- the public library in town, where
we met last year, is undergoing renovation thru mid-2010), but I've
started planning.

This year I'm thinking of bringing my Sony PlayStation 2, along with
a variety of PSX and PS2 discs I've got that contain Atari games
(e.g., "Activisiton Anthology", "Midway's ... Atari Collection 1")

Would anyone out here be interested in bringing systems & games
this year?

I've personally got 10 systems (including 2 non-Atari devices for
which I've got emulated Atari games: the PS2 and Gameboy Advance),
and 2-3 too few monitors/TVs to display them on. ;)

I've also got about 390 games (about 50 of which are dups; e.g, I have
a Combat cartridge, and my Flashback 2 has Combat).

Sorry if I'm incoherent, it's late and I'm distracted by a movie. ;)

--
-bill!
Sent from my computer

3716. VBXE in Atari Emulator

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-26 06:16:48 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <gNv7n.6006$kQ5.962@newsfe08.iad>
Source record: 1605

Any Atari Emulator have VBXE support?

JT

3717. Re: VBXE in Atari Emulator

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-26 12:20:07 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <V5B7n.7929$4p5.1602@newsfe22.iad>
Source record: 1606

"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:gNv7n.6006$kQ5.962@newsfe08.iad...
> Any Atari Emulator have VBXE support?
>
> JT
>

stable release here:
http://www.virtualdub.org/altirra.html

newer betas here:
http://www.atariage.com/forums/topic/155356-altirra-wvbxe-emulation/page__st__120

about post #139

RoyE

3718. Re: 8bit emulators on PCs and Macs?

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-27 00:29:31 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4b5f88ef$0$12440$bbae4d71@news.suddenlink.net>
Source record: 1607

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:4b56097c$0$1587$742ec2ed@news.sonic.net...
> phantomm_1 <phantomm@suddenlink.net> wrote:
>> Interesting, I know that took alot of time to get all that working.
>> Any idea of how many people use the program?
>
> Tons of people. It's been around for a very long time -- since 1995 --
> and is open source. (On any Debian or Ubuntu Linux platform,
> do "apt-get install atari800" to fetch it from the repositories. :))

I have it on one of my Falcons and ran it a few times, but didn't
get into it that much as I was working on other stuff.

>
> It runs on numerous platforms: X11, Atari ST, Amiga OS, WinCE,
> Linux SVGA mode, Windows DirectX, Mac OS X, MSDOS, and even in plain
> text terminals (good for hacking something simple in BASIC, for example).
>
> Its SDL target allows it to run on even more platforms
> (BeOS/Haiku OS, Sega Dreamcast and Xbox game consoles,
> GP2X and PlayStation Portable handheld game console...
> just to name a few I could Google for quickly).
>
Cool...

>
> --
> -bill!
> Sent from my computer
>

3719. 20% OFF ALL NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-28 08:36:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1001280032530.6756@slate.spiritone.com>
Source record: 1608
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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GAMES!Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask
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Address so I can expedite your order or call Ben anytime at (503)256-9974!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI CATALOGS LISTS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8bt_hard.htm 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ST HARDWARE LIST!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/8btbooks.htm ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!

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order goes out the same day. Customers love the speedy service! I have
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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3720. Verbose Listing

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-29 20:46:03 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <5955ff6c-8c02-4962-a6da-459c8a8f4c2d@z10g2000prh.googlegroups.com>
Source record: 1609

Two part explanation: 1st I am trying to get Atari Active again. I went through a comical attempt to retrieve some of my old programming data. Looks like everything I had stored on three 20 meg hard drives has gone into the ozone. Went to the extent of formatting an old original IBM 10 meg drive just to make sure everything was working. Haven't checked my floppies but I am sure they have all gone south due to storage in a damp basement. Don't cry for me Ataritina! Virtually all of my old stuff was singularly unpopular even with me and I wrote it. Lots of joystick home control, character set editors, and RS232 type stuff.

I did manage to pick some stuff off an old Syquest SCSI drive which is the 2nd part. My memory is not perfect in that if something registers at the time and I say to myself ‘I’d better remember that’ it gets committed to memory. The converse is when I decide it isn’t important enough to waste any brain cells on. I forget all the simple stuff like where I put my car keys or what I had for lunch. Apparently I backed up what I could of a failing hard drive to the Syquest. About the only thing even remotely of interest was the source code for an Action! move routine that is up on umich archive. Foggy because I remember something along the lines of Bill Kendrick being involved like he found the problem with the PD routine being slow or I noticed one of his programs was slower then when run from cart or ??? Looking through the source and output files I’d say everything on the hard drive was broken except one TASM output file. As is my habit I commented the hell out of the orignal. I guess my amazement could have come from everyone using Zaks memory move instead of Levanthal/Levine. I still have the books but don't feel like looking it up. Since it is faster then the built in Action! routines, it makes it seem a little to bright for me. If I did figure out that odd/even double move independently then I am at least half bright. Anyway google does a better job of backing up posts then I do backing up hard drives so I don't lose it again...

```
0001 0000 ;
0002 0000 ;Quick & dirty quick move left. Make sure the
Dest and Source do
0003 0000 ;not overlap. It may still work depending on
the number of bytes
0004 0000 ;moved or if the Source is higher then Dest,
but don't take it
0005 0000 ;for granted.
0006 0000 ;
0007 0000 ;Written by Rick Cortese 6/18/96using the
Speech Technologies TASM
```

```
0008 0000 ;assembler for MS DOS. Basic standard core
routine from
0009 0000 ;Assembly Language Subroutines by Leventhal,
Levine.
0010 0000 ;
0011 0000 ;Calling convention from Action, Move(Source,
Destination, Size)
0012 0000 ;This should place the Source pointer at $A0,
Destination at $A2, &
0013 0000 ;Size at $A4. *NOTE* The Action manual is just
plain wrong on this.
0014 0000 ;For passing more then 24 bits of parameters,
the compiler calls a
0015 0000 ;routine to copy them to page zero. Near as I
can tell, it uses
0016 0000 ;the X register as an index & *FAILS* to
restore it! A & Y are intact,
0017 0000 ;& mirrored at $A0 & $A2, but you *MUST* LDX
$A1 if you want it to
0018 0000 ;have the proper value as described in the
manual.
0019 0000 ;
0020 0000 ;get some stuff defined
0021 0000 Source =$A0
0022 0000 Dest =$A2
0023 0000 Size =$A4
0024 0000 ;
0025 0000 ;It will be relocatable, but have to start it
somewhere for the
0026 0000 ;assembler. $680 is good since people with MAC/
65 can test it.
0027 0000 ;
0028 0680 *=$680
0029 0680 start
0030 0680 ;
0031 0680 ;If its less then 256 bytes, go straight to
clean up routine
0032 0680 ;
0033 0680 A0 00 ldy #0
0034 0682 A6 A5 ldx Size+1
0035 0684 F0 13 beq part
0036 0686 ;
0037 0686 ;Something that should have been obvious to
everyone looking for
0038 0686 ;speed, but I've never seen it used in any
general purpose routine:
0039 0686 ;A PAGE IS 256 BYTES! Once you decide this,
you could have 256
0040 0686 ; lda (Source),y
0041 0686 ; sta (Dest),y
```

```
0042 0686 ; iny
0043 0686 ;sequences with no branching! Since 256 is an
even number & to keep the
0044 0686 ;code a bit smaller but not much slower, an
even number of sequences with
0045 0686 ;a single branch at the end will invariably
hit a zero at the last
0046 0686 ;iny in the sequence!
0047 0686 ;
0048 0686 page_move
0049 0686 B1 A0 lda (Source),y
0050 0688 91 A2 sta (Dest),y
0051 068A C8 iny
0052 068B B1 A0 lda (Source),y
0053 068D 91 A2 sta (Dest),y
0054 068F C8 iny
0055 0690 D0 F4 bne page_move
0056 0692 E6 A1 inc Source+1
0057 0694 E6 A3 inc Dest+1
0058 0696 CA dex
0059 0697 D0 ED bne page_move
0060 0699 part
0061 0699 A6 A4 ldx Size
0062 069B F0 14 beq exit
0063 069D ;
0064 069D ;ok, here's where another leap in logic takes
place. You just found out
0065 069D ;the remainder is not equal to zero to get
here. The only other values
0066 069D ;it could be are 1-255. Now how do you get a
multiple sequence like
0067 069D ;above to work? Easy, just test bit zero! If
bit zero =0 then you have
0068 069D ;at least 2 bytes to move so the mutiple
sequence move above works. If
0069 069D ;bit zero does not equal 1, then you either
have a single byte to move
0070 069D ;or an odd number of bytes. By jumping to the
middle of the routine,
0071 069D ;you now have either moved the single byte or
converted the odd number
0072 069D ;of bytes remaining to an even number suitable
for the routine.
0073 069D ;
0074 069D A5 A4 lda Size
0075 069F 29 01 and #1
0076 06A1 D0 06 bne magic
0077 06A3 last
0078 06A3 B1 A0 lda (Source),y
0079 06A5 91 A2 sta (Dest),y
```

```
0080 06A7 C8 iny
0081 06A8 CA dex
0082 06A9 magic
0083 06A9 B1 A0 lda (Source),y
0084 06AB 91 A2 sta (Dest),y
0085 06AD C8 iny
0086 06AE CA dex
0087 06AF D0 F2 bne last
0088 06B1 exit
0089 06B1 ;
0090 06B1 ;Stick a:
0091 06B1 ; rts
0092 06B1 ;here if you want to call this as a
subroutine. The RETRUN in an
0093 06B1 ;Action program generates a rts & is needed
after the code block
0094 06B1 ;below to keep the compiler from getting
confused.
0095 06B1 ;
0096 06B1 .end
0097 06B1 ;
0098 06B1 ;In my tests, I found this to be about 10-12%
faster then the Action
0099 06B1 ;built in routine. I've never seen this
particular method done in
0100 06B1 ;a general purpose routine before, but then I
admit I haven't
0101 06B1 ;seen everything ever written for the 6502. I
did read every Antic,
0102 06B1 ;Compute, & about 1/2 the ANALOG magazines
between 1984 & the time
0103 06B1 ;when they disappeared & never saw a routine
like it.
0104 06B1 ;You could shave a few more tics off a move by
using the
0105 06B1 ; lda address,x
0106 06B1 ; ...
0107 06B1 ;method, but then the move would have to be
hard coded or self
0108 06B1 ;modifying. In the later case, the
modification process may take
0109 06B1 ;up more time then is saved by the routine.
0110 06B1 ;It seems you can teach an old dog new tricks.
0111 06B1 ;The code block to include in your Action
program is:
0112 06B1 ;
0113 06B1 ;PROC Move(CARD Source, Dest, Size)
0114 06B1 ;
[$A0$00$A6$A5$F0$13$B1$A0$91$A2$C8$B1$A0$91$A2$C8
0115 06B1 ; $D0$F4$E6$A1$E6$A3$CA$D0$ED
```

```
$A6$A4$F0$14$A5$A4$29
0116 06B1 ; $01$D0$06$B1$A0$91$A2$C8$CA$B1$A0$91$A2$C8$CA
$D0
0117 06B1 ; $F2] RETURN
0118 06B1 ;
tasm: Number of errors = 0
```

3721. Faster memory move routine (TASM + Action) (Was Re: Verbose Listing)

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-29 22:59:20 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b636848$0$1662$742ec2ed@news.sonic.net>
Source record: 1610

ricortes <ricortes@earthlink.net> wrote:
<snip>
> If I did figure out that odd/even double move
> independently then I am at least half bright. Anyway google does a
> better job of backing up posts then I do backing up hard drives so I
> don't lose it again...

Might also be good to archive over here:

http://atariwiki.strotmann.de/xwiki/bin/view/Code/ACTION

-bill!

3722. Re: Beginning planning for Atari Party 2010 (Davis, Calif.)

Newsgroup: comp.sys.atari.8bit
Date: 2010-01-29 23:43:33 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b6372a5$0$1603$742ec2ed@news.sonic.net>
Source record: 1611
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx

FYI - Plans for Atari Party 2010 move ahead!

(1) We'll be screening a movie (if not two!).
So far, the documentary "Once Upon Atari".

http://www.newbreedsoftware.com/atariparty/2010/movies/

(2) We'll be having a raffle, with some prizes donated to the event
by corporate sponsors:
* O'Reilly Media (gaming & retrogaming books)
* ThinkGeek ($100 gift certificates)
* Legacy Engineering (some USB Atari CX-40-style joysticks)

http://www.newbreedsoftware.com/atariparty/2010/sponsors/

(3) I whipped together a cute (I think!) piece of flyer artwork
for this year's party, using a collage of photos from last year
(in the late-1970s Atari 2600 game box art style):

http://www.newbreedsoftware.com/atariparty/oldstyle-web.png

(4) There are a pair of mailing lists you can subscribe to;

one (moderated) for news & announcements:
http://lists.sonic.net/mailman/listinfo/atariparty-news

the other (discussion list) for volunteer coordination & fretting:
http://lists.sonic.net/mailman/listinfo/atariparty

(5) And for the mailinglist-phobic, I've created a Facebook group:

http://www.facebook.com/group.php?gid=280573563703

--
-bill!
Sent from my computer

3723. 774888 Reserch anything, nerw content up to date all sites 96

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-01 23:45:45 UTC
From: "Andrew W." <wilcox_andrew@childcustodyfordads.eyetraffic.net>
Message-ID: <JIJ9n.2306$jl.1776@news.usenetserver.com>
Source record: 1612

I fell in love with the net and all the compuiter teahcnology in the very early years and have loved it ever since, I have an IT Degree and Communications degree and will be working on my doctorate for the next five years, in bwetween I design websites, databases, Multimedia Produxction or anything that wil make me a penny, just student scraping by. But Guess what? I don't want your money, your e-mail, or anything. Each of these sites has a specific topic but they have them style and layout sothey are easy to navigate and ther a search function should take you to exactly where youwant to, or just explore, they have outside service you can acccess as well. Each site has 10,000 plus articles and they are updated everyday so you know you are gettin up to date information. ENough, here the computer and tech related sites.

Code and Creation Application Level Programming and Development
http://codeandcreation.com

EyrLinx
http://eyelinx.com

EyeTraffif
http://eyetrafiic.net

FreeNetCommerce
http://freenetcommerce.com

FreeNew Windows Software
http://freenewwindowsofyware.com

Home DVD Production
http://homedvdproduction.com

Instant Web Solutions
http://instantwebsolutions.com

Ipods and Imacs
http://ipods-imacs.com

THe Flow of Traffic
http://theflowoftraffic

TotalHelpSolutionsa
http://totalhelpsolutions.com

Webtraffic Ultra
http://webtrafficultra

Thanks in Advance and if you find any of these sites hekofulto you please pass them along roytou friends.

#F+F+^qkH#QfJoeR^j/.OPd?_@Pno)!#_e&

3724. 20% OFF ALL NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-04 09:30:45 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1002040123001.17553@slate.spiritone.com>
Source record: 1613
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8bt_hard.htm 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ST HARDWARE LIST!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/8btbooks.htm ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3725. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-05 05:19:21 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1265347148@rtfm.mit.edu>
Source record: 1614
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 16, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3726. [Local] Atari Party in Davis, March 14th

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-09 08:30:34 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b711d2a$0$1643$742ec2ed@news.sonic.net>
Source record: 1615
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.games.lynx,alt.atari-jaguar,alt.atari-jaguar.discussion

Atari video game aficionados from near and far will host the second annual Atari Party in Davis, California on Sunday, March 14th.

Atari Party invites the whole family to a day of games, prizes, and even a little bit of learning. Test your skill with 300 video games on 30 game systems dating as far back as 1975, plus get a chance to win prizes in a free raffle, and learn about the golden age of Atari with a screening of the documentary film "Once Upon Atari."

Admission is free. Raffle prizes include USB joysticks, books, and ThinkGeek gift certificates.

Atari Party is March 14th from 12pm to 8pm at the Redwood Park Community Building, 1001 Anderson Road. For more information, visit:

http://www.newbreedsoftware.com/atariparty/

--
-bill!
Sent from my computer

3727. 800XL keyboard problem

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-11 00:28:11 UTC
From: Daman <wayneeckel316@gmail.com>
Message-ID: <b4f9d657-0849-4610-8513-4560bf439957@15g2000yqi.googlegroups.com>
Source record: 1616

Hello Atari users. I was wondering if somebody can help me with my 800XL keyboard. the "-" key acts as it is stuck, and displays a bunch of ---------- on my screen. It isn't stuck, then key moves up and down like the rest of the keys do, so it isn't the springs.

Any Help?

3728. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-11 05:16:52 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/vendev_1265865405@rtfm.mit.edu>
Source record: 1617
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: December 5, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

This document is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

The latest version of this document is posted to the following Usenet
newsgroups every 60 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (Multipart ed.)

You may also request my latest working version at: michael@mcurrent.name

**********************************************************************
* For other 8-bit Atari related FAQs please see the "Welcome FAQ": *
* ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome *
* http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html *
* http://www.faqs.org/faqs/atari-8-bit/welcome/ *
**********************************************************************

UPDATES SINCE PREVIOUS POSTING:
2009.12.05 updated: Werner Raetz (WASEO title list)
2009.12.05 WASEO: ATARI XL-Viewer 3.8, PiXLator 2.6.1, ATARI-Clock 1.6.9
2009.12.03 Bostjan Gorisek: Effectus 0.0.13
2009.11.30 Thomas Richter: atari++ 1.58
2009.11.29 updated: Video 61
2009.11.28 MadTeam: Atari Interlace Studio 1.2.6
2009.11.24 Epi: NeoTracker 1.8, TipConv 1.1.0
```

2009.11.19 MadTeam: Graph2Font 3.8.7.8
2009.11.16 deleted: Joe Fenton (web site gone)
2009.11.16 deleted: James Catalano / Classic 8-Bit Atari / Artacyis Software
(web site gone)
2009.11.15 GR8 Software: Bomb Jake
2009.11.15 MatoSimi: Atari FontMaker v1.2, Summertime Demo, h3x0r 1k
2009.11.09 Jonathan Halliday: The Last Word 3.1
2009.11.01 Taquart: Energy online zine (thanks Piotr)
2009.11.01 added: FAIL (First Atari Image Library) (thanks Piotr)
2009.11.01 Piotr Fusik: ASAP 1.2.1, xasm 3.0.2 (thanks Piotr)
2009.11.01 added: Stefan C. Mueller (Developer: Electro Maniac!)
2009.10.20 added: Filippo Santellocco (L.E.M., Cookie Monster v1.4)
2009.10.13 MadTeam: Graph2Font 3.8.7.1
2009.10.11 Jonathan Halliday: The Last Word 3.0
2009.10.06 Ullrich von Bassewitz: cc65 2.13.0

Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be
listed here. "Active" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete
subscription or ordering information should be given, including prices.
Authorized online publishers of originally print or disk magazines are also
listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be
sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication
title. If no company name exists, a personal name is used. "See"
references indicate complete information may be found under the given
heading. "See also" references indicate closely-related information may
be found under the given heading.

The month/year that vendor information was most recently fully verified is
given at the "upper-right" of each entry.

Every entry should contain a valid postal address or web page address.

Unless explicitly requested by the vendor, no entries will include an email address due to the overwhelming amount of spam that would result.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Mr. Corey Koltz) 4/06
302 W Dewey St
Cassville WI 53806-9733
USA

Phone: 608-725-2137
http://www.8bitclassics.com/
Vendor: new and used hardware and commercial software

A-ONE Online Magazine 2/07
See: Dana P. Jacobson

ABBUC HAR -- Hannoverschen ABBUC Regionalgruppe 2/07
Hanover
Germany
http://www.bertelmann.org/har/
Vendor: XF351 Upgrade-Kit includes Floppy + Cable + EPROM + Bootdisc,
Used Atari 800 XL PAL, Speedy1050 TDS. Not all items online available--
Ask for more information. Additionally vendor of:
- all items from Frank Heuser Shop
- all items from Wolfram Fischer
Special lower prices for ABBUC members available.

ABBUC Regionalgruppe Frankfurt / Main (RAF) 5/07
Dillenburgerstrabe 61
60439 Frankfurt / Main
Germany
http://www.abbuc-raf.de/
Vendor: MultiJoy8 cable and adapter
Developer: SIO2PC, Network Interface, 2 computer interface (automatic
2 computer switch for use the same peripherie), Schaltnetzteil
(Power supply), 8 channel digital voltmeter, SIO2USB

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated
temperature monitoring station using simple thermisters and the provided
software. Also available: source code listing, temperature data aggregation
utility

Alhart Enterprises Presents (AEP) 8/06
c/o Paul V. Alhart
524 N Z St
Lompoc CA 93436-5019
USA
tel: (805) 736-4624
"encoded" email: OOOp.alhartOOO@OOOverizonOOO.OOOnetOOO
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12

Repair shop: Atari disk drives

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module,
TV/Computer Switch

Ambery 9/08
12335 Denholm Dr Ste E
El Monte CA 91732-3654
USA
tel: 626-350-8956 or 626-698-6739 Mon ~ Fri (10:00AM to 4:00PM PST)
FAX: 626-771-0060
http://www.ambery.com/
Developer: various Video to VGA/RGBHV converter scalers, see
http://www.ambery.com/vitovgcosc.html. Connect your Atari to your PC monitor!

Art Transfair Berlin (Andre Motzkus) 2/07
Brunsbuetteler Damm 223d
13581 Berlin
Germany
http://www.art-transfair.de/
Vendor: Computer, expansion, Floppy, memory-upgrades up to 16 mb,
Audio A/D changer, additional many other Atari items (16/32/64bit).
Special lower prices for ABBUC members.

Atari800 Development Team 4/09
See also: Mark Grebe
See also: Christian Groessler
See also: Piotr Fusik
See also: Kostas Nakos
See also: Vasyl Tsvirkunov
See also: Ludovic Jacomme
Petr Stehlik (maintainer), Troy Ayers (Playstation 2), Michael Borisov (POKEY
sound), Piotr Fusik (core developer), Mark Grebe (Mac OSX), Christian
Groessler (Sega Dreamcast), Perry McFarlane (cycle-exact ANTIC and GTIA),
Kostas Nakos (Windows CE), Krzysztof Nikiel (Win32), Jacek Poplawski (SDL),
Vasyl Tsvirkunov (Windows CE), James Wilkinson (DOS, BeOS, Win32),
Ludovic Jacomme (PSP)

http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 v2.1.0 - an Atari 400, 800, 600XL, 800XL, 130XE
and 5200 emulator for Unix, Linux, Win32, Amiga, MS-DOS, Atari TT/Falcon,
BeOS, WinCE, Mac OSX, Playstation 2 and other systems

Atari8Warez (Ray) 10/07
Toronto, Ontario
Canada
http://atari8warez.for-the.biz/
Developer: SIO2PC serial interface cable,
10502PC / ProSystem Serial Interface cable

AtariAge (Albert Yarusso, Alex Bilstein) 4/06
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware (includes homebrew project supplies by Pixels Past)
Developer: Beef Drop cartridge (by Ken Siders)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax
Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and
Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World
by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed
Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX)
titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management
Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort,
Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern
Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT
Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill,
Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match,
Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash
Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics
Package, Solitaire, Source Code For Eastern Front (1941), Letterman,
Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad
Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft
BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc,
Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage,
Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt,
Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show,
Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing,
BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!,
Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy,
Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler,
Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze
Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's
Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of

Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atari Fan Store (Irek) 7/08
New York NY
USA
http://afs.atari.org/
Vendor: Polish hardware products, including: SIO2IDE, SIO2SD, KMK/JZ/IDEa IDE Interface

Atarimax (Steven J. Tucker) 9/09
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v3.0.2 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS 32-in-1 Switchless Upgrade (2 versions: XL/XE except 1200XL/XEGS; 1200XL), Imagic 1.06 95/NT - Atari Disk Image Conversion System (ATR/XFD/DCM/SCP), Imagic 1.06 DOS, Atari Terminal Simulator ATS 2.0 (SR2) - ATASCII Telnet/Serial Terminal & Break Movie Player 95/NT, Break Movie Screensaver 95/NT, Maxflash Flash Cartridges (1mbit or 8mbit), Maxflash USB Cartridge Programmer, Maxflash Studio Software for Windows 1.0, SIO2PC/ProSystem Universal Interface (6 versions: USB Interface w/ SIO Jack or w/ Terminals; Serial Interface w/ SIO Jack or w/ Terminals; Dual Port USB Interface w/ SIO Connectors; Dual Port RS232 Interface w/ SIO Connectors), Atarimax/ABBUC USB Cartridge, MyIDE+FLASH IDE Interface Cartridge for XL/XE Computers, MyIDE Internal Interface (3 versions: XL/XE except 1200XL/XEGS; 1200XL; XEGS)

Atari Online News, Etc. 2/07
See: Dana P. Jacobson

The Atari Shop (Sandra) 1/07
The Netherlands
http://www.atari-shop.nl/
Vendor: new/used hardware, new/used commercial software

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atlantis Games Group 12/08
(Sal "Kjmann" Esquivel, TJ "Damage X" Edmister, Gary "Rybags" Ryan,
Zdenek "Psuedografx" Eisenhammer, Peter "peteofborg" Meyer
USA
http://www.atlantisgamesgroup.com/
Developer: Tempest Xtreem (sold by Video 61).
In progress: OutRun Project, Battle Squadron Project

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 6/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 2.2 (Interactive 6502 Disassembler for Win32,
designed to specifically support Atari binary files)

Matthew Bacon 11/09
UK
http://www.myatari.net/
Publisher: MyAtari online magazine (published October 2000 - February 2005)

BAKTRA Software (Michael Kalous) 5/08
Czech republic
http://www.baktra.wz.cz/
Developer: TURGEN SYSTEM (converts data to various turbo formats, produces
sound or cassette images), Caverns of the lost miner (Game for atari written
in C, open source), mmSAP 2 (SAP player for GNU/Linux), DTX Manager (Editor
of Atari DOS 2 executables), libataricas (library for atari cassette image
manipulation with turbo support)

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced) SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz (Uz) 10/09
Germany
http://www.cc65.org/
Developer: cc65 2.13.0 - a complete cross development package for 65(C)02 systems, including a macro assembler, a C compiler, linker, librarian and several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 4/07
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out), IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10, MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0, CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"), ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Brian Berlin 8/09
http://kat5200.jillybunch.com/
Developer: kat5200 0.6.2 -- Atari 5200 and 8-bit computers emulator for PC

Best Electronics (Brad Koda) 6/07
672 Commercial St
San Jose CA 95112-1406
USA

Telephone: (408) 278-1070 (M-F 1:30pm to 5:00pm PST)
FAX: (408) 278-1092
E-FAX: (815) 364-3703
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch keyboard upgrade for XE computers, Best Light Gun, Best Gold CX40 Joystick PCB, Atari CX40 Joystick Rebuild Kit with Atari Upgraded CX40 Handle and Best Gold CX40 PCB, Atari CX40 Joysticks upgraded with the Best Gold CX40 PCB, Atari Jaguar Power Pad to Other Atari Systems Adapter Cable, Sega Genesis Controllers To Atari Systems Adapter Cable

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 8/06
USA
http://www.bigfivesoftware.com/
Developer: Bounty Bob Emulator for Windows NT, 2000, 98, and ME

BITS (SoLo2) 3/08
http://bits.atari.org/
Developer: Intro #1501 (v20080312), Intro #1502 (v20080314)

Blackened Technologies 10/07
Ken Jones (MetalGuy66), Sergio Larrondo (WareRat), Stephen J. Carden
http://www.blackenedtech.com/
Developer: The "NEW" MIO

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenek Burian 3/09
Marie Majerove 33
Prostejov 6
798 11
Czech Republic
Tel. 582 360 714
http://flop.atari.org/
Publisher: FLOP disk magazine, annual (FLOP 52 published March 2009)

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 8/06
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

Mario Caillahuz ("Allas") 11/08
Lima
Peru
http://atari.limitevisual.com/
Developer: Plague Attack, Voyage to Home, Accion, MULE Wars, Animal Party

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart
(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/07
1350 Buffalo Rd Ste 2
Rochester NY 14624-1829
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems (include a hard disk, Black Box, power supply,
controller, cables, and software), SIO cables, hard disk controllers:
Adaptec 4000 SCSI, Adaptec 4070 (RLL) SCSI, Xebec S1410a SASI
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,

Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Nick Coplin 9/08
Perth, Western Australia
Australia
http://www.64hdd.com/
Developer: 64JPX - JoyPad eXpander - Use your favourite Sega, SNES, NES or
PCanalog controller with your Commodore or Atari compatible system

Cosine Systems (Exin [Sebastian], Intensity [Arman], Odie [Sean], 1/06
Sack [Adam], Magic Roundabout [Jason])
United Kingdom
http://www.cosine.org.uk/
Developer: demos: C.G.M. UKScene Radio Intro, 1K Party. game: Reaxion

C.P.U. (Radek Sterba (Raster) & Robert Petruzela (Bob!k)) 4/09
See also: Radek Sterba
Czech Republic
http://raster.infos.cz/atari/homepage.htm
Developer: S/XEGS RAMCart 128KB version "G1.04 FIX3+",
STEREO upgrade for XL/XE, SDrive - connects to Atari XL/XE's serial (SIO)
port and simulates an Atari floppy disk drive with full read/write access to
programs and data stored on a Secure Digital flash memory card (SD),
SDrive Control Program v01 20090403

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file
analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS
or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory
tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4
(written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel
Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor
and more)

CSW-Verlag 2/07
Weidenstrabe 13/1
71364 Winnenden
Germany
tel/FAX: +49 (0) 71 95/6 11 20
http://www.retro-magazin.de/
Publisher: RETRO magazine. Themes: Retro-computing for all systems.

Atari part: approx. 10%. (Not only 8bit) 9.90 euro per magazine, 4
magazines per year for 35 euro.

Jorge Cwik 8/08
http://www.fxatari.com/
Developer: VAPI Atari 8-bits Imaging & Preservation format (.ATX) and
tools: Patched Emulator (based on Atari800Win PLus 4.0 Beta 3) +
VAPI DLL 0.3a, VAPI2SIO (SIO2PC for VAPI) 0.2a

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine
(1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques (Dan Dotson and Marilyn Saul) 9/06
PO Box 40751
Tucson AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

DGS 11/03
See: Dean Garraghty

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?,
What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS,
D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2,
Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5,
Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system:
Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Digital Force (Mario Trams) 1/07
Germany
http://www.digital-force.net/
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler (Flo) 12/08
Germany
http://www.akk.org/~flo/
Developer: Ice-Hockey (for MultiJoy interface, March/April 2002),
Sheep-Race (for MultiJoy interface, Aug 2002),

CardGrabber (for MultiJoy interface, May-Aug 2002),
Peripheral Test 2.0 (Hardwaretester) (Dec.2008)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

DLT Ltd. (trub, drac030) 1/09
See also: trub
See also: Draco
http://sdx.atari8.info/
Developer: SpartaDOS X Version 4.42 (December 2008)

Draco (Konrad M. Kokoszkiewicz, KMK, drac030) 11/08
See also: DLT Ltd.
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: 65C816 XL OS: 65C816 XL OS v. 2.22 (28.II.2007.),
FastRAM Test, QE for Warp/F7, SD-Load, D2D v.0.5, grep, LPOKE/LPEEK.
MultiBASIC: MultiBASIC v.0.33, MultiBASIC Manual.
"KMK/JZ IDE" ATA Interface: IDE BIOS 1.11, User's manual, Utility disk.
SpartaDOS: DiskRX 1.9a, SD-Load, SpartaDOS TAR v.1.4a, CP v.1.3b, HDSC 1.5,
Eddy v.1.05, CleanUp X 1.1
Utility programs for (any) Atari 8-bit: DEMON, EYE, RW-Test, SysInfo 2.13.
Patches for: Moon Patrol, Music Protracker v.2.4, Perestroyka Demo,
Prof!'s XDIR.

Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 1/07
PO Box 3365
Spring Hill FL 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware, used commercial software

Emulators (Derek Mihocka) 8/06
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit & Atari ST & Apple
Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 -
8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 -
8-bit Atari emulator for MS-DOS

Energy (online zine) 11/09
See: Taquart

Epi (Adrian Matoga) 11/09
See also: FAIL (First Atari Image Library)
See also: O.S.
See also: Tristesse
Adrian Matoga
ul. Jezdziecka 11
30-698 Krakow
Poland
http://epi.atari8.info/
Developer: NeoTracker 1.8, NeoTracker Winamp plugin v0.2, TipConv 1.1.0,
TIP Tools 0.3.1 includes TipView 1.0 and BMP2TIP 0.21, xunzip 2.1,
sapemu v0.2 (simple SAP (Slight Atari Player) file player),
HardCore Assembler (hcasm) 1.0, brULlwurFeL, TDC Hack Demou,
Sztab Malopolska #3 Invitation

Raphael Espino 8/07
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility), Atari 8-bit
JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface",
JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg",
JpegShow 0.1 (07Aug01) "A slideshow version",
CpegView 0.5 (18Aug07) "The colour JPEG viewer for Atari 8-bit computers"

Subject: F

Fandal 8/08
Czech Republic
http://atari.fandal.cz/stuff.php
Developer: Sturbon Intro, FreeCellXE, TriPeaksXE, HexxagonXE, Astro Road,
Cubico, The Storm, A Tribute to Quorthon, Bombex, The Steam Train,
Astro4 Road, Mysterion Preview, Mind Blast, Outlaw, Swapz,
Who Lost the Wallet?

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

FAIL (First Atari Image Library) 11/09
Piotr Fusik, Adrian Matoga
See also: Piotr Fusik
See also: Epi
http://fail.sourceforge.net/
Developer: FAIL (First Atari Image Library) 1.0.0

Wolfram Fischer (Mega-Hz) 8/08
See also: ABBUC HAR
Dorfstrasse 1a

28870 Ottersberg
Germany
"encoded" email: OOOmega-hzOOO@OOOt-onlineOOO.OOOdeOOO
http://mega-hz.no-ip.com/Angebote/angebote.html
Vendor: SIO2SD rev.1, SIO2SD rev.2, SIO2PC interface
Developer: Speedy 1050 TDS with track-led, 256KB memory expansion for
800XL, ASCB - Abbuc Sio Connector Board
Special lower prices for ABBUC members.

FLOP disk magazine 5/05
See: Zdenek Burian

Foundation Two 1/07
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks,
N!ne)
Germany
http://www.foundationtwo.de/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut,
Bremspunkt (Brems.)

Ron Fries 4/07
http://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" / "0xF" 11/09
See also: Atari800 Development Team
See also: Infinity
See also: FAIL (First Atari Image Library)
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Taquart
See also: Yoomp!
Poland
http://xasm.atari.org/ or http://atariarea.krap.pl/x-asm/
http://asap.sourceforge.net/
Developer: Atari utilities: Professional Copy 2.1, FlashPack 2.1,
PowerGraph 1.0, GR8 Logoser 1.1; PC utilities: ASAP (Another Slight Atari
Player) 1.2.1, xasm 3.0.2, SAP Maker 5.0, unsap

Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)

http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes International English versions of Power Per Post (PPP) software from Germany; Commercial Software Collection CD-ROM includes: Quick (programming language) V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM) V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer (DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper, Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues 1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain Software Collection CD-ROM includes 191 mostly double-sided disks plus some bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

Bostjan Gorisek (Firemover, Firemover/Diomedes, Gury) 12/09
Poland
http://gury.atari8.info/ http://gury.atari8.info/effectus/
Developer: Sprite Engine v.1.0.4, Effectus 0.0.13 (Atari cross-compiler/ parser for Action! language)

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force, Zero War, Menace, Pacland, Moonbase

GR8 Software (Arek "nosty" Staworzynski) 11/09
Poland
http://gr8.atari.pl/
Publisher: Hobgoblin, Robbo Forever, Bomb Jake

Mark Grebe 8/09
See also: Atari800 Development Team
USA
http://www.atarimac.com/
Developer: Atari800MacX 4.0.1 (version of Atari800 emulator for Mac OS X), Sio2OSX 2.1.1 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 5/08
See Also: Atari800 Development Team
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
http://contiki.cvs.sourceforge.net/contiki/contiki-atari/
Developer: Atari800DC 0.77 (Atari800 emulator for SEGA Dreamcast), Contiki 1.0 for Atari (a working release of the Contiki web browser for the Atari 8bit systems)

Subject: H

Steve Hales 5/09
Palo Alto, CA 94301
USA
http://www.igorlabs.com/etc/games/
Developer: Slime, Fort Apocalypse, Dimension X

Jonathan Halliday (flashjazzcat, RIF Software) 11/09
145 Wenlock Road
South Shields
Tyne & Wear
NE34 9AL
England
http://www.atari8.co.uk/
Developer: The Last Word 3.1 (word processor), RIF SpartaDOS Utilities
(@.COM, CALL.COM, DESEG.COM, EDIT.COM, FD.COM, FLASH.COM, IF.COM, LPRINT.COM,
MOVE.COM, QC.COM, XKEY.COM, XKED.COM), MA65 Macro Assember 1.6 for SpartaDOS,
XEDIT Text Editor

Lee Hanken 1/07
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atascii/
Developer: ATASCIIView Version 1.3 (ATASCII file viewer for MS-Windows).
web-based Atari 8-bit ATASCII file viewer:
http://www.leehanken.pwp.blueyonder.co.uk/atari/

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,
VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,
CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)

http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase, Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye, Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

Frank Heuser 2/07
Kappelstrasse 10
67269 Gruenstadt
Germany
http://www.asselheim.de/
Vendor: new hardware expansion items, including: SIO2PC (internal/external), 1050PC, Midi, Voicebox (Atari Magazin), Function keys, 16-OS-switch, AKI, RAM Expansion, Audio/Video cable and adapter, Videobox. Special lower prices for ABBUC members.

HiassofT 5/09
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC or APE; atarixfer - a small tool to read/write ATR images to an Atari disk drive connected by a 1050-2-PC or ProSystem cable), AtariDsk V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPicoDos V4.04 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks), MyIDE Tool V0.30 (direct access to harddrives in MyIDE format on your Linux/Windows PC), Highspeed SIO patch for XL/XE OS and MyIDE OS V1.20 (extends the SIO routine of the OS to support: Ultra speed (Happy 1050, Speedy, SIO2PC, ...), 1050 Turbo, XF551, and Warp speed (Happy 810))

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html

http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 2/07
USA
http://cth.dtdns.net/
Developer: The Armorizer (file corruption detector), ATOS (graphical desktop environment), BrainFork (programming language), Check CRC32, Disk Fragmentation Utility, The Long Integer Library (CC65 and Action! versions), M.T.O.S. (Multi-Tasking Operating System), Micro BASIC, Mouse (programming language), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell (for SpartaDOS), Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet),

Stephen James Hurd (deuce) 8/08
http://sourceforge.net/projects/syncterm/ and http://syncterm.bbsdev.net/
Developer: SyncTERM 0.9.2. A cross-platform ANSI-BBS terminal designed to connect to remote BBSs via telnet, rlogin, or SSH.
Full Atari 8-bit ATASCII support.

Chris Hutt (Sheddy) 8/07
UK
http://www.sheddyshack.co.uk/
Developer: Space Harrier Conversion Project

Subject: I

IEC "Innovative Electronics & Computing" 4/07
6185 E 56th Ave
Commerce City CO 80022-3959
USA
Phone: +1-303-288-5000
(USA) 800-765-4432 Mon-Fri, 8:00AM-6:00PM MT
Fax: +1-303-288-5099
http://www.iec-usa.com/
Developer: Atari connectors: Atari 13 Position Buss Connector for Atari 400 and Atari 800 Computers. Atari cables:
(http://www.connectworld.net/cgi-bin/iec/05MCOlderAtari.html)
Atari Color Monitor Cable 5', Atari Monochrome Monitor Cable 5',
Atari Color Monitor Cable With 2 RCA Plugs 5',
Atari Monitor Cable With 2 RCA Plugs 5', Atari Lefty Joystick Adapter,
Atari IF850 and IF860 Parallel Cable 6', Atari IF850 and IF860 Modem Cable 6',
Atari IF850 and IF860 to Serial Printer Cable 6',
Atari 400 and 800 Bus (SIO) Cable 6'

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen

Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari
MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class
(combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000),
Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik,
Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Ingo (tuxie) 8/08
Germany
http://mega-hz.no-ip.com/Angebote/SIO2IDE33/SIO2IDE33.html
Vendor: SIO2IDE 3.3

Integrated Logic Systems (ILS - Stephen J. Carden) 4/07
See also: Steel Rodent
3321 Jonathan Cir
Augusta GA 30906-3829
USA
http://www.tcpipexpress.com/
Developer: Multiplexer (MUX) board Version 1.1 July 21, 2006,
TurBoss O/S (Atari XL/XE O/S Replacement Module), TCPIP Express,
Real.DOS Ver 1.0a Build 0024 2-Oct-06

Subject: J

Jeff Jackson 8/06
USA
http://www.jeff-jackson.com
Developer: JLS BASIC - Jackson Languange System BASIC compiler

Dana P. Jacobson 2/07
USA
http://www.atarinews.org/ or http://people.delphiforums.com/dpj/a-one.htm
Publisher: Atari Online News, Etc. -- A-ONE Online Magazine. weekly

Ludovic Jacomme (Zx-81) 3/07
France
http://zx81.zx81.free.fr/
Developer: PSPAtari v1.0.7: Atari 800/130/5200 Emulator for PSP
(port of Atari800 emulator for PlayStation Portable)

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not
complete version)

Shawn Jefferson 11/07
Victoria, BC
Canada
http://www.jeffersonsauctioneering.com/atari/
Developer: MyIDE Config 4.0, MyIDE Image Manager 4.1,
MyIDE Image Batcher 1.0

Subject: K

Cameron Kaiser 2/09
http://www.floodgap.com/retrotech/xa/
Developer: xa 2.3.5 (two-pass portable cross-assembler for NMOS 6502s
(such as 6502A, 6504, 6507, 6510, 7501, 8500, 8501, 8502 ...), CMOS 6502s
(65C02 and Rockwell R65C02) and the 65816

Kendallsoft (Dylan, Jason, Debbie, Jake) 10/08
http://www.freewebs.com/gwobby/
Developer: Gwobby's Adventure, Car Crash, Runaway Van 2, Mite,
Grand Theft Auto Atari, Sky Hawk, The Number Game, Gwobby Jr, Trolley Trouble,
Flikin' Footballs, Bouncin' Boneheads, Rumpelstiltskin, Gorilla Warfare,
Alien Blasting, TRON, Millionaire, Drum Kit, Wiggler

Nick Kennedy 5/07
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://pages.suddenlink.net/wa5bdu/
Developer: SIO2PC 4.21 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari
Drive to PC Interface): software, hardware plans, cables, parts (not for
Windows-XP), HAM Terminal for Atari, The WA5BDU Computer Keyer 1.5
(morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 7/07
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Krishna Software (Krishnasoft) 1/07
173 Prestwick Way
Edison NJ 08820-4680
USA
http://www.krishnasoft.com/sps.htm
Developer: Multi-platform Distributive Operating System (MPDOS) Standard
(version 1.00. simulate joystick, mouse, keyboard with a PC),

MPDOS Professional for Atari (version 1.00. simulate Atari disk drive and cassette program recorder), Sound Processing Software (SPS) 1.00 (software for Windows suitable for creating sounds for the Atari)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://mikro.umpc.sk/
Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Jakub Kruszona-Zawadzki 11/07
See also: Wolfram Fischer
Poland
http://sio2sd.gucio.pl/
Developer: SIO2SD project

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9, Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to connect an 8-bit Atari computer (or any device with a serial port) directly to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

LaResistance (born, NoiD, powrooz, pr0be, stryker) 3/07
Poland
http://laresistance.pigwa.net/
Developer: edict (intro), Silly Venture 2k4 Invitation, polymatrix (demo), the shrine (demo)

Derek Ledbetter 8/05
540 Canal St Apt 9
San Rafael CA 94901-4145
USA
Home Phone (415) 256-1931
USA

http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator 1.0.7 developement release 3 for MacOS 8.6 and later, and OS X

Avery Lee 9/09
http://www.virtualdub.org/altirra.html
Developer: Altirra 1.3 (Atari 8-bit emulator for Windows)

Legacy Engineering Group (Curt Vendel) 10/08
117 Duke Dr
Carmel NY 10512-1598
USA
Phone:(1) 914-509-4570
http://www.legacyengineer.com/
Developer: Classic USB Joystick Controller

Marcin Lewandowski (Jaskier/Taquart) 8/05
See also: Taquart
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
http://atariarea.krap.pl/PLus/index_pl.htm
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM, MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1, Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM (Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2, 3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick Assembler to PC X-Asm), Atari800Win PLus 4.0 (for Windows, based on Atari800)

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MadTeam 11/09
(active: Tebe, Pajero. inactive: Profi, Rage, Psychol, Rocky, KAMM)
Poland
http://madteam.atari8.info/ http://g2f.atari8.info/ http://mads.atari8.info/
Developer: demos: Happy Demo, MadTeam Intro, The Muppet Movie Show, IGOR, FAJER, SINTRO, Running Cow, LAJF, Journey, Vasco, X, Splash, TIT, ANI, SAMAR Graphics Collection, Kaszel #1, Syzygy #8, Dupland Slideshow, Happy Easter 2007, Martial Arts vs Modern Arts, Ilusia.
games: Droga Do Duplandu, Mental Age, Dyna Blaster, Getris, Nibbly, Mario Bros 2007

Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5,
Audio Master 1.0, Mathaf****r Editor 3.1, Mathaf****r Reader 1.1,
Turbo 2000F, Visage 2.7, XL-Paint 2.5MaX, 2.6MaX, Rip2Max,
2xMPT 8Channel Stereo Project 1.0, Atari Commander 1.81, Via Copy 4.4,
SAMAR Hi-res Interlace with Map of Colours (SHIMC) Editor 1.0, LZW Pack 4.2,
Squash 1.4, Total Commander ATR Plugin v1.87, DisAsembler v2.0,
Deflater 7z v2.6, XRLoader v1.2, TIP Animator v2.3, Check XEX, Build 1.1,
Super Packer v3.1, Atari Interlace Studio 1.2.6
PC utilities: Graph2Font 3.8.7.8 (convert graphics to Atari chars and design
multicolor graphics for the Atari), G2F Creator v1.4, v2.3,
G2F Extractor v1.4, MADS 1.8.9 (Mad-Assembler: 4-pass crossassembler designed
for 6502 and 65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989),
Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

MatoSimi (Martin Simecek) 11/09
Slovakia
http://matosimi.atari.org/ or http://matosimi.websupport.sk/atari/
Developer: utilities: CMC MSX Extractor, T2K decoder v.021 (convert programs
from cassette tape to disk), Atari FontMaker v1.2 (create ATARI font on PC).
demos: CMC Musix 1, Plasma4, Music From Zeus Intro, Summertime Demo.
games: Laser Blaster, Monex v1.1, Light Up!, Belljumper 1k, Fireball 1k,
h3x0r 1k

MCM, an InOne company 5/06
650 Congress Park Dr
Centerville OH 45459-4000
USA
Phone: 1-800-543-4330
Fax: 1-800-765-6960
http://www.mcminone.com/
Developer: 9 Pin Jack For Atari, AC Adaptor Atari 3.5mm 9V DC 500mA

The MESS Team 1/07
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS)-- an emulator of
a large number of systems, including the 8-bit Atari computers -- downloads
available for Windows, *nix, Mac OS, and DOS

MicroUSB.org - Microprocessor USB Project 1/06
Atari project: Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann,
Carsten Strotmann
Germany
http://microusb.org/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two
USB Slots). software: AtariUSBCart (Hardware Cypress SL811, Hardware
USBN9602), AtariXLJoypad (Logitech Rumblepad 2 USB Version 2.0),
AtariXLJoystick (Competition Pro USB 1.0), AtariXLKeyboard 0.1 BETA,

AtariXLMouse (Logitech USB Mouse), AtariXLWheel (Thrustmaster Nascar Pro Digital 2, Logitech Formula GP 1.0, Logitech Vibration Feedback Wheel), USB Device Driver Development Kit 1.2.0, USB Enduser Driver Disk USBTEST Version 0.6, USB HID Base Driver Version 2.0, USBDOS 0.1

Mirage Interactive 6/05
See also: Rewindgames (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 11/07
Gdansk
Poland
http://www.atariarea.krap.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 3.3a, 4.4, 4.4a (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 2/08
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://morethangames.a8maestro.com/
"encoded" email: mtgYYYY(insert year)"A T"a8maestro.com
Vendor: Many Atari and third party hardware and software items-old/new/used, Super Sketch Graphics tablet, AGDA Gamelink based gaming network adapters.
Developer: Audio Video break out box and cables (comp, chroma, luminance, audio), 130XE 4 bit memory upgrade, SPIDER sio port expander, SPEEDIER:19.2K serial port, EASI/O cables to expand SIO, PEEKER:Sio port data monitor, 850 adapters, ATR8000 adapters, SIO Cable Tester. Many more in the works.
Publisher: Atari Game Systems V&D List

Motelsoft 11/07
Germany
http://www.motelsoft.de/
Developer: Caveman II - Caves of Osum (also developed: Der Hexenmeister, Labyrinth, Panzer, Smack-Jack

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

Stefan C. Mueller 11/09
Germany
http://www.electromaniac.de/
Developer: Electro Maniac!

MyAtari 2/07
See: Matthew Bacon

Subject: N

Kostas Nakos 1/06
See also: Atari800 Development Team
Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/
Developer: Pocket Atari 2.0.1

New Breed Software 9/09
c/o Bill Kendrick
1132 Drummond Ave
Davis CA 95618-4967
USA
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Go Go Garbage Truck, Sludge.
utilities: Colorizer, File Selector, MuxChat, SIFE - Super-IRG Font Editor

Nelson Nieves 8/06
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree,
TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

Subject: O

Odsiecz Sobieskiego -- O.S. 3/07
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik
See also: Epi
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
Developer: xunzip v2.1 (18 September 2006 -- a ZIP, TAR, GZ and TGZ
(TAR.GZ) archives depacker) http://www.atari8.info/stuff/xz21.zip

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit rom dumps

Outland Quest Software 6/06
USA
http://www.outlandquestsoftware.com/
Developer: Ally Attack, Black Sea Silver Fishing, Desert Crossfire, Dungeons of Oti, Empire, Golf Tees, Graphics 8 Painter, Hoss Racing, Korellian Conflict, Lite Show, Mad Libs, Motions Variable, Scattergories, Space Regent, Starbase Alpha, Standoff, Star Maze, Terror Fair, Three-D Force Tic-Tac-Toe, T.I.A.K. - Taking In Accurate Knowledge, Uncle Milton's Million Dollar Mystery Mansion

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Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989), Page 6 Atari User (1989), New Atari User (1989-1998)

Eric Parent (Joyful Coder) 11/07
http://joyfulcoder.com/
Developer: Memo Pad for Windows Release 6 (November 12, 2007) - read ATASCII files

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

Michal Pasiecznik / "Pasiu" 1/08
Poland
http://hardware.atari8.info/ and http://pasiu.krap.pl/
Developer: 576 kB - 1 MB RAM expansions (based on the Amiga 500 and Amiga 600 RAM expansion modules), 1 MB - 2 MB SIMM Expansion, ROM Changer, AutoStereo, XF551 LED Track Display, intSDX (an internal SpartaDOS X upgrade), ARC (Atari Real Clock - an alternative realtime clock), IDEa Interface (100% compatible with the KMK/JZ IDE interface), Simple 65c816 Processor Adapter, Warp4 (4 MHz 65c816 accelerator card), Warp4 MegaMEMboard (1 MB of linear RAM for Warp4), Project F7 (16 MHz 65c816 accelerator card). Software: CD Audio Player 0.9 for KMK/JZ IDE and IDEa Interface.

Pecus and Pirx 6/07
Poland

http://www.future-net.pl/~10vg3b/scorch/
Developers: OMC65 crossassembler - Our 5oft MaCro assember for 6502
ver. 1.3 (Win32 executable); Scorched Earth for Atari XL/XE build 114,
Chip 8 & SuperChip 8 emulator v1.1

Tomasz Piorek / electron 7/07
See also: Taquart
Poland
http://vbxe.atari8.info/
Developer: VBXE - Video Board XE - project is a programmable, FPGA based
graphics subsystem for Atari XE computers

Pixels Past (Joe Grand) 4/06
2907 Shelter Island Dr Ste 105-169
San Diego CA 92106-2797
USA
Telephone: 619-222-4100
Facsimile: 619-222-1797
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari),
Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/
paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

PP's (Ralf Patschke) 3/08
See also: STARSOFT Berlin
Germany
http://www.ppsberlin.de/
Developer: G2F pictures: bos2002, Brandenburger Tor Sylvester, htlogo,
htlogo2005, joggingsheep, Lotus2_001, Lotus2_003, Lotus_003-1, Lotus2_004,
Lotus2_006, Lotus2_006-1, Lotus2_007, Neujahr 2007, New Year,
rasenspriesssheep, Schneemann, STARSOFT Logo, Venus Express, weihnachtsbaum.
other: Boersenspiel Version vom 11.01.1992

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: R

Werner Raetz 12/09
See also: WASEO
Postfach 16 40
D-75006 Bretten
Germany
Telefon: 07252/4827 or 07252/3058
Telefax: 07252/85565
http://www.waseo.de/ATARI/Software/software.html
http://www.waseo.de/ATARI/DISK-LINE/disk-line.html
http://www.waseo.de/ATARI/ATARImagazin/atarimagazin.html
Publisher: developed by WASEO: Der WASEO Publisher,
Die WASEO-Publisher-Designer-Diskette, Die WASEO Trilogy-Diskette,
Das WASEO Grafinoptikum, Das WASEO Labouratorium, Das WASEO Practoscope,
WASEO Demo Disk, WASEO BASIC Hits, WASEO DISK-LINE disk magazine issues 1-50.
also publisher of: ATARImagazin (back issues available?)

Burkhard Rau (HCRBurk) 5/06
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

raz0red 2/09
http://wiibrew.org/wiki/WiiXL
Developer: WiiXL v0.1 (port of Atari800 emulator for Nintendo Wii)

Ready Magazin (Sascha Leidel) 2/07
Germany
http://www.8-bits.de
Publisher: READY. Magazine. Atari part: 100%, only Atari.
2.60 euro per magazine. 6 magazines per year
Special lower prize for ABBUC members available.

READY Technologies (Thomas Smailus) 5/06
254 Nelson Dr Apt U
Baton Rouge LA 70808-5059

USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital hardware systems; design, development, and production of software systems; software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering, Consulting

Red's Retro Computing (redrumloa) 8/09
USA
http://www.redsretro.com/ or http://stores.shop.ebay.com/Reds-Retro-Computing
Developer: Competition Pro Retro Joystick (by Speed-Link), Micromys V3 Mouse Adapter (allows the use of modern mice on the Atari)

RETRO magazine 2/07
See: CSW-Verlag

Rewindgames (Fred Meijer) 4/06
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.rewindgames.com/
Vendor: new and used hardware, new and used commercial software including all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!, Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds, Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility Disk

Thomas Richter 11/09
Germany
http://www.xl-project.com/
Developer: Atari++ Emulator (800/XL/XE/5200 emulator for Unix/Linux/Solaris/Irix) Stable Release 1.58, CVS Snapshot 1.58, atari++ 1.58 for win32

Markus Roemer / R.I.K. of Kaisersoft 10/06
An der Roehr 6a
55606 Hochstetten-Dhaun
Germany
Publisher: Top Magazin 2006

Pawel Rosowski 4/05
Poland
http://uce.pl/ikplus/
Developer: IK+ C64 to Atari 8-bit Conversion Project (game)
version 0103 (March 2005)

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/ or http://www.schappel.com/

Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy),
BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master,
Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings,
ROBOX, Snow Plow, Snow Plow Editor

Subject: S

Filippo Santellocco 10/09
Italy
http://www.santellocco.com/atari/
Developer: L.E.M., Cookie Monster v1.4

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire,
Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons,
zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping,
TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II.
XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint,
MultiJoy 16/2 hardware interface

Darren Schebek 6/07
Canada
http://www.schebek.ca/ or http://www.user.dccnet.com/dschebek/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Serious Magazine 5/05
See: Dial Group

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 9/06
The Netherlands
http://members.home.nl/stack/Atari/atari-xlxe-download.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-
ROM)

Ernest R. Schreurs 9/06
Kempenlandstraat 8
5211 VN Hertogenbosch
The Netherlands
http://home.planet.nl/~ernest/
http://members.home.nl/stack/Atari/atari-pooldisk.html
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm

archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.kensclassics.org/
Developer: Emulators Utilities: ATR/DCM utilities (DOS), AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer, KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler, Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus. Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker, KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish, Circle of Richness

Sikor Soft (Pawel Sikorski) 1/05
See also: Rewindgames (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://sikorsoft.internetdsl.pl/
Developer: 5 x 5, 5 x 5 Editor, ABC, Centurion, Cyborg, Fire Stone, Ketchup, Liga Polska, Magic of Words, Max, Moscow 1993, Neuroid, Nexus, Orto Puzzle, Pilkarski Poker, Sexy Six, Sexy Six Data Disk #1, Sexy Six Data Disk #2, Sexy Six Data Disk #3, Teacher Killer, Tekblast

Mark l. Simonson 9/06
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 1/06
http://makeatr.atari8.info/
Developer: makeATR v0.06 (software for MS-Windows)

Len Spencer 1/09
USA
http://www.lenardspencer.com/Lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely
from scratch")

SquoQuo (Hopper, Bugger, Genetic Gemini, Scythoior, Yoda) 4/06
Germany?
http://squoquo.tk/
Developer: Let's Hop, Sh*t Alpin 2005, Ms.Bulimia

STARSOFT Berlin 3/08
See also: PP's
Germany
http://www.ppsberlin.de/
Developer: 1st START Berlin Demo, 2nd STARSOFT Berlin Demo,
3rd STARSOFT Berlin Demo. CCB-Club-Mag: 01/1992, 02/1992, 03/1992, 04/1991,
04/1992, 05/1991. ECS Info-Mag: 01/1991, 02/1991, 03/1991.
Gamtro ABBUC-Magazin 73, GFX 0 Scrolls, Multiple GFX 12 Scrollers,
New Years Disc 2007, New Years Disc 2008, STARSOFT Berlin TurboBasic Demo,
STARSOFT Magazine: 01/1992, 02/1992, 02/1993, 03/1992. TIF2PIC beta,
TOP-Magazin Intro

Steel Rodent (Ken Jones "MetalGuy66", Sergio Larrondo "WareRat", 9/08
Stephen J. Carden)
See also: Integrated Logic Systems
USA
http://www.rasterline.com/
Developer: The "NEW" MIO

Radek Sterba (Raster/C.P.U.) 5/09
See also: C.P.U.
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer:
Games: Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street,
Magnetit, Naturix.
Games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk,
Imagine, Gunhead.
MPE (MIDI Pattern Editor) v2.3.
utilities: HiLoader4.2, CompressCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7,
FROMT, DIRCOPY4.
More games: Head On, Speed Up!, Speed Up!! Gold Edition.
demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Search6502, Flame999,
SelfDemo, Wow1k, Fort 320, RMTdemo, Hellix, Basix, Fireworx, Forever 3000,
Plastic, Victory, Easter Night, Seawolf, Virtuoso, Fluid Chessboard,
Binary Celebration, Jozin z Bazin.
RMT1Player v1.06 (plays *.RMT (Raster Music Tracker) song files on the Atari.
Atari/PC software: ATADIM v3.05 Beta (work with XFD/ATR Atari disk images),
DRATEX 1.6 (Drop file Atari Czech text convertor), MAC2MTX (Mac65 to Text),
Raster Music Tracker (RMT) v1.28 - cross-platform tool for making Atari XE/XL
music on PC (OS Win9x), SA_POKEY (Standalone dynamic DLL library for emulation
of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for

emulation of Atari 6502 processor), Creaxin1 ("Create X in 1") v1.03 (creates
ROM image or Atari executable feeder program for X programs in one S/XEGS
RAMcart 128KB).
Atari/PC hardware: LPTJOY (connect an Atari joystick to a PC), MultiJoy4/
MultiJoy8/MultiJoy 16 (use 4/8/16 joysticks on a single Atari),
SIO D-SUB15M Standard Atariklub PV.
Games for MultiJoy: Cervi, Multris, Shot'em all (SEAL), Cervi 2, Astro4 Road.

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch),
The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS
- 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS)
PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for
BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine
for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS,
ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine
interpreter, original by Steve Wozniak), Infoline for ACTION!

Super Products 4/09
c/o James Bradford
Australia
"encoded" email: OOOjames_bradfordOOO@OOOeftelOOO.OOOnetOOO.OOOauOOO
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 1/07
Czech Republic
http://jirkasuv.duch.cz/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..." text game)

Peter Svoboda (Fly) 11/08
Czech Republic
http://fly.atari.org/
Developer: Day After One, Demo 2001, Donkey Kong Junior, Gangsters 2007,
Gangsters Intro, Indiana Jones 3 aneb Tajemstvi Svateho Gralu, K.I.,
Kolony cz, Logik, Maturita 2001, Mesta CR, Mesta SR, No Name, Podraz 2001,
Pomsta Sileneho Hulice, Ruleta, Sniper, Sniper 2007, Sniper Intro, Strategi,
Textovky, V.U. 5259 aneb Utek z Hejcina, V.U. 5259 aneb Utek z Hejcina intro.

ALSO: a large number of images created with G2F.

Subject: T

Taquart 11/09
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely'
Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru'
Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj
'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz,
Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski
See also: Tomasz Piorek
See also: Marcin Zukowski
Poland
http://numen.scene.pl/ ; http://energy.scene.pl/
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995),
Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag,
1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro,
Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996),
Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997),
Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997),
Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)
Publisher: Energy (online zine)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan) 4/09
See also: Epi
Poland
http://atariki.krap.pl/index.php/Tristesse
Developer: SROLL-demo, TRS-Desktop 0.9d alpha:
http://www.atari8.info/trsdesktop.php (screenshots)
http://trub.atari8.info/sdx_files/TRS_desktop_v09d_alfa.zip (download)

trub 2/08
See also: DLT Ltd.
Poland
http://trub.atari8.info/ or http://trub.sys.net.pl/
Developer: for SDX 4.x: TDPL 2.0 / TD 2.0 (enhanced TD.COM, Polish/
English), XEP.SYS 0.1F (XEP80 device driver), FSTRUCT, RUNEXT 0.5, QE 2.0

(Continuation of the famous Quick Edit - E: and CON: accelerator by KMK).
for SDX+65C816: RAMD816.SYS. for SDX+QMEG OS: OSSIO.SYS. for SDX+SIO2IDE:
S2I Commands 0.8. for SIO2IDE: S2I JukeBox 4.0a. for MS Windows: FIXATR.
for SDX+KMK/JZ IDE: CDPLAY 0.4a. more: ED 2.9, ABASIC, YOGI/YELLYSTONE PARK
Multidrive, XLDisk. SRAMCharger and Indus CP/M project for Atari Indus GT,
LDW Super 2000, and CA-2001 disk drives.

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs. (Mainly working these days on HP Alpha (VMS), Sparc
(Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 2/07
See also: Atari800 Development Team
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: new hardware, new commercial software (cassette format)

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable
perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 4/07
http://retrobits.net/
Developer: Atari810 1.4d -- software for emulating an Atari 8-bit floppy
drive or hard disk on your PC (Windows NT/2000/XP)

Video 61 & Atari Sales (Lance Ringquist) 11/09
22735 Congo St NE

Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
"We service, sell and publish hardware and software"
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: CARTRIDGES: Animated Puzzle (Atari proto),
Berzerk (Atari proto), Commando (Atari proto), Crystal Castles (Atari 16K
proto), Deflektor (Atari proto), Jr. Pac-Man (Atari proto), Letter Tutor
(Atari proto), MIDI Maze (Atari proto), Montezuma's Revenge (proto cart vers),
Mr. Do's Castle (proto cart version), Stargate (Atari proto), Superman III
(Atari proto), Tower Toppler (Atari proto), Xenophobe (Atari proto).
LATEST: Jinx, Nibbler, Clowns And Balloons, Bubble Trouble, Pacific Coast
Highway, DropZone, S.A.G.A. Mission Secret, S.A.G.A. Strange Odyssey, S.A.G.A.
Pirates Adventure, Sling Shot, Star Flite, TRON, H.A.C. (Heavy Armor Combat),
Tempest Xtreem. MORE CARTRIDGES:
Amazing Maze, Arkanoid, AtarTris II, Bumpers, Checkers, Clash of the Kings,
Concentration, Cosmos Pinball, Crystal Raider, Dan Strikes Back, Dandy,
Desmond's Dungeons, Dinky Do, Dungeon Lords, Dynakillers,
Elevator Repairman, Firebug, Getaway, Hearts Card Game, Jailbreak,
Jigsaw Puzzles, Lights Out, Lord of the Orb, Mah Jong, Maze War, Midas Maze,
Monopoly, Montana Solitaire Card Game, Mr. Robot, MyDOS 4.5, Paddle Pack Pong,
Paddle Wars, Plaqueman, Preppie, Preppie II, Puzzled (Jigsaw Puzzles),
Quest for Quintana Roo, Rally Speedway, Ricochet, Rocks, Sharp Shooters,
Smush, Solitaire Card Game, Spaceball, Spaceshot Pinball, SpartaDOS 3.3C,
Speed-O RPM Drive Tester, Tetris II, Turbo BASIC, Ultra-Translator (800 OS)
Twilight World, Twin Pack (Battleship/Jump the Pegs), Video Poker Card Game,
Video Slots, Whomper Stomper, Zybex.
CD-ROM: Atari 8-Bit Public Domain-Shareware Software CD-ROM.
hardware: V-61's Cassette Data Storage & Maintenance/Service Pack (for Atari
410, 1010, XC11, XC12 and compatible), CX-40 Evolved (joystick controller),
CX-30 Evolved (paddle controllers pair)

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12),
commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
USA
http://www.videogametrader.com/
Vendor: new and used commercial software

Steve Vigneau (c0nsumer) 7/09
Michigan

USA
http://nuxx.net/wiki/SDrive_NUXX
Developer: SDrive NUXX PCB & End Panel Set, Complete SDrive NUXX

Vintage Computer Cables 8/07
Fort Lauderdale FL
USA
http://www.vintagecomputercables.com/
Developer: Atari Gold Video Cable, Atari Gold Video Cable (stereo with Y),
Atari Gold S-Video Cable (stereo with Y)

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

WASEO (Thorsten Helbing, Michael Probst) 12/09
(Walkenrieder Anwender-Software Entwicklungs-Organisation)
See also: Werner Raetz
c/o Thorsten Helbing
Koenigsberger Str. 9
30916 Isernhagen
Germany
tel: +49 175 9982360
FAX: +49 121 258 409 3729
http://www.waseo.de/ (Thorsten Helbing)
http://www.mipro-online.de/waseo/ (Michael Probst)
Developer: published by Werner Raetz:
Der WASEO Publisher (desktop publishing [DTP] software),
Die WASEO-Publisher-Designer-Diskette, Die WASEO Trilogy-Diskette
(Geburtstagskalenderdrucker, Lettermaster, Kurzbriefdrucker),
Das WASEO Grafinoptikum (Textskalierer, GIAZ-Konverter, Symmetriker),
Das WASEO Labouratorium (Photocolorant, Graphics 0/12-Maskenersteller,
Notizuhr), Das WASEO Practoscope (Briefumschlagdrucker, Scrollfarbeditor,
Bildmassmaster), WASEO Demo Disk (Traffic Demo, Water Tap Demo, DisShot Demo,
Kleines Ballerspiel, The Rainbow Worm), WASEO BASIC Hits (Games, Applications,
Utilities, Demos), WASEO DISK-LINE disk magazine issues 1-50.
audio CDs: The 20 best ATARI Hits, The 20 most inventive ATARI Songs,
The Best of Music Non Stop, The Best of ATARI Game Music,

The ATARI Super Soundmix.
software for Windows PC: ATARI XL-Viewer 3.8 [10/5/2001 - view the ATARI formats PIC (GR 8), PHO (WASEO Publisher), MIC (Micro Painter, GR.15) and FNT (Create a font on your PC)], PiXLator 2.6.1 (9/6/2009- work with Atari graphics, fonts, texts, and listings), ATARI-Clock 1.6.9 (10/13/2009 - Atari style desktop clock)

B. Watson (Urchlay) 12/08
http://rogue3.homeip.net/~urchlay/fujichat.html
Developer: FujiChat v0.4: An IRC (Internet Relay Chat) client for the Atari 8-bit, based on the uIP TCP/IP stack, using a SLIP connection

Mark Watson 1/08
http://www.scrameta.net/a800.html
Developer: Atari800 emulator ports: 0.8 for GP32, 1.2 for GP2X, 1.2 for Gizmondo

Jim Wilkinson 8/08
https://sourceforge.net/projects/atarilauncher/
Developer: Atari Launcher (A front end for the various Atari hardware emulators, primarily the Atari800WinPlus emulator)

Wordmark Systems (Charles Marslett) 7/08
USA
http://www.wordmark.org/
Developer: for Atari 8 Bit Computers: MyDOS 4.51 (w/ R. Puff; 6/14/89), A65 assembler 1.2 (7/4/89). PC Utility: ATUTIL (UTIL)(6/15/89)

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/atarixlbox.php
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

---

Subject: Y

Yoomp! 7/08
Marcin "Eru" Zukowski, Lukasz "X-Ray" Sychowicz, Bartek "BeWu" Wasiel, Piotr "0xF" Fusik
See also: Marcin Zukowski
See also: Piotr Fusik

http://yoomp.atari.pl/
Developer: Yoomp! version 1.1

Subject: Z

Marcin Zukowski (eru/tqa) 5/07
See also: Taquart
See also: Yoomp!
The Netherlands
http://lepix.sourceforge.net/
Developer: LePix v.0.2.0

==========
End of atari-8-bit/vendev
==========

3729. Re: 800XL keyboard problem

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-11 07:03:05 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <177c2fbb-1d08-483b-b954-80e452f816e0@s36g2000prf.googlegroups.com>
Source record: 1618

On Feb 10, 4:28 pm, Daman <wayneeckel...@gmail.com> wrote:
> Hello Atari users. I was wondering if somebody can help me with my
> 800XL keyboard. the "-" key acts as it is stuck, and displays a bunch
> of ------------ on my screen. It isn't stuck, then key moves up and
> down like the rest of the keys do, so it isn't the springs.
>
> Any Help?

If it has been taken apart I have seen the ribbon connectors not line
up or short.

If it doesn't cure itself or by repeatedly hitting the key you will
have to take it apart. After you get it apart if unplugging the
keyboard stops the problem then you may have a short in the keyboard.
If it still repeats w/o the keyboard plugged in there isn't a lot of
things it could be. Only two 4050 CMOS chips and the POKEY chip do
everything.

Rick

3730. FS: ATARI & MICROPROSE GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-12 09:47:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1002120144500.25547@slate.spiritone.com>
Source record: 1619
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

$80.00 Purchase Gets a FREE ATARI XE GAME for your Atari 8 Bit! Choose from 14 Games: Archon; Ballblazer; Barnyard Blaster; Crossbow; David's Midnight Magic; DesertFalcon;GATO; HardBall!; Lode Runner; Necromancer; One-on-One Basketball; Rescue on Fractalus; Star Raiders II; ThunderFox; NEW IN the BOX!

$80.00 Purchase Gets a FREE MICROPROSE GAME for your Atari 8 Bit!Choose from 7 Games: Conflict in Vietnam; Crusade in Europe; Decision in the Desert; F-15 Strike Eagle; Kennedy Approach; Silent Service; Top Gunner Collection; NEW IN the BOX! Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask for Atari catalogs. My Software & Book Catalogs are sorted alphabetically by Title so Cut-&-Paste your order and E-Mail your list with your Shipping Address so I can expedite your order or call Ben anytime at (503)256-9974!

Or else give yourself a 20% off on any Atari Games/Software!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI CATALOGS LISTS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8bt_hard.htm 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ST HARDWARE LIST!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/8btbooks.htm ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References! FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3731. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-12 14:05:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1002120556140.28874@slate.spiritone.com>
Source record: 1620
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Mailing List sent by E-Mail From Bravo Sierra Computers! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3732. FS: ATARI & MICROPROSE GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-12 14:40:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1002120638130.28874@slate.spiritone.com>
Source record: 1621
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

$80.00 Purchase Gets a FREE ATARI XE GAME for your Atari 8 Bit! Choose from 14 Games: Archon; Ballblazer; Barnyard Blaster; Crossbow; David's Midnight Magic; DesertFalcon;GATO; HardBall!; Lode Runner; Necromancer; One-on-One Basketball; Rescue on Fractalus; Star Raiders II; ThunderFox; NEW IN the BOX!

$80.00 Purchase Gets a FREE MICROPROSE GAME for your Atari 8 Bit!Choose from 7 Games: Conflict in Vietnam; Crusade in Europe; Decision in the Desert; F-15 Strike Eagle; Kennedy Approach; Silent Service; Top Gunner Collection; NEW IN the BOX! Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask for Atari catalogs. My Software & Book Catalogs are sorted alphabetically by Title so Cut-&-Paste your order and E-Mail your list with your Shipping Address so I can expedite your order or call Ben anytime at (503)256-9974!

Or else give yourself a 20% off on any Atari Games/Software!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI CATALOGS LISTS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8bt_hard.htm 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ST HARDWARE LIST!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/8btbooks.htm ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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3733. [Local] Atari Party 2010 to take place March 14th in Davis, Calif! (was: Beginning planning...)

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-12 21:33:55 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b75c943$0$1625$742ec2ed@news.sonic.net>
Source record: 1622
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx

In comp.sys.atari.8bit Bill Kendrick <bill@newbreedsoftware.com> wrote:
> FYI - Plans for Atari Party 2010 move ahead!

The date is officially set:

Sunday, March 14th
12pm-8pm

At:

Redwood Park Community Bldg
1001 Anderson Road
Davis, CA 95616

See: http://www.newbreedsoftware.com/atariparty/2010/attend/ for
details, maps, directions and public transit options.

> (1) We'll be screening a movie (if not two!).
> So far, the documentary "Once Upon Atari".
>
> http://www.newbreedsoftware.com/atariparty/2010/movies/

We'll also be screening Disney's "Tron!"

> (2) We'll be having a raffle, with some prizes donated to the event
> by corporate sponsors:
> * O'Reilly Media (gaming & retrogaming books)
> * ThinkGeek ($100 gift certificates)
> * Legacy Engineering (some USB Atari CX-40-style joysticks)

Now listed here:
http://www.newbreedsoftware.com/atariparty/2010/raffle/

The raffle now also includes three Atari computer systems
(Atari 800 + 1050, an Atari 400 + 810 and an Atari 400).

--
-bill!
Sent from my computer

3734. FREE Animations you can e-mail

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-14 15:18:29 UTC
From: fitz <zeusrdx@yahoo.com>
Message-ID: <bab2d859-44ab-4abe-bb02-3530ea89c28f@b2g2000yqi.googlegroups.com>
Source record: 1623

FREE Animations you can e-mail

(click link):

http://www.amperefitz.com/contact.html

THOUSANDS of FREE Animations

Enjoy,

Fitz

3735. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-15 05:19:30 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1266211154@rtfm.mit.edu>
Source record: 1624
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 16, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3736. 4-player Tetris-style game idea

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-17 06:42:33 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b7b8fd9$0$1632$742ec2ed@news.sonic.net>
Source record: 1625

I just saw this:

"MULTRIS.ARC Multi Tetris is a tetris clone for the MultiJoy
interface. Use max. 4 joysticks for max. 4 players each filling up
their on column."

here:
http://www.mathyvannisselroy.nl/special stuff.htm

It occured to me, one could do a four-player Tetris-style game
on the Atari using two pairs of paddles.

Each player would 'twitch' their paddle to the left or right to
slide their piece, and push the paddle firebutton to rotate.
Perhaps push-and-hold firebutton to drop their piece to the
bottom.

Anyone feel like coding this? ;)

--
-bill!
Sent from my computer

3737. ieba (Independent Eight Bit Association)

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-17 08:41:30 UTC
From: Brian Watson <Brian@imagebus.co.uk>
Message-ID: <eMGdncPCzv8hNubWnZ2dnUVZ8oSdnZ2d@bt.com>
Source record: 1626
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.commodore64

Some readers here may remember a Group I set up with others to provide and exchange information between users of 8-bit computers.

Well, one of the founders has passed away (died, that is) and Gordon Woolliscroft and I thought that as the whole 8bit scene has dwindled we ought to wind the thing up and put the money to good use, so that's what we've just done.

There was about 600 English pounds in the account (my, that interest did mount up) so we have decided to split it 50/50 between a kidney research charity and Great Ormond Street Children's Hospital.

We hope that meets with everyone's approval (cos it's too late to change it if it ain't!)

:-)

--
Brian
"Fight like the Devil, die like a gentleman."
www.imagebus.co.uk/shop

3738. Re: ieba (Independent Eight Bit Association)

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-17 20:58:55 UTC
From: RobertB <rbernardo@iglou.com>
Message-ID: <129ccfbb-a4f7-45f0-a550-37a336f1064c@f17g2000prh.googlegroups.com>
Source record: 1627
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm
Body handling: HTML body converted to readable text

On Feb 17, 12:41 am, "Brian Watson" wrote:

> ...so we have decided to split it 50/50 between a kidney research
> charity and Great Ormond Street Children's Hospital.

Our club by-laws state that when the club is dissolved,
the money in the treasury will go to charities.

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
July 24-25 Commodore Vegas Expo -
http://www.commodore.ca/forum and
click on ComVEX

3739. Re: ieba (Independent Eight Bit Association)

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-18 01:33:51 UTC
From: Brian Watson <Brian@imagebus.co.uk>
Message-ID: <wdCdnXKfvNKfBOHWnZ2dnUVZ7vGdnZ2d@bt.com>
Source record: 1628
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm
Body handling: HTML body converted to readable text

"RobertB" wrote in message
news:129ccfbb-a4f7-45f0-a550-37a336f1064c@f17g2000prh.googlegroups.com...
On Feb 17, 12:41 am, "Brian Watson" wrote:

>> ...so we have decided to split it 50/50 between a kidney research
>> charity and Great Ormond Street Children's Hospital.

Our club by-laws state that when the club is dissolved,
the money in the treasury will go to charities.

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
July 24-25 Commodore Vegas Expo -
http://www.commodore.ca/forum and
click on ComVEX

That's a really good thing to build in, Robert (wish we'd thought of it at
the time...).

--
Brian
"Fight like the Devil, die like a gentleman."
www.imagebus.co.uk/shop

3740. Re: ieba (Independent Eight Bit Association)

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-18 10:07:45 UTC
From: Merman <andrewrfisher@yahoo.com>
Message-ID: <1d4b2663-f7b0-4027-b898-b04485456808@l26g2000yqd.googlegroups.com>
Source record: 1629
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm
Body handling: HTML body converted to readable text

On Feb 17, 8:41 am, "Brian Watson" wrote:
> Some readers here may remember a Group I set up with others to provide and
> exchange information between users of 8-bit computers.
>
> Well, one of the founders has passed away (died, that is) and Gordon
> Woolliscroft and I thought that as the whole 8bit scene has dwindled we
> ought to wind the thing up and put the money to good use, so that's what
> we've just done.
>
> There was about 600 English pounds in the account (my, that interest did
> mount up) so we have decided to split it 50/50 between a kidney research
> charity and Great Ormond Street Children's Hospital.
>
> We hope that meets with everyone's approval (cos it's too late to change it
> if it ain't!)
>
> :-)
>
> --
> Brian
> "Fight like the Devil, die like a gentleman."www.imagebus.co.uk/shop

Sorry to hear of Gordon's passing, but I approve of the charitable
donations.

Andrew

3741. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-18 17:28:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1002180926350.30113@slate.spiritone.com>
Source record: 1631
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3742. FREE ATARI CATALOGS! 2-18-2010

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-18 17:32:04 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1002180929130.30113@slate.spiritone.com>
Source record: 1630
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

3743. Message to Willy in Japan

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-18 18:49:52 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4b7d8bd1$0$12455$bbae4d71@news.suddenlink.net>
Source record: 1632

Sometime ago you mentioned an
Atari 8-bit game called Evening of Horror,

A while back I went thur, some of my disk library
and found it. However, this is the demo version.
Which allows you to play up to a point, then
provides a address where you can order the
full game.

It's a interesting text adventure with some nice
graphics screens. Similar to The Pawn.

I still have some more disks to go thru,
but, I don't think I have the complete
full version. If I find it, I will post something
in here.

phantomm@suddenlink
phantomm@bellsouth.net

3744. Other 4-player simultaneous paddle game ideas (was: 4-player Tetris-style game idea)

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-19 02:22:10 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b7df5d2$0$1662$742ec2ed@news.sonic.net>
Source record: 1633

Bill Kendrick <bill@newbreedsoftware.com> wrote:
> It occured to me, one could do a four-player Tetris-style game
> on the Atari using two pairs of paddles.

Some other 4-player, simultaneous-on-the-same-computer game
ideas:

* Multiplayer space battle ("Space War") or "Asteroids"
* Multiplayer racing (3D like Pole Position, Enduro or
Night Driving; or 2D like the GameLink game I saw,
"Speed-Up!", or "Championship Rally" on the Lynx)
* Multiplayer "Lunar Lander" (who can land first?)
* Multiplayer shoot-em-up (like "Space Invaders")
(I also realize there was "Demons to Diamonds", which
was 2-players facing each other... this would be
four players somehow sharing the ground at the bottom)

Heck, one could even make a jump-and-run game
(not unlike a simplified version of "New Super Mario Bros. Wii"),
since... for the most part, you use left/right/jump.

One I was thinking about that I'm pretty sure wouldn't
work would be a 4-player simultaneous "Combat" / "Tank"
game, since you need controls for both forward/back and
firing.

I could probably prototype a bunch of these in TurboBASIC XL.
("POKE HPOSP0+PLY,PADDLE(PLY)" ;))

--
-bill!
Sent from my computer

3745. False Error 9 in TurboBASIC XL runtime?

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-19 07:06:32 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b7e3878$0$1589$742ec2ed@news.sonic.net>
Source record: 1634

I have a program I'm writing and I've got the following going on:

```
5 DIM X(4),Y(4),XM(4),YM(4)
...
100 FOR P=0 TO 3
105 X(P)=X(P)+XM(P)
...
199 NEXT P
```

I've used the TBXL compiler to compile the program (generate a .CTB),
but when the TBXL runtime hits that increment statement (line 105),
it falesly throws an Error 9 (out of bounds).

I tried bumping up the array size, but that didn't help.
So I've written this klugy work-around:

```
105 Z=X(P):Z=Z+XM(P):X(P)=Z
```

Seems to avoid the issue. Annoying, though...

--
-bill!
Sent from my computer

3746. Re: ieba (Independent Eight Bit Association)

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-19 07:28:03 UTC
From: Brian Watson <Brian@imagebus.co.uk>
Message-ID: <AJOdnXiQLs0aoOPWnZ2dnUVZ8gidnZ2d@bt.com>
Source record: 1635
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm
Body handling: HTML body converted to readable text

"Merman" wrote in message
news:1d4b2663-f7b0-4027-b898-b04485456808@l26g2000yqd.googlegroups.com...
On Feb 17, 8:41 am, "Brian Watson" wrote:
> Some readers here may remember a Group I set up with others to provide and
> exchange information between users of 8-bit computers.
>
> Well, one of the founders has passed away (died, that is) and Gordon
> Woolliscroft and I thought that as the whole 8bit scene has dwindled we
> ought to wind the thing up and put the money to good use, so that's what
> we've just done.
>
> There was about 600 English pounds in the account (my, that interest did
> mount up) so we have decided to split it 50/50 between a kidney research
> charity and Great Ormond Street Children's Hospital.
>
> We hope that meets with everyone's approval (cos it's too late to change
> it
> if it ain't!)

: Sorry to hear of Gordon's passing, but I approve of the charitable
: donations.

Ooops, sorry, I've obviously not made it clear.

There was a third person involved with Gordon and I and it was he (not
Gordon) who joined The Choir Eternal.

Gordon is very much "still with us" as they say and it is he who has been
working so hard to wind matters up in the absence of the third signatory to
the account.

--
Brian
"Fight like the Devil, die like a gentleman."
www.imagebus.co.uk/shop

3747. 4-Paddle Lunar Lander (prototype) (Was re: Other 4-player simultaneous paddle game ideas)

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-19 09:41:12 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b7e5cb8$0$1589$742ec2ed@news.sonic.net>
Source record: 1636

Bill Kendrick <bill@newbreedsoftware.com> wrote:
<snip>
> Some other 4-player, simultaneous-on-the-same-computer game
> ideas:
<snip>
> * Multiplayer "Lunar Lander" (who can land first?)
<snip>

A relatively playable prototype, in compiled TurboBASIC XL,
is available for your enjoyment:

http://www.newbreedsoftware.com/padlandr/

Turn knob left/right to change angle of your Lunar Excursion Module,
press Fire to thrust. Try to land (facing upright, and without
descending too quickly) on one of the flashing pads. Whoever lands
first is awarded a point.

Lots of ideas for improvement. No idea if I'll ever get around
to it, but hey... if someone wants to take the idea and run with it,
that'd be awesome. :)

Ever since the Wii came out, I've been thinking the Atari deserves
more 4-player games. :) (And I don't have a MultiJoy, and only
just acquired an Atari 800, so I've been thinking of ways paddles
could be utilized. :))

--
-bill!
Sent from my computer

3748. Re: False Error 9 in TurboBASIC XL runtime?

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-19 20:28:52 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <6459c914-d437-430d-b158-9d5ed2e1b38f@v20g2000prb.googlegroups.com>
Source record: 1637

```
On Feb 18, 11:06 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> I have a program I'm writing and I've got the following going on:
>
> 5 DIM X(4),Y(4),XM(4),YM(4)
> ...
> 100 FOR P=0 TO 3
> 105 X(P)=X(P)+XM(P)
> ...
> 199 NEXT P
>
> I've used the TBXL compiler to compile the program (generate a .CTB),
> but when the TBXL runtime hits that increment statement (line 105),
> it falesly throws an Error 9 (out of bounds).
>
> I tried bumping up the array size, but that didn't help.
> So I've written this klugy work-around:
>
> 105 Z=X(P):Z=Z+XM(P):X(P)=Z
>
> Seems to avoid the issue. Annoying, though...
>
> --
> -bill!
> Sent from my computer

I think you may have an 'Oh in there where you think you have a 'zero
or some kind of DIM error. I just tried it out and it ran w/o errors.

Rick
```

3749. Re: False Error 9 in TurboBASIC XL runtime?

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-19 21:01:33 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b7efc2d$0$1668$742ec2ed@news.sonic.net>
Source record: 1638

```
ricortes <ricortes@earthlink.net> wrote:
> On Feb 18, 11:06ï¿½pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> > I have a program I'm writing and I've got the following going on:
> >
> > 5 DIM X(4),Y(4),XM(4),YM(4)
> > ...
> > 100 FOR P=0 TO 3
> > 105 X(P)=X(P)+XM(P)
<snip>

> I think you may have an 'Oh in there where you think you have a 'zero
> or some kind of DIM error. I just tried it out and it ran w/o errors.

Under the TBXL compiled runtime (RUNTIME.COM running a *.CTB file)?

I also discovered that math was getting kind of horked, when things
went negative. My lander was flying off the top of the screen
really quickly, due to this:

IF YM(P)<-4 THEN YM(P)=-4

It's as though the moment YM(P) became negative, that evalulated
to true, and caused the lander's speed to hit its max.

Simiarly, it would skip to the top of the screen sometimes:

IF Y(P)<-12 THEN Y(P)=-12:YM(P)=0

Like the moment Y(P) was less than zero, this would cause it to
jump to -12.

I simply copied all of the array(P) variables into 'local'
variables within the FOR...NEXT loop, and then copied them back
into the arrays when I was done, and suddenly the game ran
the same under the compiled runtime (RUNTIME.COM)
as it did under the interpreter (TBASIC.COM). Except faster,
of course. :)

100 FOR P=0 TO 3
101 X=X(P):Y=Y(P):XM=XM(P):YM=YM(P):REM get local copies
105 IF YM<-4 THEN YM=-4
110 IF Y<-12 THEN Y=-12:YM=0
120 REM etc.
198 X(P)=X:Y(P)=Y:XM(P)=XM:YM(P)=YM:REM copy back into array
199 NEXT P

Making the code & line numbers up as I type this, but it's
pretty much the jist of what was going on, and the changes I made.
```

Maybe I'm using a crappy version of COMPILER and/or RUNTIME?
(I'm using one that was in ARC that included "TBCOMP.DOC" composed
by Dave Arlington.)

shrug

--
-bill!
Sent from my computer

3750. Re: 4-Paddle Lunar Lander (prototype) (Was re: Other 4-player simultaneous paddle game ideas)

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-19 22:35:44 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <4df9e50d-ade1-41d0-a024-848579908ee0@l24g2000prh.googlegroups.com>
Source record: 1639
Body handling: HTML body converted to readable text

On Feb 19, 1:41 am, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> Bill Kendrick wrote:
>
> > Some other 4-player, simultaneous-on-the-same-computer game
> > ideas:
>
> > * Multiplayer "Lunar Lander" (who can land first?)
>
>
>
> A relatively playable prototype, in compiled TurboBASIC XL,
> is available for your enjoyment:
>
> http://www.newbreedsoftware.com/padlandr/
>
> Turn knob left/right to change angle of your Lunar Excursion Module,
> press Fire to thrust. Try to land (facing upright, and without
> descending too quickly) on one of the flashing pads. Whoever lands
> first is awarded a point.
>
> Lots of ideas for improvement. No idea if I'll ever get around
> to it, but hey... if someone wants to take the idea and run with it,
> that'd be awesome. :)
>
> Ever since the Wii came out, I've been thinking the Atari deserves
> more 4-player games. :) (And I don't have a MultiJoy, and only
> just acquired an Atari 800, so I've been thinking of ways paddles
> could be utilized. :))
>
> --
> -bill!
> Sent from my computer

Might as well drift the thread a bit. Kind of thinking in ASCII. Usual caveats apply, kind of comming out of a long period of procrastination so 8 to 10 years behind in projects. Priorites are a bit non-atari too in that my first priority at the momment is to get my sailboat ready for the summer.

Did some more thinking on multiplayer games. Thinking may not be what I do best but it is what I do most. I sympathize with the old school 'group of people gathered around the electric Atari Hearth' but I like the idea of over a network game too. I may have posted some of this

before but I am doing it refresh my thinking. I bought a web domain and my son put up a SMF web board so I will take it there from here on out so I don't get my usual flames. I can't tell you the number of times someone has called the 1489 version of SIO2PC [junk, trash, shouldn't work, ugly] for not meeting RS232 specifications where I just wanted to ban them by IP address. Now I will be able to!

I think it could be done with a packet assembler and tosser. I just haven't been able to burn enough brain cells to be confident in the best way to do it yet.

In the '80s when I was writing some specialty communication programs I wrote an R: interpreter. It had most of the equivalent BASIC statements so you could remotely run programs. For example if the BBS sent the string
#G GRAPHICS 2
The #G would be read as an escape sequence to go from text mode to interpreter. The local computer would then execute a GRAPHICS 2 command. Unfortunately I added a bit too much to it. It would accept binary load type commands for things like redefined character sets and had a USR() command. It was pointed out to me malicious people could use it to format someones hard drive so I never let it get out in wide circulation.

The problem with an old school BBS is you only get one or two people on at a time max. The Atari is even worse in that it typically only does one thing at a time and only uses one SIO device at a time.

I think most of the problems have now been overcome with networks and the internet. I am thinking of some of the early stuff like Kali, Warcraft, Doom over a network (DWANGO?), kind of examples but brought down just a bit simplier to get to the R:/consol level.

It's also a bit more appropriate for our user base. Approximations of course but you have about a million computers sold with probably half of them in land fills and most of the other half in closets and attics. I think the OSS sales data was only ~5k-10k per language which to me indicates even at the height of popularity maybe 2% programmed and only half of that took it seriously enough to buy serious tools like MAC/65. I think it is even worse for hard core stuff like MIO or Black Box. Looking at eBay feedback for j131 and Steve it seems like SIO2PC cables did around 5,000 units worth of business there. Keeps with my perception of the Atari Proles being cheap and lazy. They will spend $25 on a cable if it allows them to get a copy of every game ever made and play it. Forget about solder or taking the computer appart.

Anyway since my early efforts I wrote a BASIC for IBM clones: I learned about tokenizing! If I was to rewrite the R:interpreter now I would definately use tokens like [133, 134, 135] => [graphics, poke, print].

Which brings me back on topic of one way a multiplayer game on an Atari may work. If it to be used by the Atari Proles it has to have a lot of bang for the buck even if it is zero bucks. I think it just needs access to a network and at least one of the network computers to do some packet assembly. The individual actions of each Atari would be assembled and passed to all the computers using the serial port.

Let's say you have 3 Ataris in a network game of Pac Man. A one byte J/S status would be sent over the R: device to the network and a 3 byte packet assembled. The packet could either be assembled by one of the network computers or by one of the Ataris in peer to peer type connection if that is the right term. The three byte packet would then be sent out to all of the computers to update the local status.

If you do it via serial connection to network the only upper limit you have would be local processing power of the Atari. If you wanted 200 people in a game you could just use 200 byte packets. At ~19 kbaud you would still get more updates then shadow registers get updated but moving 200 objects on screen would tax the system.

Silly and trivial, you could have a blob type game of life. 200 people as 200 pixels. Maximum distance from another pixel limited so you would have to move on mass: Like an Amoeba eating crumbs.

Rick

3751. Re: 4-Paddle Lunar Lander (prototype) (Was re: Other 4-player ?simultaneous paddle game ideas)

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-19 23:02:25 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b7f1881$0$1615$742ec2ed@news.sonic.net>
Source record: 1640

ricortes <ricortes@earthlink.net> wrote:
> Looking at eBay feedback for j131 and Steve it seems like
> SIO2PC cables did around 5,000 units worth of business there. Keeps
> with my perception of the Atari Proles being cheap and lazy. They will
> spend $25 on a cable if it allows them to get a copy of every game
> ever made and play it. Forget about solder or taking the computer
> appart.

For me it's two-fold. I want to keep things simple because:
(1) I am lazy. And forget about solder or taking my computer apart!
(2) Other people are as well, so if my game runs on stock HW, that's
a bonus.

This, plus no time to invest in doing things in anywhere near
a hardcore fashion, is why I don't have a MUX anymore.
I got rid of my MyIDE cart. My USB cart got busted (hard drop
onto the floor), so I just gave up on that, too.

Sure, I'd love to attach a PlayStation drumkit or guitar, or
figure out the magic necessary to get a Wiimote working with
the Atari, but if I went and wrote a game that utilized it,
there'd be pretty much a 1-person audience.

Heck, I'm sure that by making a paddle-based game, I'm killing
the audience of my game. (Which is why in my "to-do" list,
adding joystick support listed. At least then two people could
play lunar lander simultaneously, if not four. ;))

<snip>
> Silly and trivial, you could have a blob type game of life. 200 people
> as 200 pixels. Maximum distance from another pixel limited so you
> would have to move on mass: Like an Amoeba eating crumbs.

The other night I thought (again, from the paddle point of view) of
a Hover Boover style game, but with Roomba robot vacuum cleaners. :)
Yet another odd take on Pac-Man (which was odd to begin with).

Rambling, gotta focus on work,

--
-bill!
Sent from my computer

3752. Re: False Error 9 in TurboBASIC XL runtime?

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-19 23:03:37 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <3394a1e2-8b93-4fd6-839f-39c8b630ca66@q2g2000pre.googlegroups.com>
Source record: 1641

```
On Feb 19, 1:01 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> ricortes <ricor...@earthlink.net> wrote:
> > On Feb 18, 11:06 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> > > I have a program I'm writing and I've got the following going on:
>
> > > 5 DIM X(4),Y(4),XM(4),YM(4)
> > > ...
> > > 100 FOR P=0 TO 3
> > > 105 X(P)=X(P)+XM(P)
>
> <snip>
>
> > I think you may have an 'Oh in there where you think you have a 'zero
> > or some kind of DIM error. I just tried it out and it ran w/o errors.
>
> Under the TBXL compiled runtime (RUNTIME.COM running a *.CTB file)?

Right, on Atari800 emulator. Renamed the code snippet to AUTORUN.CTB
and
binary loaded RUNTIME.COM to auto execute it. Added a few lines like
205 ?"Press any key to return to DOS"
210 IF PEEK(764)=255 THEN GOTO 210
220 END
<SNIP>

> 100 FOR P=0 TO 3
> 101 X=X(P):Y=Y(P):XM=XM(P):YM=YM(P):REM get local copies
> 105 IF YM<-4 THEN YM=-4
> 110 IF Y<-12 THEN Y=-12:YM=0
> 120 REM etc.
> 198 X(P)=X:Y(P)=Y:XM(P)=XM:YM(P)=YM:REM copy back into array
> 199 NEXT P
>
> Making the code & line numbers up as I type this, but it's
> pretty much the jist of what was going on, and the changes I made.
>
> Maybe I'm using a crappy version of COMPILER and/or RUNTIME?
> (I'm using one that was in ARC that included "TBCOMP.DOC" composed
> by Dave Arlington.)
>
> *shrug*
>
> --
> -bill!
> Sent from my computer
```

Is there a cut and paste for the emulator or do we have to go through an EOL converter programs? I have verified that some of my 'went for a swim in the basement' computers work but I don't have any set up with SIO2PC or APE. For that matter, I don't have a DOS computer that survived to run SIO2PC and I didn't stay in the game long enough to register either SIO2PC or any flavor of APE. I did run APE for Windows to make sure I had hardware functioning but it wasn't a permanent set up. Getting old and crotchety to the point of seeing a the APE startup nag or trying to get a DOS computer up and running gets me tuckered out.

Anywho, I was never real good with BASIC let alone Turbo BASIC but I figure it you may be right about munged file somewhere or it could be something harder to track, like loading RUNTIME.COM tries to execute something, anything, and by the time you get the prompt for ~Run what file? it is so confused it may be executing random fragments in memory, old code, or DUP.SYS area.

Rick

3753. Re: False Error 9 in TurboBASIC XL runtime?

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-19 23:21:14 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b7f1cea$0$1655$742ec2ed@news.sonic.net>
Source record: 1642

ricortes <ricortes@earthlink.net> wrote:
> > Under the TBXL compiled runtime (RUNTIME.COM running a *.CTB file)?

> Right, on Atari800 emulator. Renamed the code snippet to AUTORUN.CTB
> and
> binary loaded RUNTIME.COM to auto execute it. Added a few lines like
> 205 ?"Press any key to return to DOS"
> 210 IF PEEK(764)=255 THEN GOTO 210
> 220 END
> <SNIP>

Blah, weird. Well, I didn't have time/energy to boil it down to
a test case. I was mostly annoyed that the game wasn't running
the same when compiled as it was when interpreted, so I jury-rigged
it until it did work. Then it was 2am, and way past bedtime.

All of my Ataris (except the 7800 & Jaguar, enjoyed on a semi-regular
basis by my toddler) are boxed up and ready for next month's
Atari Party. ;)

So I'm done worrying about it for now. (Who knows, though, I might
dump the TBS source code into a TXT file and try to rewrite it
into Action!)

-bill!

3754. Re: Beginning planning for Atari Party 2010 (Davis, Calif.)

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-20 03:02:18 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <hlnjbq01k4e@news1.newsguy.com>
Source record: 1643
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx

In comp.sys.atari.8bit Bill Kendrick <bill@newbreedsoftware.com> wrote:
> FYI - Plans for Atari Party 2010 move ahead!
>
> (1) We'll be screening a movie (if not two!).
> So far, the documentary "Once Upon Atari".

Might I suggest Cloak & Dagger?

I just wish I could be out in California for it. :-(

3755. Re: Beginning planning for Atari Party 2010 (Davis, Calif.)

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-20 06:28:43 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2010.02.20.06.28.43.432690@suddenlink.net>
Source record: 1644
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sat, 20 Feb 2010 03:02:18 +0000, gozarcollins wrote:

> I just wish I could be out in California for it. :-(

Ditto. :(

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

3756. wanted woking atari 410 program recorder

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-20 21:59:14 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4b805b33$0$12458$bbae4d71@news.suddenlink.net>
Source record: 1645

Greetings,

looking for a working atari 410 recorder or the smaller model,
for 400/800/xl/xe.

e-mail me at: phantomm@suddenlink.net

3757. Re: 800XL keyboard problem

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-20 22:38:27 UTC
From: Daman <wayneeckel316@gmail.com>
Message-ID: <d02a6ab3-f9de-4f5d-80ce-54efea6576dd@f42g2000yqn.googlegroups.com>
Source record: 1646

Well, it isn't the cable. I have had the key itself apart and blew
into it with no luck. If I pry up on the key it will stop. If I take
the keyboard apart does that mean the little screws on the bottom?
When I get it apart, what do I need to look for then?

3758. Re: Beginning planning for Atari Party 2010 (Davis, Calif.)

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-20 22:56:55 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b8068b7$0$1617$742ec2ed@news.sonic.net>
Source record: 1647
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx

In comp.sys.atari.8bit gozarcollins@spamtraphotmail.com wrote:
> In comp.sys.atari.8bit Bill Kendrick <bill@newbreedsoftware.com> wrote:
> > FYI - Plans for Atari Party 2010 move ahead!
> >
> > (1) We'll be screening a movie (if not two!).
> > So far, the documentary "Once Upon Atari".

> Might I suggest Cloak & Dagger?

Heh, well, I wanted to watch Tron, so that plan's
solidified. ;) Maybe C&D next year. Good idea!

> I just wish I could be out in California for it. :-(

We'll take plenty of photos. (And you can see photos
and vids from last year's.)

--
-bill!
Sent from my computer

3759. Re: wanted woking atari 410 program recorder

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-20 22:58:16 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b806908$0$1617$742ec2ed@news.sonic.net>
Source record: 1648

phantomm_1 <phantomm@suddenlink.net> wrote:
> Greetings,

> looking for a working atari 410 recorder or the smaller model,
> for 400/800/xl/xe.

I've got a 1010 that I just inherited that you can have.
I have no idea if it works (the motor works, at least :))

Let me know. I'll just ask for shipping.
(Otherwise, I'll be trying to give it away at my Atari Party
in mid-March.)

--
-bill!
Sent from my computer

3760. Re: False Error 9 in TurboBASIC XL runtime?

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-21 03:18:27 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <79e820be-a8de-4150-8462-d6d7bb245866@x22g2000yqx.googlegroups.com>
Source record: 1649

```
On Feb 19, 2:06 am, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> I have a program I'm writing and I've got the following going on:
>
> 5 DIM X(4),Y(4),XM(4),YM(4)
> ...
> 100 FOR P=0 TO 3
> 105 X(P)=X(P)+XM(P)
> ...
> 199 NEXT P
>
> I've used the TBXL compiler to compile the program (generate a .CTB),
> but when the TBXL runtime hits that increment statement (line 105),
> it falesly throws an Error 9 (out of bounds).
>
> I tried bumping up the array size, but that didn't help.
> So I've written this klugy work-around:
>
> 105 Z=X(P):Z=Z+XM(P):X(P)=Z
>
> Seems to avoid the issue. Annoying, though...
>
> --
> -bill!
> Sent from my computer

Just a general rule. Initialize variables before using them.
```

3761. Re: False Error 9 in TurboBASIC XL runtime?

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-21 03:24:04 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <7ac387c2-0dcf-44a9-b405-17c4e6c11585@d27g2000yqf.googlegroups.com>
Source record: 1650

```
On Feb 19, 2:06 am, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> I have a program I'm writing and I've got the following going on:
>
> 5 DIM X(4),Y(4),XM(4),YM(4)
> ...
> 100 FOR P=0 TO 3
> 105 X(P)=X(P)+XM(P)
> ...
> 199 NEXT P
>
> I've used the TBXL compiler to compile the program (generate a .CTB),
> but when the TBXL runtime hits that increment statement (line 105),
> it falesly throws an Error 9 (out of bounds).
>
> I tried bumping up the array size, but that didn't help.
> So I've written this klugy work-around:
>
> 105 Z=X(P):Z=Z+XM(P):X(P)=Z
>
> Seems to avoid the issue. Annoying, though...
>
> --
> -bill!
> Sent from my computer

Shoot, I posted before I was done.

Initialize variables before using them.
FOR P=0 TO 3
X(P)=0:XM(P)=0:ETC.
NEXT P
then you can do a X(P)=X(P)+XM(P)
also a good idea to use variables instead of numerics.
N0=0:N1=1:N2=2 ETC.
When you referenced X(P)=X(P)+XM(P) you can't assume X(P) starts as
zero.
Also, the CTB may be somewhat messed up.
```

3762. Re: 800XL keyboard problem

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-21 07:18:22 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <0c1bcaa0-e43b-4be5-a960-f66320a4e06f@k5g2000pra.googlegroups.com>
Source record: 1501

On Feb 20, 2:38 pm, Daman <wayneeckel...@gmail.com> wrote:
> Well, it isn't the cable. I have had the key itself apart and blew
> into it with no luck. If I pry up on the key it will stop. If I take
> the keyboard apart does that mean the little screws on the bottom?
> When I get it apart, what do I need to look for then?

Foggy memory but I seem to recall about 3 different keyboards were
made for
the XL. You are right, blowing probably won't do anything. Some of
the
keyboards if not all used a couple of sheets of clear plastic with
printed
traces and contact patches on them like a sandwich. Push a key in, it
squashes the layer with the conductive pad onto the one with the
traces.
Good news was it was sorta spill proof, bad news is after 25 years
they
are starting to deteriorate. SOP is to pull it apart and clean the
traces
with something that doesn't attack the plastic and repair the traces
with one of those conductive inks.

It isn't hard, just tedious. The ~20 tiny screws holding it together
are
really cheap and strip if you look at them wrong. I'm kind of ham
fisted so it'll probably be a snap for you.
I just looked at
http://www.best-electronics-ca.com
and didn't find replacement mylar for the XL. They did have it for
130XE types and looks like they have 1200XL keyboards<$45!!!>. I would
shoot them and
http://www.myatari.com
an email just in case. myatari aka B&C has 800XL pull keyboards for
$25,

Just trying to save you a buck. I think the last bottle of conductive
ink I
bought was ~$16 and I got charged ~$10 shipping.

Rick

3763. Re: 800XL keyboard problem

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-21 19:24:10 UTC
From: Bill Garber <willy46pa@garberstreet.com>
Message-ID: <KoWdneV-acCrFRzWnZ2dnUVZ8qOdnZ2d@giganews.com>
Source record: 1502

"Daman" <wayneeckel316@gmail.com> wrote in message news:d02a6ab3-
f9de-4f5d-80ce-54efea6576dd@f42g2000yqn.googlegroups.com...
> Well, it isn't the cable. I have had the key itself apart and blew
> into it with no luck. If I pry up on the key it will stop. If I take
> the keyboard apart does that mean the little screws on the bottom?
> When I get it apart, what do I need to look for then?

I did a search at Best, and they have some QWERTY keyboards for
the 600xl/800xl here about halfway down the page for $30 each.

http://www.best-electronics-ca.com/800xl.htm

Bill

3764. Re: False Error 9 in TurboBASIC XL runtime?

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-22 00:02:41 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b81c9a1$0$1604$742ec2ed@news.sonic.net>
Source record: 1503

russg <russgilb@sbcglobal.net> wrote:
> Just a general rule. Initialize variables before using them.

Oh they are in the real game:

FOR P=0 TO 3:X(P)={some math}:Y(P)=0:XM(P)=0:YM(P)=0:NEXT P

Recall that my first annoyance was a dim-out-of-bounds (ERROR 9).
Sorry my off-the-top-of-my-head example code I typed onto my
Usenet post was not complete enough. ;) (And certainly, in
the example, "P" was initialized by the FOR statement. Hehe.)

The math errors were ones where it was pretty obvious that
TurboBASIC XL's runtime's idea of:

IF VAR < -number THEN ...

was wrong. The game worked fine, until something (vertical
position ("Y(P)") or speed ("YM(P)") was negative, then it
was buggy. And it worked fine all the time, when running
under the interpreter.

--
-bill!
Sent from my computer

3765. Copyright law that slipped right by me

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-22 03:44:37 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <67ca2f8d-467c-47b8-be19-0540afc2689b@c34g2000pri.googlegroups.com>
Source record: 1504

Digital Millennium Copyright Act

The current administratively-created exemptions, issued in November 2006, are:

Computer programs and video games distributed in formats that have become obsolete and that require the original media or hardware as a condition of access, when circumvention is accomplished for the purpose of preservation or archival reproduction of published digital works by a library or archive. A format shall be considered obsolete if the machine or system necessary to render perceptible a work stored in that format is no longer manufactured or is no longer reasonably available in the commercial marketplace. (A renewed exemption, first approved in 2003.)

I really have to get out more, I never noticed this when it first came out. I'm no lawyer, barely a chemist anymore, so some of the wording seems arbitrary and open to interpretation. "reasonably available in the commercial marketplace" Who says what's reasonable? I can't go to Macy's and pick up an Atari 400 so does that mean everything Atari 8 bit is fair game eventhough Atari lives on with a paper trail of corporations buying it for name recognition value.

A more practical example of arbitrary may be something like the Black Box. I think Bob Puff is on record as saying he would do another production run *IF* there was enough interest => commercial. Its like one of those bad Star Trek episodes with a pretzel logic bomb.

Rick

3766. Re: Copyright law that slipped right by me

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-22 04:55:42 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9D26F36912EBDemuslor@69.16.185.252>
Source record: 1505

Despite all prevention efforts, ricortes <ricortes@earthlink.net> wrote in
news:67ca2f8d-467c-47b8-be19-0540afc2689b@c34g2000pri.googlegroups.com:

>
> A more practical example of arbitrary may be something like the Black
> Box. I think Bob Puff is on record as saying he would do another
> production run *IF* there was enough interest => commercial. Its like
> one of those bad Star Trek episodes with a pretzel logic bomb.
>

Out of curiosity, anyone know how many BBs were produced?

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

3767. Re: Copyright law that slipped right by me

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-22 20:34:41 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b82ea61$0$1650$742ec2ed@news.sonic.net>
Source record: 1506

ricortes <ricortes@earthlink.net> wrote:
> Digital Millennium Copyright Act

> The current administratively-created exemptions, issued in November
> 2006, are:

Wow. And inthe DMCA no less. (Which, as a Linux kool-aid drinker,
I've learned to abhor.)

-bill!

3768. Re: Copyright law that slipped right by me

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-22 21:02:50 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2010.02.22.21.02.50.441308@suddenlink.net>
Source record: 1507

On Mon, 22 Feb 2010 20:34:41 +0000, Bill Kendrick wrote:

> Wow. And inthe DMCA no less. (Which, as a Linux kool-aid drinker,
> I've learned to abhor.)

Amen!

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

3769. Re: Copyright law that slipped right by me

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-23 07:40:31 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <hm00pc$j63$1@infosun2.rus.uni-stuttgart.de>
Source record: 1508

ricortes schrieb:
>
> Computer programs and video games distributed in formats that have
> become obsolete and that require the original media or hardware as a
> condition of access, when circumvention is accomplished for the
> purpose of preservation or archival reproduction of published digital
> works by a library or archive. A format shall be considered obsolete
> if the machine or system necessary to render perceptible a work stored
> in that format is no longer manufactured or is no longer reasonably
> available in the commercial marketplace. (A renewed exemption, first
> approved in 2003.)
>
> I really have to get out more, I never noticed this when it first came
> out. I'm no lawyer, barely a chemist anymore, so some of the wording
> seems arbitrary and open to interpretation. "reasonably available in
> the commercial marketplace" Who says what's reasonable?

The court, on a "case by case basis", this is what it means. As most
other laws, it is a guideline that is to be followed, no precise definition.

So long,
Thomas

3770. Re: Copyright law that slipped right by me

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-23 20:34:23 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <fc3ef56d-78d6-4e44-a157-abc57b06fead@g28g2000prb.googlegroups.com>
Source record: 1509

On Feb 22, 11:40 pm, Thomas Richter <t...@math.tu-berlin.de> wrote:
> ricortes schrieb:
>
>
>
> > Computer programs and video games distributed in formats that have
> > become obsolete and that require the original media or hardware as a
> > condition of access, when circumvention is accomplished for the
> > purpose of preservation or archival reproduction of published digital
> > works by a library or archive. A format shall be considered obsolete
> > if the machine or system necessary to render perceptible a work stored
> > in that format is no longer manufactured or is no longer reasonably
> > available in the commercial marketplace. (A renewed exemption, first
> > approved in 2003.)
>
> > I really have to get out more, I never noticed this when it first came
> > out. I'm no lawyer, barely a chemist anymore, so some of the wording
> > seems arbitrary and open to interpretation. "reasonably available in
> > the commercial marketplace" Who says what's reasonable?
>
> The court, on a "case by case basis", this is what it means. As most
> other laws, it is a guideline that is to be followed, no precise definition.
>
> So long,
> Thomas

<sigh>
It seems like a consequence of electing lawyers to make laws. I've
been
peripherally involved in intellectual lawsuits. The company I worked
for
had to defend several products from competitors and some even from
clients. i.e. if you don't wnat to pay royalty fees one 'percieved'
way out
was to attack the patent for prior art. We had several excellent
patent
attorneys but I think we also had to go with outside attorneys that
specialized in trials. Punch line is I remember giving a deposition
where it cost more per hour to park my car then I made!

Its one of those things that the general public doesn't quite get.
Intellectual
protection doesn't have copyright or patent cops working for the
government
that arrest violators. All it does is give you the right to take it to

court. This
looks like it is intended to get more lawyers employeed.

This doesn't change anything, a copyright holder could have taken it to court
before. All it does is issue a "Take it, you may get lucky" kind of statement.

Rick

3771. UN-subscribing

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-24 21:13:20 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4b859672$0$12416$bbae4d71@news.suddenlink.net>
Source record: 1510

I'm UN-subscribing from this news group for awhile.

Barry
.

3772. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-25 18:32:44 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1002251032400.20818@slate.spiritone.com>
Source record: 1511
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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This Message Sent From My Atari Computer!30 Years Using Atari 2600 Jr./800xl/ Mega ST4,
Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

3773. FREE ATARI CATALOGS! 2-18-2010

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-25 18:35:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1002251032520.20818@slate.spiritone.com>
Source record: 1512
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

3774. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-25 18:37:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1002251035190.20818@slate.spiritone.com>
Source record: 1513
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Mailing List sent by E-Mail From Bravo Sierra Computers! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It
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3775. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-25 18:40:36 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1002251037290.20818@slate.spiritone.com>
Source record: 1514
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!
Make a list of HardWare/Accessories, Games/SoftWare, Books and References
for the Classic Atari 8 Bit and the Atari ST Computer Lines!

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "ATARI WANTLIST" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm ATARI SURVEYS AND WANT LISTS!

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3776. 303447 Reserch anything, nerw content up to date all sites 16

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-26 04:55:43 UTC
From: "Andrew W." <wilcox_andrew@childcustodyfordads.eyetraffic.net>
Message-ID: <ivlhn.24603$1q5.14262@news.usenetserver.com>
Source record: 1515

I fell in love with the net and all the compuiter teahcnology in the very early years and have loved it ever since, I have an IT Degree and Communications degree and will be working on my doctorate for the next five years, in bwetween I design websites, databases, Multimedia Produxction or anything that wil make me a penny, just student scraping by. But Guess what? I don't want your money, your e-mail, or anything. Each of these sites has a specific topic but they have them style and layout sothey are easy to navigate and ther a search function should take you to exactly where youwant to, or just explore, they have outside service you can acccess as well. Each site has 10,000 plus articles and they are updated everyday so you know you are gettin up to date information. ENough, here the computer and tech related sites.

Code and Creation Application Level Programming and Development
http://codeandcreation.com

EyrLinx
http://eyelinx.com

EyeTraffif
http://eyetrafiic.net

FreeNetCommerce
http://freenetcommerce.com

FreeNew Windows Software
http://freenewwindowsofyware.com

Home DVD Production
http://homedvdproduction.com

Instant Web Solutions
http://instantwebsolutions.com

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http://ipods-imacs.com

THe Flow of Traffic
http://theflowoftraffic

TotalHelpSolutionsa
http://totalhelpsolutions.com

Webtraffic Ultra
http://webtrafficultra

Thanks in Advance and if you find any of these sites hekofulto you please pass them along roytou friends.

$%Gp!T$VVpI&m&*rjKl^cNZtIvSP(VJpG=l

3777. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-26 05:17:21 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1267161409@rtfm.mit.edu>
Source record: 1516
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 16, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3778. Adding Chips in the Atari Memory Map

Newsgroup: comp.sys.atari.8bit
Date: 2010-02-28 05:37:03 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <8694c37c-638f-48b1-8919-45587f950c42@s25g2000prd.googlegroups.com>
Source record: 1517

In keeping with my scheme of getting a thing or two backed up to the web archive I documented a hack I did years ago. I may have posted it to the group or I may have only told Jeff McWilliams.<a name out of the past!>

In my usual left handed and crosseye logic I decided to buy my own domain name and post to it. I have a real beef with doing it to web site not under my control. For one thing I don't want it to be too dilute. You look at just about any web site with a forem and between the hankie fights and warez type posts the 'good stuff' gets lost in a crowd. I love the way google archives this group but no binaries kind of limits what you can do. Even with google search you still have trouble finding the post you are looking for.

It won't be much of a web page. I looked at the programming site Bill referenced and it looks great. Problem is they offer free programming and instruction and get no takers.

Easily 90% of my original code is gone. I may put up some other examples from various sites just so I have a central location to keep stuff.

Anyway, could someone check this for accuracy?
http://www.ataricorpse.com/index.php?topic=6.0

It is from memory about 10 or 15 years ago so... I also noticed and corrected an error in the schematic so it may not reflect the original that is floating around the web. The original had the pinout of the 74LS138 labeled wrong.

Rick

3779. Another paddle-game idea: something like "The Act"

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-02 19:59:05 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b8d6e09$0$1619$742ec2ed@news.sonic.net>
Source record: 1518

"The Act" is a prototype arcade game that utilizes cartoon
drawings (kind of like a modern take on old laserdisc games
like Dragon's Lair and Space Ace), but which is controlled
using a knob.

http://en.wikipedia.org/wiki/The_Act_(video_game)

Depending on the scene, the knob controls different
aspects of the game. For example, in one scene, the
main character that you control is attempting to flirt
with a woman. The knob controls how 'bold' the
character is at any given point. (You can become so
seemingly-disinterested that she gets up and leaves,
or come on so strong that she slaps you -- in both
cases, you lose.)

To do a game similar to The Act, you'd need gobs of
RAM or fast access to video frames (e.g., hard drive),
unless you get really clever about it.

But... we have a paddle, at least. ;)

I think the controller on The Act was a rotary
controller, so it could spin all the way around.
A game like this could be done with paddle,
trakball or rotary controller, I think.

Just thinking out loud. Back to work,

--
-bill!
Sent from my computer

3780. Re: Another paddle-game idea: something like "The Act"

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-03 17:45:23 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <ff1c027d-f54d-44ee-98f1-0cd0a6c3a84a@k36g2000prb.googlegroups.com>
Source record: 1519

On Mar 2, 11:59 am, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> "The Act" is a prototype arcade game that utilizes cartoon
> drawings (kind of like a modern take on old laserdisc games
> like Dragon's Lair and Space Ace), but which is controlled
> using a knob.
>
> http://en.wikipedia.org/wiki/The_Act_(video_game)
>
> Depending on the scene, the knob controls different
> aspects of the game. For example, in one scene, the
> main character that you control is attempting to flirt
> with a woman. The knob controls how 'bold' the
> character is at any given point. (You can become so
> seemingly-disinterested that she gets up and leaves,
> or come on so strong that she slaps you -- in both
> cases, you lose.)
>
> To do a game similar to The Act, you'd need gobs of
> RAM or fast access to video frames (e.g., hard drive),
> unless you get really clever about it.
>
> But... we have a paddle, at least. ;)
>
> I think the controller on The Act was a rotary
> controller, so it could spin all the way around.
> A game like this could be done with paddle,
> trakball or rotary controller, I think.
>
> Just thinking out loud. Back to work,
>
> --
> -bill!
> Sent from my computer

hehe!

http://etchartist.com/

I loved my paddles but mostly for taking apart so I could build goofy stuff like temperature sensors. I think I may still have a "driving controller" somewhere. I'm not sure if the general public realizes they used the direction coding system that begat trackballs, ST mouse, ... I did hate paddle drawing programs and I could never get good results from a Micro Illustrator pad. I did like bbk art but the copy I just down loaded seems to be busted. Doesn't work with the

emulator anyway.

Seems like a lot has been learned about human interfaces since the paddle days. I could almost see doing things like ptrig off X-axis motion, ptrig on Y-axis motion, ptrig click toggle pickup/drop, ptrig double click toggle select.

I thought you became a relative expert on character mode graphics? I mean anything that can be displayed in a graphic 15 mode can be done in a 1k graphic 12 mode plus a FONT. Back in the day it used to distress me that people used modes 8 and 15 when the obvious solution was a character mode. Matter of fact it still kind of bugs me! The only program I wrote back then that I really miss were a combination character set and playfield editor that did the gr. 15 to 12 conversion. I even contacted a friend from the bbs days to see if he still had a copy of its download section.

Rick

3781. Re: Another paddle-game idea: something like "The Act"

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-03 19:16:28 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b8eb58c$0$1604$742ec2ed@news.sonic.net>
Source record: 1520

ricortes <ricortes@earthlink.net> wrote:
> I thought you became a relative expert on character mode graphics?

Nah, not really. :) I just invented that 'Super IRG' flickery mode
for one of my games. A fellow named Bobby has since gone and
invented a bunch of related modes, and is making a fancy new editor.

(Closest thing I can find to a reference is this text file
hosted at AtariAge. I'll leave it as an exercise to someone
with more patience with web forums to figure out what actually
links to this:
http://www.atariage.com/forums/index.php?app=core&module=attach&section=attach&attach_id=1
45351)

> I mean anything that can be displayed in a graphic 15 mode can be done
> in a 1k graphic 12 mode plus a FONT. Back in the day it used to
> distress me that people used modes 8 and 15 when the obvious solution
> was a character mode. Matter of fact it still kind of bugs me! The
> only program I wrote back then that I really miss were a combination
> character set and playfield editor that did the gr. 15 to 12
> conversion. I even contacted a friend from the bbs days to see if he
> still had a copy of its download section.

These days there seem to be a number of applications (mostly
MS Windows ones?) that can convert a graphic into a set of
character sets and the character data. Many demoscene visuals
seem to utilize charactersets to do some of the animated screens
(versus using bitmapped modes).

One that comes to mind is a funky text scroller by Hard Software,
where it's obvious that they way they got three scrollers on the
screen next to each other was by simply blitting the scrolling
text into the font. The actual data on the screen is static
(just a matrix of characters, repeated three times).

--
-bill!
Sent from my computer

3782. Re: Another paddle-game idea: something like "The Act"

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-03 23:25:32 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <PoidnfX-KYGZbRPWnZ2dnUVZ_rydnZ2d@earthlink.com>
Source record: 1521

Bill Kendrick wrote:
> ricortes <ricortes@earthlink.net> wrote:
<snip>
>
>> I mean anything that can be displayed in a graphic 15 mode can be done
>> in a 1k graphic 12 mode plus a FONT. Back in the day it used to
>> distress me that people used modes 8 and 15 when the obvious solution
>> was a character mode. Matter of fact it still kind of bugs me! The
>> only program I wrote back then that I really miss were a combination
>> character set and playfield editor that did the gr. 15 to 12
>> conversion. I even contacted a friend from the bbs days to see if he
>> still had a copy of its download section.
>
> These days there seem to be a number of applications (mostly
> MS Windows ones?) that can convert a graphic into a set of
> character sets and the character data. Many demoscene visuals
> seem to utilize charactersets to do some of the animated screens
> (versus using bitmapped modes).

Now you've been doing the linux thing you really know
what a programming environment is. Let me preface
this with I don't like 'integrated development environments'
I like to roll my own. Even when I was mostly on my
Atari I usually had my SDX cart plugged in with Action!
on top and an asm/edit ROM replacing the built in BASIC
so I could go back and forth. I like using a multi tasking
computer just so I can have an editor open, a compiler, and
an emulator. Nothing like a robust programming environment
where if one thing crashes you just have to close a window.
Problem is I have tried some of the utilities and they don't
work the way I like to work. They work better then the
originals but they don't work the way I want to.

I used to make my character sets with bbkart and import
them directly into my conversion program that worked as
a play field editor. I could write out screens and character
sets from there as either screen data or strings to be used
in my programs. It was bone head simple: Just skip the
first 4x8 corner of the micro illustrator pic so you would
have a 'space' character then draw on the top ~24 lines.
I'll keep poking around and see if I have anything I made
with that set up.
>
> One that comes to mind is a funky text scroller by Hard Software,
> where it's obvious that they way they got three scrollers on the

> screen next to each other was by simply blitting the scrolling
> text into the font. The actual data on the screen is static
> (just a matrix of characters, repeated three times).
>
>

I suck at art and music. I am pretty good at using what
is available.

Anyway, if you remember that Action! demo 'Pretty'
the color scrolling works in character modes. Lot of
overhead but each pixel of a gr. 12 character could
have ~4 pixel wide in four colors by 8 pixels high with
8 colors per each horizontal line, sort of like Rambrant
with one extra color. I'll see if I can knock something
out to show you what I mean. Downloading a Sea
Monkey update on dial up so I may just take a nap
instead!

3783. Re: Another paddle-game idea: something like "The Act"

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-04 08:48:14 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <d4de0577-07de-40ef-91ae-bace00330313@b5g2000prd.googlegroups.com>
Source record: 1522

On Mar 3, 3:25 pm, Rick Cortese <ricor...@earthlink.net> wrote:
> Bill Kendrick wrote:
> > ricortes <ricor...@earthlink.net> wrote:
> <snip>
>
> >> I mean anything that can be displayed in a graphic 15 mode can be done
> >> in a 1k graphic 12 mode plus a FONT. Back in the day it used to
> >> distress me that people used modes 8 and 15 when the obvious solution
> >> was a character mode. Matter of fact it still kind of bugs me! The
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> >> character set and playfield editor that did the gr. 15 to 12
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> >> still had a copy of its download section.
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> > These days there seem to be a number of applications (mostly
> > MS Windows ones?) that can convert a graphic into a set of
> > character sets and the character data. Many demoscene visuals
> > seem to utilize charactersets to do some of the animated screens
> > (versus using bitmapped modes).
>
> Now you've been doing the linux thing you really know
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> this with I don't like 'integrated development environments'
> I like to roll my own. Even when I was mostly on my
> Atari I usually had my SDX cart plugged in with Action!
> on top and an asm/edit ROM replacing the built in BASIC
> so I could go back and forth. I like using a multi tasking
> computer just so I can have an editor open, a compiler, and
> an emulator. Nothing like a robust programming environment
> where if one thing crashes you just have to close a window.
> Problem is I have tried some of the utilities and they don't
> work the way I like to work. They work better then the
> originals but they don't work the way I want to.
>
> I used to make my character sets with bbkart and import
> them directly into my conversion program that worked as
> a play field editor. I could write out screens and character
> sets from there as either screen data or strings to be used
> in my programs. It was bone head simple: Just skip the
> first 4x8 corner of the micro illustrator pic so you would
> have a 'space' character then draw on the top ~24 lines.
> I'll keep poking around and see if I have anything I made
> with that set up.
>

>
>
> > One that comes to mind is a funky text scroller by Hard Software,
> > where it's obvious that they way they got three scrollers on the
> > screen next to each other was by simply blitting the scrolling
> > text into the font. The actual data on the screen is static
> > (just a matrix of characters, repeated three times).
>
> I suck at art and music. I am pretty good at using what
> is available.
>
> Anyway, if you remember that Action! demo 'Pretty'
> the color scrolling works in character modes. Lot of
> overhead but each pixel of a gr. 12 character could
> have ~4 pixel wide in four colors by 8 pixels high with
> 8 colors per each horizontal line, sort of like Rambrant
> with one extra color. I'll see if I can knock something
> out to show you what I mean. Downloading a Sea
> Monkey update on dial up so I may just take a nap
> instead!- Hide quoted text -
>
> - Show quoted text -

Here's a quick and dirty program I wrote to slop some colors up. It
works with the emulator. You have to press reset<F5 in Atari800win> to
get back out. I couldn't think of a good way to change colors smoothly
so I just loaded the vert count, stored it in first color reg, shifted
it left, stored it in the next color reg, et cetera.
Anyway, mucho colors. I left them static, vs. rainbow, on purpose so
you could get a look at them. If I resurect a dungeon diving program I
wrote I may do something like this except shading like Dungeon Master.
Not much hope for that at the momment, this getting back into
programming is knocking the stuffing out of me.

```
20 FOR N=0 TO 28:READ PROG
30 POKE 1536+N,PROG
40 NEXT N
50 GRAPHICS 12+16
60 MSC=PEEK(88)+256*PEEK(89)
70 FOR N=0 TO 959:POKE MSC+N,N/4
80 NEXT N
90 X=USR(1536)
100 DATA 104,173,11,212,141,10,212
105 DATA 141,22,208,10
110 DATA 141,23,208,10,141,24,208,10
120 DATA 141,25,208,10,141,26,208
130 DATA 76,1,6
```

3784. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-04 10:00:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1003040200490.16874@slate.spiritone.com>
Source record: 1523
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!
This Message Sent From My Atari Computer!30 Years Using Atari 2600 Jr./800xl/ Mega ST4,
Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

3785. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-04 10:03:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1003040201050.16874@slate.spiritone.com>
Source record: 1524
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!
Make a list of HardWare/Accessories, Games/SoftWare, Books and References
for the Classic Atari 8 Bit and the Atari ST Computer Lines!

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "ATARI WANTLIST" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm ATARI SURVEYS AND WANT LISTS!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
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Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!
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Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

3786. Re: Another paddle-game idea: something like "The Act"

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-05 21:14:48 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <a2878b8c-bc59-42d4-9783-46d2056440dd@u9g2000yqb.googlegroups.com>
Source record: 1525

On Mar 4, 3:48 am, ricortes <ricor...@earthlink.net> wrote:
> On Mar 3, 3:25 pm, Rick Cortese <ricor...@earthlink.net> wrote:
>
>
>
> > Bill Kendrick wrote:
> > > ricortes <ricor...@earthlink.net> wrote:
> > <snip>
>
> > > I mean anything that can be displayed in a graphic 15 mode can be done
> > > in a 1k graphic 12 mode plus a FONT. Back in the day it used to
> > > distress me that people used modes 8 and 15 when the obvious solution
> > > was a character mode. Matter of fact it still kind of bugs me! The
> > > only program I wrote back then that I really miss were a combination
> > > character set and playfield editor that did the gr. 15 to 12
> > > conversion. I even contacted a friend from the bbs days to see if he
> > > still had a copy of its download section.
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> > > These days there seem to be a number of applications (mostly
> > > MS Windows ones?) that can convert a graphic into a set of
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> > > (versus using bitmapped modes).
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> > Atari I usually had my SDX cart plugged in with Action!
> > on top and an asm/edit ROM replacing the built in BASIC
> > so I could go back and forth. I like using a multi tasking
> > computer just so I can have an editor open, a compiler, and
> > an emulator. Nothing like a robust programming environment
> > where if one thing crashes you just have to close a window.
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> > I used to make my character sets with bbkart and import
> > them directly into my conversion program that worked as
> > a play field editor. I could write out screens and character
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> > first 4x8 corner of the micro illustrator pic so you would

> > have a 'space' character then draw on the top ~24 lines.
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> > with that set up.
>
> > > One that comes to mind is a funky text scroller by Hard Software,
> > > where it's obvious that they way they got three scrollers on the
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> > > (just a matrix of characters, repeated three times).
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> > I suck at art and music. I am pretty good at using what
> > is available.
>
> > Anyway, if you remember that Action! demo 'Pretty'
> > the color scrolling works in character modes. Lot of
> > overhead but each pixel of a gr. 12 character could
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> > 8 colors per each horizontal line, sort of like Rambrant
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> Here's a quick and dirty program I wrote to slop some colors up. It
> works with the emulator. You have to press reset<F5 in Atari800win> to
> get back out. I couldn't think of a good way to change colors smoothly
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> wrote I may do something like this except shading like Dungeon Master.
> Not much hope for that at the momment, this getting back into
> programming is knocking the stuffing out of me.
> 20 FOR N=0 TO 28:READ PROG
> 30 POKE 1536+N,PROG
> 40 NEXT N
> 50 GRAPHICS 12+16
> 60 MSC=PEEK(88)+256*PEEK(89)
> 70 FOR N=0 TO 959:POKE MSC+N,N/4
> 80 NEXT N
> 90 X=USR(1536)
> 100 DATA 104,173,11,212,141,10,212
> 105 DATA 141,22,208,10
> 110 DATA 141,23,208,10,141,24,208,10
> 120 DATA 141,25,208,10,141,26,208
> 130 DATA 76,1,6

Very unusual. I'm not familiar with graphics 12, seems be character
mode.
It didn't go to attract in my emulator.
I had problems saving/listing to MyDOS. Worked SpartaDOS 3.3A.

3787. Re: Another paddle-game idea: something like "The Act"

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-05 22:01:43 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b917f47$0$1613$742ec2ed@news.sonic.net>
Source record: 1526

russg <russgilb@sbcglobal.net> wrote:
> Very unusual. I'm not familiar with graphics 12, seems be character
> mode.

Guh? Never seen IRG text? :) There's also GRAPHICS 13, which is
double-height (so it gives you 40x12 characters, where their
pixels look like GRAPHICS 7 mode: 160x96. GRAPHICS 12 is 40x24
characters, just liek GRAPHICS 0 mode, but the pixels look like
GRAPHICS 15 mode: 160x192).

Pretty much what you use when you want multicolored tiled graphics.
(For single-colored, which I did a lot as a kid before I coded up
a reasonable multicolor font editor, one typically uses GRAPHICS 1
or 2, the 20x24 and 20x12 text modes. Those end up looking very
Commodore VIC-20'ish :))

> It didn't go to attract in my emulator.

I don't understand Rick's ML, but it's either a Display List Interrupt,
or acting a lot like one (alterting color registers in GTIA each
scanline). So Attract Mode wouldn't affect it, since the colors
that the OS's attract routines come up with would getting
overridden by the raw writes into GTIA.

--
-bill!
Sent from my computer

3788. Re: Another paddle-game idea: something like "The Act"

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-06 01:51:13 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <0a396bf3-3852-46f5-8b25-abe8e64f9b14@d27g2000yqf.googlegroups.com>
Source record: 1527

On Mar 5, 5:01 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> russg <russg...@sbcglobal.net> wrote:
> > Very unusual. I'm not familiar with graphics 12, seems be character
> > mode.
>
> Guh? Never seen IRG text? :) There's also GRAPHICS 13, which is
> double-height (so it gives you 40x12 characters, where their
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> > It didn't go to attract in my emulator.
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> or acting a lot like one (alterting color registers in GTIA each
> scanline). So Attract Mode wouldn't affect it, since the colors
> that the OS's attract routines come up with would getting
> overridden by the raw writes into GTIA.
>
> --
> -bill!
> Sent from my computer

Right, alternate color each scanline, I guess:

```
$600 PLA
$601 LDA $D40B VCOUNT
$604 STA $340A WSYNC
$607 STA $D016 COLPF0
$60A ASL A
$60B STA $DO17 COLPF1
$60E ASL A
$60F STA $D018 COLPF2
$612 ASL A
$613 STA $D019 COLPF3
$616 ASL A
$617 STA $D01A COLBK
$61A JMP $0601
```

3789. Re: Another paddle-game idea: something like "The Act"

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-06 01:54:17 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <06ceb8f9-532e-4bb2-897f-1bd55687dd2b@f8g2000yqn.googlegroups.com>
Source record: 1528

```
On Mar 5, 8:51 pm, russg <russg...@sbcglobal.net> wrote:
> On Mar 5, 5:01 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
>
>
>
> > russg <russg...@sbcglobal.net> wrote:
> > > Very unusual. I'm not familiar with graphics 12, seems be character
> > > mode.
>
> > Guh? Never seen IRG text? :) There's also GRAPHICS 13, which is
> > double-height (so it gives you 40x12 characters, where their
> > pixels look like GRAPHICS 7 mode: 160x96. GRAPHICS 12 is 40x24
> > characters, just liek GRAPHICS 0 mode, but the pixels look like
> > GRAPHICS 15 mode: 160x192).
>
> > Pretty much what you use when you want multicolored tiled graphics.
> > (For single-colored, which I did a lot as a kid before I coded up
> > a reasonable multicolor font editor, one typically uses GRAPHICS 1
> > or 2, the 20x24 and 20x12 text modes. Those end up looking very
> > Commodore VIC-20'ish :) )
>
> > > It didn't go to attract in my emulator.
>
> > I don't understand Rick's ML, but it's either a Display List Interrupt,
> > or acting a lot like one (alterting color registers in GTIA each
> > scanline). So Attract Mode wouldn't affect it, since the colors
> > that the OS's attract routines come up with would getting
> > overridden by the raw writes into GTIA.
>
> > --
> > -bill!
> > Sent from my computer
>
> Right, alternate color each scanline, I guess:
>
> $600 PLA
> $601 LDA $D40B VCOUNT
> $604 STA $340A WSYNC
> $607 STA $D016 COLPF0
> $60A ASL A
> $60B STA $DO17 COLPF1
> $60E ASL A
> $60F STA $D018 COLPF2
> $612 ASL A
```

```
> $613 STA $D019 COLPF3
> $616 ASL A
> $617 STA $D01A COLBK
> $61A JMP $0601

$604 STA $D40A
```

3790. Re: Another paddle-game idea: something like "The Act"

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-06 17:29:16 UTC
From: rich12345 <aiiadict@gmail.com>
Message-ID: <e3a34297-5198-470a-86b6-97041c215307@s25g2000prd.googlegroups.com>
Source record: 1529

On Mar 2, 11:59 am, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> I think the controller on The Act was a rotary
> controller, so it could spin all the way around.
> A game like this could be done with paddle,
> trakball or rotary controller, I think.
>
> Just thinking out loud. Back to work,
>

I've seen this for the amiga, but it was a XXX thing that used the
joystick.

3791. Re: Another paddle-game idea: something like "The Act"

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-07 03:21:41 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <f4a181a7-5aef-4fd8-887e-ed69f57509ff@y7g2000prc.googlegroups.com>
Source record: 1530

On Mar 5, 1:14 pm, russg <russg...@sbcglobal.net> wrote:
> On Mar 4, 3:48 am, ricortes <ricor...@earthlink.net> wrote:
>
>
>
>
>
> > On Mar 3, 3:25 pm, Rick Cortese <ricor...@earthlink.net> wrote:
>
> > > Bill Kendrick wrote:
> > > > ricortes <ricor...@earthlink.net> wrote:
> > >
<snip>
> Very unusual. I'm not familiar with graphics 12, seems be character
> mode.
> It didn't go to attract in my emulator.
> I had problems saving/listing to MyDOS. Worked SpartaDOS 3.3A.- Hide quoted text -
>
> - Show quoted text -

I suck at emulator<grin>. Really it is taking me forever to come back
up to speed. I think I do like the emulator for the access to the hard
drive as the H: device. Tourturous path but I've been working on a:
Dungeon Master clone on Windows screen shots to conversion to BMP to
Atari. All I do is save the BMP to the emulator directory and I can
read it direcly i.e. OPEN #3,4,0,"H:PIC133.BMP"
I posted a progress so far picture
http://www.ataricorpse.com/index.php?topic=10.0

I think I know exactly what I did wrong. IBM uses a color pallet so if
you have colors close together I am dropping them with too simple of
an import. Something like a picture in 15 shades of gray and one white
reduced to two colors.

I was always disappointed more articles weren't written on GR.12. A
little data in some of the hardware books that left it to you to find
out how its done. I think most of the good games like Frogger used it
for all the advantages it gives you with reduced memory requirements
and extra color. A simple to use tool is on my todo list.

Rick

3792. Announcement: cc65 version 2.13.2 is available

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-07 13:21:49 UTC
From: uz@spamtrap.musoftware.de
Message-ID: <hn099d$r95$1@moppi.musoftware.de>
Source record: 1531
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.oric

I'm proud to announce version 2.13.2 of cc65. cc65 is a complete cross development package for 65(C)02 systems, including a powerful macro assembler, a C compiler, linker, librarian and several other tools.

cc65 has C and runtime library support for many of the old 6502 machines, including

- the following Commodore machines:

VIC20
C16/C116 and Plus/4
C64
C128
CBM 510 (aka P500)
the 600/700 family
newer PET machines (not 2001).

- the Apple][and successors.

- the Atari 8 bit machines.

- GEOS for the C64 and C128.

- the Nintendo Entertainment System (NES).

- the Supervision console.

- the Oric Atmos.

- the Lynx Console.

The libraries are fairly portable, so creating a version for other 6502s shouldn't be too much work.

This version is a bugfix release against 2.13.1. Changes have been made in the following areas:

* Some error corrections in the docs.

* Added a document that describes how to use the cc65 toolset with a currently unsupported hardware platform. Constributed by Bruce Reidenbach.

* Fixed crlf->lf conversion problem in .INCBIN (ca65).

* Fixed problems with 80 column mode (C128).

* Added C64 mouse driver patches by Greg King to remove "crosstalk" between mouse and keyboard.

* Fixes for the ptvjoy drivers (C64, C128, VIC20) by Marco van den Heuvel.

* Fixed an optimizer problem (cc65).

* Use the drive from which the program was started as default for all
following file ops (Commodore machines). Patch by Oliver Schmidt.

Precompiled binaries are available for the most common platforms. On many
other host platforms, the sources compile out of the box, so you'll able to
create your own binaries.

For RedHat Enterprise Linux 5, ready made RPM packages are available. These
packages may also work on other rpm-based Linux systems. Please note that
there are separate RPMs for the compiler proper, the docs, and the target
specific libraries. To develop code for one of the target machines, you need
the compiler RPM package *and* one of the target machine packages. Be sure to
download the documentation package if you're new to cc65.

For windows users, there's a user friendly installer package (the one with the
.exe extension). All subpackages are selectable from within the installer
dialogue. The installer will also setup the necessary environment variables
and start menu entries. It is recommended that Windows users choose this
package instead of the .ZIP files.

Precompiled binaries for DOS, OS/2 and Windows are available in ZIP archives.
As with the RPM packages, you need the package for the development host system
(Windows or whatever) *and* one or more of the target machine packages, plus
optionally the doc package.

All packages are available from the MU software FTP server:

ftp://ftp.musoftware.de/pub/uz/cc65/

More information on cc65 can be found on the cc65 web page at

http://www.cc65.org/

There is also a mailing list for discussing cc65 related issues (programming,
suggestions, bugs, ...). See

http://www.cc65.org/#List

for information on how to subscribe to this list.

While I'm the main developer of cc65, it is actually a joint effort. I would
like to thank the target library developers, all the people on the cc65
mailing list, all those sending suggestions and feedback, and even those
bugging me for a new stable release:-) The CREDITS file is probably
incomplete, but you know who you are.

Thank you!

Uz

--
Ullrich von Bassewitz uz@spamtrap.musoftware.de
14:18:16 up 2 days, 18:19, 1 user, load average: 0.32, 0.29, 0.36

3793. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-08 05:17:33 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1268025439@rtfm.mit.edu>
Source record: 1532
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 16, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3794. Re: Another paddle-game idea: something like "The Act"

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-08 19:38:45 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <c55a030e-7f66-4699-85c3-3b63fda0273f@e19g2000prn.googlegroups.com>
Source record: 1533
Body handling: HTML body converted to readable text

```
On Mar 5, 5:54 pm, russg wrote:
> On Mar 5, 8:51 pm, russg wrote:
>
>
>
>
>
> > On Mar 5, 5:01 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
>
> > > russg wrote:
> > > > Very unusual. I'm not familiar with graphics 12, seems be character
> > > > mode.
>
> > > Guh? Never seen IRG text? :) There's also GRAPHICS 13, which is
> > > double-height (so it gives you 40x12 characters, where their
> > > pixels look like GRAPHICS 7 mode: 160x96. GRAPHICS 12 is 40x24
> > > characters, just liek GRAPHICS 0 mode, but the pixels look like
> > > GRAPHICS 15 mode: 160x192).
>
> > > Pretty much what you use when you want multicolored tiled graphics.
> > > (For single-colored, which I did a lot as a kid before I coded up
> > > a reasonable multicolor font editor, one typically uses GRAPHICS 1
> > > or 2, the 20x24 and 20x12 text modes. Those end up looking very
> > > Commodore VIC-20'ish :) )
>
> > > > It didn't go to attract in my emulator.
>
> > > I don't understand Rick's ML, but it's either a Display List Interrupt,
> > > or acting a lot like one (alterting color registers in GTIA each
> > > scanline). So Attract Mode wouldn't affect it, since the colors
> > > that the OS's attract routines come up with would getting
> > > overridden by the raw writes into GTIA.
>
> > > --
> > > -bill!
> > > Sent from my computer
>
> > Right, alternate color each scanline, I guess:
>
> > $600 PLA
> > $601 LDA $D40B VCOUNT
> > $604 STA $340A WSYNC
> > $607 STA $D016 COLPF0
```

> > $60A ASL A
> > $60B STA $DO17 COLPF1
> > $60E ASL A
> > $60F STA $D018 COLPF2
> > $612 ASL A
> > $613 STA $D019 COLPF3
> > $616 ASL A
> > $617 STA $D01A COLBK
> > $61A JMP $0601
>
> $604 STA $D40A- Hide quoted text -
>
> - Show quoted text -

I don't know if you care or want an explaination or if I can give one w/o a mistake or two, doing this on the fly. I guess the information is the reason for the newsgroups existance is probably good'nuff for me to go off.

One of the best explainations I ever heard about assembly language programming on a 6502 is that it is just like BASIC except you only have 3 variables, [A, X, Y] and 64k memory locations. Actually you have a hardware stack too! The nemonics translate directly into higher level languages that we are all familiar with.

$600 PLA
=> Pull A variable from the stack.
It is done in hardware vs. software stack so indexing is automatic. It is a shared stack that is used by both hardware and software so it is easy to corrupt it. This won't actually run but just using it for an example.
BASIC equivalent of stack would be something like

```
;
10 STACK=1791;top of page 6
;1st bit of info to pass the #60 and move stack pointer down
30 POKE STACK, 60:STACK=STACK-1
;2nd bit of info, can't POKE more then 255 so convert to 2 bytes
40 POKE STACK,0:STACK-1;low byte
50 POKE STACK,6:STACK-1;high byte
60 GOTO 1000
70 REM YADA YADA YADA continuation of program

;Since we put 1536 on the stack this would execute a ML routine on
page 6
1000 A=USR(PEEK(STACK)*256+PEEK(STACK+1)):STACK=STACK+2
;Load return address into variable A REM we only have A, X, Y
1010 A=PEEK(STACK):STACK=STACK+1:GOTO A
```

So with a stack your program becomes a little longer with the pushing and pulling stuff from the stack but in the example we only used a page of memory and a single working variable A to do stuff. In a

6502 registers are silicon real estate so you can't have thousands.
Long explaination for the PLA which is just here because BASIC puts
the number of arguments on the stack which in this case is #0!

$601 LDA $D40B VCOUNT; same as A=PEEK($D40B) VCOUNT is just the screen
line being drawn divided by 2 I think, so for a 225 scan line NTSC it
goes to ~130, accurate info in 'Mapping' I don't care about anything
for this other then it changes!
$604 STA $D40A WSYNC; same as POKE $D40A, A so color changes don't
occur in the middle of a line
$607 STA $D016 COLPF0; POKE COLPF0, A
$60A ASL A; A=A*2 actually a shift operation but *2 is the result
$60B STA $DO17 COLPF1; POKE $D017, A
$60E ASL A; A=A*2
$60F STA $D018 COLPF2; POKE $D018,A
$612 ASL A; A=A*2
$613 STA $D019 COLPF3; POKE $D019, A
$616 ASL A; A=A*2
$617 STA $D01A COLBK; POKE $D01A, A
$61A JMP $0601; GOTO $601

As far as interrupts go I didn't use them for reasons that can be
explained. First I am using graphics 12 which is a character mode so
the display list where you would normally do a DLI is only 24 mode
lines of visible screen. You can only do one DLI for every 8 scan
lines/character. Its all good, I mean I could have changed the 5
colors 24 times but then I would need a different display list and
register saving during the interrupt so really a PIA for just
something I wanted to demo the number of colors available *AND* have
them change on every scan line w/o flicker. We are used to graphics 0
being a on/off or high/low lum mode but change the line 50 to GRAPHICS
0 if you want to see something a bit unfamiliar! You get graphics 0 in
multi color mode.

Thinking about it, it's almost the opposite of interrupt code. I mean
if I wanted to do something useful or entertaining I would transfer
the control of the little code snippet to run something during the VBI
while I am not busy with the screen. The useful part would have to
finish before the screen started refreshing and so it could return
control to the hardware color register stuffing part.

Kind of academic but I think you could load the index registers with
fixed memory points so you could have the equivalent of ~130 color
registers available on a scan line basis. The equivalent of RAMBRANT
but instead of memory hungry modes like graphics 15 or 8 you could use
the character modes.

Rick

3795. Re: Another paddle-game idea: something like "The Act"

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-11 00:48:09 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <19d316e2-0ffd-4b45-85f6-7ffe88538f70@y11g2000yqh.googlegroups.com>
Source record: 1534
Body handling: HTML body converted to readable text

```
On Mar 8, 2:38 pm, ricortes wrote:
> On Mar 5, 5:54 pm, russg wrote:
>
>
>
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>
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> page 6
> 1000 A=USR(PEEK(STACK)*256+PEEK(STACK+1)):STACK=STACK+2
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>
> So with a stack your program becomes a little longer with the pushing

> and pulling stuff from the stack but in the example we only used a
> page of memory and a single working variable A to do stuff hardware in a real 6502 that
does half the stuff automatically>. In a
> 6502 registers are silicon real estate so you can't have thousands.
> Long explaination for the PLA which is just here because BASIC puts
> the number of arguments on the stack which in this case is #0!
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> occur in the middle of a line
> $607 STA $D016 COLPF0; POKE COLPF0, A
> $60A ASL A; A=A*2 actually a shift operation but *2 is the result
> $60B STA $DO17 COLPF1; POKE $D017, A
> $60E ASL A; A=A*2
> $60F STA $D018 COLPF2; POKE $D018,A
> $612 ASL A; A=A*2
> $613 STA $D019 COLPF3; POKE $D019, A
> $616 ASL A; A=A*2
> $617 STA $D01A COLBK; POKE $D01A, A
> $61A JMP $0601; GOTO $601
>
> As far as interrupts go I didn't use them for reasons that can be
> explained. First I am using graphics 12 which is a character mode so
> the display list where you would normally do a DLI is only 24 mode
> lines of visible screen. You can only do one DLI for every 8 scan
> lines/character. Its all good, I mean I could have changed the 5
> colors 24 times but then I would need a different display list and
> register saving during the interrupt so really a PIA for just
> something I wanted to demo the number of colors available *AND* have
> them change on every scan line w/o flicker. We are used to graphics 0
> being a on/off or high/low lum mode but change the line 50 to GRAPHICS
> 0 if you want to see something a bit unfamiliar! You get graphics 0 in
> multi color mode.
>
> Thinking about it, it's almost the opposite of interrupt code. I mean
> if I wanted to do something useful or entertaining I would transfer
> the control of the little code snippet to run something during the VBI
> while I am not busy with the screen. The useful part would have to
> finish before the screen started refreshing and so it could return
> control to the hardware color register stuffing part.
>
> Kind of academic but I think you could load the index registers with
> fixed memory points so you could have the equivalent of ~130 color
> registers available on a scan line basis. The equivalent of RAMBRANT
> but instead of memory hungry modes like graphics 15 or 8 you could use
> the character modes.
>

> Rick

If you change line 50 to GRAPHICS 8, then it makes the nice static
rainbow.

3796. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-11 12:32:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1003110432270.13461@slate.spiritone.com>
Source record: 1535
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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This Message Sent From My Atari Computer!30 Years Using Atari 2600 Jr./800xl/ Mega ST4,
Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

3797. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-11 12:36:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1003110433500.13461@slate.spiritone.com>
Source record: 1536
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!
Make a list of HardWare/Accessories, Games/SoftWare, Books and References
for the Classic Atari 8 Bit and the Atari ST Computer Lines!

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "ATARI WANTLIST" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm ATARI SURVEYS AND WANT LISTS!

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the Atari Survey on my Contact Page! Goto my Link above. Thank You.

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This Message Sent From My Atari Computer!30 Years Using Atari 2600 Jr./800xl/ Mega ST4,
Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

3798. Re: Another paddle-game idea: something like "The Act"

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-11 18:45:32 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <93913f9e-36e3-48d7-b4ed-9a639b36ab7d@u15g2000prd.googlegroups.com>
Source record: 1537

```
On Mar 10, 4:48 pm, russg <russg...@sbcglobal.net> wrote:
> On Mar 8, 2:38 pm, ricortes <ricor...@earthlink.net> wrote:
>
<snip>
> If you change line 50 to GRAPHICS 8, then it makes the nice static
> rainbow.- Hide quoted text -
>

If you change the ML program to

*=$600
pla
loop
lda $d40b
bmi inkey; bails when $d40b>128
sta $d40a
sta $d016
asl a
sta $d017
asl a
sta $d018
asl a
sta $d019
asl a
sta $d01a
jmp loop
inkey
lda 764
cmp #$FF
beq loop
lda #$FF
sta 764
rts
.end

You can return gracefully to BASIC with "Press any key".

BTW: I am using a version of TASM from ~199x. I probably should 1) get
current version and pay shareware fees or 2) start using a freeware
assembler. I think the currently available version of TASM would work
but I haven't tried it.

Feels good to get some of the old brain cells firing again. I'm so
rusty I can't do decimal to hex conversion in my head anymore, i.e.
sta 764, and had to look up the BMI instruction to make sure it does
what I thought it did.
```

Rick

3799. Re: Another paddle-game idea: something like "The Act"

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-11 22:13:05 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <7ae72760-620b-4b68-9a8b-94571b53190c@q16g2000yqq.googlegroups.com>
Source record: 1538

```
On Mar 11, 1:45 pm, ricortes <ricor...@earthlink.net> wrote:
> On Mar 10, 4:48 pm, russg <russg...@sbcglobal.net> wrote:
>
> > On Mar 8, 2:38 pm, ricortes <ricor...@earthlink.net> wrote:
>
> <snip>
> > If you change line 50 to GRAPHICS 8, then it makes the nice static
> > rainbow.- Hide quoted text -
>
> If you change the ML program to
>
> *=$600
> pla
> loop
> lda $d40b
> bmi inkey; bails when $d40b>128
> sta $d40a
> sta $d016
> asl a
> sta $d017
> asl a
> sta $d018
> asl a
> sta $d019
> asl a
> sta $d01a
> jmp loop
> inkey
> lda 764
> cmp #$FF
> beq loop
> lda #$FF
> sta 764
> rts
> .end
>
> You can return gracefully to BASIC with "Press any key".
>
> BTW: I am using a version of TASM from ~199x. I probably should 1) get
> current version and pay shareware fees or 2) start using a freeware
> assembler. I think the currently available version of TASM would work
> but I haven't tried it.
>
> Feels good to get some of the old brain cells firing again. I'm so
```

> rusty I can't do decimal to hex conversion in my head anymore, i.e.
> sta 764, and had to look up the BMI instruction to make sure it does
> what I thought it did.
>
> Rick

I'm having trouble with it. It seems to me $D40B never goes
negative. It returns the line divided by two,
which would be a max of 127. I put it into the BASIC program and it
doesn't work for me.
Can't get it to work in ASMED either. Uhmm.. My ML for beginners
says never use BMI,
use BCC or BCS instead, don't get that either.

3800. Re: Another paddle-game idea: something like "The Act"

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-11 23:28:27 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <44927da8-e221-4fe5-a28f-11cb957bfa90@q23g2000yqd.googlegroups.com>
Source record: 1539

```
On Mar 11, 1:45 pm, ricortes <ricor...@earthlink.net> wrote:
> On Mar 10, 4:48 pm, russg <russg...@sbcglobal.net> wrote:
>
> > On Mar 8, 2:38 pm, ricortes <ricor...@earthlink.net> wrote:
>
> <snip>
> > If you change line 50 to GRAPHICS 8, then it makes the nice static
> > rainbow.- Hide quoted text -
>
> If you change the ML program to
>
> *=$600
> pla
> loop
> lda $d40b
> bmi inkey; bails when $d40b>128
> sta $d40a
> sta $d016
> asl a
> sta $d017
> asl a
> sta $d018
> asl a
> sta $d019
> asl a
> sta $d01a
> jmp loop
> inkey
> lda 764
> cmp #$FF
> beq loop
> lda #$FF
> sta 764
> rts
> .end
>
> You can return gracefully to BASIC with "Press any key".
>
> BTW: I am using a version of TASM from ~199x. I probably should 1) get
> current version and pay shareware fees or 2) start using a freeware
> assembler. I think the currently available version of TASM would work
> but I haven't tried it.
>
> Feels good to get some of the old brain cells firing again. I'm so
```

> rusty I can't do decimal to hex conversion in my head anymore, i.e.
> sta 764, and had to look up the BMI instruction to make sure it does
> what I thought it did.
>
> Rick

I got it to work like this:

```
10 *=$600
20 PLA
30 LOOP
32 LDA $2FC
34 CMP #$FF
36 BEQ INKEY
40 LDA $D40B
60 STA $D40A
70 STA $D016
80 ASL A
90 STA $D017
0100 ASL A
0110 STA $D018
0120 ASL A
0130 STA $D019
0140 ASL A
0150 STA $DO1A
0160 JMP LOOP
0170 INKEY
0210 LDA #$FF
0220 STA $2FC
0230 RTS
0240 END
```

And in BASIC.

```
20 FOR N=0 TO 41:READ PROG
30 POKE 1536+N,PROG
40 NEXT N
50 GRAPHICS 8
52 GOTO 90
60 MSC=PEEK(88)+256*PEEK(89)
70 FOR N=0 TO 959:POKE MSC+N,N/4
80 NEXT N
90 X=USR(1536)
91 GRAPHICS 0:? "DONE"
92 DATA 104,173,252,2,201,255,208,28
100 DATA 173,11,212,141,10,212
105 DATA 141,22,208,10
110 DATA 141,23,208,10,141,24,208,10
120 DATA 141,25,208,10,141,26,208
130 DATA 76,1,6,169,255,141,252,2,96
```

3801. Re: Another paddle-game idea: something like "The Act"

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-11 23:40:48 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <b8109923-de87-4c8e-83b3-cfd061cb6944@33g2000yqj.googlegroups.com>
Source record: 1540

OK, how we make it roll?

3802. Re: Another paddle-game idea: something like "The Act"

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-11 23:51:07 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <3958dc72-6a2f-4d74-aac1-4f2df86f0141@g11g2000yqe.googlegroups.com>
Source record: 1541

On Mar 11, 6:40 pm, russg <russg...@sbcglobal.net> wrote:

Shoot,
line 36 BNE INKEY

$2FC has 255 until a key is pressed.

3803. CLSN Pascal

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-12 08:33:56 UTC
From: Jerry <jerry_glenwright@hotmail.com>
Message-ID: <be1cbacd-8942-4cad-9ff2-41c9884e194a@a18g2000yqc.googlegroups.com>
Source record: 1542

Is this Pascal version available for download anywhere?

3804. FDC 2797

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-12 20:45:31 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <a68650a7-c759-4146-a9ed-c92b31b8f780@k24g2000pro.googlegroups.com>
Source record: 1543

Just another rambling message about how the mighty have fallen. I used to really be into 1050s by chance. When Atari was going belly up one of the local electronic surplus outfits had pallets of busted 1050 drives that I assume were returns that Atari never got around to fixing for less then $20, I can't remember the price but cheap, I ended up buying a trunk load, fixing them, and selling them for $20 including shipping. Ah for the good old days when everyone didn't have their hand out looking for you to cross it with a couple of hundred bucks.

Anyway just went to Halted for a walk through, first time in probably 10+ years. Time marches on, they had a rack with boxes of old ICs in anti static tubes. I starts looking through them, 256k and 512k EPROMs, I says to myself "I guess everyone got rid of their UV eraser now that Flash has taken over" I see Dallas clock chips in old style socket, then I come across a tube of 2797 FDC chips. I got confused for a momment, I was thinking back to what they used to sell for and it was like seeing a couple of hundred dollar bills in a cardboard box. Historical note: The 2797/2993 were the FDC used in the 1050 and maybe Rana drives.

Then reality kicked in. I still have a couple of 810s and maybe 4-6 1050s in various states from bone stock to USD. I did hook up my ATR8000 but I have lost interest in things 810 and 1050 other then historical value, one of my 810s is a low serial number 2 board design and the other is an "810 on a plate" so they both stay of course. Likewise I am not interested in getting rid of my 1050s. The point being that I am mostly moved on to other ways of doing it. I have a 720k 3.5" and 1 or two quad density<720k> 5.25" disks attached to my ATR8000.

I still think about an alternative universe kind of things Atari. I think the 2797 supported double sided and I'm pretty sure ~76 tracks for the old DSDD 8" drives. If I have history correct the 1050 wasn't an in house project. In house was the 815 which Atari couldn't get right so Tandon came to the rescue with the 1050 design. It would have never happened because of backwards compatibility issues but the 1050 should have been double sided right out of the starting gate with ability to handle 1 meg formats. The old 1.2 meg 5.25" drives were made to be compatible with the 8" drives so we would have had a plug in 1 meg storage upgrade path.

Rick

3805. Re: CLSN Pascal

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-13 15:52:21 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <b9dcde06-210f-49fd-95c0-39e68dd423f9@u19g2000prh.googlegroups.com>
Source record: 1544

On Mar 12, 12:33 am, Jerry <jerry_glenwri...@hotmail.com> wrote:
> Is this Pascal version available for download anywhere?

FWIW: As you may know this came out really late in the 8-bit product cycle, circa 1989 and was 130XE only if I have it right. I can't remember the price but I figured B&C may still have a copy so I shot them off an email. There's a real good chance there were only a couple of copies sold and those were lost.

If B&C comes through and doesn't ask for a small fortune I'll buy a copy and see if I can track the author to find his current thoughts about making it PD or Freeware.

Rick

3806. Re: CLSN Pascal

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-13 20:07:41 UTC
From: jim <jehall@care2.com>
Message-ID: <81c1537c-2807-40ab-af00-49b2071bfc29@y17g2000yqd.googlegroups.com>
Source record: 1545

On Mar 13, 10:52 am, ricortes <ricor...@earthlink.net> wrote:
> On Mar 12, 12:33 am, Jerry <jerry_glenwri...@hotmail.com> wrote:
>
> > Is this Pascal version available for download anywhere?
>
> FWIW: As you may know this came out really late in the 8-bit product
> cycle, circa 1989 and was 130XE only if I have it right. I can't
> remember the price but I figured B&C may still have a copy so I shot
> them off an email. There's a real good chance there were only a couple
> of copies sold and those were lost.
>
> If B&C comes through and doesn't ask for a small fortune I'll buy a
> copy and see if I can track the author to find his current thoughts
> about making it PD or Freeware.
>
> Rick

Hello Rick:

I do have a copy of KYAN Pascal if you are looking for it ? I tried
using it but went back to BASIC for anything I could
understand.
JIM

3807. Re: CLSN Pascal

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-13 20:50:31 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <8cf91175-2025-45f4-96fd-afba08afc28a@t9g2000prh.googlegroups.com>
Source record: 1546

On Mar 13, 12:07 pm, jim <jeh...@care2.com> wrote:
> On Mar 13, 10:52 am, ricortes <ricor...@earthlink.net> wrote:
>
> > On Mar 12, 12:33 am, Jerry <jerry_glenwri...@hotmail.com> wrote:
>
> > > Is this Pascal version available for download anywhere?
>
> > FWIW: As you may know this came out really late in the 8-bit product
> > cycle, circa 1989 and was 130XE only if I have it right. I can't
> > remember the price but I figured B&C may still have a copy so I shot
> > them off an email. There's a real good chance there were only a couple
> > of copies sold and those were lost.
>
> > If B&C comes through and doesn't ask for a small fortune I'll buy a
> > copy and see if I can track the author to find his current thoughts
> > about making it PD or Freeware.
>
> > Rick
>
> Hello Rick:
>
> I do have a copy of KYAN Pascal if you are looking for it ? I tried
> using it but went back to BASIC for anything I could
> understand.
> JIM

Thanks for the offer but I am a bit to old to move to a different
programming environment then I know now. Too many dead brain cells me
thinks.<grin>

I mostly use Action! if I want structured and assembly if I need
speed with a little bit of BASIC mixed in. I even gave up some of the
good ones like C. Heck, I am still using 'EDIT' from the command
prompt of XP for my assembly language programming editor.

Rick

3808. Re: Another paddle-game idea: something like "The Act"

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-14 03:49:54 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <AaKdnUusivl-wQHWnZ2dnUVZ_uCdnZ2d@posted.pioneerinternet2>
Source record: 1547

```
Actually BMI bails on >127 or >=128, whenever bit seven
aka the negative flag is set.

-Jess

"ricortes" <ricortes@earthlink.net> wrote in message
news:93913f9e-36e3-48d7-b4ed-9a639b36ab7d@u15g2000prd.googlegroups.com...
On Mar 10, 4:48 pm, russg <russg...@sbcglobal.net> wrote:
> On Mar 8, 2:38 pm, ricortes <ricor...@earthlink.net> wrote:
>
<snip>
> lda $d40b
>bmi inkey; bails when $d40b>128
>
```

3809. Re: Another paddle-game idea: something like "The Act"

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-14 11:38:31 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <9d7bd1ba-c548-48c8-a218-584fd13a163d@w9g2000prb.googlegroups.com>
Source record: 1548

```
On Mar 11, 3:13 pm, russg <russg...@sbcglobal.net> wrote:
> On Mar 11, 1:45 pm, ricortes <ricor...@earthlink.net> wrote:
>
>
>
>
>
> > On Mar 10, 4:48 pm, russg <russg...@sbcglobal.net> wrote:
>
> > > On Mar 8, 2:38 pm, ricortes <ricor...@earthlink.net> wrote:
>
> > <snip>
> > > If you change line 50 to GRAPHICS 8, then it makes the nice static
> > > rainbow.- Hide quoted text -
>
> > If you change the ML program to
>
> > *=$600
> > pla
> > loop
> > lda $d40b
> > bmi inkey; bails when $d40b>128
> > sta $d40a
> > sta $d016
> > asl a
> > sta $d017
> > asl a
> > sta $d018
> > asl a
> > sta $d019
> > asl a
> > sta $d01a
> > jmp loop
> > inkey
> > lda 764
> > cmp #$FF
> > beq loop
> > lda #$FF
> > sta 764
> > rts
> > .end
>
> > You can return gracefully to BASIC with "Press any key".
>
```

> > BTW: I am using a version of TASM from ~199x. I probably should 1) get
> > current version and pay shareware fees or 2) start using a freeware
> > assembler. I think the currently available version of TASM would work
> > but I haven't tried it.
>
> > Feels good to get some of the old brain cells firing again. I'm so
> > rusty I can't do decimal to hex conversion in my head anymore, i.e.
> > sta 764, and had to look up the BMI instruction to make sure it does
> > what I thought it did.
>
> > Rick
>
> I'm having trouble with it. It seems to me $D40B never goes
> negative. It returns the line divided by two,
> which would be a max of 127. I put it into the BASIC program and it
> doesn't work for me.
> Can't get it to work in ASMED either. Uhmm.. My ML for beginners
> says never use BMI,
> use BCC or BCS instead, don't get that either.- Hide quoted text -
>
> - Show quoted text -

Retrojess has the accurate description for when it bails. Thanks for the conversion to 764=$2FC, I used to have two or three programming calculators just for doing that type of thing and binary. I should get one again. The negative is the signed binary math thing. For example in 4 byte integers instead of just representing the numbers 0-4 billion they use the first bit of the number as sign bit so the range is -2 billion to +2 billion. Kind of weak on the topic but for floating point they further divide up the bytes to use some bits for powers of 10 for example. IIRC Wilkinson used 5 bytes for our computers which makes them fairly accurate compared to other computers, they all used 4. Anyway the scheme can be just about anything you chose like first bit sign for the first 3 bytes and the last byte a signed power of 10 to keep it simple for my simple mind, a 2 byte scheme. I'm sure there are more mistakes here but 4am...

First byte is 0 127 means 0 to 127. 128-255 means -1 to -127
Second byte is signed but powers of 10: 10^1 to 10^127 and 10^-1 and 10^-128

So if you had two bytes together 12 and 4 it would be 12X10^4 or 120000
Likewise if you had 141 and 129 it would be -13X10^-1 or -1.3
So just using 2 bytes you could do numbers as big as 127X10^127 and a small as -128X10^-128. Whew that makes my head hurt! Good enough to go from atomic level to light years with 1 part in 127 accuracy.

RE: Rainbow scroll, how many registers do you want to do? Kind of a cute exercise on a couple of levels. For DLI's we have all the waits for the interrupts<7 cycles or something per> but if we just bang on

the color registers there is time to do some serious stuffing. In general I think it is a good idea to have some routines like this that can be called from BASIC. Much less 'black box' and available then the 'demo' stuff. I'll knock something out today if I get a chance.

Rick

3810. Pretty Basic

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-15 21:16:13 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <a6f970f7-7def-4d61-a892-b23c84f65448@z1g2000prc.googlegroups.com>
Source record: 1549

This is not optimized; stored variables at start of page 6, didn't use faster page zero or 6502 registers much, it just works. It should show something for every<gr.0-15> mode since it is tied to scan lines and doesn't care squat about the screen mode or DLIs. Only rolled 2 color registers in this but figured I should produce something for now. Interface to BASIC is about as good as it gets, goes to and turns control back to BASIC i.e. "DEMO DONE." Some modes may only have borders scrolls but I don't know for sure. If it is to much of a memory hog, ~1/2 of page 6, it could be installed and programs chained or stored in a string and poked from there. Normal restrictions apply in that any I/O in BASIC >128 bytes(?) will stomp bottom of page 6 and take the code with it, MAC/65 and DDT trash page 6 too so you have to use a monitor like Omnimon or an emulator to look at the code in situ. It may take me a bit to get the .ASM file posted. Things to do, people to see, social butterfly, that is me!

```
10 FOR N=1536 TO 1650:READ A
20 POKE N,A:NEXT N
25 ? "PRESS ANY KEY TO CONTINUE"
30 X=USR(1555):? "DEMO DONE"
1000 DATA 10,0,0,0,156,0,0,0
1010 DATA 156,0,0,0,154,0,0,0
1020 DATA 76,19,6,160,1,140,0,6
1030 DATA 169,9,205,0,6,176,3,76
1040 DATA 95,6,173,4,6,141,8,6,173
1050 DATA 4,6,141,12,6,160,0,140,10
1060 DATA 212,173,12,6,141,26,208,173
1070 DATA 8,6,141,24,208,238,8,6,56,173
1080 DATA 12,6,233,1,141,12,6,173,11,212
1090 DATA 41,128,133,174,165,174,208,3,76
1100 DATA 46,6,238,0,6,76,24,6,238,4,6,173
1110 DATA 252,2,201,255,144,3,76,19,6,169,255
1120 DATA 141,252,2,104,96
```

Rick

3811. Re: Pretty Basic

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-16 00:50:21 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <39192a02-539f-4e56-a883-5f5daf89f53d@q23g2000yqd.googlegroups.com>
Source record: 1550

```
On Mar 15, 5:16 pm, ricortes <ricor...@earthlink.net> wrote:
> This is not optimized; stored variables at start of page 6, didn't use
> faster page zero or 6502 registers much, it just works. It should show
> something for every<gr.0-15> mode since it is tied to scan lines and
> doesn't care squat about the screen mode or DLIs. Only rolled 2 color
> registers in this but figured I should produce something for now.
> Interface to BASIC is about as good as it gets, goes to and turns
> control back to BASIC i.e. "DEMO DONE." Some modes may only have
> borders scrolls but I don't know for sure. If it is to much of a
> memory hog, ~1/2 of page 6, it could be installed and programs chained
> or stored in a string and poked from there. Normal restrictions apply
> in that any I/O in BASIC >128 bytes(?) will stomp bottom of page 6 and
> take the code with it, MAC/65 and DDT trash page 6 too so you have to
> use a monitor like Omnimon or an emulator to look at the code in situ.
> It may take me a bit to get the .ASM file posted. Things to do, people
> to see, social butterfly, that is me!
>
> 10 FOR N=1536 TO 1650:READ A
> 20 POKE N,A:NEXT N
> 25 ? "PRESS ANY KEY TO CONTINUE"
> 30 X=USR(1555):? "DEMO DONE"
> 1000 DATA 10,0,0,0,156,0,0,0
> 1010 DATA 156,0,0,0,154,0,0,0
> 1020 DATA 76,19,6,160,1,140,0,6
> 1030 DATA 169,9,205,0,6,176,3,76
> 1040 DATA 95,6,173,4,6,141,8,6,173
> 1050 DATA 4,6,141,12,6,160,0,140,10
> 1060 DATA 212,173,12,6,141,26,208,173
> 1070 DATA 8,6,141,24,208,238,8,6,56,173
> 1080 DATA 12,6,233,1,141,12,6,173,11,212
> 1090 DATA 41,128,133,174,165,174,208,3,76
> 1100 DATA 46,6,238,0,6,76,24,6,238,4,6,173
> 1110 DATA 252,2,201,255,144,3,76,19,6,169,255
> 1120 DATA 141,252,2,104,96
>
> Rick

Quick DEBUGPLUS dump:

0600 0A ASL A
0601 00 BRK
0602 00 BRK
0603 00 BRK
0604 9C ???
0605 00 BRK
```

```
0606 00 BRK
0607 00 BRK
0608 9C ???
0609 00 BRK
060A 00 BRK
060B 00 BRK
060C 9A TXS
060D 00 BRK
060E 00 BRK
060F 00 BRK
0610 4C 13 06 JMP $0613
0613 A0 01 LDY #$01
0615 8C 00 06 STY $0600
0618 A9 09 LDA #$09
061A CD 00 06 CMP $0600
061D B0 03 BCS $0622
061F 4C 5F 06 JMP $065F
0622 AD 04 06 LDA $0604
0625 8D 08 06 STA $0608
0628 AD 04 06 LDA $0604
062B 8D 0C 06 STA $060C
062E A0 00 LDY #$00
0630 8C 0A D4 STY $D40A
0633 AD 0C 06 LDA $060C
0636 8D 1A D0 STA $D01A
0639 AD 08 06 LDA $0608
063C 8D 18 D0 STA $D018
063F EE 08 06 INC $0608
0642 38 SEC
0643 AD 0C 06 LDA $060C
0646 E9 01 SBC #$01
0648 8D 0C 06 STA $060C
064B AD 0B D4 LDA $D40B
064E 29 80 AND #$80
0650 85 AE STA $AE
0652 A5 AE LDA $AE
0654 D0 03 BNE $0659
0656 4C 2E 06 JMP $062E
0659 EE 00 06 INC $0600
065C 4C 18 06 JMP $0618
065F EE 04 06 INC $0604
0662 AD FC 02 LDA $02FC
0665 C9 FF CMP #$FF
0667 90 03 BCC $066C
0669 4C 13 06 JMP $0613
066C A9 FF LDA #$FF
066E 8D FC 02 STA $02FC
0671 68 PLA
0672 60 RTS
```

3812. Photos from Atari Party 2010 in Davis, CA

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-16 06:37:27 UTC
From: bill@newbreedsoftware.com
Message-ID: <4b9f2727$0$1611$742ec2ed@news.sonic.net>
Source record: 1551
Cross-posted to:
comp.sys.atari.8bit,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,alt.atari-jaguar,comp.sys.atari.st

It was stressful, I forgot my 2600 & 7800 cartridges,
I wore a hole in one of my socks, and I'm sore all over.
...but overall, this year's Atari Party was GREAT!

Check out the photos:

http://www.newbreedsoftware.com/atariparty/2010/photos/

As people give me permission to, I'll be adding more photos,
so if you're really curious about it, check back again in
a week or so.

Enjoy!

--
-bill!
Sent from my computer

3813. Re: Pretty Basic

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-16 07:47:42 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <ded39987-1e33-4d28-b02f-926ae1d3e1d2@x23g2000prd.googlegroups.com>
Source record: 1552

```
On Mar 15, 5:50 pm, russg <russg...@sbcglobal.net> wrote:
> On Mar 15, 5:16 pm, ricortes <ricor...@earthlink.net> wrote:
>
>
Thanks for posting that Russ. Seeing in black and white helped it
register.
Just had to correct myself
*=$610
JMP $0613 ;should not be here! bonehead on SOOOO many levels.
;DOS jsr to first byte but that would have been the
;the byte at $600 the way I wrote the original and I
;used TASM which doesn't add DOS binary file headers
;automatically so you couldn't use DOS anyway and...
;the list goes on
;I added the *=$610 to save face but originally
;there was reserved space which would have fooled DOS
anyway
start
LDY #$01 ;target of X=USR(1555) $613=1555 if the useless code is
removed
;target becomes $610=1552

yada yada yada rest is OK but all the variables should be page zero
for speed. For calling from BASIC you can use the all the FP register
space on page zero since they are safe during a usr call.

*AND* most importantly with the space saved by dropping that useless
code at the start and using page zero memory you could put it on the
bottom of page 1! I have watched the stack pointer and it never drops
lower then ~14 bytes. I even wrote one program that passed something
like 40 parameters via a USR call just to see if the stack could
handle it and no problems. I think there are only a handful of coders
that use it so the only things that would crash it wouldn't normally
be used at the same time. Maybe a debugger or cassette copy program.

If it gets moved to the bottom of stack i.e. *=$100 and variables get
moved to page zero i.e. STY $D4 vs. STY $600. The code goes Steve
Austin: faster, stronger, better.

Kind of busy for the next day or three but I may revisit this.

Rick
```

3814. Re: Pretty Basic

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-16 17:44:42 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <3fb66f6a-1998-4cab-8ce2-339740185fd4@i25g2000yqm.googlegroups.com>
Source record: 1553

On Mar 16, 3:47 am, ricortes <ricor...@earthlink.net> wrote:
> On Mar 15, 5:50 pm, russg <russg...@sbcglobal.net> wrote:> On Mar 15, 5:16 pm, ricortes
<ricor...@earthlink.net> wrote:
>
> Thanks for posting that Russ. Seeing in black and white helped it
> register.
> Just had to correct myself
> *=$610
> JMP $0613 ;should not be here! bonehead on SOOOO many levels.
> ;DOS jsr to first byte but that would have been the
> ;the byte at $600 the way I wrote the original and I
> ;used TASM which doesn't add DOS binary file headers
> ;automatically so you couldn't use DOS anyway and...
> ;the list goes on
> ;I added the *=$610 to save face but originally
> ;there was reserved space which would have fooled DOS
> anyway
> start
> LDY #$01 ;target of X=USR(1555) $613=1555 if the useless code is
> removed
> ;target becomes $610=1552
>
> yada yada yada rest is OK but all the variables should be page zero
> for speed. For calling from BASIC you can use the all the FP register
> space on page zero since they are safe during a usr call.
>
> *AND* most importantly with the space saved by dropping that useless
> code at the start and using page zero memory you could put it on the
> bottom of page 1! I have watched the stack pointer and it never drops
> lower then ~14 bytes. I even wrote one program that passed something
> like 40 parameters via a USR call just to see if the stack could
> handle it and no problems. I think there are only a handful of coders
> that use it so the only things that would crash it wouldn't normally
> be used at the same time. Maybe a debugger or cassette copy program.
>
> If it gets moved to the bottom of stack i.e. *=$100 and variables get
> moved to page zero i.e. STY $D4 vs. STY $600. The code goes Steve
> Austin: faster, stronger, better.
>
> Kind of busy for the next day or three but I may revisit this.
>
> Rick

Here's one that compiles and runs from DOS.

```
10 *=$680
20 LDA #$9C
30 STA $604
40 STA $608
50 LDA #$9A
60 STA $60C
70 JMP $613
0600 *=$610
0610 JMP $0613
0613 LDY #$01
0615 STY $0600
0618 LDA #$09
0619 CMP $0600
0620 BCS $0622
0621 JMP $065F
0622 LDA $0604
0625 STA $0608
0628 LDA $0604
0629 STA $060C
0630 LDY #$00
0631 STY $D40A
0633 LDA $060C
0636 STA $D01A
0639 LDA $0608
0640 STA $D018
0641 INC $0608
0642 SEC
0643 LDA $060C
0646 SBC #$01
0648 STA $060C
0649 LDA $D40B
0650 AND #$80
0651 STA $AE
0652 LDA $AE
0654 BNE $0659
0656 JMP $062E
0659 INC $0600
0660 JMP $0618
0661 INC $0604
0662 LDA $02FC
0665 CMP #$FF
0667 BCC $066C
0669 JMP $0613
0670 LDA #$FF
0671 STA $02FC
0672 PLA
0673 JMP ($A)
0700 *=$2E0
0710 .BYTE 128,6
```

I see you're busy. Please check your e-mail, I guess the one used
here is a spam bucket.
The numbers (06XX) just come from DEBUGPL but edited to remove hex
numbers.

3815. Doug Neubauer on Star Raiders, Atari, POKEY, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-17 18:55:50 UTC
From: bill@newbreedsoftware.com
Message-ID: <4ba125b6$0$1602$742ec2ed@news.sonic.net>
Source record: 1554
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

Back in 1996 I put together a little "Star Raiders" tribute
web page (which currently lives here:
http://www.sonic.net/~nbs/star-raiders/)

Thanks to that, a kind fellow emailed me yesterday to ask
me if I knew about Doug Neubauer's website, where he has
posted some trivia about Star Raiders (did you know
"What's Wrong?" was a nod to THX-1138?), and stories about
designing POKEY, working at Atari, and other topics.

I hadn't seen it mentioned before (that I can recall),
so happily added links to his articles from my SR page,
and figured I'd share the links here, too! :)

http://dougneubauer.com/starraiders/
http://dougneubauer.com/ataripokey/
http://dougneubauer.com/atari/
http://dougneubauer.com/atarisolarismanual/

Enjoy!

--
-bill!
Sent from my computer

3816. Doug Neubauer on Star Raiders, Atari, POKEY, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-17 18:56:09 UTC
From: bill@newbreedsoftware.com
Message-ID: <4ba125c9$0$1591$742ec2ed@news.sonic.net>
Source record: 1555

```
--
-bill!
Sent from my computer
```

3817. Re: Doug Neubauer on Star Raiders, Atari, POKEY, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-17 18:56:32 UTC
From: bill@newbreedsoftware.com
Message-ID: <4ba125e0$0$1591$742ec2ed@news.sonic.net>
Source record: 1556

Bill Kendrick <bill@newbreedsoftware.com> wrote:
<snip>

Oops, I apparently forgot how to use 'tin'. *blush*

--
-bill!
Sent from my computer

3818. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-19 04:19:55 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1268972378@rtfm.mit.edu>
Source record: 1557
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 16, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3819. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-19 10:33:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1003190332560.25311@slate.spiritone.com>
Source record: 1558
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm 20% OFF ATARI 8 BIT HARDWARE LIST!
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I've got a fast turnaround rate. Usually, Once I receive payment your
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Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!
This Message Sent From My Atari Computer!30 Years Using Atari 2600 Jr./800xl/ Mega ST4,
Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

3820. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-19 10:36:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1003190333250.25311@slate.spiritone.com>
Source record: 1559
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Mailing List sent by E-Mail From Bravo Sierra Computers! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!
This Message Sent From My Atari Computer!30 Years Using Atari 2600 Jr./800xl/ Mega ST4,
Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

3821. Sio2pc and emulation

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-19 17:15:48 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <8jOon.261202$OX4.119162@newsfe25.iad>
Source record: 1560

A new emulator for Atari xl/xe:

http://www.virtualdub.org/altirra.html

A new SIO2PC/APE Front end for holding atr's:

http://sourceforge.net/projects/aspeqt/

Two really good fairly new projects for the Atari Hobbyist.

Regards,

RoyE

3822. Nordic Atari Show 2010: June 11-13

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-20 16:42:03 UTC
From: PeP <pep.fishmoose@gmail.com>
Message-ID: <4bba68c6-a4c9-4a68-96f8-659a7f320257@b7g2000yqd.googlegroups.com>
Source record: 1561

Friends!

I'm proud to announce the 2010 edition of the Nordic Atari Show (NAS)!
The event takes place June 11-13 in Falköping, Sweden (about an hour
from Gothenburg by train).

NAS is an annual get-together organized by the Swedish Atari Club
(SAK). It's a simple, improvised event; the idea is to hang out, eat
pizza, and fool around with our beloved Atari machines. The essence of
NAS is its visitors and what they choose to do with it.

Traditionally NAS is an Atari event, but other (retro) platforms are
welcome as well. However, if you're 14 years old and wish to play
Counter Strike with your friends, please go somewhere else

For more information, take a trip to: http://www.sak.nu/index.php?ucat=15&sta
... index=true

-- PeP

3823. More updates that no one needs to hear

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-21 07:32:01 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <14e42220-115e-4038-8bbd-3a2c696a5b43@f14g2000pre.googlegroups.com>
Source record: 1562

Trying to keep score. Still haven't got my Needem PB10 EPROM programmer running. I did find some software that runs under DOS. Kind of academic since my custom OS and a bunch of other stuff was all on hard drives that went for a swim. Still, it will give me a chance to do some of the stuff that makes life a little easier like burn an EPROM with fast floating points routines, change left margin start up to zero, change default colors, maybe burn another OMNIMON if the ones in my 800xl and 1200xl are gone baby gone.

I've spent maybe 100 hours trying to get a copy of my playfield/FONT editor off a busted hard drive to work. Today I was putting some stuff away in a dresser and of all things I find a 3.5" floppy case about the size of a pack of cigarettes in the under some sweat pants! The label on one disk said it had SCREDIT on it. I didn't want to risk that disk so I stuck one in my 3.5" equiped ATR8000. I forgot how much clicking and grinding SDX does with an ATR8000. NAKs, groans, click head load, click head load, NAK, groans, then it starts chugging. Hey great! A directory and I recognize some of the files. One was a load and go graphic demo I wrote for a friend with kids. I give it a go and after the start up grunts it loads two sectors<24k file!> and bails out with an error. No big deal because all the files I need to rebuild it are still there. I pull the disk out, slide the window back, and see a huge gash on the top side of the disk. The disk is labels 360k but I don't know how I arrived at that. I may have done it as a double sided 40 track drive or single sided 80 track drive. Glad I didn't put in the disk with SCREDIT in it.

80:20 it was scratched by crud:the media had turned to powder. If the media has gone it would have scored top and bottom. I took the drive appart and it looked like it had more dust bunnies inside it then a bed has under it. I cleaned the heads with IPA but it is going to take some serious dust busting.

I bought a new copy of Digital Research DOS off eBay. I was thinking try 22disk, anadisk, and DEANA. Turns out Sydex has changed hands and they have been pulled from the PD. $100 now. IIRC DEANA was Preston Crow's but the status of the Sydex products kind of pulls the rug out from under it. The only good thing about that pursuit was I found ref for a Samsung drive that will emulate an 8" drive.
http://www.techtravels.org/amiga/SAMSUNG-SFD321B-070103.pdf
Not a huge thing but MyDOS and ATR8000 support 77 track DSDD 8" drives so it could move me from 720k to 1 meg. Taking inventory on my ATR8000 drives I think I have 1 360k DSDD 5.25" disk as drive one so I could boot protected software, 720k 3.5", a QDDD 720k 5.25" <got that one out of a Televideo or something>, and something that constantly causes

me grief, a 360k/720k switchable 5.25" disk. QD are just 80 track 5.25" drives but they have narrower heads. The one I modified just made it double step so it looks like a 40 track drive to software. Problem is I keep forgeting the switch settings and writing a real 360k drive floppy in a narrow head QD drive. I screws up the disks on a pretty regular basis that way. I really have to stop using magnetic media. Bought myself a bargan bin 512 meg SD card. Looking at the specs I would say it could be driven from a joystick port like the old Corvus HDs. It would be about $145 cheaper the the other solutions but I don't know when I will find the time to work on it. Maybe if I didn't make all these long winded posts!

On that first disk I scarred I saw I had one of my gr15 to gr12 converters on it. I also had a program that would try to fit a gr15 screen into a single FONT. It would wade through the screen from top to bottom seeing if it had already defined a character if not it would add a new one. I'd like to retrieve that too as I had a Mickey Mouse graphics 0 character set that with artifacting was most excellent IMNSHO.

Past midnight, tired from going to the beach to spend some time with two of my grand daughters today. Life is good. 'night all.

Rick

3824. Re: Doug Neubauer on Star Raiders, Atari, POKEY, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-21 14:51:18 UTC
From: Sal Manfredonia <smanfred@optonline.net>
Message-ID: <4ba6326f$0$5019$607ed4bc@cv.net>
Source record: 1563
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:4ba125b6$0$1602$742ec2ed@news.sonic.net...
> Back in 1996 I put together a little "Star Raiders" tribute
> web page (which currently lives here:
> http://www.sonic.net/~nbs/star-raiders/)
>
> Thanks to that, a kind fellow emailed me yesterday to ask
> me if I knew about Doug Neubauer's website, where he has
> posted some trivia about Star Raiders (did you know
> "What's Wrong?" was a nod to THX-1138?), and stories about
> designing POKEY, working at Atari, and other topics.
>
> I hadn't seen it mentioned before (that I can recall),
> so happily added links to his articles from my SR page,
> and figured I'd share the links here, too! :)
>
> http://dougneubauer.com/starraiders/
> http://dougneubauer.com/ataripokey/
> http://dougneubauer.com/atari/
> http://dougneubauer.com/atarisolarismanual/
>
> Enjoy!
>
> --
> -bill!
> Sent from my computer

Very cool! It's good to hear Doug Neubauer has a presence on the Web. I
enjoyed reading what he had to say about his projects and his involvement
with Atari. Thank you for posting the links!

--
Sal Manfredonia (smanfred@optonline.net)

Have you played Atari today?

3825. 512 bytes ???

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-22 04:11:08 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <g5Cpn.54168$mn6.53034@newsfe07.iad>
Source record: 1564

Mydos and SpartaDOS format 128/256 bytes per sector.. I notice ASPE QT or
Altirra offers 512 bytes formatted disk. So what DOS can format 512 bytes ?

JT

3826. Re: 512 bytes ???

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-22 13:21:25 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <p9Kpn.56345$yk1.10185@newsfe20.iad>
Source record: 1565

"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:g5Cpn.54168$mn6.53034@newsfe07.iad...
> Mydos and SpartaDOS format 128/256 bytes per sector.. I notice ASPE QT or
> Altirra offers 512 bytes formatted disk. So what DOS can format 512 bytes
> ?
>
> JT
>

The new SpartaDOSx 4.42 version.
http://trub.atari8.info/index.php?ref=sdx_upgrade_en

:-)

RoyE

3827. Re: Pretty Basic

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-22 13:36:11 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <fnKpn.56346$yk1.46863@newsfe20.iad>
Source record: 1566

"russg" <russgilb@sbcglobal.net> wrote in message
news:3fb66f6a-1998-4cab-8ce2-339740185fd4@i25g2000yqm.googlegroups.com...
On Mar 16, 3:47 am, ricortes <ricor...@earthlink.net> wrote:
> On Mar 15, 5:50 pm, russg <russg...@sbcglobal.net> wrote:> On Mar 15, 5:16
> pm, ricortes <ricor...@earthlink.net> wrote:
>
> Thanks for posting that Russ. Seeing in black and white helped it
> register.
SNIP>>

Here's one that compiles and runs from DOS.

```
10 *=$680
20 LDA #$9C
30 STA $604
40 STA $608
50 LDA #$9A
60 STA $60C
70 JMP $613
0600 *=$610
0610 JMP $0613
0613 LDY #$01
0615 STY $0600
0618 LDA #$09
0619 CMP $0600
0620 BCS $0622
0621 JMP $065F
0622 LDA $0604
0625 STA $0608
0628 LDA $0604
0629 STA $060C
0630 LDY #$00
0631 STY $D40A
0633 LDA $060C
0636 STA $D01A
0639 LDA $0608
0640 STA $D018
0641 INC $0608
0642 SEC
0643 LDA $060C
0646 SBC #$01
0648 STA $060C
0649 LDA $D40B
0650 AND #$80
0651 STA $AE
```

```
0652 LDA $AE
0654 BNE $0659
0656 JMP $062E
0659 INC $0600
0660 JMP $0618
0661 INC $0604
0662 LDA $02FC
0665 CMP #$FF
0667 BCC $066C
0669 JMP $0613
0670 LDA #$FF
0671 STA $02FC
0672 PLA
0673 JMP ($A)
0700 *=$2E0
0710 .BYTE 128,6
```

I see you're busy. Please check your e-mail, I guess the one used
here is a spam bucket.
The numbers (06XX) just come from DEBUGPL but edited to remove hex
numbers.

This is neat! Could you make one that can be ran from basic and not exit
back to DOS..
I compiled and ran this with MyDOS using basic to load xio 40, etc.. but it
dumps me back to dos. I would like to try it out with Turbo basic also..

RoyE

3828. Re: More updates that no one needs to hear

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-22 18:01:21 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <koCdnc1RZPVSLTrWnZ2dnUVZ_s-dnZ2d@posted.pioneerinternet2>
Source record: 1567

"ricortes" <ricortes@earthlink.net> wrote in message
news:14e42220-115e-4038-8bbd-3a2c696a5b43@f14g2000pre.googlegroups.com...
>
> IMNSHO.
>
> Past midnight, tired from going to the beach to spend some time with
> two of my grand daughters today. Life is good. 'night all.
>
> Rick

Probably not actually needed, but I wanted to and did enjoy reading it;
thanks for sharing about Atari stuff you are doing. btw what is that
acronym?

-Jess

3829. FS: SpartaDOS X and R-Time 8

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-22 18:30:11 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9D4393847B384emuslor@69.16.185.252>
Source record: 1568

Warning - blatent advertisement. :) I'm Looking for some quick cash, so if anyone is interested:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=280482396413

If you'd like to make an offer outside of eBay, that's cool too. Just reverse each segment of my public email address to reply.

thanks!

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

3830. Re: More updates that no one needs to hear

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-22 18:33:20 UTC
From: Gabooch <anonymous@anon.com>
Message-ID: <WJOpn.55983$2r7.21206@newsfe05.iad>
Source record: 1569

If "IMHO" = "In My Humble Opinion",
Then "IMNSHO" must equate to "In My Not So Humble Opinion"...

I guess, IMNSHO...

<heh heh>

3831. comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-23 17:23:00 UTC
From: Panic in Blue <iquitted@collegeclub.com>
Message-ID: <cc1a56c2-6572-4519-8bdb-a5069e946bc9@k4g2000prh.googlegroups.com>
Source record: 1570

I would like to convert all my old 5 1/2" disks to disk images that I can use with an emulator on my Mac. I still have my old 5 1/2" Atari disk drive, and I'm wondering if I can buy an adaptor so I can connect it to a USB port.

Years ago, I bought such an adaptor, but it was for some kind of archaic PC port that you could only find on really old PC's. I no longer have access to such a PC, and I was hoping that instead of trying to find an old PC, I could find an adaptor that goes to USB (along with some Mac software to make the images)

Thanks,
-Jeremy

3832. Re: comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-23 20:12:22 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9D44A4DB7751Aemuslor@69.16.185.252>
Source record: 1571

Despite all prevention efforts, Panic in Blue <iquitted@collegeclub.com>
wrote in news:cc1a56c2-6572-4519-8bdb-a5069e946bc9
@k4g2000prh.googlegroups.com:

>
> Years ago, I bought such an adaptor, but it was for some kind of
> archaic PC port that you could only find on really old PC's. I no
> longer have access to such a PC, and I was hoping that instead of
> trying to find an old PC, I could find an adaptor that goes to USB
> (along with some Mac software to make the images)
>

If you don't find what you need, drop me a line. Send me your floppies and
an SD card, and I can send the SD card back to you full of ATR disk copies.

To email me, reverse each part of my public email address...

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

3833. Re: comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-23 21:15:05 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <32ab7901-3fd7-4cd5-85e4-80d1aea32222@c34g2000pri.googlegroups.com>
Source record: 1572

On Mar 23, 10:23 am, Panic in Blue <iquit...@collegeclub.com> wrote:
> I would like to convert all my old 5 1/2" disks to disk images that I
> can use with an emulator on my Mac. I still have my old 5 1/2" Atari
> disk drive, and I'm wondering if I can buy an adaptor so I can connect
> it to a USB port.
>
> Years ago, I bought such an adaptor, but it was for some kind of
> archaic PC port that you could only find on really old PC's. I no
> longer have access to such a PC, and I was hoping that instead of
> trying to find an old PC, I could find an adaptor that goes to USB
> (along with some Mac software to make the images)
>
> Thanks,
> -Jeremy

If you don't take James up on his generous offer, can you tell exactly what equipment your current PC is has? It sounds to me like you either had and old Xformer printer cable or an SIO2PC type device and no longer have a PC with serial ports.

IF you have a PC with serial ports and a working 8 bit system you can use a SIO2PC or APE. Building one yourself is cheap, <$6 if you have a spare Atari Cable or build it inside your computer.

If you just have a 1050 w/o a working 8 bit then you have to use something like an APE Prosystem cable.

The latest incarnations use USB vs. RS232. This option if you don't have serial ports on your PC and want to do it yourself is probably best. They cost ~$40 on eBay but work in every mode you could need.

Rick

3834. Re: comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-23 21:22:30 UTC
From: bill@newbreedsoftware.com
Message-ID: <4ba93116$0$1591$742ec2ed@news.sonic.net>
Source record: 1573

ricortes <ricortes@earthlink.net> wrote:
> The latest incarnations use USB vs. RS232. This option if you don't
> have serial ports on your PC and want to do it yourself is probably
> best. They cost ~$40 on eBay but work in every mode you could need.

I did not know this, but I guess I shouldn't be surprised. I'm
finally 'without serial ports' (well, except my wife's older laptop
I suppose), but I'm also SIO2SD-enabled, so in terms of _booting_
my Ataris, I've got an excellent (and portable) solution.

In terms of backing up my disks, I need to go 1050 -> Atari -> SIO2SD,
which is honestly kind of a pain. I'd love to be able to just
hook my 1050 up to my Linux laptop and hit "go" to back it all up.
Meh. :^(

--
-bill!
Sent from my computer

3835. Re: comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-23 21:42:40 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <1c17a282-ffff-48fa-bd7c-1a857b0ae5d5@h18g2000yqo.googlegroups.com>
Source record: 1574

On Mar 23, 1:23 pm, Panic in Blue <iquit...@collegeclub.com> wrote:
> I would like to convert all my old 5 1/2" disks to disk images that I
> can use with an emulator on my Mac. I still have my old 5 1/2" Atari
> disk drive, and I'm wondering if I can buy an adaptor so I can connect
> it to a USB port.
>
> Years ago, I bought such an adaptor, but it was for some kind of
> archaic PC port that you could only find on really old PC's. I no
> longer have access to such a PC, and I was hoping that instead of
> trying to find an old PC, I could find an adaptor that goes to USB
> (along with some Mac software to make the images)
>
> Thanks,
> -Jeremy

Jeremy,
Slor's offer would be the cheapest and probably best.
I bet that many of your 5 1/2" floppies are copy protected, which
makes copying harder, near impossible.
Bill Kendrick is probably most familiar with non-PC software and
adapters, but I'm pretty sure
there is no Atari to MAC interface like we have for PCs, the archaic
serial port ones, there are (again for PC)
USB adapters and software now.
There is one thing that you can do with your Mac, and I'm not sure how
good it is, is the 'Rainbow' Atari
emulator for the Mac. It is old, but I think there's a OS X version.
http://www.bannister.org/software/rainbow.htm
If 'Rainbow' is like PC Atari8 emulators, the .ATR disk images will
work to run the games on the Mac.
I don't know a Mac person that is into Atari8 options.
You'd need to be familiar with the Atari8 in order to use .ATRs.

3836. Re: comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-23 23:19:50 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <q0cqn.54275$mn6.31065@newsfe07.iad>
Source record: 1575

"Panic in Blue" <iquitted@collegeclub.com> wrote in message
news:cc1a56c2-6572-4519-8bdb-a5069e946bc9@k4g2000prh.googlegroups.com...
>I would like to convert all my old 5 1/2" disks to disk images that I
> can use with an emulator on my Mac. I still have my old 5 1/2" Atari
> disk drive, and I'm wondering if I can buy an adaptor so I can connect
> it to a USB port.
>
> Years ago, I bought such an adaptor, but it was for some kind of
> archaic PC port that you could only find on really old PC's. I no
> longer have access to such a PC, and I was hoping that instead of
> trying to find an old PC, I could find an adaptor that goes to USB
> (along with some Mac software to make the images)
>
> Thanks,
> -Jeremy

For Mac to Atari emulation
Try this link:

http://www.atarimac.com/sio2osx.php

other info on this page tells about the requirement for a special USB to
SERIAL dongle for use with the SIO2PC USB cable at www.atarimax.com .

Registration seems to be required to use atarimac osx software for longer
periods..

3837. Re: comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-23 23:23:25 UTC
From: bill@newbreedsoftware.com
Message-ID: <4ba94d6d$0$1620$742ec2ed@news.sonic.net>
Source record: 1576

russg <russgilb@sbcglobal.net> wrote:
> emulator for the Mac. It is old, but I think there's a OS X version.
> http://www.bannister.org/software/rainbow.htm

I'm guessing Atari800 should also work fine on Mac (since it has a
libSDL target, and SDL is well-supported on OS X).

--
-bill!
Sent from my computer

3838. Re: comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-23 23:57:51 UTC
From: Matthias Reichl <use-reply-to@hias.horus.com>
Message-ID: <slrnhqilcc.b92.use-reply-to@camel2.hias.horus.com>
Source record: 1577

On 23 Mar 2010 21:22:30 GMT, Bill Kendrick wrote:
> I did not know this, but I guess I shouldn't be surprised. I'm
> finally 'without serial ports' (well, except my wife's older laptop
> I suppose)

Does your laptop have a PCMCIA/Cardbus or an ExpressCard slot?
If yes, you could buy a 16550 (or even better a 16C950) card for
some 15-30 USD and use your old serial SIO2PC and/or 1050-2-PC
interfaces.

> I'd love to be able to just
> hook my 1050 up to my Linux laptop and hit "go" to back it all up.

Last year I enhanced AtariSIO so that atarixfer supports several
highspeed SIO modes (yes, I also had to transfer a batch of disks
from my 1050 to my Linux box :-). A standard 16550 card supports
Happy Warp and XF551 2xSIO, with a 16C950 card atarixfer also runs
with Happy Ultra Speed, 1050 Speedy and 1050 Turbo at approx. 3xSIO.

ATM it looks like AtariSIO will stay serial port only for quite a while.
AspeQt also works fine with FTDI based USB-RS232 adapters, but
currently AspeQt is still missing support for 1050-2-PC interfaces.
But, just drop the author of AspeQt a line, maybe he'll add support
for 1050-2-PC :-)

so long,

Hias

3839. Re: comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-24 01:00:55 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <sLadnRR7cJja-TTWnZ2dnUVZ_oSdnZ2d@giganews.com>
Source record: 1578

Matthias Reichl wrote:
> On 23 Mar 2010 21:22:30 GMT, Bill Kendrick wrote:
>> I did not know this, but I guess I shouldn't be surprised. I'm
>> finally 'without serial ports' (well, except my wife's older laptop
>> I suppose)
>
> Does your laptop have a PCMCIA/Cardbus or an ExpressCard slot?
> If yes, you could buy a 16550 (or even better a 16C950) card for
> some 15-30 USD and use your old serial SIO2PC and/or 1050-2-PC
> interfaces.
>
>> I'd love to be able to just
>> hook my 1050 up to my Linux laptop and hit "go" to back it all up.
>
> Last year I enhanced AtariSIO so that atarixfer supports several
> highspeed SIO modes (yes, I also had to transfer a batch of disks
> from my 1050 to my Linux box :-). A standard 16550 card supports
> Happy Warp and XF551 2xSIO, with a 16C950 card atarixfer also runs
> with Happy Ultra Speed, 1050 Speedy and 1050 Turbo at approx. 3xSIO.
>
> ATM it looks like AtariSIO will stay serial port only for quite a while.
> AspeQt also works fine with FTDI based USB-RS232 adapters, but
> currently AspeQt is still missing support for 1050-2-PC interfaces.
> But, just drop the author of AspeQt a line, maybe he'll add support
> for 1050-2-PC :-)

Hias, Did you ever get the Indus GT hi-speed mode working? You and I exchanged some e-mail about it last year. I never did have any luck.

FYI: There's a new gadget available called an 'FDC-5025' that adapts a PC high-density 5.25" drive to USB. The board carries a little microcontroller that directly interprets flux transitions like a poor-man's Catweasel. He makes the API available if you want to add formats. It's read-only at the present time and can handle standard Atari 1050, Apple 2, Commodore 64, TI-99 and Northstar hard-sectored formats out of the box. Software sources supplied and can target Windows, Linux (even my 64-bit system) and MacOSX.

http://www.deviceside.com/fc5025.html

I've found it very handy.

Steve

3840. Re: comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-24 01:15:42 UTC
From: Matthias Reichl <use-reply-to@hias.horus.com>
Message-ID: <slrnhqipu0.b92.use-reply-to@camel2.hias.horus.com>
Source record: 1579

Hi Steve!

On Tue, 23 Mar 2010 21:00:55 -0400, Steven Hirsch wrote:
> Hias, Did you ever get the Indus GT hi-speed mode working? You and I
> exchanged some e-mail about it last year. I never did have any luck.

Yes, I remember. But so far I haven't been able to get access to an Indus
drive to do some tests by myself. If those damned drives would be a little
bit cheaper you could be sure I'd already own one :-)

I'll keep trying to get access to one (at least for some time), and I
hope I can do the tests and finish the work.

> FYI: There's a new gadget available called an 'FDC-5025' that adapts a PC
> high-density 5.25" drive to USB. The board carries a little microcontroller
> that directly interprets flux transitions like a poor-man's Catweasel. He
> makes the API available if you want to add formats. It's read-only at the
> present time and can handle standard Atari 1050, Apple 2, Commodore 64, TI-99
> and Northstar hard-sectored formats out of the box. Software sources supplied
> and can target Windows, Linux (even my 64-bit system) and MacOSX.
>
> http://www.deviceside.com/fc5025.html
>
> I've found it very handy.

Thanks for the info! I didn't know about this yet, but it looks extremely
interesting!

so long,

Hias

3841. Re: comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-24 15:10:46 UTC
From: Panic in Blue <iquitted@collegeclub.com>
Message-ID: <ff70a533-1987-4fdf-96f5-fa33ff9bccc3@t9g2000prh.googlegroups.com>
Source record: 1580

Thanks to everyone for your replies. Steve, the device you mentioned looks like exactly what I need. I can use this to connect my Atari disk drive to my Mac and make .atr images from my disks, right? I went to the page and it looks like it's what I need, though I couldn't find any pricing info, or how to buy it.

To answer some of your questions: My disks are not copy protected. These are disks of files I made myself: programs written in Basic, and word processor files mostly. I have the 5 1/2" disk drive that came with my atari 800XL, but not the actual computer. And I do have an SIO2PC cable that I bought years ago, and I was able to use this to convert some of my old disks on my friend's PC. But I don't have access to that computer anymore, and newer PC's don't seem to have that kind of port. And anyway, I only own a Mac. I have heard that now there are SIO2PC cables that are USB, but the software is only for PC. But I was thinking that I could use VirtualPC, since it's usually pretty good about USB port emulation.

But anyway, it seems like the device Steve mentioned would be better, and I wouldn't need to use Virtual PC. Now I just need to figure out how to buy it...

Thanks again,
-Jeremy

3842. Re: comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-24 15:28:17 UTC
From: Bill Garber <willy46pa@garberstreet.com>
Message-ID: <tsKdnQawDOAUsjfWnZ2dnUVZ7oCdnZ2d@giganews.com>
Source record: 1581

"Panic in Blue" <iquitted@collegeclub.com> wrote in message
news:ff70a533-1987-4fdf-96f5-fa33ff9bccc3@t9g2000prh.googlegroups.com...
> Thanks to everyone for your replies. Steve, the device you mentioned
> looks like exactly what I need. I can use this to connect my Atari
> disk drive to my Mac and make .atr images from my disks, right? I
> went to the page and it looks like it's what I need, though I couldn't
> find any pricing info, or how to buy it.
>
> To answer some of your questions: My disks are not copy protected.
> These are disks of files I made myself: programs written in Basic, and
> word processor files mostly. I have the 5 1/2" disk drive that came
> with my atari 800XL, but not the actual computer. And I do have an
> SIO2PC cable that I bought years ago, and I was able to use this to
> convert some of my old disks on my friend's PC. But I don't have
> access to that computer anymore, and newer PC's don't seem to have
> that kind of port. And anyway, I only own a Mac. I have heard that
> now there are SIO2PC cables that are USB, but the software is only for
> PC. But I was thinking that I could use VirtualPC, since it's usually
> pretty good about USB port emulation.
>
> But anyway, it seems like the device Steve mentioned would be better,
> and I wouldn't need to use Virtual PC. Now I just need to figure out
> how to buy it...
>
> Thanks again,
> -Jeremy

Here's where you buy it.

http://shop.deviceside.com/

Bill

3843. Re: comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-24 16:42:36 UTC
From: Panic in Blue <iquitted@collegeclub.com>
Message-ID: <a589b066-0d4d-42b5-8fb9-1e372c471ffb@a16g2000pre.googlegroups.com>
Source record: 1582

Sweet, thanks. So has anyone here used this thing to make .atr image
files from atari floppies?

3844. Re: comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-24 17:03:28 UTC
From: Bill Garber <willy46pa@garberstreet.com>
Message-ID: <ddOdnYDdPK9K2DfWnZ2dnUVZ7oydnZ2d@giganews.com>
Source record: 1583

"Panic in Blue" <iquitted@collegeclub.com> wrote in message
news:a589b066-0d4d-42b5-8fb9-1e372c471ffb@a16g2000pre.googlegroups.com...
> Sweet, thanks. So has anyone here used this thing to make .atr image
> files from atari floppies?

I haven't yet, but I have done Apple II disks. Works great.

If I can get into my Atari stuff, then I can try one. I have my
FC5025 set up and running. Just a matter of pulling out a disk.

Bill

3845. Re: comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-24 19:09:54 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <cd502977-bad0-4baf-8800-4faca031f397@15g2000yqi.googlegroups.com>
Source record: 1584

On Mar 24, 11:10 am, Panic in Blue <iquit...@collegeclub.com> wrote:
> Thanks to everyone for your replies. Steve, the device you mentioned
> looks like exactly what I need. I can use this to connect my Atari
> disk drive to my Mac and make .atr images from my disks, right? I
> went to the page and it looks like it's what I need, though I couldn't
> find any pricing info, or how to buy it.
>
> To answer some of your questions: My disks are not copy protected.
> These are disks of files I made myself: programs written in Basic, and
> word processor files mostly. I have the 5 1/2" disk drive that came
> with my atari 800XL, but not the actual computer. And I do have an
> SIO2PC cable that I bought years ago, and I was able to use this to
> convert some of my old disks on my friend's PC. But I don't have
> access to that computer anymore, and newer PC's don't seem to have
> that kind of port. And anyway, I only own a Mac. I have heard that
> now there are SIO2PC cables that are USB, but the software is only for
> PC. But I was thinking that I could use VirtualPC, since it's usually
> pretty good about USB port emulation.
>
> But anyway, it seems like the device Steve mentioned would be better,
> and I wouldn't need to use Virtual PC. Now I just need to figure out
> how to buy it...
>
> Thanks again,
> -Jeremy
Quote:
> Thanks to everyone for your replies. Steve, the device you mentioned
> looks like exactly what I need. I can use this to connect my Atari
> disk drive to my Mac and make .atr images from my disks, right?
End quote.

I think you can't hook your 1050 to the device. It is for a PC type
5.25" drive, and you have to supply
the power to the drive yourself, like from a removed PC power supply.
So, you'd have to buy
a 5.25" PC drive, the adapter.
The device will read your disks OK, just there's no way to connect
your 1050 to it.

3846. Re: comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-24 19:39:47 UTC
From: Panic in Blue <iquitted@collegeclub.com>
Message-ID: <ead4548f-5cf2-4dcf-af5b-e5a7397c0987@u9g2000yqb.googlegroups.com>
Source record: 1585

Oh dang. So if I buy this device and a 5 1/2" PC drive, then I'll be
able to convert my Atari disks. I guess I'll check eBay.

3847. Re: comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-24 19:41:23 UTC
From: Panic in Blue <iquitted@collegeclub.com>
Message-ID: <1636b60f-885c-40c6-99e5-22f57094cdfb@n34g2000yqb.googlegroups.com>
Source record: 1586

Or I guess I could go with my original idea and buy the USB version of
the SIO2PC cable and then use it with VirtualPC on my Mac.

3848. Re: 512 bytes ???

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-24 22:37:56 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <avwqn.152939$wr5.85178@newsfe22.iad>
Source record: 1587

What floppy drives support 512 bytes formatted?

"RoyE" <r-dean@ cox.net> wrote in message
news:p9Kpn.56345$yk1.10185@newsfe20.iad...
> "Jack Tseng" <tseng4@hotmail.com> wrote in message
> news:g5Cpn.54168$mn6.53034@newsfe07.iad...
>> Mydos and SpartaDOS format 128/256 bytes per sector.. I notice ASPE QT or
>> Altirra offers 512 bytes formatted disk. So what DOS can format 512 bytes
>> ?
>>
>> JT
>>
>
> The new SpartaDOSx 4.42 version.
> http://trub.atari8.info/index.php?ref=sdx_upgrade_en
>
> :-)
>
> RoyE
>

3849. Re: comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-25 00:50:05 UTC
From: bill@newbreedsoftware.com
Message-ID: <4baab33d$0$1648$742ec2ed@news.sonic.net>
Source record: 1588

Steven Hirsch <snhirsch@gmail.com> wrote:
> FYI: There's a new gadget available called an 'FDC-5025' that adapts a PC
> high-density 5.25" drive to USB. The board carries a little microcontroller
> that directly interprets flux transitions like a poor-man's Catweasel. He
> makes the API available if you want to add formats. It's read-only at the
> present time and can handle standard Atari 1050, Apple 2, Commodore 64, TI-99
> and Northstar hard-sectored formats out of the box. Software sources supplied
> and can target Windows, Linux (even my 64-bit system) and MacOSX.

> http://www.deviceside.com/fc5025.html

I'm a bit confused. You plug it into an old PC 5.25" drive (via the ribbon
cable), or what? (I'm imagining old-drive --ribbon--> device --usb--> PC)

Has anyone got photos of it actually plugged into a disk drive?
Man, where does one GET old 5.25" PC drives? (I've _never_ owned one.
My first PC was a PS/2 with a 720K 3.5" drive.)

--
-bill!
Sent from my computer

3850. Re: comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-25 01:52:31 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <b38c0d05-53cb-4e6e-9eae-bdc52b929d0b@u19g2000prh.googlegroups.com>
Source record: 1589

On Mar 24, 5:50 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> Steven Hirsch <snhir...@gmail.com> wrote:
> > FYI: There's a new gadget available called an 'FDC-5025' that adapts a PC
> > high-density 5.25" drive to USB. The board carries a little microcontroller
> > that directly interprets flux transitions like a poor-man's Catweasel. He
> > makes the API available if you want to add formats. It's read-only at the
> > present time and can handle standard Atari 1050, Apple 2, Commodore 64, TI-99
> > and Northstar hard-sectored formats out of the box. Software sources supplied
> > and can target Windows, Linux (even my 64-bit system) and MacOSX.
> >http://www.deviceside.com/fc5025.html
>
> I'm a bit confused. You plug it into an old PC 5.25" drive (via the ribbon
> cable), or what? (I'm imagining old-drive --ribbon--> device --usb--> PC)
>
> Has anyone got photos of it actually plugged into a disk drive?
> Man, where does one GET old 5.25" PC drives? (I've _never_ owned one.
> My first PC was a PS/2 with a 720K 3.5" drive.)
>
> --
> -bill!
> Sent from my computer

I still have more then a few real 5.25" laying around but most are in goofy stuff like an external 2 floppy drive housing with the old 37 pin cable, a CP/M computer built into something about the same size, and a H89. The H89 used hard sectored disk so it probably isn't a good candidate for a donor.

For that matter I found a couple of 8" drives in my attic. Two<?> are still in a ~DEC PDT/11. I think people must be using them for Volkswagon turbo chargers or something since they seem to be selling for multiples of $100s. Fifteen years ago I left off at building a cable ATR8000 => 8" drive but didn't get to finish. All I had left to do was build a 24V power supply for the stepper<???> when I got in a relationship! Damn women.<grin>

Too old and too late methinks. I've been doing alot of reading trying to come back up to speed so I end up doing a lot of "could'a should'a would'a" Read where a guy trashed five Atari 520ST just because he wanted the 1772 FDC chip. I still fight the urge to bit bang a FDC on the Atari buss. IIRC all of our data is inverted so you can't just hook up a FDC in the memory map unless you want a one of a kind that's incompatible with everything else. I think I will crawl around the attic some more tonight.

Rick

3851. Re: 512 bytes ???

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-25 03:06:03 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <d52f2ccd-b74e-4701-b517-41273f116062@t34g2000prm.googlegroups.com>
Source record: 1590

On Mar 24, 3:37 pm, "Jack Tseng" <tse...@hotmail.com> wrote:
> What floppy drives support 512 bytes formatted?
>
> "RoyE" <r-dean@ cox.net> wrote in message
>
> news:p9Kpn.56345$yk1.10185@newsfe20.iad...
>
>
>
> > "Jack Tseng" <tse...@hotmail.com> wrote in message
> >news:g5Cpn.54168$mn6.53034@newsfe07.iad...
> >> Mydos and SpartaDOS format 128/256 bytes per sector.. I notice ASPE QT or
> >> Altirra offers 512 bytes formatted disk. So what DOS can format 512 bytes
> >> ?
>
> >> JT
>
> > The new SpartaDOSx 4.42 version.
> >http://trub.atari8.info/index.php?ref=sdx_upgrade_en
>
> > :-)
>
> > RoyE- Hide quoted text -
>
> - Show quoted text -

Jack, if you mean Atari 8 bit then one would be the Floppy Board from
Bob Puff. There were also a programs to transfer files MS DOS 512 byte/
sector files on a 1050 Happy drive and a modified XF551. I'm not
familiar with all the after market drives out of Europe but it
wouldn't suprise me if there were a few more. I don't think there was
a DOS at the time that supported them in 512 byte sector mode.

The WD1772 was used in the ST with 512 byte sectors and in the XF551
with 256 byte sectors. It is more of a software problem then chips.

Rick

3852. Re: comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-25 03:18:42 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <tsidncdre6DeSzfWnZ2dnUVZ_oSdnZ2d@posted.pioneerinternet2>
Source record: 1591

I notice that software mentioned at thelink specifies 'Atari 810'.
Where does that leave Dos 2.5/3.0 1050 enhanced density and
disks made on any of various true double density hardware?
-Jess

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:4baab33d$0$1648$742ec2ed@news.sonic.net...
> Steven Hirsch <snhirsch@gmail.com> wrote:
>> FYI: There's a new gadget available called an 'FDC-5025' that adapts a PC
>> high-density 5.25" drive to USB. The board carries a little
>> microcontroller
>> that directly interprets flux transitions like a poor-man's Catweasel.
>> He
>> makes the API available if you want to add formats. It's read-only at
>> the
>> present time and can handle standard Atari 1050, Apple 2, Commodore 64,
>> TI-99
>> and Northstar hard-sectored formats out of the box. Software sources
>> supplied
>> and can target Windows, Linux (even my 64-bit system) and MacOSX.
>
>> http://www.deviceside.com/fc5025.html
>

3853. Re: comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-25 03:53:13 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <5f34a3bb-f858-494e-b03e-96666683f807@h18g2000yqo.googlegroups.com>
Source record: 1592
Body handling: HTML body converted to readable text

On Mar 24, 11:18 pm, "RetroJess" wrote:
> I notice that software mentioned at thelink specifies 'Atari 810'.
> Where does that leave Dos 2.5/3.0 1050 enhanced density and
> disks made on any of various true double density hardware?
> -Jess

I believe the 810 mentioned just means that the device, hooked up to a
PC 5.25" floppy and powered, would
be able to read the single density floppies, you don't hook a 810 up
to the device.
I believe there would be a problem with the device reading Atari
single density, many PC floppy drives
are dbl. and high density. I don't think the device would be able to
read single density Atari disks, which
is the whole point of what is being tried done here.
Also, the original poster is thinking of using a virtual PC on his
Mac, and a USB to SIO/1050 adapter, like
AtariMax sells. I don't think that will work either, as in PC land,
it would need a proper driver to
do the job and I don't think the AtariMax APE software, or Pro
software, works with a 1050 to PC
device, as the OP wants to just hook his 1050 up to his Mac and read
in the files to .ATRs.
Don't think it will work.
I still think James' offer to read the disks and put the files on a SD
card would achieve the desired.
Of course, there may be privacy concerns. A USB flash drive might be
better.

> "Bill Kendrick" wrote in message
>
> news:4baab33d$0$1648$742ec2ed@news.sonic.net...
>
> > Steven Hirsch wrote:
> >> FYI: There's a new gadget available called an 'FDC-5025' that adapts a PC
> >> high-density 5.25" drive to USB. The board carries a little
> >> microcontroller
> >> that directly interprets flux transitions like a poor-man's Catweasel.
> >> He
> >> makes the API available if you want to add formats. It's read-only at
> >> the
> >> present time and can handle standard Atari 1050, Apple 2, Commodore 64,
> >> TI-99
> >> and Northstar hard-sectored formats out of the box. Software sources

> >> supplied
> >> and can target Windows, Linux (even my 64-bit system) and MacOSX.
>
> >>http://www.deviceside.com/fc5025.html

3854. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-25 10:29:00 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1003250326130.31262@slate.spiritone.com>
Source record: 1593
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!
This Message Sent From My Atari Computer!30 Years Using Atari 2600 Jr./800xl/ Mega ST4,
Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

3855. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-25 10:32:36 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1003250329220.31262@slate.spiritone.com>
Source record: 1594
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Mailing List sent by E-Mail From Bravo Sierra Computers! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

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Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!
This Message Sent From My Atari Computer!30 Years Using Atari 2600 Jr./800xl/ Mega ST4,
Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

3856. Re: comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-25 11:49:17 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <wtqdnUsEUKYg0DbWnZ2dnUVZ_judnZ2d@giganews.com>
Source record: 1595

russg wrote:

> I believe the 810 mentioned just means that the device, hooked up to a PC
> 5.25" floppy and powered, would be able to read the single density
> floppies, you don't hook a 810 up to the device.

That is correct.

> I believe there would be a problem with the device reading Atari single
> density, many PC floppy drives are dbl. and high density. I don't think
> the device would be able to read single density Atari disks, which is the
> whole point of what is being tried done here.

That is not correct. Issues with single-density 'FM' recording mostly stem from the clone floppy controller chips on PeeCee motherboards. The FDC-5025 adapter uses an Atmel microcontroller to directly extract flux transitions from the disk. It neither knows nor cares about single-density vs. double-density vs. high-density. The limiting factor is sample rate, and the unit is capable of reading "modern" HD 1.2M diskettes - lower (e.g. ATR 810) is not an issue and it does just fine with them.

Steve

3857. Re: comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-25 11:50:33 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <wtqdnUoEUKaU0zbWnZ2dnUVZ_jsAAAAA@giganews.com>
Source record: 1596

RetroJess wrote:

> I notice that software mentioned at thelink specifies 'Atari 810'.
> Where does that leave Dos 2.5/3.0 1050 enhanced density and
> disks made on any of various true double density hardware?

It leaves you writing your own driver :-). The API specs are shipped on a CD with the product. I have not delved into it very deeply, but it appears to be orders-of-magnitude simpler than writing Catweasel drivers (not for the faint-of-heart).

Steve

3858. Re: comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-25 11:55:09 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <CcKdnWWTcp2A0jbWnZ2dnUVZ_uidnZ2d@giganews.com>
Source record: 1597

Bill Kendrick wrote:

>> FYI: There's a new gadget available called an 'FDC-5025' that adapts a PC
>> high-density 5.25" drive to USB. The board carries a little microcontroller
>> that directly interprets flux transitions like a poor-man's Catweasel. He
>> makes the API available if you want to add formats. It's read-only at the
>> present time and can handle standard Atari 1050, Apple 2, Commodore 64, TI-99
>> and Northstar hard-sectored formats out of the box. Software sources supplied
>> and can target Windows, Linux (even my 64-bit system) and MacOSX.
>
>> http://www.deviceside.com/fc5025.html
>
> I'm a bit confused. You plug it into an old PC 5.25" drive (via the ribbon
> cable), or what? (I'm imagining old-drive --ribbon--> device --usb--> PC)

Your imagination is quite accurate!

> Has anyone got photos of it actually plugged into a disk drive?
> Man, where does one GET old 5.25" PC drives? (I've _never_ owned one.
> My first PC was a PS/2 with a 720K 3.5" drive.)

Packrats like me have drawers full of them. Otherwise, try eBay or a local
hamfest. Since everyone has gone nuts with Reduce, Re-use, Recycle, hundreds
of thousands of these have disappeared into the crusher or, more likely, scrap
heaps in rural China. Blink and it's obsolete!

A photo is not very interesting, although I have mine mounted in the case from
a mid-90s Apple CD-300e CD-ROM drive. Same form-factor.

Steve

3859. Re: comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-25 15:02:39 UTC
From: Panic in Blue <iquitted@collegeclub.com>
Message-ID: <ee6329c5-2f39-4f9a-a07a-7804507d802e@t34g2000prm.googlegroups.com>
Source record: 1598

Okay, I'm getting a lot of different info here, which I very much appreciate, but I'm a little overwhelmed. So let me just get this straight: If I buy the "FC5025 USB 5.25 floppy controller" that Steve mentioned, and I buy a PC floppy drive, then will I or won't I be able to convert my Atari 800XL disks on my Mac?

It looks like there's some dissent here, so maybe I'll try asking the seller of the item.

Thanks again,
-Jeremy

3860. Re: comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-26 00:19:13 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <WoGdnfC0Rv4fYDbWnZ2dnUVZ_tWdnZ2d@giganews.com>
Source record: 1599

Panic in Blue wrote:
> Okay, I'm getting a lot of different info here, which I very much
> appreciate, but I'm a little overwhelmed. So let me just get this
> straight: If I buy the "FC5025 USB 5.25 floppy controller" that Steve
> mentioned, and I buy a PC floppy drive, then will I or won't I be able
> to convert my Atari 800XL disks on my Mac?

You will be able to convert "standard" single-density Atari diskettes on your Mac. Best to look for the recommended Teac disk drive he mentions on the product website. Some basic familiarity with computer hardware is assumed, to the extent that you'll need to locate and possibly change a few jumper settings on the floppy drive. You will also need to arrange for power to the drive and a safe means to have everything hooked up and usable without shorting the USB adapter against anything else (it's just a bare circuit board).

If you're not comfortable with any of that, you may want to look at other solutions.

> It looks like there's some dissent here, so maybe I'll try asking the
> seller of the item.

I own one of these. It works. I can read Atari 810 format diskettes (90kB) with it. You cannot read the newer double-density (actually sort of 1.5 density diskettes) unless you want to write your own driver. I'm sure Adam (the designer) will confirm all this if you drop him a note.

The Mac OSX software is provided on the CD-ROM, but I have not used it since I spend all my time on a Linux platform.

Steve

3861. Re: comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-26 01:24:02 UTC
From: bill@newbreedsoftware.com
Message-ID: <4bac0cb2$0$1587$742ec2ed@news.sonic.net>
Source record: 1600

Matthias Reichl <use-reply-to@hias.horus.com> wrote:
> On 23 Mar 2010 21:22:30 GMT, Bill Kendrick wrote:
> > I did not know this, but I guess I shouldn't be surprised. I'm
> > finally 'without serial ports' (well, except my wife's older laptop
> > I suppose)

> Does your laptop have a PCMCIA/Cardbus or an ExpressCard slot?
> If yes, you could buy a 16550 (or even better a 16C950) card for
> some 15-30 USD and use your old serial SIO2PC and/or 1050-2-PC
> interfaces.

Something like this, right?

http://www.overstock.com/Electronics/StarTech.com-1-port-16C950-UART-ExpressCard-34-Serial
-Adapter/4240815/product.html

(It's $55 USD at that site, at least)

> > I'd love to be able to just
> > hook my 1050 up to my Linux laptop and hit "go" to back it all up.
>
> Last year I enhanced AtariSIO so that atarixfer supports several
> highspeed SIO modes (yes, I also had to transfer a batch of disks
> from my 1050 to my Linux box :-). A standard 16550 card supports
> Happy Warp and XF551 2xSIO, with a 16C950 card atarixfer also runs
> with Happy Ultra Speed, 1050 Speedy and 1050 Turbo at approx. 3xSIO.

Cool.

I'm not sure, though, is it worth it for me to spend $55 on a device
that lets me do SIO2PC when I can simply do:

```
Atari <-SIO-> 1050 <-SIO-> SIO2SD
| |
Floppy SD
```

Or is it _really_ worth doing it this way?

```
Linux <-serial-> SIO2PC <-SIO-> 1050
|
HDD
```

Keeping in mind that I have one of these:
http://www.atarimax.com/sio2pc/documentation/index.html

The docs to the 080714 (0.30-pre3) of your AtariSIO that I have
sitting here says:

atarixfer is used to read/write disk images from/to a Atari drive
connected to your Linux box with an 1050-2-PC cable. An APE
ProSystem cable will also work, but you have to add the
command-line switch "-p".

So I should be good, with the "-p" option? :)
And when's the next release of AtariSIO? The latest version
I see posted (0.30-pre2 from 2004-08-31) is older than the one I have!

This is the right place to find it still, right?
http://www.horus.com/~hias/atari/#atarisio

Thanks! (Still kind of fuzzy on all the possibilities & (in)compatibilities
out here ;))

--
-bill!
Sent from my computer

3862. Re: Pretty Basic

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-26 02:36:15 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <beae5920-39d9-4952-b948-247c99c4a074@y11g2000prf.googlegroups.com>
Source record: 1451

```
On Mar 22, 6:36 am, "RoyE" <r-dean@ cox.net> wrote:
> "russg" <russg...@sbcglobal.net> wrote in message
>
<snip>
> This is neat! Could you make one that can be ran from basic and not exit
> back to DOS..
> I compiled and ran this with MyDOS using basic to load xio 40, etc.. but it
> dumps me back to dos. I would like to try it out with Turbo basic also..
>
> RoyE

Try this. I'm not really sure how the XIO command works with MyDOS or
BLOAD in Turbo BASIC for that matter. You may need a PLA or three in
there to clear the stack. The press any key still happens in the call,
You should be able to run it a couple of times to see if it messes up
BASIC or DOS. This one still uses bottom half of page 6 so you
shouldn't be able to use it with MAC/65 or DDT at the same time.

10 OPEN #3,8,0,"D:SHOW.COM"
20 FOR N=0 TO 125:READ A
30 PUT #3,A
40 NEXT N
50 CLOSE #3
60 XIO 40,#3,4,0,"D:SHOW.COM"
1000 DATA 255,255,0,6,113
1010 DATA 6,10,0,0,0,46,0,0
1020 DATA 0,46,0,0,0,44,0,0,0
1030 DATA 76,19,6,160,1,140,0,6
1040 DATA 169,9,205,0,6,176,3,76
1050 DATA 95,6,173,4,6,141,8,6,173
1060 DATA 4,6,141,12,6,160,0,140,10
1070 DATA 212,173,12,6,141,26,208,173
1080 DATA 8,6,141,24,208,238,8,6,56,173
1090 DATA 12,6,233,1,141,12,6,173,11,212
1100 DATA 41,128,133,174,165,174,208,3,76
1110 DATA 46,6,238,0,6,76,24,6,238,4,6,173
1120 DATA 252,2,201,255,144,3,76,19,6,169,255
1130 DATA 141,252,2,96,226,2,227,2,16,6
```

3863. Looking for an old demo w/ "House of the Rising Sun"

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-26 05:13:03 UTC
From: bill@newbreedsoftware.com
Message-ID: <4bac425f$0$1638$742ec2ed@news.sonic.net>
Source record: 1452

There was a demo for the XL that I had on disk (probably still
do, somewhere), which included the song "House of the Rising Sun."
If I recall the flashback I just had correctly, it had a lot of
trippy GRAPHICS 9 mode effects, and I think at one point a
big on-screen piano keyboard that went along with the music,

Ring a bell for anyone?

--
-bill!
Sent from my computer

3864. Re: Looking for an old demo w/ "House of the Rising Sun"

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-26 08:33:11 UTC
From: Ely <ely@zapboing.com>
Message-ID: <edbdb2cc-848c-4a1a-b77a-bf755613d8cb@h18g2000yqo.googlegroups.com>
Source record: 1453

Is that not one of the many in the Compy Shop demos?

On 26 Mar, 05:13, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> There was a demo for the XL that I had on disk (probably still
> do, somewhere), which included the song "House of the Rising Sun."
> If I recall the flashback I just had correctly, it had a lot of
> trippy GRAPHICS 9 mode effects, and I think at one point a
> big on-screen piano keyboard that went along with the music,
>
> Ring a bell for anyone?
>
> --
> -bill!
> Sent from my computer

3865. Re: comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-26 13:11:25 UTC
From: Matthias Reichl <use-reply-to@hias.horus.com>
Message-ID: <slrnhqpcjv.b92.use-reply-to@camel2.hias.horus.com>
Source record: 1454

On 26 Mar 2010 01:24:02 GMT, Bill Kendrick wrote:
> Matthias Reichl <use-reply-to@hias.horus.com> wrote:
>> Does your laptop have a PCMCIA/Cardbus or an ExpressCard slot?
>> If yes, you could buy a 16550 (or even better a 16C950) card for
>> some 15-30 USD and use your old serial SIO2PC and/or 1050-2-PC
>> interfaces.
>
> Something like this, right?
>
> http://www.overstock.com/Electronics/StarTech.com-1-port-16C950-UART-ExpressCard-34-Serial-Adapter/4240815/product.html

Almost :-)

It's better to go for a card that is specced up to 921kbit (the one
you mentioned only supports 460kbit). Although you don't need the
high bitrate for the Atari, it has the benefit of offering a finer
grained bitrate control. So far I only implemented hand-crafted
bitrate settings (for all Pokey speeds) only for 16C950 cards
running up to 921kbit.

BTW: the terms to look for when searching are 16C950, 16C952 (or just
short 950 / 952), Oxford Semiconductors, and of course 921kbit.

You have to look closely at the specs, some ExpressCards just use
a crappy Prolific 2303 USB chip (which doesn't work at all with
AtariSIO and even with AspeQt it works extremely badly).

> (It's $55 USD at that site, at least)

Ouch, this is quite expensive. I ran across several ExpressCards
for some 15-25 EUR here in Europe, but so far I haven't tried one
myself (I don't have a laptop with an ExpressCard slot).

> I'm not sure, though, is it worth it for me to spend $55 on a device
> that lets me do SIO2PC when I can simply do:
>
> Atari <-SIO-> 1050 <-SIO-> SIO2SD
> | |
> Floppy SD
>
>
> Or is it _really_ worth doing it this way?
>
> Linux <-serial-> SIO2PC <-SIO-> 1050
> |

> HDD

Only if you really want/have to do a lot of disk imaging. Transferring
floppy disks to the SIO2SD is a PITA because you can't create new
ATR images directly with the SIO2SD. OTOH using atarixfer for that
purpose is a lot more comfortable (you can name the ATR file
when you read the disk, place it in the right directory etc.) and
also faster (the data has to pass the SIO bus only once instead
of two times, when copying with the Atari).

But I also wouldn't spend $55 for the card, this is a little bit too
much (some $30-$40 would be my personal limit).

> Keeping in mind that I have one of these:
> http://www.atarimax.com/sio2pc/documentation/index.html
>
> The docs to the 080714 (0.30-pre3) of your AtariSIO that I have
> sitting here says:
>
> atarixfer is used to read/write disk images from/to a Atari drive
> connected to your Linux box with an 1050-2-PC cable. An APE
> ProSystem cable will also work, but you have to add the
> command-line switch "-p".
>
>
> So I should be good, with the "-p" option? :)

I'd say yes (if it doesn't work just bug me and I'll have a look at it :-)

> And when's the next release of AtariSIO? The latest version
> I see posted (0.30-pre2 from 2004-08-31) is older than the one I have!

Please use the development snapshots (current version is from 2010-02-28)
from the snapshots directory.

These snapshots are usually very stable (I only upload them when I did some
testing). There's quite some new code in AtariSIO (for example I rewrote
large parts of the kernel driver some time ago) and I was hoping for
a little bit more feedback from people using it. I don't know if anyone
except me tested the 16C950 code, maybe some people did and it's working
fine for them, but I never received any feedback about this :-(

So, for now I won't publish any planned release dates, I just do it
like the MPlayer guys (use the current snapshot) combined with the
Debian philosophy "it's ready when it's ready" :-)

> This is the right place to find it still, right?
> http://www.horus.com/~hias/atari/#atarisio

Yes, the URL is still correct (just go to the snapshot directory).

so long,

Hias

3866. Re: comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-26 15:37:07 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <hoikb4$ri8$1@news.eternal-september.org>
Source record: 1455

Unless what you intend to copy is stuff you created yourself, you'll probably find that most of the work has already been done for you, and the ATR files are sitting in various online archives waiting for you to use them. :)

- Trevor

On 3/23/2010 11:23 AM, Panic in Blue wrote:
> I would like to convert all my old 5 1/2" disks to disk images that I
> can use with an emulator on my Mac. I still have my old 5 1/2" Atari
> disk drive, and I'm wondering if I can buy an adaptor so I can connect
> it to a USB port.
>
> Years ago, I bought such an adaptor, but it was for some kind of
> archaic PC port that you could only find on really old PC's. I no
> longer have access to such a PC, and I was hoping that instead of
> trying to find an old PC, I could find an adaptor that goes to USB
> (along with some Mac software to make the images)
>
> Thanks,
> -Jeremy

3867. Re: Looking for an old demo w/ "House of the Rising Sun"

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-26 17:56:55 UTC
From: bill@newbreedsoftware.com
Message-ID: <4bacf567$0$1669$742ec2ed@news.sonic.net>
Source record: 1456

Ely <ely@zapboing.com> wrote:
> Is that not one of the many in the Compy Shop demos?

Sounds like it was. Someone sent me a graphics & sound demo ARC file
that included it (IC.COM inside GRSN2A.ARC). It must've been the
CompyShop that I saw it in originally.

And it was actually an early APAC style demo (alternating GR9/GR11).
Wish I had it to play at my Atari Party earlier this month. ;)
(Was too focused on new stuff, like "Pure" and "Polymatrix" demos
and "Yoomp!" and "Crownland" games ;))

Thanks!

-bill!

3868. atariwriter

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-27 15:15:13 UTC
From: Panic in Blue <iquitted@collegeclub.com>
Message-ID: <a557f2b2-348f-4ce4-b1aa-7255a05098e2@y11g2000prf.googlegroups.com>
Source record: 1457

Can anyone tell me where I can find a rom image of the original
Atariwriter cartridge? Every rom site I've found only has disk images
of Atariwriter Plus, not the original Atariwriter on cartridge.

Thanks.
-Jeremy

3869. Re: atariwriter

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-27 15:46:19 UTC
From: Bill Garber <willy46pa@garberstreet.com>
Message-ID: <Qfidnbf-PLCttTPWnZ2dnUVZ8lKdnZ2d@giganews.com>
Source record: 1458

"Panic in Blue" <iquitted@collegeclub.com> wrote in message
news:a557f2b2-348f-4ce4-b1aa-7255a05098e2@y11g2000prf.googlegroups.com...
> Can anyone tell me where I can find a rom image of the original
> Atariwriter cartridge? Every rom site I've found only has disk
> images of Atariwriter Plus, not the original Atariwriter on cartridge.
>
> Thanks.
> -Jeremy

I believe I have located it. Send me an email from
a returnable address and I will send it to you. :)

Bill

3870. Re: atariwriter

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-27 15:56:21 UTC
From: Bill Garber <willy46pa@garberstreet.com>
Message-ID: <KbidnR1JZawWtzPWnZ2dnUVZ8tOdnZ2d@giganews.com>
Source record: 1459

"Bill Garber" <willy46pa@garberstreet.com> wrote in message
news:Qfidnbf-PLCttTPWnZ2dnUVZ8lKdnZ2d@giganews.com...
>
> "Panic in Blue" <iquitted@collegeclub.com> wrote in message
> news:a557f2b2-348f-4ce4-b1aa-7255a05098e2@y11g2000prf.googlegroups.com...
>> Can anyone tell me where I can find a rom image of the original Atariwriter cartridge?
Every rom site I've found only has disk
>> images of Atariwriter Plus, not the original Atariwriter on cartridge.
>> Thanks. -Jeremy
>
> I believe I have located it. Send me an email from a returnable address and I will send
it to you. :)
> Bill

Aw, heck. Here is the link. Just go get it. Ok?? 8^)

http://www.atariage.com/800/roms/AtariWriter.zip

Bill

3871. Re: atariwriter

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-27 21:10:51 UTC
From: Panic in Blue <iquitted@collegeclub.com>
Message-ID: <da17347a-c7d3-479a-9860-a28a3ec25672@s2g2000prd.googlegroups.com>
Source record: 1460

On Mar 27, 8:56 am, "Bill Garber" <willy4...@garberstreet.com> wrote:
> "Bill Garber" <willy4...@garberstreet.com> wrote in message
>
> news:Qfidnbf-PLCttTPWnZ2dnUVZ8lKdnZ2d@giganews.com...
>
>
>
> > "Panic in Blue" <iquit...@collegeclub.com> wrote in message
> >news:a557f2b2-348f-4ce4-b1aa-7255a05098e2@y11g2000prf.googlegroups.com...
> >> Can anyone tell me where I can find a rom image of the original Atariwriter cartridge? Every rom site I've found only has disk
> >> images of Atariwriter Plus, not the original Atariwriter on cartridge.
> >> Thanks. -Jeremy
>
> > I believe I have located it. Send me an email from a returnable address and I will send it to you. :)
> > Bill
>
> Aw, heck. Here is the link. Just go get it. Ok?? 8^)
>
> http://www.atariage.com/800/roms/AtariWriter.zip
>
> Bill

Hooray! I can load all my old Atariwriter files again!

3872. Re: atariwriter

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-27 21:37:10 UTC
From: Bill Garber <willy46pa@garberstreet.com>
Message-ID: <frednV1mQ9P35zPWnZ2dnUVZ8oWdnZ2d@giganews.com>
Source record: 1461

"Panic in Blue" <iquitted@collegeclub.com> wrote in message
news:da17347a-c7d3-479a-9860-a28a3ec25672@s2g2000prd.googlegroups.com...
On Mar 27, 8:56 am, "Bill Garber" <willy4...@garberstreet.com> wrote:
>> "Bill Garber" <willy4...@garberstreet.com> wrote in message
>> news:Qfidnbf-PLCttTPWnZ2dnUVZ8lKdnZ2d@giganews.com...
>>
>>> "Panic in Blue" <iquit...@collegeclub.com> wrote in message
>>> news:a557f2b2-348f-4ce4-b1aa-7255a05098e2@y11g2000prf.googlegroups.com...
>>>> Can anyone tell me where I can find a rom image of the original
>>>> Atariwriter cartridge? Every rom site I've found only has disk
>>>> images of Atariwriter Plus, not the original Atariwriter on cartridge.
>>>> Thanks. -Jeremy
>>
>>> I believe I have located it. Send me an email from a returnable
>>> address and I will send it to you. :) Bill
>>
>> Aw, heck. Here is the link. Just go get it. Ok?? 8^)
>>
>> http://www.atariage.com/800/roms/AtariWriter.zip
>>
>> Bill
>
> Hooray! I can load all my old Atariwriter files again!

I had originally downloaded it a while back to make a cartridge
out of it. Went to find it on my hard drive, but, it's such a
mess, so, I decided to relocate it online. I googled 'Atariwriter'
and clicked on the first link, a Wiki page. At the bottom were a
list of links to other sites, one being AtariAge.com so I went
there and it was a page about the Atariwriter cartridge, which
included a download link, and there you have it. 8^)

Bill

3873. Re: CLSN Pascal

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-29 16:10:43 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <e486343a-7451-412a-a59e-908376f7f0a0@t9g2000prh.googlegroups.com>
Source record: 1462

On Mar 12, 1:33 am, Jerry <jerry_glenwri...@hotmail.com> wrote:
> Is this Pascal version available for download anywhere?

Update from B&C
"Sorry I have not been able to find any in our warehouse. The computer
says we sold our last one in 1996."

I'll still keep an eye out but it doesn't look good.

Rick

3874. Re: Pretty Basic

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-30 02:51:42 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <3Hdsn.40772$NH1.24603@newsfe14.iad>
Source record: 1463

<snip>
> This is neat! Could you make one that can be ran from basic and not exit
> back to DOS..
> I compiled and ran this with MyDOS using basic to load xio 40, etc.. but
> it
> dumps me back to dos. I would like to try it out with Turbo basic also..
>
> RoyE

Try this. I'm not really sure how the XIO command works with MyDOS or
BLOAD in Turbo BASIC for that matter. You may need a PLA or three in
there to clear the stack. The press any key still happens in the call,
You should be able to run it a couple of times to see if it messes up
BASIC or DOS. This one still uses bottom half of page 6 so you
shouldn't be able to use it with MAC/65 or DDT at the same time.

```
10 OPEN #3,8,0,"D:SHOW.COM"
20 FOR N=0 TO 125:READ A
30 PUT #3,A
40 NEXT N
50 CLOSE #3
60 XIO 40,#3,4,0,"D:SHOW.COM"
1000 DATA 255,255,0,6,113
1010 DATA 6,10,0,0,0,46,0,0
1020 DATA 0,46,0,0,0,44,0,0,0
1030 DATA 76,19,6,160,1,140,0,6
1040 DATA 169,9,205,0,6,176,3,76
1050 DATA 95,6,173,4,6,141,8,6,173
1060 DATA 4,6,141,12,6,160,0,140,10
1070 DATA 212,173,12,6,141,26,208,173
1080 DATA 8,6,141,24,208,238,8,6,56,173
1090 DATA 12,6,233,1,141,12,6,173,11,212
1100 DATA 41,128,133,174,165,174,208,3,76
1110 DATA 46,6,238,0,6,76,24,6,238,4,6,173
1120 DATA 252,2,201,255,144,3,76,19,6,169,255
1130 DATA 141,252,2,96,226,2,227,2,16,6
```

OKay!!!!
this one comes back to basic just right. where could I add a patch so that
the screen doesn't go into attract mode.

3875. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-30 04:16:10 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1269922554@rtfm.mit.edu>
Source record: 1464
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 16, 2009

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SLCC - San Leandro Computer Club
http://william_george.tripod.com/slcc/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3876. Re: Pretty Basic

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-30 05:21:14 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <d54e8622-880f-47af-9a16-42fba75146e9@f12g2000prn.googlegroups.com>
Source record: 1465

On Mar 29, 7:51 pm, "RoyE" <r-dean@ cox.net> wrote:
> <snip>
>
> > This is neat! Could you make one that can be ran from basic and not exit
> > back to DOS..
> > I compiled and ran this with MyDOS using basic to load xio 40, etc.. but
> > it
> > dumps me back to dos. I would like to try it out with Turbo basic also..
>
> > RoyE
>
> Try this. I'm not really sure how the XIO command works with MyDOS or
> BLOAD in Turbo BASIC for that matter. You may need a PLA or three in
> there to clear the stack. The press any key still happens in the call,
> You should be able to run it a couple of times to see if it messes up
> BASIC or DOS. This one still uses bottom half of page 6 so you
> shouldn't be able to use it with MAC/65 or DDT at the same time.
>
> 10 OPEN #3,8,0,"D:SHOW.COM"
> 20 FOR N=0 TO 125:READ A
> 30 PUT #3,A
> 40 NEXT N
> 50 CLOSE #3
> 60 XIO 40,#3,4,0,"D:SHOW.COM"
> 1000 DATA 255,255,0,6,113
> 1010 DATA 6,10,0,0,0,46,0,0
> 1020 DATA 0,46,0,0,0,44,0,0,0
> 1030 DATA 76,19,6,160,1,140,0,6
> 1040 DATA 169,9,205,0,6,176,3,76
> 1050 DATA 95,6,173,4,6,141,8,6,173
> 1060 DATA 4,6,141,12,6,160,0,140,10
> 1070 DATA 212,173,12,6,141,26,208,173
> 1080 DATA 8,6,141,24,208,238,8,6,56,173
> 1090 DATA 12,6,233,1,141,12,6,173,11,212
> 1100 DATA 41,128,133,174,165,174,208,3,76
> 1110 DATA 46,6,238,0,6,76,24,6,238,4,6,173
> 1120 DATA 252,2,201,255,144,3,76,19,6,169,255
> 1130 DATA 141,252,2,96,226,2,227,2,16,6
>
> --
>
> OKay!!!!
> this one comes back to basic just right. where could I add a patch so that
> the screen doesn't go into attract mode.

This should do it, but I didn't test it a bunch. I moved the variables to page zero, $CB-$CE or so which makes it a bit shorter and faster if more colors need to be stuffed. Should work from BASIC or ASM/ED cart now, MAC/65 may work but probably not DDT. It is in the upper half of page 6 so even a BASIC INPUT A$ won't trash it. If you want to slow it down replace that 9 in line 1030 with a higher number like 99. Makes it a little easier to see if your display is glitching.

```
10 OPEN #3,8,0,"D:HIGHSIX.COM"
20 FOR N=0 TO 100:READ A
30 ? A:PUT #3,A
40 NEXT N
50 CLOSE #3
60 XIO 40,#3,4,0,"D:HIGHSIX.COM"
1000 DATA 255,255,128,6
1010 DATA 216,6,76,131,6
1020 DATA 160,1,132,203,169
1030 DATA 9,197,203,176,3,76
1040 DATA 195,6,165,204,133,205
1050 DATA 165,204,133,206,160,0
1060 DATA 140,10,212,165,206,141
1070 DATA 26,208,165,205,141,24,208
1080 DATA 230,205,56,165,206,233,1,133
1090 DATA 206,173,11,212,41,128,133,174
1100 DATA 165,174,208,3,76,152,6,230,203
1110 DATA 76,135,6,230,204,160,0,132,77,173
1120 DATA 252,2,201,255,144,3,76,131,6,169
1130 DATA 255,141,252,2,96,226,2,227,2,128,6
```

3877. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-30 06:06:35 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <36fd1078-2ff4-41cf-827f-73abb2fd2317@l18g2000prm.googlegroups.com>
Source record: 1466

On Mar 29, 9:16 pm, Michael Current <mich...@mcurrent.name> wrote:
<snip>
> SLCC - San Leandro Computer Club
> http://william_george.tripod.com/slcc/

Web site has been down for quite a while. I don't know if they are
gone as a group but someone should ask Bob Wooley.

Rick

3878. article on MC game/atari

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-31 01:13:13 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4bb2a25e$0$12434$bbae4d71@news.suddenlink.net>
Source record: 1467

Just read a article on yahoo entitled "Atari Founder Revisits Roots with
Missile Command."

Below is the link if anyone wants to read it.
I'm not sure which Warner he is referring to, I suppose
it's Warner Brothers.
I still like the look of the XLs to the XEs but that's just one's
own taste to the case. All software is compatible except for
maybe a few programs that are specifically written.

http://videogames.yahoo.com/events/missile-command/atari-founder-revisits-roots-with-missi
le-command/1390303

Can someone enlighten me as to what Warner did wrong on
the Brand?

3879. Re: article on MC game/atari

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-31 02:08:02 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <45dd5c40-0b5f-497d-9b18-4e1c3d3bd3af@x3g2000yqd.googlegroups.com>
Source record: 1468

On Mar 30, 9:13 pm, "phantomm_1" <phant...@suddenlink.net> wrote:
> Just read a article on yahoo entitled "Atari Founder Revisits Roots with
> Missile Command."
>
> Below is the link if anyone wants to read it.
> I'm not sure which Warner he is referring to, I suppose
> it's Warner Brothers.
> I still like the look of the XLs to the XEs but that's just one's
> own taste to the case. All software is compatible except for
> maybe a few programs that are specifically written.
>
> http://videogames.yahoo.com/events/missile-command/atari-founder-revi...
>
> Can someone enlighten me as to what Warner did wrong on
> the Brand?

Warner Bros. put a lot into Atari, but the game computer market
crashed, and Warner was losing a lot of money.
I'm not sure it was Warner's fault. Sega, Nintendo, were just coming
up, but the world sorta lost interest
in video games. There was a split personality of whether Atari
should be a computer or a game consol.
Warner stopped development of a 16 bit computer/game machine, and the
talented engineers left.
The main engineer, Jay Miner, went to Commodore. The mistakes of
Commodore were worse than
Atari, just lots of waste and not much discipline. Then Warner sold
Atari to Commodore's Tramiel family
and Commodore's 16 bit machine went to Atari, and Atari's 16 bit
machine went to Commodore.
(Atari ST and Commodore Amiga). The ST never took off, neither did
the Amiga. I believe Atari
lasted longer than Commodore, but not by much. Today, Atari is
mostly valuable because of the
software that went with it, not the hardware.

3880. Your Xbox 360 Red Light ERROR ??

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-31 07:28:28 UTC
From: Siswantoro - <narotiens@gmail.com>
Message-ID: <83ba6f75-2166-49a5-8818-02c196be3149@s21g2000pri.googlegroups.com>
Source record: 1469

Get Easy Step By Step Guide to Fix.
In 1 Hr Get Rid of Red Light Error
http://xbox-redlight-review.123probiz.com
Go XBox Mad :)
Siswantoro
Supervisor
http://www.gogonai.info/?id=scumapro

3881. VM02 v1.0 Released! April Fools???

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-31 13:11:25 UTC
From: DaveSchmenk <dschmenk@gmail.com>
Message-ID: <3a8063a3-3a64-49a8-91df-28c63c189797@x11g2000prb.googlegroups.com>
Source record: 1470
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

Years ago, you may have seen this announcement about Java running on
an Apple //c:
http://www.desnoix.com/apple2/
Initially looked like they had pulled it off, but after a brief
inspection it was revealed for the April Fools joke it was.

This is no joke.

Announcing version 1.0 of VM02, the Java compatible VM for 6502 based
Apple II computers. Running on the full line of Apple II computers,
from the Rev0 Apple][with Integer Basic, to the last-of-the-line
Apple //c+, and everything in-between. Most basic features of a Java
VM are implemented to allow direct execution of standard Java class
files.

Download here:
http://sourceforge.net/projects/vm02/

Screenshots here:
http://sourceforge.net/project/screenshots.php?group_id=239665

There are a number of packages available to suit different
configurations. There are three ShrinkIt archives: the full version
supporting floating point numbers and demand memory swapping, a
minimal version without floating point or swapping to increase
available RAM for machines without an adequate swap device, and a full
version with debugging enabled for developers. There are also DSK
images available to help with "sneaker-net" installation.
VM02.EXTRAS.DO contains all the samples classes and the Character User
Interface classes. There are then the 64K and the 128K versions.
140K is just too small to have a combined image, so they have been
split apart. The VM02 version is for 64K machines, VM02E is for 128K
IIe and IIc machines. These are meant to install on a larger drive,
as no ProDOS is included on the image. Finally, there are the minimal
versions of VM02 (VM02.MIN.DO) and VM02E (VM02E.MIN.DO) for booting
and running on floppy-only machines (ProDOS included on the image).
The only difference in these images are the actual VM image, the
system classes are identical. To install on a hard drive simply copy
the EXTRAS image and the appropriate VM02 image to the same directory.

In order to fit in the constraints of a 64K, 8 bit, 1 MHz computer,
some aspects of a JVM have been reduced or removed.

What is missing:
- 64 bit data types unimplemented

- Standard class library missing or limited implementation
- Lots of memory

What is implemented:
- Standard Java class file loading and execution.
- Full object inheritence
- Pre-emptive multithreading (4 threads max by default)
- Exception handling
- Arrays up to 15 dimension
- 32 bit integers and single precision floating point
- Garbage collection
- Demand memory swapping to RAM disk or other available volume
- Finalizers
- Software and hardware implemented timing
- Device drivers for common hardware (80 col/mouse/serial/uthernet/
graphics tablet)
- 128K memory support for //e and //c
- Full access to Apple II platform features

VM02 is implemented from scratch in 6502 assembly, optimized for the 6502 and Apple II platform. The entire VM fits in about 20K of RAM after initialization. This leaves about 30K of RAM available for data and code in the 64K version, or about 32K for data and 44K for bytecode in the 128K version. Not a lot, but Java was defined for small platforms so you can get some reasonable programs even in such a small space.

Performance is acceptable for a 1 MHz, 8 bit CPU; on par with the UCSD p-System VM used in Apple Pascal. As with any memory managed environment, garbage collection can really take its toll on the system. CUI (character user interface) programs will attempt to force some startup garbage collection and memory swapping to improve the initial response of these programs. Java can eat through 32K of RAM in no time. If you think the computer has locked up, a little patience will probably pay off with the resumption of execution. Demand memory swapping on an Apple II isn't the most brisk operation it can perform; CF disks and RAM disk greatly aid the speed of swapping. Other garbage collection operations involve defragmenting RAM - an accelerator will improve this.

All features of the Apple II are made available through either specific classes, a low-level class that can access ROM routines and memory, or both. A high-resolution graphics page is available for use with small programs. There is a device driver architecture that currently supports 80 column cards, the Super Serial card, and the Apple Mouse card with preliminary support of the Uthernet card and Apple Graphics Tablet. Probing for the Uthernet card can cause problems in some machines with hardware VM02 doesn't detect. If probing for the Uthernet card causes the machine to hang at VM02 init time, hold down the Open-Apple key (or PushButton 1) during initialization and the Uthernet probe will be skipped.

Swapping from main memory extends the available RAM, dependent on the swap volume. VM02 will automatically take advantage of large hard drives or RAM disks for swap volumes, giving precedence to RAM drives. If you have a RamWorks card, you must load the ProDrive RAM drive software before running VM02 in order to use the extra memory. "Slinky" style memory cards are automatically used. IIgs computers should have a RAM disk of 256K or greater to use for swapping. AUX memory in the IIe and IIc computers is used for storing the Java bytecodes, thus freeing up main memory for data.

Class filenames are missing the ".class" suffix due to filename limitations, however the file type of $ED is used to identify class files and are given the type identifier of JVM. System classes are in the JAVA/* subdirectories. Apple II specific classes are found in the APPLE2/ directory. VM02 specific classes are found in the ORG/VM02/* subdirectories.

Included with VM02 are sample classes that show off the capabilites of the environment. They can be executed from the samples disk or copied to another location.

HELLO - A simple text entry program
HELLOWORLD - sample multi-threaded program
MOIRE - Hires example, requires AppleSoft in ROM
HIRESDEMO - Another hires demo
RODSCOLORS - Lores demo
SIMPLEPONG - Lores demo with paddle input
TERMINAL - Simple terminal program using the SSC
VOLUMES - List online volumes
CATALOG - Catalog a directory
LIST - List a text file to the screen
STRESSMEM - Allocate 64K 2D array. Stresses swapping code
TESTSELECT - select() type call using mouse, keyboard, and timeouts
TESTCHAIN - Chain to another class passing parameters and exit status
TESTARP - Send ARP request from Uthernet card
TESTCUI - Show off the CUI's controls (128K and hard drive install required)

With this release of version 1.0, a file launcher utilizing the character user-interface classes is included to navigate through volumes and directories and execute Java classes. Files of type $ED show up as JVM executable files. Requires 128K IIe or IIc.

You can find more information to read here:

README.TXT:
http://vm02.cvs.sourceforge.net/viewvc/*checkout*/vm02/vm02/README.TXT?revision=1.8

DESIGN.TXT:
http://vm02.cvs.sourceforge.net/viewvc/*checkout*/vm02/vm02/DESIGN.TXT?revision=1.18

Enjoy,
Dave Schmenk
March 31st 2010, 11:59:59 PM

P.S. I cross posted to other 6502 based micros in case they might have some interest in this. If not, don't hate, just ignore.

3882. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-31 13:34:10 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.vafr29t2gaat7c@mdc2>
Source record: 1471

On Tue, 30 Mar 2010 02:06:35 -0400, ricortes <ricortes@earthlink.net>
wrote:

> On Mar 29, 9:16 pm, Michael Current <mich...@mcurrent.name> wrote:
> <snip>
>> SLCC - San Leandro Computer Club
>> http://william_george.tripod.com/slcc/
>
> Web site has been down for quite a while. I don't know if they are
> gone as a group but someone should ask Bob Wooley.

Thanks, I just emailed him on AtariAge...

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name
8-bit Atari FAQ/Vendor Lists: htt://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

3883. Re: VM02 v1.0 Released! April Fools???

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-31 16:31:14 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2010.03.31.16.31.14.970855@suddenlink.net>
Source record: 1472

On Wed, 31 Mar 2010 06:11:25 -0700, DaveSchmenk wrote:

> P.S. I cross posted to other 6502 based micros in case they might have
> some interest in this. If not, don't hate, just ignore.

Ooops, was just about to ask what this had to do with my 800XL...glad I
read all the way to the end. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

3884. Re: VM02 v1.0 Released! April Fools???

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-31 17:56:47 UTC
From: Toinet <antoine.vignau@laposte.net>
Message-ID: <18cd8a4f-1b35-4e07-ac77-547b36915057@x3g2000yqd.googlegroups.com>
Source record: 1473
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

What a work. It is tremendous. It is wonderful. I congratulate you for
your hard work. The design document is worth reading!

antoine

3885. Re: VM02 v1.0 Released! April Fools???

Newsgroup: comp.sys.atari.8bit
Date: 2010-03-31 19:36:05 UTC
From: jirvine <jirvine@vaxxine.com>
Message-ID: <98a36dcf-040d-402d-9d54-76275292e17b@e6g2000yqh.googlegroups.com>
Source record: 1474
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

On Mar 31, 9:11 am, DaveSchmenk <dschm...@gmail.com> wrote:

> Enjoy,
> Dave Schmenk
> March 31st 2010, 11:59:59 PM
>

Considering the date in the announcement, this is very fishy!

3886. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-01 01:51:12 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.vagp7mz8gaat7c@mdc2>
Source record: 1475

After hearing back from Bob Woolley, I'll go ahead and remove SLCC from
the 'Welcome FAQ'.

Thanks Rick!
--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name
8-bit Atari FAQ/Vendor Lists: htt://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

3887. Re: VM02 v1.0 Released! April Fools???

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-01 03:59:18 UTC
From: BLuRry <brendan.robert@gmail.com>
Message-ID: <f8a874b8-c7e4-4070-8ac1-bca4eac2f208@l25g2000yqd.googlegroups.com>
Source record: 1476
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

On Mar 31, 2:11 pm, DaveSchmenk <dschm...@gmail.com> wrote:
> Class filenames are missing the ".class" suffix due to filename
> limitations, however the file type of $ED is used to identify class
> files and are given the type identifier of JVM. System classes are in
> the JAVA/* subdirectories. Apple II specific classes are found in the
> APPLE2/ directory. VM02 specific classes are found in the ORG/VM02/*
> subdirectories.

Cool! So if the JACE virtual filesystem concept worked for VM02,
then .class files should surface with file type $ED -- any aux type
needed or do I leave that as $0000? Only major kink is that JACE
virtual filesystem doesn't support writes. Is it possible to have
VM02 have a configurable block device (say /RAM on slot 5) for memory
read/write? Would be rather funny to run a java program that emulates
an apple which turns around and runs another java program. Or would
that be sick? Not sure. But it would be fun all the same. :-D

Thanks for all the work you put into this!

-Brendan

3888. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-01 07:56:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1004010051020.16797@slate.spiritone.com>
Source record: 1477
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

20% Off All Atari Hardware, Games/Software, Books and Accessories! 20% Off
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This Message Sent From My Atari Computer!30 Years Using Atari 2600 Jr./800xl/
Mega ST4, Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

3889. ATARI WANTLIST!

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-01 07:58:40 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1004010056090.16797@slate.spiritone.com>
Source record: 1478
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!
Make a list of HardWare/Accessories, Games/SoftWare, Books and References
for the Classic Atari 8 Bit and the Atari ST Computer Lines!

Not everything Atari you want are in my Catalogs! Many I havent added!
Do yourself a favor, E-Mail your WantList of Atari to Atari@aracnet.com
Be specific! Make the Subject: "ATARI WANTLIST" or use the WebLink below!

http://www.aracnet.com/~atari/maillist.htm ATARI SURVEYS AND WANT LISTS!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!
This Message Sent From My Atari Computer!30 Years Using Atari 2600 Jr./800xl/
Mega ST4, Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

3890. Re: VM02 v1.0 Released! April Fools???

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-01 10:24:51 UTC
From: Bill Buckels <bbuckels@mts.net>
Message-ID: <hp1s5room1@adenine.netfront.net>
Source record: 1479
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

"DaveSchmenk" <dschmenk@gmail.com> wrote in message
news:3a8063a3-3a64-49a8-91df-28c63c189797@x11g2000prb.googlegroups.com...

>Announcing version 1.0 of VM02, the Java compatible VM for 6502 based
Apple II computers.

Thank you.

Bill

--- news://freenews.netfront.net/ - complaints: news@netfront.net ---

3891. Re: article on MC game/atari

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-01 11:49:00 UTC
From: Iain
Message-ID: <memo.20100401124914.6044A@ioi.zen.co.uk>
Source record: 1480

In article <45dd5c40-0b5f-497d-9b18-4e1c3d3bd3af@x3g2000yqd.googlegroups.com>,
russgilb@sbcglobal.net (russg) wrote:
> The ST never took off, neither did the Amiga.
In Europe the ST (and later the Amiga) did extremely well and at one point was
outselling some of the major but early PC vendors.

3892. Re: VM02 v1.0 Released! April Fools???

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-01 14:37:02 UTC
From: DaveSchmenk <dschmenk@gmail.com>
Message-ID: <5b9aa813-889f-4afc-bf55-b7f4f4256c43@r1g2000yqj.googlegroups.com>
Source record: 1481
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

On Mar 31, 8:59 pm, BLuRry <brendan.rob...@gmail.com> wrote:
> On Mar 31, 2:11 pm, DaveSchmenk <dschm...@gmail.com> wrote:
>
> > Class filenames are missing the ".class" suffix due to filename
> > limitations, however the file type of $ED is used to identify class
> > files and are given the type identifier of JVM. System classes are in
> > the JAVA/* subdirectories. Apple II specific classes are found in the
> > APPLE2/ directory. VM02 specific classes are found in the ORG/VM02/*
> > subdirectories.
>
> Cool! So if the JACE virtual filesystem concept worked for VM02,
> then .class files should surface with file type $ED -- any aux type
> needed or do I leave that as $0000?

I was using the AUX values when writing out the swap files but
Virtual][wasn't always returning the same value I wrote. Since I
was placing the reference count of the memory block in the AUX value
it caused real problems when this would come back as zero. So I don't
use the AUX value any more. In fact, the file type isn't required,
it's just used by the launcher to identify class files. You can try
and run any file type from the command line.

> Only major kink is that JACE
> virtual filesystem doesn't support writes. Is it possible to have
> VM02 have a configurable block device (say /RAM on slot 5) for memory
> read/write? Would be rather funny to run a java program that emulates
> an apple which turns around and runs another java program. Or would
> that be sick? Not sure. But it would be fun all the same. :-D
>

If the memory block comes up as a /RAM disk, then no problem. Also,
if you run the minimal versions, they won't do any writes unless the
class does. You can't run any of the larger classes (like Launcher
and TestCUI) because they require swapping.

> Thanks for all the work you put into this!
>
> -Brendan

Hope you get a chance to check it out,

Dave..

3893. Re: VM02 v1.0 Released! April Fools???

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-01 14:38:33 UTC
From: DaveSchmenk <dschmenk@gmail.com>
Message-ID: <1eebf352-1503-4834-a73c-735e9fa70644@u22g2000yqf.googlegroups.com>
Source record: 1482
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

On Apr 1, 3:24 am, "Bill Buckels" <bbuck...@mts.net> wrote:
> "DaveSchmenk" <dschm...@gmail.com> wrote in message
>
> news:3a8063a3-3a64-49a8-91df-28c63c189797@x11g2000prb.googlegroups.com...
>
> >Announcing version 1.0 of VM02, the Java compatible VM for 6502 based
>
> Apple II computers.
>
> Thank you.
>
> Bill
>
> --- news://freenews.netfront.net/ - complaints: n...@netfront.net ---

You're welcome.

Dave

3894. Re: VM02 v1.0 Released! April Fools???

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-01 15:40:10 UTC
From: rich12345 <aiiadict@gmail.com>
Message-ID: <a4711914-2ebb-48f2-a556-4655fb680f6b@v20g2000yqv.googlegroups.com>
Source record: 1483
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

On Mar 31, 6:11 am, DaveSchmenk <dschm...@gmail.com> wrote:
> Announcing version 1.0 of VM02, the Java compatible VM for 6502 based
> Apple II computers.

I downloaded it and tried it out...

1) disk has no DOS. you must boot prodos from another disk
2) after prodos is booted, you need to change the prefix to /java,
so at the] command prompt, type:
]prefix /java
3) -java.system shows the readme.txt file. a spinning cursor in the
lower right corner indicates the VM is doing something in the
background? then on the bottom of the screen in inverse it says
"press esc to exit, arrows to scroll". the spinning cursor is gone.
escape key does nothing, arrows do nothing.

I am using applewin 1.18, mouse card enabled. Enhanced //e mode.
Prodos 2.0.3 from the prodos system disk 4.0.2

I downloaded the SHK from :

http://downloads.sourceforge.net/project/vm02/vm02/vm02-rel1/vm02.rel1.shk?use_mirror=superb-sea2

and converted to a 5mb .PO hard disk image.

Am I doing something wrong?

Rich

3895. SIOtoPC info...

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-01 17:55:01 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4bb4de7d$0$12421$bbae4d71@news.suddenlink.net>
Source record: 1484

I've a SIOtoPC that I bought new awhile back.

I would like to use it with an Atari MegaSTe and or an Atari
Falcon using the serial ports.
What I'd like to do is have it connected and
transfer files to the Atari 8-bit from the STe or Falcon and to
the STe or Falcon from the Atari 8-bit.

Has anyone tried to do this?
Or is it even possible with the SIOtoPC hardware as is?

SIOtoPC Software

I'd like to know what software currently works with the SIOtoPC?
Which software to use when connected to a PC with Serial ports.

And if anyone has used any other software such as a telecommunications
program for any computer system, I'd like to know what will work, if
anything else does.

AtariMAX USB cartridge

I also have a USB cartridge for my 8-bit from AtariMax that I bought new.
Has anyone came up with any fun projects for it?

Can any files be sent thru it to a USB port on a PC or
anything else?

If so, what software would I need?

Any info, discussion is welcome...

Barry

3896. software/hardware pats,copyrs atar_

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-01 22:14:49 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4bb51ae0$0$12430$bbae4d71@news.suddenlink.net>
Source record: 1485

Greetings,

I read some postings in here awhile back relating to copyright/patents.

Something about the dmca was mentioned .

I'd like to know if anything related to early computers such as atari, has
been discussed/changed in the world of copyright/patents.
Especially things related to program and file formats, video, audio and etc.

I have some knowledge, but would like to read anything interesting.
Also, any links where past and current info can be found would be useful.

3897. Re: software/hardware pats,copyrs atar_

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-02 06:02:50 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <94e0cfb8-e54d-438a-8754-fa1cf1e8fc42@w17g2000yqj.googlegroups.com>
Source record: 1486

On Apr 1, 3:14 pm, "phantomm_1" <phant...@suddenlink.net> wrote:
> Greetings,
>
> I read some postings in here awhile back relating to copyright/patents.
>
> Something about the dmca was mentioned .
>
> I'd like to know if anything related to early computers such as atari, has
> been discussed/changed in the world of copyright/patents.
> Especially things related to program and file formats, video, audio and etc.
>
> I have some knowledge, but would like to read anything interesting.
> Also, any links where past and current info can be found would be useful.

Only thing that counts is the most recent and what applies to digital.
google 'Digital Millennium Copyright Act' for the skinny. Doesn't
matter if Margaret Mitchell's family still has the copyrights to Gone
with the Wind or Disney copyrighted Mickey Mouse, digital is treated
different. People can form their opinions for themselves but IMO [old,
no platform, no support, no market] => no longer under copyright
protection according to the DMCA. It's still a little vague in that
they don't say a date or platform or market size.

Patents run ~19 years, mostly fixed but there are ways around it.
Complain FDA testing delayed market introduction of your medical
device to get an patent extension for instance. Everything Atari is
long off patent.

There are no patent or copyright police. All intellectual laws do is
give you grounds in a civil suit. All you can recover are damages and
shut someone down/prevent them from using or distributing something.
If someone is ordered to stop distributing copyrighted material or
infringing on a patent and don't, contempt of court and time in the
Gray Bar Motel.

There's still ways for companies to evade the intent of the law and
some of them may be legit. For instance you would probably get in
trouble if you used a plumber with a big mustache in a game because
his image is copyrighted. I heard some companies were copyrighting the
images of their ICs. Kind of ironic in that everything digital in a
cart may be fair game now but don't try to make a copy of the orginal
box.

3898. Re: software/hardware pats,copyrs atar_

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-02 12:07:35 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <frCdnf1RguuaQyjWnZ2dnUVZ_jednZ2d@giganews.com>
Source record: 1487

ricortes wrote:

> There are no patent or copyright police. All intellectual laws do is
> give you grounds in a civil suit.

Not entirely true... Customs Enforcement can and will seize items that violate US patent, trademark and/or copyright laws. The FBI and Treasury Dept. routinely roll up folks that illegal duplicate and distribute media.

However, as with most things in this county these services are rendered to those sitting on the largest piles of cash.

3899. Re: software/hardware pats,copyrs atar_

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-02 16:35:51 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <9ed5f315-6ef5-4e75-93fa-443f751a4470@z4g2000yqa.googlegroups.com>
Source record: 1488

On Apr 2, 5:07 am, Steven Hirsch <snhir...@gmail.com> wrote:
> ricortes wrote:
> > There are no patent or copyright police. All intellectual laws do is
> > give you grounds in a civil suit.
>
> Not entirely true... Customs Enforcement can and will seize items that
> violate US patent, trademark and/or copyright laws. The FBI and Treasury
> Dept. routinely roll up folks that illegal duplicate and distribute media.
>
> However, as with most things in this county these services are rendered to
> those sitting on the largest piles of cash.

Do you happen to know the background process for this? Specifically
how is John Law made aware of things like Rolex or Armani knockoffs?
Donate a million bucks to some /senators reelection campaign or
something?

I'm under the impression that you can't just call up the local sheriff
and tell him your being repressed. Every case I have been involved
with goes through a process of starting with nasty letters drawn up by
lawyers<stop or we'll lawsuit the piss out of ya> followed by
depositions and proceeding through court orderred redress of
grievances. True my experience has only been with patents but I
imagine it works the same way for other intellectual property.

Remember the Windows look and feel vs. Mac stuff? If Apple could of
done it w/o going to court by just having a cop put a padlock on MS
headquarters door I'm sure they would have. You can't just accuse
someone of something and have it stick, writ of habeas corpus type
thing.

3900. Re: software/hardware pats,copyrs atar_

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-02 20:08:56 UTC
From: rich12345 <aiiadict@gmail.com>
Message-ID: <0088645d-686d-4565-88ac-0a4bde5673cc@z6g2000yqz.googlegroups.com>
Source record: 1489

On Apr 2, 9:35 am, ricortes <ricor...@earthlink.net> wrote:
> You can't just accuse
> someone of something and have it stick, writ of habeas corpus type
> thing.

writ of habeas corpus was suspended by George Bush via the homeland
security and/or patriot acts.

3901. Re: software/hardware pats,copyrs atar_

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-02 20:50:15 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4bb6588a$0$12456$bbae4d71@news.suddenlink.net>
Source record: 1490

"ricortes" <ricortes@earthlink.net> wrote in message
news:9ed5f315-6ef5-4e75-93fa-443f751a4470@z4g2000yqa.googlegroups.com...
On Apr 2, 5:07 am, Steven Hirsch <snhir...@gmail.com> wrote:
> ricortes wrote:
> > There are no patent or copyright police. All intellectual laws do is
> > give you grounds in a civil suit.
>
> Not entirely true... Customs Enforcement can and will seize items that
> violate US patent, trademark and/or copyright laws. The FBI and Treasury
> Dept. routinely roll up folks that illegal duplicate and distribute media.
>
> However, as with most things in this county these services are rendered to
> those sitting on the largest piles of cash.

Do you happen to know the background process for this? Specifically
how is John Law made aware of things like Rolex or Armani knockoffs?
Donate a million bucks to some /senators reelection campaign or
something?

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and tell him your being repressed. Every case I have been involved
with goes through a process of starting with nasty letters drawn up by
lawyers<stop or we'll lawsuit the piss out of ya> followed by
depositions and proceeding through court orderred redress of
grievances. True my experience has only been with patents but I
imagine it works the same way for other intellectual property.

Remember the Windows look and feel vs. Mac stuff? If Apple could of
done it w/o going to court by just having a cop put a padlock on MS
headquarters door I'm sure they would have. You can't just accuse
someone of something and have it stick, writ of habeas corpus type
thing.

Rick, you said Digital is different.
How are they defining digital?

If I photograph something, I can copyright my photo on paper as well as
in a digital format correct?

3902. Re: software/hardware pats,copyrs atar_

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-03 03:18:23 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <f9b87170-1eea-4720-bcd5-03513f27a176@w17g2000yqj.googlegroups.com>
Source record: 1491

On Apr 2, 1:50 pm, "phantomm_1" <phant...@suddenlink.net> wrote:
> "ricortes" <ricor...@earthlink.net> wrote in message
>
> news:9ed5f315-6ef5-4e75-93fa-443f751a4470@z4g2000yqa.googlegroups.com...
> On Apr 2, 5:07 am, Steven Hirsch <snhir...@gmail.com> wrote:
>
> > ricortes wrote:
> > > There are no patent or copyright police. All intellectual laws do is
> > > give you grounds in a civil suit.
>
> > Not entirely true... Customs Enforcement can and will seize items that
> > violate US patent, trademark and/or copyright laws. The FBI and Treasury
> > Dept. routinely roll up folks that illegal duplicate and distribute media.
>
> > However, as with most things in this county these services are rendered to
> > those sitting on the largest piles of cash.
>
> Do you happen to know the background process for this? Specifically
> how is John Law made aware of things like Rolex or Armani knockoffs?
> Donate a million bucks to some /senators reelection campaign or
> something?
>
> I'm under the impression that you can't just call up the local sheriff
> and tell him your being repressed. Every case I have been involved
> with goes through a process of starting with nasty letters drawn up by
> lawyers<stop or we'll lawsuit the piss out of ya> followed by
> depositions and proceeding through court orderred redress of
> grievances. True my experience has only been with patents but I
> imagine it works the same way for other intellectual property.
>
> Remember the Windows look and feel vs. Mac stuff? If Apple could of
> done it w/o going to court by just having a cop put a padlock on MS
> headquarters door I'm sure they would have. You can't just accuse
> someone of something and have it stick, writ of habeas corpus type
> thing.
>
> Rick, you said Digital is different.
> How are they defining digital?
>
> If I photograph something, I can copyright my photo on paper as well as
> in a digital format correct?

It applies narrowly to software if I read it correctly. For instance
the Atari OS chips binaries would be fair game but the OS source

listing as published in ~"Atari 800/400 Technical Reference" would still have parts that would fall under the same copyrights as books. Nothing is official until it gets tested in courts and afaik there haven't been any cases yet. Kind of stupid the way the system works in that we have laws but if someone doesn't like the law they can appeal all the way to the supreme court. Even the supreme court makes mistakes that have to be reversed, see Dred Scott decision.

Lower courts apply what is on the books and higher courts decide if that decision and the law itself are good.

I've been there: What first happens is civil court, an appeal, a judgement which can be made public in which case it becomes law/ guidline for lower courts for now or it is sealed/not published which kind of indicates it was a crappy decision by the lower courts but not bad enough to embarass them by publically by reversing it, followed by appeal to the state supreme court followed<?> by supreme court on constitutional grounds. i.e. the copyright holder makes a case they are unlawfully being deprived of their property. At the higher stages of appeals the court can just decide they are too busy to hear the case. They can even kick the case back down to a lower court if they feel like it. If either the plaintiff or defendant blink at the $1/4 million or so it takes to do this, case is over. For the record nothing I have ever been involved with went beyond the state supreme court.

Unless the people involved are spiteful lawyers with a lot of time on their hands it would be too expensive to litigate. Something like WordStar for CP/M or PKARC for DOS probably don't generate a lot of income. If someone wants to run a copy of WordStar under a CP/M it wouldn't make a lot of sense for MicroPro to rise from the dead to sue. If a new iPhone is distributed with WordStar on it maybe it would get some interest but that is at the heart of the problem, nobody at Apple would be that stupid. Big targets aren't that stupid and little targets aren't worth it.

I can't remember which lawyer said this but it came out something like ~"being wrong doesn't stop you from filing a lawsuit, it just stops you from winning."

3903. Re: software/hardware pats,copyrs atar_

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-03 03:48:40 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <c11d1ab5-8e75-4f6e-ad65-3bffdf24bdad@q16g2000yqq.googlegroups.com>
Source record: 1492

On Apr 2, 1:08 pm, rich12345 <aiiad...@gmail.com> wrote:
> On Apr 2, 9:35 am, ricortes <ricor...@earthlink.net> wrote:
>
> > You can't just accuse
> > someone of something and have it stick, writ of habeas corpus type
> > thing.
>
> writ of habeas corpus was suspended by George Bush via the homeland
> security and/or patriot acts.

That action culminated in the beheaded Charles I <Cromwell, great
flick!>. There was a movement to have the same remedy applied to Mr.
Bush until someone pointed out that removing his head, lacking any
vital organs, would not have a significant effect on his health.<grin>

Rick

3904. 5200 Game System

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-03 18:45:14 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <f4709fa9-6fbe-46da-9769-2b4126b2a73f@g10g2000yqh.googlegroups.com>
Source record: 1493

http://www.youtube.com/watch?v=AknyR-kRvLc
lmao

Ten minutes of your life you will never get back.

Halted Specialties used to have a pile of 5200 motherboards for $7;50 each. I would buy them for parts since they had all the Atari custom chips except the 6520 but that was commonly available anyway. An old girlfriend's sister used to work in Atari customer support. She would laugh and make fun of the people who called up complaining about their 5200 system. I figured nobody would miss a 5200 on a plate vs. using the parts to get something useful like a 800XL running. I still have one 5200 MB left but I saw the Atarimax 5200 flash cart and thought I should double check if the system was suddenly seen as worth preserving. I found that Youtube video and it refreshed my memory! I don't think anyone will miss it.

Anyway, I'll see if I can get the 5200 MB to boot, it is the older 4 controller model. I've been wading through the tech ref and my plan of using a 130XE with an Action! cart as a development system seems to be going well. Soon as I get a "Hello world" demo to run I will pack it in. I be thinking the 5200 would make a better computer then an 800XL. For instance if I just decode the memory map with something like a GAL22V10 I can put chips back in their original 800 location, use an 800 OS, keep the $C000-$CFFF open for banked ramdisk, have 32k available as cart space. I want to lose all the conflicts with video and interrupts glitching while switching banks like we see in a memory expanded system based on banks in the 32k-48k region. I grow tired of the PIA bits being used for bank switching. It could work like any of the existing designs i.e. toggle address bits like the OSS Supercarts or actual memory mapped register like a 74LS374 or even another PIA just for that purpose.

Rick

3905. WTB: Atari 130XE (complete or just motherboard)

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-03 23:26:04 UTC
From: Gulganei <dannoguerol@gmail.com>
Message-ID: <f5d80848-c0de-4cfd-8dc7-aa788ecb5a61@k19g2000yqn.googlegroups.com>
Source record: 1494

Hi all,

I'm looking for a working 130XE motherboard or complete system. If you have an extra one you're interested in selling, please let me know at orders1nospam@whizzosoftware.com (remove the nospam from the address).

Thanks!

3906. Re: 5200 Game System

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-08 00:17:10 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.vatkiwhwgaat7c@mdc2>
Source record: 1495

On Sat, 03 Apr 2010 14:45:14 -0400, ricortes <ricortes@earthlink.net>
wrote:

> http://www.youtube.com/watch?v=AknyR-kRvLc

That was pretty good. :)

3907. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-08 09:36:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1004080233200.26118@slate.spiritone.com>
Source record: 1496
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

20% Off All Atari Hardware, Games/Software, Books and Accessories! 20% Off
All Classic Atari 8 Bit and Atari ST Computer Lines! Minimum $50.00 Order
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http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask
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http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI CATALOGS LISTS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ATARI 8 BIT BOOKS LIST!
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I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
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Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!
This Message Sent From My Atari Computer!30 Years Using Atari 2600 Jr./800xl/ Mega ST4,
Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

3908. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-08 09:41:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1004080238540.26118@slate.spiritone.com>
Source record: 1497
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Mailing List sent by E-Mail From Bravo Sierra Computers! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!
This Message Sent From My Atari Computer!30 Years Using Atari 2600 Jr./800xl/ Mega ST4,
Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

3909. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-09 04:23:28 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1270786992@rtfm.mit.edu>
Source record: 1498
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: March 31, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3910. Re: comverting my 5 1/2" floppies to disk images

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-10 06:18:53 UTC
From: piXLgames <webmart@go4more.de>
Message-ID: <hpp58b$4us$1@online.de>
Source record: 1499

Many suggestions... but one -very good I think- is missing!

Have you heard about the SIO2USB-Interface? It plugs directly into your
ATARI Computer and connects it with an USB-Stick.

So to copy a disc, connect your ATARI to the 1050 and the SIO2USB. Plug
an USB-Stick in the SIO2USB and select it as drive2. Then copy your
discs with any sector-copy program to the USB-Stick. That's it!

Look here for more information about the SIO2USB or conntact me:
http://home.arcor.de/grasel/restarte.htm

Am 23.03.2010 18:23, schrieb Panic in Blue:
> I would like to convert all my old 5 1/2" disks to disk images that I
> can use with an emulator on my Mac. I still have my old 5 1/2" Atari
> disk drive, and I'm wondering if I can buy an adaptor so I can connect
> it to a USB port.

3911. Re: SIOtoPC info...

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-10 09:25:00 UTC
From: henkeniser <hschrikkema@gmail.com>
Message-ID: <584d0f0c-3767-4600-a422-4d2095f8ebb2@z6g2000yqz.googlegroups.com>
Source record: 1500

On 1 apr, 19:55, "phantomm_1" <phant...@suddenlink.net> wrote:
> I've a SIOtoPC that I bought new awhile back.
>
> I would like to use it with an Atari MegaSTe and or an Atari
> Falcon using the serial ports.
> What I'd like to do is have it connected and
> transfer files to the Atari 8-bit from the STe or Falcon and to
> the STe or Falcon from the Atari 8-bit.
>
> Has anyone tried to do this?
> Or is it even possible with the SIOtoPC hardware as is?
>
> SIOtoPC Software
> -------------------
>
> I'd like to know what software currently works with the SIOtoPC?
> Which software to use when connected to a PC with Serial ports.
>
> And if anyone has used any other software such as a telecommunications
> program for any computer system, I'd like to know what will work, if
> anything else does.
>
> AtariMAX USB cartridge
> -------------------------
> I also have a USB cartridge for my 8-bit from AtariMax that I bought new.
> Has anyone came up with any fun projects for it?
>
> Can any files be sent thru it to a USB port on a PC or
> anything else?
>
> If so, what software would I need?
>
> Any info, discussion is welcome...
>
> Barry

Hi Barry,

I also ordered but have received noting nor reply from atari max
(april 2010). For your qeustion: You need the software from atarimax
for extracting files from the atari or reading in .atr files (atari
emu games for instance) from your pc. I gather your pc then behaves
like a atari disk drive.

ps How long before you received your sio to pc interface. I live in europe. Maybe that's why it takes longer...

cheers Henk

3912. Re: Looking for an old demo w/ "House of the Risin

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-10 11:53:29 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <Uoidne-5a-ok-13WnZ2dnUVZ_tqdnZ2d@giganews.com>
Source record: 1251

Bill Kendrick wrote:
>
>
> There was a demo for the XL that I had on disk (probably still
> do, somewhere), which included the song "House of the Rising Sun."
> If I recall the flashback I just had correctly, it had a lot of
> trippy GRAPHICS 9 mode effects, and I think at one point a
> big on-screen piano keyboard that went along with the music,
>
> Ring a bell for anyone?
>
> --
> -bill!
> Sent from my computer

It definetly rings a bell with me. Can't say where it is though.
I would have to dig through my 8-bit stuff.

3913. Re: SIOtoPC info...

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-10 22:53:25 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <948d7d60-06c4-41c9-b441-f05df4fb5bf8@r27g2000yqn.googlegroups.com>
Source record: 1252

On Apr 10, 5:25 am, henkeniser <hschrikk...@gmail.com> wrote:
> On 1 apr, 19:55, "phantomm_1" <phant...@suddenlink.net> wrote:
>
>
>
> > I've a SIOtoPC that I bought new awhile back.
>
> > I would like to use it with an Atari MegaSTe and or an Atari
> > Falcon using the serial ports.
> > What I'd like to do is have it connected and
> > transfer files to the Atari 8-bit from the STe or Falcon and to
> > the STe or Falcon from the Atari 8-bit.
>
> > Has anyone tried to do this?
> > Or is it even possible with the SIOtoPC hardware as is?
>
> > SIOtoPC Software
> > ----------
>
> > I'd like to know what software currently works with the SIOtoPC?
> > Which software to use when connected to a PC with Serial ports.
>
> > And if anyone has used any other software such as a telecommunications
> > program for any computer system, I'd like to know what will work, if
> > anything else does.
>
> > AtariMAX USB cartridge
> > ----------
> > I also have a USB cartridge for my 8-bit from AtariMax that I bought new.
> > Has anyone came up with any fun projects for it?
>
> > Can any files be sent thru it to a USB port on a PC or
> > anything else?
>
> > If so, what software would I need?
>
> > Any info, discussion is welcome...
>
> > Barry
>
> Hi Barry,
>
> I also ordered but have received noting nor reply from atari max
> (april 2010). For your qeustion: You need the software from atarimax

> for extracting files from the atari or reading in .atr files (atari
> emu games for instance) from your pc. I gather your pc then behaves
> like a atari disk drive.
>
> ps How long before you received your sio to pc interface. I live in
> europe. Maybe that's why it takes longer...
>
> cheers Henk

I believe you should get some communication from Atarimax about your
order.
He is well known and trustworthy, but maybe you should go to Atarimax
and
try to send him an e-mail.

3914. Re: SIOtoPC info...

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-11 02:32:54 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4bc134dd$0$12456$bbae4d71@news.suddenlink.net>
Source record: 1253

"russg" <russgilb@sbcglobal.net> wrote in message
news:948d7d60-06c4-41c9-b441-f05df4fb5bf8@r27g2000yqn.googlegroups.com...
On Apr 10, 5:25 am, henkeniser <hschrikk...@gmail.com> wrote:
> On 1 apr, 19:55, "phantomm_1" <phant...@suddenlink.net> wrote:
>
>
>
> > I've a SIOtoPC that I bought new awhile back.
>
> > I would like to use it with an Atari MegaSTe and or an Atari
> > Falcon using the serial ports.
> > What I'd like to do is have it connected and
> > transfer files to the Atari 8-bit from the STe or Falcon and to
> > the STe or Falcon from the Atari 8-bit.
>
> > Has anyone tried to do this?
> > Or is it even possible with the SIOtoPC hardware as is?
>
> > SIOtoPC Software
> > ------------------
>
> > I'd like to know what software currently works with the SIOtoPC?
> > Which software to use when connected to a PC with Serial ports.
>
> > And if anyone has used any other software such as a telecommunications
> > program for any computer system, I'd like to know what will work, if
> > anything else does.
>
> > AtariMAX USB cartridge
> > -------------------------
> > I also have a USB cartridge for my 8-bit from AtariMax that I bought
> > new.
> > Has anyone came up with any fun projects for it?
>
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> > anything else?
>
> > If so, what software would I need?
>
> > Any info, discussion is welcome...
>
> > Barry
>
> Hi Barry,

>
> I also ordered but have received noting nor reply from atari max
> (april 2010). For your qeustion: You need the software from atarimax
> for extracting files from the atari or reading in .atr files (atari
> emu games for instance) from your pc. I gather your pc then behaves
> like a atari disk drive.
>
> ps How long before you received your sio to pc interface. I live in
> europe. Maybe that's why it takes longer...
>
> cheers Henk

I believe you should get some communication from Atarimax about your
order.
He is well known and trustworthy, but maybe you should go to Atarimax
and
try to send him an e-mail.

Yes, thats what I'll do.

I just thought, that maybe someone else had written some different software
for these devices.

thanks,

3915. Re: Looking for an old demo w/ "House of the Risin

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-14 14:27:15 UTC
From: Demivec <likeb4garbage@msn.com>
Message-ID: <hq4jbk0d59@news3.newsguy.com>
Source record: 1254

> Bill Kendrick wrote:
> >
> >
> > There was a demo for the XL that I had on disk (probably still
> > do, somewhere), which included the song "House of the Rising Sun."
> > If I recall the flashback I just had correctly, it had a lot of
> > trippy GRAPHICS 9 mode effects, and I think at one point a
> > big on-screen piano keyboard that went along with the music,
> >
> > Ring a bell for anyone?
> >
> > --
> > -bill!
> > Sent from my computer
>
> It definetly rings a bell with me. Can't say where it is though.
> I would have to dig through my 8-bit stuff.

It was part of AMS song (Advanced Music System). The song was one of
several popular ones that were part of the demo showing it off. Others
included "Thriller" and the "Star Wars Cantina."

Should be easy to locate.

-Demivec

3916. Re: Looking for an old demo w/ "House of the Risin

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-14 17:49:53 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <hq4v81jpq1@news.eternal-september.org>
Source record: 1255

On 4/14/2010 8:27 AM, Demivec wrote:
>> Bill Kendrick wrote:
>>>
>>>
>>> There was a demo for the XL that I had on disk (probably still
>>> do, somewhere), which included the song "House of the Rising Sun."
>>> If I recall the flashback I just had correctly, it had a lot of
>>> trippy GRAPHICS 9 mode effects, and I think at one point a
>>> big on-screen piano keyboard that went along with the music,
>>>
>>> Ring a bell for anyone?
>>>
>>> --
>>> -bill!
>>> Sent from my computer
>>
>> It definetly rings a bell with me. Can't say where it is though.
>> I would have to dig through my 8-bit stuff.
>
> It was part of AMS song (Advanced Music System). The song was one of
> several popular ones that were part of the demo showing it off. Others
> included "Thriller" and the "Star Wars Cantina."
>
> Should be easy to locate.

I remember that! It seemed very impressive at the time. I once used it
as a jukebox at a church activity.

- Trevor

3917. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-15 05:23:49 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1004142216400.10967@slate.spiritone.com>
Source record: 1256
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

20% Off All Atari Hardware, Games/Software, Books and Accessories! 20% Off
All Classic Atari 8 Bit and Atari ST Computer Lines! Minimum $50.00 Order
to get 20% Off Discount! No Discount on items with shipping included! Goto
http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask
for Atari catalogs. My Software & Book Catalogs are sorted alphabetically
by Title so Cut-&-Paste your order and E-Mail your list with your Shipping
Address so I can expedite your order or call Ben anytime at (503)256-9974!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI CATALOGS LISTS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
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http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ST SOFTWARE/GAMES LIST!

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order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!
This Message Sent From My Atari Computer!30 Years Using Atari 2600 Jr./800xl/
Mega ST4, Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

3918. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-15 05:28:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1004142224340.10967@slate.spiritone.com>
Source record: 1257
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Mailing List sent by E-Mail From Bravo Sierra Computers! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References! FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974! This Message Sent From My Atari Computer!30 Years Using Atari 2600 Jr./800xl/ Mega ST4, Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

3919. ATR8000 to 8" drives wiring

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-17 08:33:04 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <e68a4b20-fab2-48eb-8903-4ab250e86d4b@y17g2000yqd.googlegroups.com>
Source record: 1258

I seem to recall there was ~a hand drawn doc that circulated for making your own 34 pin to 50 pin conversion so you could use 8" drives with an ATR8000. I've googled it quite a bit but only ended up wasting a couple of days. I even found some stuff that looked just plain wrong and dangerous. Does someone have the correct doc for this?

I did find SWTP made an adapter board and someone sells a board that's supposed to do it for a small fortune.

I could just wing it but have you seen the prices for some of this junk on eBay? I can't believe any of this is selling but they are asking $300-$600 for 8" drives and you can't touch a used 3.5" 720k for under $100. I think I may gut my 520 STs!

I forgot how feeble the low level IBMs were and how weak a bunch of my junk is. I still have some ~sought after stuff like a Microsolutions CompatiCard I but I had forgotten the only way it could access anything other then a 720k drive was to load a driver. My eprom burnner needs an ISA slot so it has been a comedy of errors. I have several spare system MBs with ISA slots ranging from a 10 mHz 8088 to 500 mHz K6. The new copy of DR DOS I bought to run the burner came on 1.44 meg disks so matching a MB to disk controller to floppy has been an adventure in 8-16 bit vga cards and everything from an genuine IBM 10 meg MFM hard drive to a 6 gig IDE.

SCSI has been a disaster, 3 broken 8 bit controllers and 3 broken drives. Only have 2 PCI controllers and one of those is so old Win XP refused to install it. Error message was something like "Go back to Windows 95 loser!"

I'm kind of leaning towards a 33 mHz 486DX for my development system but the MB doesn't have anything built in. Only working 16 bit hard/floppy controllers I have are MFM. I may have to make a run to Halted Specialties or Weird Stuff Warehouse so I can set it up right. Things are good, kind of nice to remember how good DR SID and editor were. Loaded Viewmax<ST GEM style interface> but it only recognizes serial mice.

Rick

3920. Another rainbow program

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-17 22:16:56 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <142bea30-31e4-4836-aa0e-d43d7806169c@q23g2000yqd.googlegroups.com>
Source record: 1259

```
It isn't necessary to do a WSYNC ($D$0A).

This'll work.

0590 *=$600
0600 LDA $D200
0604 ADC $14
0606 STA $D018
0609 LDA $D40B
0610 SBC $14
0611 STA $D01A
0614 LDA $2FC
0620 CMP #$FF
0630 BEQ $600
0640 LDA #$FF
0650 STA $2FC
0660 RTS

regards
```

3921. Re: Another rainbow program

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-17 22:19:07 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <030cb970-69b3-49f3-96bf-257f91fedd58@s9g2000yqa.googlegroups.com>
Source record: 1260

```
On Apr 17, 6:16 pm, russg <russg...@sbcglobal.net> wrote:
> It isn't necessary to do a WSYNC ($D$0A).
>
> This'll work.
>
> 0590 *=$600
> 0600 LDA $D200
> 0604 ADC $14
> 0606 STA $D018
> 0609 LDA $D40B
> 0610 SBC $14
> 0611 STA $D01A
> 0614 LDA $2FC
> 0620 CMP #$FF
> 0630 BEQ $600
> 0640 LDA #$FF
> 0650 STA $2FC
> 0660 RTS
>
> regards

Well, $D$0A is $D40A.
```

3922. Re: ATR8000 to 8" drives wiring

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-18 02:16:12 UTC
From: phsstpok <stephensheppard@hotmail.com>
Message-ID: <2599c9eb-7038-45b2-934b-9f8de0a5a166@c36g2000yqm.googlegroups.com>
Source record: 1261

On Apr 17, 4:33 am, ricortes <ricor...@earthlink.net> wrote:
> I seem to recall there was ~a hand drawn doc that circulated for
> making your own 34 pin to 50 pin conversion so you could use 8" drives
> with an ATR8000. I've googled it quite a bit but only ended up wasting
> a couple of days. I even found some stuff that looked just plain wrong
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> junk on eBay? I can't believe any of this is selling but they are
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> are good, kind of nice to remember how good DR SID and editor were.
> Loaded Viewmax<ST GEM style interface> but it only recognizes serial
> mice.
>
> Rick

Hey Rick,

Long time since we last chatted.

Though not specifically for ATR8000 these links should help.

http://www.retrotechnology.com/herbs_stuff/34_to_50.txt
http://www.classiccmp.org/dunfield/img20385/cnct.htm

A bit off topic but I'm wondering if this will enable the use of 3.5"
HD drives on our ATR8000s.

http://majzel.blogspot.com/2009/04/converting-from-8-to-35-inch-floppy.html

And completely off topic I finally found a fix that allows me to use
both my SIO2PC interface (MAX233 based) and the ATR8000 at the same
time. I read about it somewhere on usenet a few years ago but can't
seem to find it again. Just add a 2K resistor at SIO-5 (data out) and
SIO-7 (command) on the SIO2PC interface.

Steve Sheppard

3923. Re: ATR8000 to 8" drives wiring

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-18 06:45:28 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <860ca4bd-3bcc-493a-b6b9-050a30e7f7e5@s9g2000yqa.googlegroups.com>
Source record: 1262

On Apr 17, 7:16 pm, phsstpok <stephenshepp...@hotmail.com> wrote:
> On Apr 17, 4:33 am, ricortes <ricor...@earthlink.net> wrote:
>
>
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> > I could just wing it but have you seen the prices for some of this
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> Hey Rick,
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> Long time since we last chatted.
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d/img20385/cnct.htm

Thanks Steve, once again you are a life saver.

>
> A bit off topic but I'm wondering if this will enable the use of 3.5"
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I was thinking the same thing and went so far as checking to see if I
had any Mode 3 floppy drives but no love. There are a couple of
sellers on eBay that have that exact drive and there seems to be a few
other models that work Mode 3. I'd guess you just have to treat it
like a DSDD 77 track 8" drive from MyDOS, use 1.44 meg disks, and you
get ~1 meg formatted capacity but you probably have figured that out
or something better.<grin> The old 1.2 meg 5.25" disks are supposed
to work Mode 3 too but good luck finding floppies.

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list. I've got to see an 8" drive hooked up to my ATR8000<bucket list>
but the way to go and what I should work on is a direct attached SD
card. Not sure if I should just hang it off a j/s or put it under the
hood. Stuff I've been reading makes it seem like a simple serial type
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> both my SIO2PC interface (MAX233 based) and the ATR8000 at the same
> time. I read about it somewhere on usenet a few years ago but can't
> seem to find it again. Just add a 2K resistor at SIO-5 (data out) and
> SIO-7 (command) on the SIO2PC interface.

Rick Defelson<?> or something close. The 'Rick' part is right but I'm
not sure how to spell the last name. He's still around and has a web
page. But yeah, both the MAX232 and 1489 have load resistors on the
chip. Sheesh! Just found it while I was looking for the equivalent
circuit for the 1489.
http://www.a8maestro.com/atari/info/virtsio/pic1489.jpg

Anyway, the 1489 <and MAX232> have on chip ~4k of resistance going to
the middle of a resistor divider network to keep from oscillating when

nothing is hooked up. IOW: They are always presenting a load either
pull up or down respective to the SIO data lines. Really it would have
been better to use something like a LM324 op amp but hind sight is
20/20.
>
> Steve Sheppard- Hide quoted text -
>
> - Show quoted text -

Rick

3924. Re: ATR8000 to 8" drives wiring

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-18 18:10:26 UTC
From: phsstpok <stephensheppard@hotmail.com>
Message-ID: <05c52937-ce7e-4ad0-8642-455e044b2171@r11g2000vbc.googlegroups.com>
Source record: 1263

On Apr 18, 2:45 am, ricortes <ricor...@earthlink.net> wrote:
> On Apr 17, 7:16 pm, phsstpok <stephenshepp...@hotmail.com> wrote:
>
>
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> > - Show quoted text -
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I wonder how long it will be until I get a 1.44 up and running.

Take care Rick, and good luck with that 8" monster.

Steve Sheppard

3925. Re: ATR8000 to 8" drives wiring

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-18 18:10:42 UTC
From: phsstpok <stephensheppard@hotmail.com>
Message-ID: <dfb45262-e7cf-4d10-aa53-4b56eee7b50b@r10g2000vbb.googlegroups.com>
Source record: 1264

On Apr 18, 2:45 am, ricortes <ricor...@earthlink.net> wrote:
> On Apr 17, 7:16 pm, phsstpok <stephenshepp...@hotmail.com> wrote:
>
>
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Steve Sheppard

3926. Re: Another rainbow program

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-18 21:47:26 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <3a181b01-bc30-47ec-afe7-ffa23dde7b23@i25g2000yqm.googlegroups.com>
Source record: 1265

```
On Apr 17, 6:19 pm, russg <russg...@sbcglobal.net> wrote:
> On Apr 17, 6:16 pm, russg <russg...@sbcglobal.net> wrote:
>
>
>
> > It isn't necessary to do a WSYNC ($D$0A).
>
> > This'll work.
>
> > 0590 *=$600
> > 0600 LDA $D200
> > 0604 ADC $14
> > 0606 STA $D018
> > 0609 LDA $D40B
> > 0610 SBC $14
> > 0611 STA $D01A
> > 0614 LDA $2FC
> > 0620 CMP #$FF
> > 0630 BEQ $600
> > 0640 LDA #$FF
> > 0650 STA $2FC
> > 0660 RTS
>
> > regards
>
> Well, $D$0A is $D40A.

I see some effects of deleting STA $D40A some breaks in the lines.
```

3927. Re: ATR8000 to 8" drives wiring

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-18 22:47:21 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <f2349f12-f498-4c37-b3cd-e549702736cf@r1g2000yqb.googlegroups.com>
Source record: 1266

On Apr 18, 11:10 am, phsstpok <stephenshepp...@hotmail.com> wrote:
> On Apr 18, 2:45 am, ricortes <ricor...@earthlink.net> wrote:
>
<snip>
> I'm not sure I understand your description of loads but the ATR8000
> becomes invisible when an unmodified SIO2PC is connected to the chain.

No big thing, you know how SCSI, MFM hard drives, some floppy drives, needed one set and only one set of terminating resistors? RS232 has a similar type of spec in that the originating device expects a load resistance on the reciever end. The resistors are in the silicon of the MAX and 1489. If you measure the voltage on an IBM style serial port INPUT you will find it actually has a voltage on it instead of floating because of the on chip resistors are wired to V+ and ground pins. They also have series resistors on the outputs and inputs to prevent you from burning them up should you short them to ground or +V.

IOW: It already has pull up resistors on chip, just that they are the WRONG values!<grin>

I seem to recall the 1489 could handle ~dead short to ground on all outputs while they were being driven high w/o burning up. That was really the thing that made it an appropriate for target users on the Atari. Ditto for the MAX232.

I think it was you that sent me schematics, I'll take a look at them and see if I can figure out what goes on with an ATR8000.

Rick

3928. Re: Another rainbow program

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-18 22:50:53 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <83623bdf-f378-464d-bd5b-b73c698fcbc1@r27g2000yqn.googlegroups.com>
Source record: 1267

```
On Apr 18, 2:47 pm, russg <russg...@sbcglobal.net> wrote:
> On Apr 17, 6:19 pm, russg <russg...@sbcglobal.net> wrote:
>
>
>
>
>
> > On Apr 17, 6:16 pm, russg <russg...@sbcglobal.net> wrote:
>
> > > It isn't necessary to do a WSYNC ($D$0A).
>
> > > This'll work.
>
> > > 0590 *=$600
> > > 0600 LDA $D200
> > > 0604 ADC $14
> > > 0606 STA $D018
> > > 0609 LDA $D40B
> > > 0610 SBC $14
> > > 0611 STA $D01A
> > > 0614 LDA $2FC
> > > 0620 CMP #$FF
> > > 0630 BEQ $600
> > > 0640 LDA #$FF
> > > 0650 STA $2FC
> > > 0660 RTS
>
> > > regards
>
> > Well, $D$0A is $D40A.
>
> I see some effects of deleting STA $D40A some breaks in the lines.- Hide quoted text -
>
> - Show quoted text -

I'm guessing you are using paddle values as they get increased for the
scroll? Do you have a paddle controller you can plug in to see if that
effects the output?

Rick
```

3929. Re: Another rainbow program

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-19 17:32:29 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <77bfdf4d-2401-46e8-8272-1b33665503e0@u21g2000yqc.googlegroups.com>
Source record: 1268

```
On Apr 18, 6:50 pm, ricortes <ricor...@earthlink.net> wrote:
> On Apr 18, 2:47 pm, russg <russg...@sbcglobal.net> wrote:
>
>
>
> > On Apr 17, 6:19 pm, russg <russg...@sbcglobal.net> wrote:
>
> > > On Apr 17, 6:16 pm, russg <russg...@sbcglobal.net> wrote:
>
> > > > It isn't necessary to do a WSYNC ($D$0A).
>
> > > > This'll work.
>
> > > > 0590 *=$600
> > > > 0600 LDA $D200
> > > > 0604 ADC $14
> > > > 0606 STA $D018
> > > > 0609 LDA $D40B
> > > > 0610 SBC $14
> > > > 0611 STA $D01A
> > > > 0614 LDA $2FC
> > > > 0620 CMP #$FF
> > > > 0630 BEQ $600
> > > > 0640 LDA #$FF
> > > > 0650 STA $2FC
> > > > 0660 RTS
>
> > > > regards
>
> > > Well, $D$0A is $D40A.
>
> > I see some effects of deleting STA $D40A some breaks in the lines.- Hide quoted text -
>
> > - Show quoted text -
>
> I'm guessing you are using paddle values as they get increased for the
> scroll? Do you have a paddle controller you can plug in to see if that
> effects the output?
>
> Rick

First time in ages I hooked up a real Atari. Yes, paddle 0 effects
the scrolling, just makes
a blinking display instead of the rainbow.
```

APE for DOS won't work with Windows XP, even in SAFE mode, the serial
port won't work.
I had to boot PC DOS from a GHOST disk to get APE 1.18 to work with my
APE/PRO
adapter. I never did use paddles for anything.
I don't know why $D200 is used, actually, $14 is the jiffy clock,
which gives a different
value for the color to change to. I got the program from a Atari Logo
BASIC program,
makes the Atari logo rainbow with a down rainbow outside the drawto
fill box.

3930. Re: Another rainbow program

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-19 17:57:50 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <6855fb49-b6ca-4c26-b876-8dc639e913c7@g30g2000yqc.googlegroups.com>
Source record: 1269

Here's one that makes the fuji.

```
10 FOR N=1536 TO 1536+33
20 READ X:POKE N,X
30 NEXT N
40 GRAPHICS 23
42 GOSUB 2000
50 X=USR(1536)
1000 DATA
173,0,210,101,20,141,24,208,173,11,212,229,20,141,26,208,141,10,212,173
1010 DATA 252,2,201,255,240,230,169,255,141,252,2,108,10,0
2000 GRAPHICS 23:POKE 710,15:POKE 709,132:POKE 708,0:POKE 712,30
2010 COLOR 1:PLOT 35,12:DRAWTO 125,12:DRAWTO 125,85:DRAWTO 35,85:POKE
765,2
2020 POSITION 35,12:XIO 18,#6,0,0,"S:"
3000 REM LOGO
3010 COLOR 3:T=20:B=76:FOR R=80 TO 84
3015 PLOT R,T:DRAWTO R,B:PLOT 160-R,T:DRAWTO 160-R,B:NEXT R
3020 FOR R=86 TO 115:IF R>90 THEN T=43+SQR(626-(116-R)*(116-R))
3030 B=45+SQR(962-(116-R)*(116-R))
3032 PLOT R,T:DRAWTO R,B:PLOT 160-R,T:DRAWTO 160-R,B:NEXT R
3050 RETURN
```

3931. Re: Another rainbow program

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-19 22:40:27 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <825613ed-6e77-4043-989c-52b4d0e35b3b@s22g2000prd.googlegroups.com>
Source record: 1270

```
On Apr 19, 10:32 am, russg <russg...@sbcglobal.net> wrote:
> On Apr 18, 6:50 pm, ricortes <ricor...@earthlink.net> wrote:
>
>
>
>
>
> > On Apr 18, 2:47 pm, russg <russg...@sbcglobal.net> wrote:
>
> > > On Apr 17, 6:19 pm, russg <russg...@sbcglobal.net> wrote:
>
> > > > On Apr 17, 6:16 pm, russg <russg...@sbcglobal.net> wrote:
>
> > > > > It isn't necessary to do a WSYNC ($D$0A).
>
> > > > > This'll work.
>
> > > > > 0590 *=$600
> > > > > 0600 LDA $D200
> > > > > 0604 ADC $14
> > > > > 0606 STA $D018
> > > > > 0609 LDA $D40B
> > > > > 0610 SBC $14
> > > > > 0611 STA $D01A
> > > > > 0614 LDA $2FC
> > > > > 0620 CMP #$FF
> > > > > 0630 BEQ $600
> > > > > 0640 LDA #$FF
> > > > > 0650 STA $2FC
> > > > > 0660 RTS
>
> > > > > regards
>
> > > > Well, $D$0A is $D40A.
>
> > > I see some effects of deleting STA $D40A some breaks in the lines.- Hide quoted text
-
>
> > > - Show quoted text -
>
> > I'm guessing you are using paddle values as they get increased for the
> > scroll? Do you have a paddle controller you can plug in to see if that
> > effects the output?
>
```

> > Rick
>
> First time in ages I hooked up a real Atari. Yes, paddle 0 effects
> the scrolling, just makes
> a blinking display instead of the rainbow.
> APE for DOS won't work with Windows XP, even in SAFE mode, the serial
> port won't work.
> I had to boot PC DOS from a GHOST disk to get APE 1.18 to work with my
> APE/PRO
> adapter. I never did use paddles for anything.
> I don't know why $D200 is used, actually, $14 is the jiffy clock,
> which gives a different
> value for the color to change to. I got the program from a Atari Logo
> BASIC program,
> makes the Atari logo rainbow with a down rainbow outside the drawto
> fill box.- Hide quoted text -
>
> - Show quoted text -

In the ones I posted I used VCOUNT which is just the scan line divided
by 2 IIRC. I'm not sure about all the details but I think it takes
262/2 scan lines into account with overscan. I thought the POT
routines were tightly linked to scan lines too but only go to 228?
There's also a fast read POT enable that was used for things like
digitizing speech but I never used it myself.

3932. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-20 04:23:36 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1271737389@rtfm.mit.edu>
Source record: 1271
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: March 31, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3933. [ATARI NEWS] Nolan Bushnell

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-20 15:36:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1004200824040.3590@slate.spiritone.com>
Source record: 1272
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

OH MY GOD, Isnt this one of the 7 Signs of the Apocalypse? Is this Real?

---------- Forwarded message ----------
Date: Mon, 19 Apr 2010 22:47:08 +0200
From: Francois LE COAT <lecoat@atari.org>
Newsgroups:
Subject: [ATARI NEWS] Nolan Bushnell

Hi,

Read on <http://www.edge-online.com/news/bushnell-rejoins-atari>

Bushnell rejoins Atari

Nolan Bushnell, the 1972 co-founder of Atari, has joined the new company’s Board of Directors.

Bushnell has created over 20 companies since the original Atari and has been inducted into the Video Game Hall of Fame and the Consumer Electronics Association Hall of Fame.

Also joining Atari's Board is Tom Virden, a "seasoned executive in the online leisure, technology and travel businesses who will bring Atari his strong knowledge of online business and e-commerce."

Bushnell said: “I am very excited to be reacquainted with Atari at a time when it is poised to make interesting strides in key growth areas of the games industry. The company and its iconic brands have always been important to me, and I look forward to further guiding them at the board level.”

Other notable changes to the Atari Board include the departures of previous CEO David Gardner and Phil Harrison, who have both resigned from their Board roles.

Atari said that the two Board appointments come at a time "when Atari has increased its focus on its iconic brand and world-renowned game franchises while further expanding its business online."

ATARIstically yours =)

--
François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org/
http://fon.gs/eureka/

3934. Re: [ATARI NEWS] Nolan Bushnell

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-20 17:06:22 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <hqkmugqdd1@news.eternal-september.org>
Source record: 1273
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I had to check to make sure this wasn't dated April 1! :)

- Trevor

On 4/20/2010 9:36 AM, Bravo Sierra Computers wrote:
> OH MY GOD, Isnt this one of the 7 Signs of the Apocalypse? Is this Real?
>
> ---------- Forwarded message ----------
> Date: Mon, 19 Apr 2010 22:47:08 +0200
> From: Francois LE COAT <lecoat@atari.org>
> Newsgroups:
> Subject: [ATARI NEWS] Nolan Bushnell
>
> Hi,
>
> Read on <http://www.edge-online.com/news/bushnell-rejoins-atari>
>
> *Bushnell rejoins Atari*
>
> Nolan Bushnell, the 1972 co-founder of Atari, has joined the new
> companyï¿½s Board of Directors.
>
> Bushnell has created over 20 companies since the original Atari and has
> been inducted into the Video Game Hall of Fame and the Consumer
> Electronics Association Hall of Fame.
>
> Also joining Atari's Board is Tom Virden, a "seasoned executive in the
> online leisure, technology and travel businesses who will bring Atari
> his strong knowledge of online business and e-commerce."
>
> Bushnell said: ï¿½I am very excited to be reacquainted with Atari at a
> time when it is poised to make interesting strides in key growth areas
> of the games industry. The company and its iconic brands have always
> been important to me, and I look forward to further guiding them at the
> board level.ï¿½
>
> Other notable changes to the Atari Board include the departures of
> previous CEO David Gardner and Phil Harrison, who have both resigned
> from their Board roles.
>
> Atari said that the two Board appointments come at a time "when Atari
> has increased its focus on its iconic brand and world-renowned game
> franchises while further expanding its business online."
>

>
> ATARIstically yours =)
>

3935. Re: Another rainbow program

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-20 17:53:38 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <6d014314-7147-4e4d-912c-c618af109884@l24g2000vbn.googlegroups.com>
Source record: 1274

```
On Apr 19, 1:57 pm, russg <russg...@sbcglobal.net> wrote:
> Here's one that makes the fuji.
>
> 10 FOR N=1536 TO 1536+33
> 20 READ X:POKE N,X
> 30 NEXT N
> 40 GRAPHICS 23
> 42 GOSUB 2000
> 50 X=USR(1536)
> 1000 DATA
> 173,0,210,101,20,141,24,208,173,11,212,229,20,141,26,208,141,10,212,173
> 1010 DATA 252,2,201,255,240,230,169,255,141,252,2,108,10,0
> 2000 GRAPHICS 23:POKE 710,15:POKE 709,132:POKE 708,0:POKE 712,30
> 2010 COLOR 1:PLOT 35,12:DRAWTO 125,12:DRAWTO 125,85:DRAWTO 35,85:POKE
> 765,2
> 2020 POSITION 35,12:XIO 18,#6,0,0,"S:"
> 3000 REM LOGO
> 3010 COLOR 3:T=20:B=76:FOR R=80 TO 84
> 3015 PLOT R,T:DRAWTO R,B:PLOT 160-R,T:DRAWTO 160-R,B:NEXT R
> 3020 FOR R=86 TO 115:IF R>90 THEN T=43+SQR(626-(116-R)*(116-R))
> 3030 B=45+SQR(962-(116-R)*(116-R))
> 3032 PLOT R,T:DRAWTO R,B:PLOT 160-R,T:DRAWTO 160-R,B:NEXT R
> 3050 RETURN

Shoulda had a PLA at the beginning, keep the stack right.
Add a 104 at the beginning of line 1000 DATA and make N=1536 TO
1536+34 at line 10.
```

3936. Re: Another rainbow program

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-20 21:45:00 UTC
From: bill@newbreedsoftware.com
Message-ID: <4bce205c$0$1627$742ec2ed@news.sonic.net>
Source record: 1275

ricortes <ricortes@earthlink.net> wrote:
<snip>
> There's also a fast read POT enable that was used for things like
> digitizing speech but I never used it myself.

Those folks really did know what they were doing when they designed
these little guys. :)

(I had a Parrot for a long while, BTW :))

--
-bill!
Sent from my computer

3937. Introducing a new Power Converter for all Atari XL/XE owners

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-21 06:08:17 UTC
From: kjmann <kjmann12@yahoo.com>
Message-ID: <8cb86c57-21ea-441e-8cb1-1a9a6beb870e@x18g2000prb.googlegroups.com>
Source record: 1276

use almost any old power adapter you might find in a Game store, yard
Sale or that might be laying around your house to power your XL or XE
computer system.

Kjmann's Atari Sales (Ebay Store)
http://cgi.ebay.com/8-Bit-Evolution-Power-Converter-Atari-XL-XE-8-Bits-/130383809845#ht_1870wt_939

3938. Re: [ATARI NEWS] Nolan Bushnell

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-21 10:52:51 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <4BCED903.3090506@atari.org>
Source record: 1277
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi,

Do you know that France is a beautiful country ?
I'm sure Nolan Bushnell will really enjoy the trip.
I know California myself. It supports the comparison :-)
I watched recently "2012" on the PlayStation 3. The time
is not yet come to think about those big catastrophes.

This is in facts, a real good ATARI News, indeed !

Best regards,

--
François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org/
http://fon.gs/eureka/

Bravo Sierra Computers writes :
> OH MY GOD, Isnt this one of the 7 Signs of the Apocalypse? Is this Real?
>
> ---------- Forwarded message ----------
> Date: Mon, 19 Apr 2010 22:47:08 +0200
> From: Francois LE COAT <lecoat@atari.org>
> Newsgroups:
> Subject: [ATARI NEWS] Nolan Bushnell
>
> Hi,
>
> Read on <http://www.edge-online.com/news/bushnell-rejoins-atari>
>
> *Bushnell rejoins Atari*
>
> Nolan Bushnell, the 1972 co-founder of Atari, has joined the new
> company’s Board of Directors.
>
> Bushnell has created over 20 companies since the original Atari and has
> been inducted into the Video Game Hall of Fame and the Consumer
> Electronics Association Hall of Fame.
>
> Also joining Atari's Board is Tom Virden, a "seasoned executive in the
> online leisure, technology and travel businesses who will bring Atari
> his strong knowledge of online business and e-commerce."
>
> Bushnell said: “I am very excited to be reacquainted with Atari at a

> time when it is poised to make interesting strides in key growth areas
> of the games industry. The company and its iconic brands have always
> been important to me, and I look forward to further guiding them at the
> board level.”
>
> Other notable changes to the Atari Board include the departures of
> previous CEO David Gardner and Phil Harrison, who have both resigned
> from their Board roles.
>
> Atari said that the two Board appointments come at a time "when Atari
> has increased its focus on its iconic brand and world-renowned game
> franchises while further expanding its business online."

3939. Re: [ATARI NEWS] Nolan Bushnell

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-21 12:40:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1004210537300.25144@slate.spiritone.com>
Source record: 1278
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I was thinking the same thing! Sounds too much like April Fools! =-=Ben=-=

On Tue, 20 Apr 2010, Trevor Holyoak wrote:

> Date: Tue, 20 Apr 2010 11:06:22 -0600
> From: Trevor Holyoak <trevor@holyoak.com>
> Newsgroups: comp.sys.atari.8bit, comp.sys.atari.st
> Subject: Re: [ATARI NEWS] Nolan Bushnell
>
> I had to check to make sure this wasn't dated April 1! :)
>
> - Trevor
>
> On 4/20/2010 9:36 AM, Bravo Sierra Computers wrote:
>> OH MY GOD, Isnt this one of the 7 Signs of the Apocalypse? Is this Real?
>>
>> ---------- Forwarded message ----------
>> Date: Mon, 19 Apr 2010 22:47:08 +0200
>> From: Francois LE COAT <lecoat@atari.org>
>> Newsgroups:
>> Subject: [ATARI NEWS] Nolan Bushnell
>>
>> Hi,
>>
>> Read on <http://www.edge-online.com/news/bushnell-rejoins-atari>
>>
>> *Bushnell rejoins Atari*
>>
>> Nolan Bushnell, the 1972 co-founder of Atari, has joined the new
>> company’s Board of Directors.
>>
>> Bushnell has created over 20 companies since the original Atari and has
>> been inducted into the Video Game Hall of Fame and the Consumer
>> Electronics Association Hall of Fame.
>>
>> Also joining Atari's Board is Tom Virden, a "seasoned executive in the
>> online leisure, technology and travel businesses who will bring Atari
>> his strong knowledge of online business and e-commerce."
>>
>> Bushnell said: “I am very excited to be reacquainted with Atari at a
>> time when it is poised to make interesting strides in key growth areas
>> of the games industry. The company and its iconic brands have always
>> been important to me, and I look forward to further guiding them at the
>> board level.”

>>
>> Other notable changes to the Atari Board include the departures of
>> previous CEO David Gardner and Phil Harrison, who have both resigned
>> from their Board roles.
>>
>> Atari said that the two Board appointments come at a time "when Atari
>> has increased its focus on its iconic brand and world-renowned game
>> franchises while further expanding its business online."
>>
>>
>> ATARIstically yours =)
>>
>

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!
This Message Sent From My Atari Computer!30 Years Using Atari 2600 Jr./800xl/ Mega ST4,
Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

3940. Why are they killing my family?

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-21 15:31:47 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4bcf1a65$0$12454$bbae4d71@news.suddenlink.net>
Source record: 1279

```
Why are they killing my family?
```

3941. Re: Why are they killing my family?

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-21 15:58:38 UTC
From: Bill Garber <willy46pa@garberstreet.com>
Message-ID: <AKGdndMTZ-o0vVLWnZ2dnUVZ8oOdnZ2d@giganews.com>
Source record: 1280

"phantomm_1" <phantomm@suddenlink.net> wrote in message
news:4bcf1a65$0$12454$bbae4d71@news.suddenlink.net...

> Why are they killing my family?

WTF???!!!

3942. Online Training in SQL DBA

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-21 21:53:22 UTC
From: sudha <sudhamaripax@gmail.com>
Message-ID: <89a4ed76-4e82-41c8-9280-5e4a62504760@y38g2000prb.googlegroups.com>
Source record: 1281

Online Training in SQL DBA

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Course Content:
SQL Server 2008 Administrator (DBA)

1) Introduction to Microsoft SQL Server

a) Microsoft SQL Server 2008
b) Various Services
c) Editions

2) Installing SQL Server 2008

a) Verify prerequisit es.
b) Create an instance.
c) Configure SQL Server 2008 instances and databases.
d) Configure log files and data files.
e) Configure SQL Server security.
f) Configure server security principals.
g) Configure database securable.
h) Configure encryption.
i) Configure linked servers by using SQL Server Management Studio
(SSMS).

3) Creating and Implementing Database Objects

a) Implement a table.
b) Specify column details.
c) Specify the filegroup.
d) Assign permissions to a role for tables.
e) Specify a partition scheme when creating a table.
f) Specify a transaction.
g) Implement a view.
h) Create an indexed view.
i) Create an updateable view.
j) Assign permissions to a role or schema for a view.
k) Implement triggers.
l) Create a trigger.
m) Create DDL triggers for responding to database structure changes.
n) Implement functions.
o) Create a function.
p) Identify deterministic versus nondeterministic functions.
q) Implement stored procedures.
r) Create a stored procedure.
s) Recompile a stored procedure.
t) Assign permissions to a role for a stored procedure.
u) Implement constraints.
v) Specify the scope of a constraint.
w) Create a new constraint.
x) Implement indexes.
y) Specify the filegroup.
z) Specify the index type.
aa) Specify relational index options.
bb) Specify columns.
cc) Disable an index.
dd) Create an online index by using an ONLINE argument.
ee) Create user-defined types.
ff) Create a Transact-SQL user-defined type.
gg) Specify details of the data type.
hh) Implement a full-text search.
ii) Create a catalog.
jj) Create an index.
kk) Specify a full-text population method.

4) Data Management in SQL Server 2008

a) Import and export data from a file.
b) Set a database to the bulk-logged recovery model to
avoid inflating the transaction log.
c) Run the bcp utility.
d) Perform a Bulk Insert task.
e) Import bulk XML data by using the OPENROWSET function.
f) Copy data from one table to another by using the SQL Server 2005
Integration Services (SSIS) Import and Export Wizard.
g) Manage replication.
h) Distinguish between replication types.
i) Configure a publisher, a distributor, and a subscriber.
j) Configure replication security.
k) Configure conflict resolution settings for merge replication.
l) Monitor replication.
m) Improve replication performance.
n) Plan for, stop, and restart recovery procedures.
o) Implement and maintain SQL Server Agent jobs.
p) Set a job owner.
q) Create a job schedule.
r) Create job steps.
s) Configure job steps.
t) Disable a job.
u) Create a maintenance job.
v) Set up alerts.
w) Configure operators.
x) Modify a job.
y) Manage a job

5) Basic Database Management

a) Manage databases by using Transact-SQL.
b) Manage index fragmentation.
c) Manage statistics.
d) Shrink files.
e) Perform database integrity checks by using DBCC CHECKDB.

6) Disaster Recovery
a) Back up a database.
b) Perform a full backup.
c) Perform a differential backup.
d) Perform a transaction log backup.
e) Initialize a media set by using the FORMAT option.
f) Append or overwrite an existing media set.
g) Create a backup device.
h) Back up filegroups.
i) Back up a database.
j) Perform a full backup.
k) Perform a differential backup.
l) Perform a transaction log backup.
m) Initialize a media set by using the FORMAT option.

n) Append or overwrite an existing media set.
o) Create a backup device.
p) Back up filegroups.
v) Choose an appropriate method for moving a database.

7) Implementing High Availability and Disaster Recovery

a) Implement database mirroring.
b) Prepare databases for database mirroring.
c) Create endpoints.
d) Specify database partners.
e) Specify a witness server.
f) Configure an operating mode.
g) Implement log shipping.
h) Initialize a secondary database.
i) Configure log shipping options.
j) Configure a log shipping mode.
k) Configure monitoring.
l) Manage database snapshots.
m) Create a snapshot.
n) Revert a database from a snapshot.

8) Monitoring and Troubleshooting SQL Server Performance

a) Gather performance and optimization data by
using the SQL Server Profiler.
b) Start a new trace.
c) Save the trace logs.
d) Configure SQL Server Profiler trace properties.
e) Configure a System Monitor counter log.
f) Correlate a SQL Server Profiler trace with System Monitor log data.
g) Gather performance and optimization data by using the Database
Engine Tuning Advisor.
h) Build a workload file by using the SQL Server Profiler.
i) Tune a workload file by using the Database Engine Tuning Advisor

Thanks & Regards
Syed Mustafa
Maripax LLC
(: 757-383-8328
E-Mail: syed@maripax.com
URL: www.maripax.com

3943. Oracle Apps DBA training (11i & R12/12i) is now available from 03 Jan 2008

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-21 21:54:04 UTC
From: sudha <sudhamaripax@gmail.com>
Message-ID: <3ba3e14b-6e47-4b00-bbb1-7ab80739f910@f13g2000pra.googlegroups.com>
Source record: 1282

Oracle Apps DBA training (11i & R12/12i) is now available from 03 Jan 2008. This course in available via web conference (weekends or late evening) with hands on exercise on installation/patching/cloning.

Key topics in training for Oracle Apps DBA’s
- Architecture, File System and important files
- Installation of 11i/R12
- Patching
- Cloning
- Upgrade
- AD utility

Course Content

Architecture and Overview of Oracle Apps 11i/R12
- Architecture of Apps
- Components in 11i & R12
- 11i & R12 File System including important files

Installation of Oracle Apps
- Single/Multi Node Installation
- Single/Multi User Installation
- Hands on Installation of 11i / R12

Patching
- Database Patch
- Apps Patch using adpatch
- adpatch options
- Hands on practice for patching
- Frequently asked interview Questions in patching
- Startup/Shutdown Apps & DB

Cloning
- Overview of cloning
- Hands on rapid clone
- Advanced cloning options

AD Utility, Autoconfig and other
- adadmin
- Auconfig
- License Manager
- adident
- OAM

Upgrade
- Upgrade scenarios

Key benefits of Online training from us
– Hands on practice/exercise including installation, patching, cloning
– Technical support for next 2-3 months
– Learn at your pace with flexible hours
– Learn from leaders in Apps DBA domain

Thanks & Regards
Syed Mustafa
Maripax LLC
(: 757-383-8328
E-Mail: syed@maripax.com
URL: www.maripax.com

3944. Atari Party 2010 video on-line!

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-22 06:33:45 UTC
From: RobertB <rbernardo@iglou.com>
Message-ID: <0e95638b-e2f7-4425-a0c3-6e9b29f84968@12g2000yqi.googlegroups.com>
Source record: 1283

Back on March 14, the second annual Atari Party was
held in Davis, California. The video of the event is now
on-line! Relive the memories! Or see all the fun you
missed! Go to

http://blip.tv/file/3519864

Truly,
Robert Bernardo

3945. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-22 11:36:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1004220433450.19577@slate.spiritone.com>
Source record: 1284
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!
This Message Sent From My Atari Computer!30 Years Using Atari 2600 Jr./800xl/ Mega ST4,
Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

3946. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-22 11:42:26 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1004220437180.19577@slate.spiritone.com>
Source record: 1285
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Mailing List sent by E-Mail From Bravo Sierra Computers! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!
This Message Sent From My Atari Computer!30 Years Using Atari 2600 Jr./800xl/ Mega ST4,
Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

3947. Re: Atari Party 2010 video on-line!

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-22 16:26:00 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <hqptb9$b7j$1@news.eternal-september.org>
Source record: 1286

Too bad it requires a plugin that is not compatible with the computer I
am using. :(

- Trevor

On 4/22/2010 12:33 AM, RobertB wrote:
> Back on March 14, the second annual Atari Party was
> held in Davis, California. The video of the event is now
> on-line! Relive the memories! Or see all the fun you
> missed! Go to
>
> http://blip.tv/file/3519864
>
> Truly,
> Robert Bernardo

3948. Re: Atari Party 2010 video on-line!

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-22 19:00:08 UTC
From: bill@newbreedsoftware.com
Message-ID: <4bd09cb8$0$1674$742ec2ed@news.sonic.net>
Source record: 1287

Trevor Holyoak <trevor@holyoak.com> wrote:
> Too bad it requires a plugin that is not compatible with the computer I
> am using. :(

Nice thing about Blip.tv (at least the way Robert uses it), is
that you can download the source file. I grabbed the WMV and
skimmed through it just now.

Feedback to Robert: it's quite a bit of the raffles. I'd have liked
to see more focus on the games and the people playing them, than me
hollaring numbers out at the crowd. ;)

Mind if I remix it to make a little mini-video based on this?
In any case, thanks! :)

-bill!

3949. Re: Atari Party 2010 video on-line!

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-22 19:27:39 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4bd0a331$0$12440$bbae4d71@news.suddenlink.net>
Source record: 1288

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:4bd09cb8$0$1674$742ec2ed@news.sonic.net...
> Trevor Holyoak <trevor@holyoak.com> wrote:
>> Too bad it requires a plugin that is not compatible with the computer I
>> am using. :(
>
> Nice thing about Blip.tv (at least the way Robert uses it), is
> that you can download the source file. I grabbed the WMV and
> skimmed through it just now.
>
> Feedback to Robert: it's quite a bit of the raffles. I'd have liked
> to see more focus on the games and the people playing them, than me
> hollaring numbers out at the crowd. ;)
>
> Mind if I remix it to make a little mini-video based on this?
> In any case, thanks! :)pelast time i hollared anything, it sure wasn't
> numbers, but it did rime with 4.
to my knowledge, I have never said anything about anyone's wife or mate
in this group or any other. and i have only used the atari groups to post
in
except for a few posting in a stamp discussion group.

someone went way to far, and they don't know what they did.

3950. Re: Atari Party 2010 video on-line!

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-22 20:38:51 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2010.04.22.20.38.50.384719@suddenlink.net>
Source record: 1289

On Thu, 22 Apr 2010 10:26:00 -0600, Trevor Holyoak wrote:

> Too bad it requires a plugin that is not compatible with the computer I
> am using. :(

Hmm, I think, in the bottom right hand corner of the viewer you can pick
".WMV"...

HTHs.

I was able to play it under Linux.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

3951. Re: Atari Party 2010 video on-line!

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-22 20:53:44 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4bd0b75f$0$12432$bbae4d71@news.suddenlink.net>
Source record: 1290

```
"Ronald J. Hall" <darklord@suddenlink.net> wrote in message
news:pan.2010.04.22.20.38.50.384719@suddenlink.net...
> On Thu, 22 Apr 2010 10:26:00 -0600, Trevor Holyoak wrote:
>
>> Too bad it requires a plugin that is not compatible with the computer I
>> am using. :(
>
> Hmm, I think, in the bottom right hand corner of the viewer you can pick
> ".WMV"...
>
> HTHs.
>
> I was able to play it under Linux.

I've never attended one of those events before, looks like alot of fun.
```

3952. Re: Atari Party 2010 video on-line!

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-22 23:52:24 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2010.04.22.23.52.24.477232@suddenlink.net>
Source record: 1291

On Thu, 22 Apr 2010 16:53:44 -0400, phantomm_1 wrote:

> I've never attended one of those events before, looks like alot of fun.

Me too - always, always wanted to attend one of Toads "Fests" and actually
planned on going, and the year I was planning to go, they stopped.

What I got for waiting. :(

If I win the Lottery, I WILL go to one of Bills! :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

3953. Re: Atari Party 2010 video on-line!

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-23 04:43:08 UTC
From: RobertB <rbernardo@iglou.com>
Message-ID: <1e5ba1ff-14ed-4832-b02c-0dedf9b9e5e9@k36g2000yqn.googlegroups.com>
Source record: 1292

On Apr 22, 12:00 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:

> Mind if I remix it to make a little mini-video based on this?

:) Under the Creative Commons license with
share-alike, you can edit it as long as you give
credit.

Truly,
Robert Bernardo

3954. Re: Conversion of ISO Date-stamps into Weekday Numbers

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-23 04:57:19 UTC
From: lachman@ebony.ppc.ubc.ca
Message-ID: <hqr9bf$35t$1@speranza.aioe.org>
Source record: 1293
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

jgharston writes:
>lach wrote:
>> ...and won't compile into an assembly subroutine of less than two
>> dozen instructions on a QL for both Julian & Gregorian dates,
>
>Dunno about 68000 code, but 6502 code here:
> http://mdfs.net/Info/Comp/6502/ProgTips/DayOfWeek

That code is slow & dirty. On the one hand it assumes: that
all dates are stored in non-standard fashion in 3 bytes, rather
than 4 as CYMD (but if there's an over-riding constraint to store
dates in 3 bytes, one may store the 1st digit of the century in
the upper 3 bits of D, and the 2nd in the upper 4 bits of M); and in
the alternative, that CY is to be pre-processed by subtracting 1900
before passing the result to register Y. The latter is cheating--
if that's acceptable, then one ought to cheat properly by looking up
the Century offset in the offset-table, summing it with D, and then
passing the sum to the subroutine when called. As 'month'<13, and
'century'>14 for Gregorian dates, both tables may be combined into
one. Century offsets may be found at:

http://de.wikipedia.org/wiki/Wochentagsberechnung#Jahrhundertziffer

This has the added benefit of the year register always being less
than 100, so that there's no need to test for Century 21. Further
improvements could be realised by rewriting the code to eliminate
the need to invert register A, due to A's total sum always being
less than 100. This will yield another benefit: to have the code
also work for dates in BCD. The code can thus be streamlined to
have a wider range of applicability, yet use fewer clock cycles.

>> additions it could return the julian day number instead; Then MOD7+1
>> to find the weekday number.
>
>You didn't ask for Julian number, you asked for day of week.

I didn't ask for the day of week either. I'm telling how to find
the weekday number in a different, if not better, way.

3955. Re: Atari Party 2010 video on-line!

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-23 18:17:35 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <hqso9ndah1@news.eternal-september.org>
Source record: 1294

On 4/22/2010 1:27 PM, phantomm_1 wrote:
>last time i hollared anything, it sure wasn't
>> numbers, but it did rime with 4.
> to my knowledge, I have never said anything about anyone's wife or mate
> in this group or any other. and i have only used the atari groups to post
> in
> except for a few posting in a stamp discussion group.
>
> someone went way to far, and they don't know what they did.
>
>

Is everything OK? You've been posting some strange messages here the
last couple of days.

- Trevor

3956. Re: Atari Party 2010 video on-line!

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-23 18:19:17 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <hqsod3dah2@news.eternal-september.org>
Source record: 1295

Thanks! Downloading it now. I hadn't noticed the download link before.

- Trevor

3957. Re: Atari Party 2010 video on-line!

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-23 19:42:43 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2010.04.23.19.42.43.130558@suddenlink.net>
Source record: 1296

On Fri, 23 Apr 2010 12:17:35 -0600, Trevor Holyoak wrote:

> Is everything OK? You've been posting some strange messages here the
> last couple of days.
>
> - Trevor

Noticed that too - I figured something got cross-posted accidentally or
something like that.

Its probably all good.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

3958. Re: SIOtoPC info...

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-25 07:06:54 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <5e5c3c87-5bdd-4f63-916c-8031f3125c1e@x24g2000prc.googlegroups.com>
Source record: 1297

On Apr 1, 11:55 am, "phantomm_1" <phant...@suddenlink.net> wrote:
> I've a SIOtoPC that I bought new awhile back.
>
> I would like to use it with an Atari MegaSTe and or an Atari
> Falcon using the serial ports.
> What I'd like to do is have it connected and
> transfer files to the Atari 8-bit from the STe or Falcon and to
> the STe or Falcon from the Atari 8-bit.
>
> Has anyone tried to do this?
Yes

> Or is it even possible with the SIOtoPC hardware as is?
Yes again.

http://www.a8maestro.com/atari/info/virtsio/vs1.htm
http://www.gooddealgames.com/articles/Atari_800XLDJ.htm
http://www.umich.edu/~archive/atari/8bit/Newitems/800XLDJ.zip
800XLDJF.APP is for Falcon
800XLDJ.APP is for ST

>
> SIOtoPC Software
> -------------------
>
> I'd like to know what software currently works with the SIOtoPC?
> Which software to use when connected to a PC with Serial ports.

Here is the original which still works with the PC for free, they all
use the same SIO2PC cable.
http://pages.suddenlink.net/wa5bdu/sio2pc.htm

>
> And if anyone has used any other software such as a telecommunications
> program for any computer system, I'd like to know what will work, if
> anything else does.
ACVT image converter that runs on the PC, converts between
800xldj's .di files and more common .ATR files for example.
http://www.atarimax.com/jindroush.atari.org/asoft.html

>
> AtariMAX USB cartridge
> -------------------------
> I also have a USB cartridge for my 8-bit from AtariMax that I bought new.
> Has anyone came up with any fun projects for it?
>

> Can any files be sent thru it to a USB port on a PC or
> anything else?
>
> If so, what software would I need?
>
> Any info, discussion is welcome...
>
> Barry

No help here, sorry.

3959. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-29 14:08:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1004290703230.28907@slate.spiritone.com>
Source record: 1298
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

20% Off All Atari Hardware, Games/Software, Books and Accessories! 20% Off
All Classic Atari 8 Bit and Atari ST Computer Lines! Minimum $50.00 Order
to get 20% Off Discount! No Discount on items with shipping included! Goto
http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask
for Atari catalogs. My Software & Book Catalogs are sorted alphabetically
by Title so Cut-&-Paste your order and E-Mail your list with your Shipping
Address so I can expedite your order or call Ben anytime at (503)256-9974!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI CATALOGS LISTS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm 20% OFF ATARI 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm 20% OFF ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ST SOFTWARE/GAMES LIST!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!
This Message Sent From My Atari Computer!30 Years Using Atari 2600 Jr./800xl/
Mega ST4, Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

3960. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-29 14:10:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1004290708200.28907@slate.spiritone.com>
Source record: 1299
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Mailing List sent by E-Mail From Bravo Sierra Computers! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!
This Message Sent From My Atari Computer!30 Years Using Atari 2600 Jr./800xl/
Mega ST4, Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

3961. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-04-30 04:24:50 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1272601466@rtfm.mit.edu>
Source record: 1300
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: April 26, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3962. Re: Atari Party 2010 video on-line!

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-01 11:52:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <pNWdndEUiNB9iEHWnZ2dnUVZ_oWdnZ2d@giganews.com>
Source record: 1351

I never attended a Toad Fest either, but always wanted to go. I did
attend fests in Chicago, Indianpolis and Vegas. They were great fun
and it was always nice to meet fellow Atarians.

Ronald J. Hall wrote:
>
> On Thu, 22 Apr 2010 16:53:44 -0400, phantomm_1 wrote:
>
>> I've never attended one of those events before, looks like alot of fun.
>
> Me too - always, always wanted to attend one of Toads "Fests" and actually
> planned on going, and the year I was planning to go, they stopped.
>
> What I got for waiting. :(
>
> If I win the Lottery, I WILL go to one of Bills! :)
>
> --
> Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
> An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org
>

Falcon030 with 16meg of ram

3963. Re: SIOtoPC info...

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-01 11:52:03 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <-uSdnb-qnpN-iEHWnZ2dnUVZ_gGdnZ2d@giganews.com>
Source record: 1352

I have also transfered files from the 8-bit to the ST and
vice vera. I used a program on the ST the emulates an 8-bit
drive.
Lee wrote:
>
> On Apr 1, 11:55 am, "phantomm_1" <phant...@suddenlink.net> wrote:
>> I've a SIOtoPC that I bought new awhile back.
>>
>> I would like to use it with an Atari MegaSTe and or an Atari
>> Falcon using the serial ports.
>> What I'd like to do is have it connected and
>> transfer files to the Atari 8-bit from the STe or Falcon and to
>> the STe or Falcon from the Atari 8-bit.
>>
>> Has anyone tried to do this?
> Yes
>
>> Or is it even possible with the SIOtoPC hardware as is?
> Yes again.
>
> http://www.a8maestro.com/atari/info/virtsio/vs1.htm
> http://www.gooddealgames.com/articles/Atari_800XLDJ.htm
> http://www.umich.edu/~archive/atari/8bit/Newitems/800XLDJ.zip
> 800XLDJF.APP is for Falcon
> 800XLDJ.APP is for ST
>
>>
>> SIOtoPC Software
>> -------------------
>>
>> I'd like to know what software currently works with the SIOtoPC?
>> Which software to use when connected to a PC with Serial ports.
>
> Here is the original which still works with the PC for free, they all
> use the same SIO2PC cable.
> http://pages.suddenlink.net/wa5bdu/sio2pc.htm
>
>>
>> And if anyone has used any other software such as a telecommunications
>> program for any computer system, I'd like to know what will work, if
>> anything else does.
> ACVT image converter that runs on the PC, converts between
> 800xldj's .di files and more common .ATR files for example.
> http://www.atarimax.com/jindroush.atari.org/asoft.html

>
>>
>> AtariMAX USB cartridge
>> -------------------------
>> I also have a USB cartridge for my 8-bit from AtariMax that I bought new.
>> Has anyone came up with any fun projects for it?
>>
>> Can any files be sent thru it to a USB port on a PC or
>> anything else?
>>
>> If so, what software would I need?
>>
>> Any info, discussion is welcome...
>>
>> Barry
>
> No help here, sorry.

Falcon030 with 16meg of ram

3964. OK, last time, LOGO perfected.

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-03 03:46:01 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <781b5fa0-e7a2-4795-b765-b373c0dcf494@d19g2000yqf.googlegroups.com>
Source record: 1353

```
10 FOR I=0 TO 22:READ B:POKE 1536+I,B:NEXT I
100 DATA
104,173,0,210,101,20,141,23,208,173,11,212,229,20,141,26,208,141,10,212,76,1,6
2000 GRAPHICS 23:POKE 709,15:POKE 712,132:POKE 708,0
2010 COLOR 1:PLOT 35,12:DRAWTO 125,12:DRAWTO 125,85:DRAWTO 35,85:POKE
765,2
2020 POSITION 35,12:XIO 18,#6,0,0,"S:"
3000 REM LOGO
3010 COLOR 4:T=20:B=76:FOR R=80 TO 84
3015 PLOT R,T:DRAWTO R,B:PLOT 160-R,T:DRAWTO 160-R,B:NEXT R
3020 FOR R=86 TO 115:IF R>90 THEN T=43+SQR(626-(116-R)*(116-R))
3030 B=45+SQR(962-(116-R)*(116-R))
3032 PLOT R,T:DRAWTO R,B:PLOT 160-R,T:DRAWTO 160-R,B:NEXT R
3050 U=USR(1536)
```

You gotta RESET out of this one.
Warning, epilepsy inducer, just kidding.

3965. Re: SIOtoPC info...

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-03 21:34:00 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <hrnfga$pn3$1@news.eternal-september.org>
Source record: 1354

When we got our first PC, I actually used our phone line to move files
from our Atari 8-bit to the PC. You could change a digit in your phone #
which would allow you to call yourself, and I was actually able to get
the two modems to talk to each other, even though there was a loud buzz
in the background (probably to discourage people from using it as an
in-house intercom system). I guess a null modem might have been easier,
but the PC and the Atari were on different floors. :)

- Trevor

On 5/1/2010 5:52 AM, Edward S. Baiz Jr. (Gamer) wrote:
>
> I have also transfered files from the 8-bit to the ST and
> vice vera. I used a program on the ST the emulates an 8-bit
> drive.
> Lee wrote:
>>
>> On Apr 1, 11:55 am, "phantomm_1"<phant...@suddenlink.net> wrote:
>>> I've a SIOtoPC that I bought new awhile back.
>>>
>>> I would like to use it with an Atari MegaSTe and or an Atari
>>> Falcon using the serial ports.
>>> What I'd like to do is have it connected and
>>> transfer files to the Atari 8-bit from the STe or Falcon and to
>>> the STe or Falcon from the Atari 8-bit.
>>>
>>> Has anyone tried to do this?
>> Yes
>>
>>> Or is it even possible with the SIOtoPC hardware as is?
>> Yes again.
>>
>> http://www.a8maestro.com/atari/info/virtsio/vs1.htm
>> http://www.gooddealgames.com/articles/Atari_800XLDJ.htm
>> http://www.umich.edu/~archive/atari/8bit/Newitems/800XLDJ.zip
>> 800XLDJF.APP is for Falcon
>> 800XLDJ.APP is for ST
>>
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>>> SIOtoPC Software
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>>> I'd like to know what software currently works with the SIOtoPC?
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>>
>>>
>>> And if anyone has used any other software such as a telecommunications
>>> program for any computer system, I'd like to know what will work, if
>>> anything else does.
>> ACVT image converter that runs on the PC, converts between
>> 800xldj's .di files and more common .ATR files for example.
>> http://www.atarimax.com/jindroush.atari.org/asoft.html
>>
>>>
>>> AtariMAX USB cartridge
>>> -------------------------
>>> I also have a USB cartridge for my 8-bit from AtariMax that I bought new.
>>> Has anyone came up with any fun projects for it?
>>>
>>> Can any files be sent thru it to a USB port on a PC or
>>> anything else?
>>>
>>> If so, what software would I need?
>>>
>>> Any info, discussion is welcome...
>>>
>>> Barry
>>
>> No help here, sorry.
>
>
> Falcon030 with 16meg of ram
>
>
>

3966. Re: OK, last time, LOGO perfected.

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-03 21:36:27 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <hrnfks$pn3$2@news.eternal-september.org>
Source record: 1355

Speaking of having to RESET to get out, anyone remember a program called
Paperweight? It would simulate a self-destruct sequence that was pretty
realistic looking. The first time I ran it, it scared me so much I put
the computer into self-test mode just to make sure it hadn't really done
anything!

- Trevor

On 5/2/2010 9:46 PM, russg wrote:
> 10 FOR I=0 TO 22:READ B:POKE 1536+I,B:NEXT I
> 100 DATA
> 104,173,0,210,101,20,141,23,208,173,11,212,229,20,141,26,208,141,10,212,76,1,6
> 2000 GRAPHICS 23:POKE 709,15:POKE 712,132:POKE 708,0
> 2010 COLOR 1:PLOT 35,12:DRAWTO 125,12:DRAWTO 125,85:DRAWTO 35,85:POKE
> 765,2
> 2020 POSITION 35,12:XIO 18,#6,0,0,"S:"
> 3000 REM LOGO
> 3010 COLOR 4:T=20:B=76:FOR R=80 TO 84
> 3015 PLOT R,T:DRAWTO R,B:PLOT 160-R,T:DRAWTO 160-R,B:NEXT R
> 3020 FOR R=86 TO 115:IF R>90 THEN T=43+SQR(626-(116-R)*(116-R))
> 3030 B=45+SQR(962-(116-R)*(116-R))
> 3032 PLOT R,T:DRAWTO R,B:PLOT 160-R,T:DRAWTO 160-R,B:NEXT R
> 3050 U=USR(1536)
>
> You gotta RESET out of this one.
> Warning, epilepsy inducer, just kidding.

3967. Re: OK, last time, LOGO perfected.

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-03 22:59:14 UTC
From: Matthias Reichl <use-reply-to@hias.horus.com>
Message-ID: <slrnhtulas.gfi.use-reply-to@camel2.hias.horus.com>
Source record: 1356

On Mon, 03 May 2010 15:36:27 -0600, Trevor Holyoak wrote:
> Speaking of having to RESET to get out, anyone remember a program called
> Paperweight? It would simulate a self-destruct sequence that was pretty
> realistic looking. The first time I ran it, it scared me so much I put
> the computer into self-test mode just to make sure it hadn't really done
> anything!

Do you mean this program?
http://ftp.pigwa.net/stuff/collections/holmes%20cd/Holmes%201/ATR%20Programs/Applications%20A-Z/Paperweight%203.1.atr

BTW: This time you should use the following special selftest to check
if your Atari is still ok :-)

http://www.mathyvannisselroy.nl/selfdemo.com

so long,

Hias

3968. Re: OK, last time, LOGO perfected.

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-04 05:06:49 UTC
From: bill@newbreedsoftware.com
Message-ID: <4bdfab69$0$1663$742ec2ed@news.sonic.net>
Source record: 1357

Trevor Holyoak <trevor@holyoak.com> wrote:
> Speaking of having to RESET to get out, anyone remember a program called
> Paperweight?

:D Yeah. By the time I ran it, I was using a C= monitor,
so the snowy static effect didnt trick me, but I did
find it hilarious.

Need to go dig that one up. :)

-bill!

3969. Re: OK, last time, LOGO perfected.

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-05 19:42:53 UTC
From: bill@newbreedsoftware.com
Message-ID: <4be1ca3d$0$1667$742ec2ed@news.sonic.net>
Source record: 1358

Matthias Reichl <use-reply-to@hias.horus.com> wrote:

> http://www.mathyvannisselroy.nl/selfdemo.com

Oh man, I forgot about that one. :) ("Keys won. Keyboard: OK!")

--
-bill!
Sent from my computer

3970. Re: OK, last time, LOGO perfected.

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-06 15:26:48 UTC
From: Yo$$1960 <brad@yoss1960.ukfsn.org>
Message-ID: <pan.2010.05.06.15.26.47.369671@yoss1960.eternal-september.org>
Source record: 1359

On Mon, 03 May 2010 15:36:27 -0600, Trevor Holyoak wrote:

> Speaking of having to RESET to get out, anyone remember a program called
> Paperweight? It would simulate a self-destruct sequence that was pretty

Oh yes. And all the fuss that it caused amongst some of ANALOG's
readership. No SoH, some people....

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"

It's only the children of the ------- wealthy tend to be good looking
Ugly - The Stranglers

3971. Re: Why are they killing my family(ERROR)

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-06 16:46:03 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4be2f24d$0$12458$bbae4d71@news.suddenlink.net>
Source record: 1360

Not to be taken seriously this was a Error.
I just noticed that this some how got posted.
I believe it came from a text adventure game.
Not to be taken seriously.

"Bill Garber" <willy46pa@garberstreet.com> wrote in message
news:AKGdndMTZ-o0vVLWnZ2dnUVZ8oOdnZ2d@giganews.com...
>
> "phantomm_1" <phantomm@suddenlink.net> wrote in message
> news:4bcf1a65$0$12454$bbae4d71@news.suddenlink.net...
>
>> Why are they killing my family?
>
> WTF???!!!
>
>
>

3972. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-06 17:03:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1005060956150.23755@slate.spiritone.com>
Source record: 1362
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

20% Off All Atari Hardware, Games/Software, Books and Accessories! 20% Off
All Classic Atari 8 Bit and Atari ST Computer Lines! Minimum $50.00 Order
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http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org ask
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by Title so Cut-&-Paste your order and E-Mail your list with your Shipping
Address so I can expedite your order or call Ben anytime at (503)256-9974!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI CATALOGS LISTS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm 20% OFF ATARI 8 BIT HARDWARE LIST!
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http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ST SOFTWARE/GAMES LIST!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!
This Message Sent From My Atari Computer!30 Years Using Atari 2600 Jr./800xl/
Mega ST4, Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

3973. Re: Why are they killing my family(ERROR)

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-06 17:08:40 UTC
From: Bill Garber <willy46pa@garberstreet.com>
Message-ID: <Ub2dnYTeBelVan_WnZ2dnUVZ7oadnZ2d@giganews.com>
Source record: 1361

"phantomm_1" <phantomm@suddenlink.net> wrote in message
news:4be2f24d$0$12458$bbae4d71@news.suddenlink.net...
>
> Not to be taken seriously this was a Error. I just noticed that this some how got posted.
I believe it came from a text adventure
> game. Not to be taken seriously.

I didn't take it seriously, I just wanted to
know WTF??? it was about, thank you. 8^)

Bill

3974. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-06 17:16:40 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1005061003420.23755@slate.spiritone.com>
Source record: 1363
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Mailing List sent by E-Mail From Bravo Sierra Computers! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References! FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974! This Message Sent From My Atari Computer!30 Years Using Atari 2600 Jr./800xl/ Mega ST4, Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

3975. Re: OK, last time, LOGO perfected.

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-07 03:04:27 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.vcbetpr8gaat7c@mdc2>
Source record: 1364

LOL, I never saw that one before! (PAL only, apparently, going by
emulator behavior)

On Wed, 05 May 2010 14:42:53 -0500, Bill Kendrick
<bill@newbreedsoftware.com> wrote:

> Matthias Reichl <use-reply-to@hias.horus.com> wrote:
>
>> http://www.mathyvannisselroy.nl/selfdemo.com
>
> Oh man, I forgot about that one. :) ("Keys won. Keyboard: OK!")

3976. Re: OK, last time, LOGO perfected.

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-07 22:05:56 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <81ec81d0-3bc8-42e5-b736-7d50508afd6c@p2g2000yqh.googlegroups.com>
Source record: 1365

On May 3, 6:59 pm, Matthias Reichl <use-reply...@hias.horus.com>
wrote:
> On Mon, 03 May 2010 15:36:27 -0600, Trevor Holyoak wrote:
> > Speaking of having to RESET to get out, anyone remember a program called
> > Paperweight? It would simulate a self-destruct sequence that was pretty
> > realistic looking. The first time I ran it, it scared me so much I put
> > the computer into self-test mode just to make sure it hadn't really done
> > anything!
>
> Do you mean this
program?http://ftp.pigwa.net/stuff/collections/holmes%20cd/Holmes%201/ATR%20P...
>
> BTW: This time you should use the following special selftest to check
> if your Atari is still ok :-)
>
> http://www.mathyvannisselroy.nl/selfdemo.com
>
> so long,
>
> Hias

I get errors on that url. Firefox thinks it is a busted Quicktime
and
IE 7 just gives a WMP error. Is that all there is?

3977. Re: OK, last time, LOGO perfected.

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-07 23:34:21 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <1s1Fn.71$Ak3.39@newsfe16.iad>
Source record: 1366

"russg" <russgilb@sbcglobal.net> wrote in message
news:81ec81d0-3bc8-42e5-b736-7d50508afd6c@p2g2000yqh.googlegroups.com...
On May 3, 6:59 pm, Matthias Reichl <use-reply...@hias.horus.com>
wrote:
> On Mon, 03 May 2010 15:36:27 -0600, Trevor Holyoak wrote:
> > Speaking of having to RESET to get out, anyone remember a program called
> > Paperweight? It would simulate a self-destruct sequence that was pretty
> > realistic looking. The first time I ran it, it scared me so much I put
> > the computer into self-test mode just to make sure it hadn't really done
> > anything!
>
> Do you mean this
> program?http://ftp.pigwa.net/stuff/collections/holmes%20cd/Holmes%201/ATR%20P...
>
> BTW: This time you should use the following special selftest to check
> if your Atari is still ok :-)
>
> http://www.mathyvannisselroy.nl/selfdemo.com
>
> so long,
>
> Hias

I get errors on that url. Firefox thinks it is a busted Quicktime
and
IE 7 just gives a WMP error. Is that all there is?

==========
RENAME TO SELFDEMO.XEX after saving to xxxxxxxxxx.xxx and either put into an
atr... or use emulator to open. needs PAL Atari to get full
effect..

3978. Re: OK, last time, LOGO perfected.

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-08 02:43:30 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.vcc8isdqgaat7c@mdc2>
Source record: 1367

On Fri, 07 May 2010 17:05:56 -0500, russg <russgilb@sbcglobal.net> wrote:

> On May 3, 6:59 pm, Matthias Reichl <use-reply...@hias.horus.com>
> wrote:

>> BTW: This time you should use the following special selftest to check
>> if your Atari is still ok :-)
>>
>> http://www.mathyvannisselroy.nl/selfdemo.com
>>
>> so long,
>>
>> Hias
>
> I get errors on that url. Firefox thinks it is a busted Quicktime
> and
> IE 7 just gives a WMP error. Is that all there is?

Here's a different source for Self Demo, might be easier to download:
http://atari.fandal.cz/detail.php?files_id=883

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name
8-bit Atari FAQ/Vendor Lists: htt://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

3979. Re: OK, last time, LOGO perfected.

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-08 02:54:42 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <3e96f447-2913-4a76-b8a4-4043555763c8@i10g2000yqh.googlegroups.com>
Source record: 1368

On May 7, 10:43 pm, "Michael Current" <mich...@mcurrent.name> wrote:
> On Fri, 07 May 2010 17:05:56 -0500, russg <russg...@sbcglobal.net> wrote:
> > On May 3, 6:59 pm, Matthias Reichl <use-reply...@hias.horus.com>
> > wrote:
> >> BTW: This time you should use the following special selftest to check
> >> if your Atari is still ok :-)
>
> >>http://www.mathyvannisselroy.nl/selfdemo.com
>
> >> so long,
>
> >> Hias
>
> > I get errors on that url. Firefox thinks it is a busted Quicktime
> > and
> > IE 7 just gives a WMP error. Is that all there is?
>
> Here's a different source for Self Demo, might be easier to
download:http://atari.fandal.cz/detail.php?files_id=883
>
> --
> Michael Current ~ mich...@mcurrent.name ~ http://mcurrent.name
> 8-bit Atari FAQ/Vendor Lists: htt://www.faqs.org/faqs/atari-8-bit/
> St. Paul Atari Computer Enthusiasts:http://space.atari.org/

Thanks Michael, I did finally download it, by clicking the URL,
but then erasing the selfdemo.com from the end and going to
Mathy's site and figuring how to save target as, which Firefox
wouldn't
do, needed IE7.

3980. Anyone want untested 800xl system

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-09 09:32:15 UTC
From: Brian G <mildew_spores@blueyonder.co.uk>
Message-ID: <hs5vetuiv1@news.eternal-september.org>
Source record: 1369

Has computer, some carts, 5.25 disc drive and tape machine, may also have centronics printer interface, needs some foraging to find bits, but been stored indoors.

London UK area. Must come and fetch.
Brian

--
Brian Gaff - briang1@blueyonder.co.uk
Note:- In order to reduce spam, any email without 'Brian Gaff'
in the display name may be lost.
Blind user, so no pictures please!

This document should only be read by those persons for whom Paranoia is normal
and its contents are probably boring and confusing. If you receive this e-Mail
message in error, do not notify the sender immediately, instead, print it out and make
paper animals out of it. As the rest of this disclaimer is totally incomprehensible, we have not bothered to attach it.

3981. test

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-09 13:23:29 UTC
From: Brian G <Briang1@blueyonder.co.uk>
Message-ID: <hs6d0g$8rd$1@news.eternal-september.org>
Source record: 1370

Strange things happening on this folder....
hum..
Brian

--
Brian Gaff - briang1@blueyonder.co.uk
Note:- In order to reduce spam, any email without 'Brian Gaff'
in the display name may be lost.
Blind user, so no pictures please!

3982. ATARI ORDER!

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-10 10:18:45 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1005100307550.8034@slate.spiritone.com>
Source record: 1371
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Anyone wanting to order Atari Please start all E-Mails with "ATARI" or "ATARI ORDER" for the Subject matter & I'll be more likely to read it! Please Reply! Please Answer! Please Reply Irregardless of your Answers! Thanx! =-=Ben=-=

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References! FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974! This Message Sent From My Atari Computer!30 Years Using Atari 2600 Jr./800xl/ Mega ST4, Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

3983. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-11 04:25:20 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1273551895@rtfm.mit.edu>
Source record: 1372
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: April 26, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3984. Re: OK, last time, LOGO perfected.

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-11 08:03:03 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <d120c9da-89d7-4e2d-a97b-10dce1edb6e1@z13g2000prh.googlegroups.com>
Source record: 1373

```
On May 2, 8:46 pm, russg <russg...@sbcglobal.net> wrote:
> 10 FOR I=0 TO 22:READ B:POKE 1536+I,B:NEXT I
> 100 DATA
> 104,173,0,210,101,20,141,23,208,173,11,212,229,20,141,26,208,141,10,212,76,1,6
> 2000 GRAPHICS 23:POKE 709,15:POKE 712,132:POKE 708,0
> 2010 COLOR 1:PLOT 35,12:DRAWTO 125,12:DRAWTO 125,85:DRAWTO 35,85:POKE
> 765,2
> 2020 POSITION 35,12:XIO 18,#6,0,0,"S:"
> 3000 REM LOGO
> 3010 COLOR 4:T=20:B=76:FOR R=80 TO 84
> 3015 PLOT R,T:DRAWTO R,B:PLOT 160-R,T:DRAWTO 160-R,B:NEXT R
> 3020 FOR R=86 TO 115:IF R>90 THEN T=43+SQR(626-(116-R)*(116-R))
> 3030 B=45+SQR(962-(116-R)*(116-R))
> 3032 PLOT R,T:DRAWTO R,B:PLOT 160-R,T:DRAWTO 160-R,B:NEXT R
> 3050 U=USR(1536)
>
> You gotta RESET out of this one.
> Warning, epilepsy inducer, just kidding.

OK, corrected a few typos like -1 in the data statement and what
damage auto format did to EOLs a couple of days ago but it took me
forever to find time to work on my el33te skills.<sic>

I didn't do the data statement thing, just read the file in from the
emulator H: device and 'pokered' it into page 6, Expands it to 33
bytes. Once again TASM because I keep forgetting what PD assembler I
was planning on switching to. Maybe had oughtta switch it to $680 but
I just wanted to see it run right. BTW: I do have my original Atari
ASM/ED cart as a binary file and my MAC/65 cart.

*=$600
pla
main
lda $D200 ;POT0
adc $14 ;RTCLOK+2
sta $D017 ;COLPF1
lda $D40B ;VCOUNT
sbc $14 ;RTCLOK+2
sta $D01A ;COLBK
sta $D40A ;COLBK
lda 764 ;INKEY
cmp #$FF ;no key pressed
bne main
lda #$FF ;relieve keyboard touch
sta 764
```

```
rts
.end
```

I'm not sure why all the monkeying around with RTCLOK was done. Maybe to kill attract mode. I left the first 21 exactly as in the original with the RTCLOK and POT0 thing the original author did and just changed it to hit any key to exit at the end.

Rick

3985. Re: OK, last time, LOGO perfected.

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-11 14:52:56 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <b80bcb79-4d82-476a-a2e2-47136a5ece43@34g2000prs.googlegroups.com>
Source record: 1374

```
On May 11, 1:03 am, ricortes <ricor...@earthlink.net> wrote:
> On May 2, 8:46 pm, russg <russg...@sbcglobal.net> wrote:

> sta $D40A ;COLBK
Whoops ;WSYNC
```

3986. Re: OK, last time, LOGO perfected.

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-11 20:23:33 UTC
From: The Doctor <doctor@localhost.localdomain>
Message-ID: <91jGn.17797$_84.5229@newsfe18.iad>
Source record: 1375

On 2010-05-08, russg <russgilb@sbcglobal.net> wrote:
> On May 7, 10:43?pm, "Michael Current" <mich...@mcurrent.name> wrote:
>> On Fri, 07 May 2010 17:05:56 -0500, russg <russg...@sbcglobal.net> wrote:
>> > On May 3, 6:59 pm, Matthias Reichl <use-reply...@hias.horus.com>
>> > wrote:
>> >> BTW: This time you should use the following special selftest to check
>> >> if your Atari is still ok :-)
>>
>> >>http://www.mathyvannisselroy.nl/selfdemo.com

It shows up as audio/mpeg. You need to edit your .htaccess file.

>>
>> >> Hias
>>
>> > I get errors on that url. ?Firefox thinks it is a busted Quicktime
>> > and
>> > IE 7 just gives a WMP error. ?Is that all there is?

Why are you trying to play it in a web browser. Just download it.

>> Here's a different source for Self Demo, might be easier to
download:http://atari.fandal.cz/detail.php?files_id=883

That breaks three rules; it's in a ZIP file instead of a ARC file, the
filename is too long for both the archive and program, and there's
a embedded space in the filename.
And what's a XEX file?
(besides the executable type used by Final Fantasy XI on the 360 game
system)

>> --
>> Michael Current ?~ ?mich...@mcurrent.name ?~ ?http://mcurrent.name
>> 8-bit Atari FAQ/Vendor Lists: htt://www.faqs.org/faqs/atari-8-bit/
>> St. Paul Atari Computer Enthusiasts:http://space.atari.org/
>
> Thanks Michael, I did finally download it, by clicking the URL,
> but then erasing the selfdemo.com from the end and going to
> Mathy's site and figuring how to save target as, which Firefox
> wouldn't
> do, needed IE7.

So FireFox doesn't have a "Save as" option under the file menu? That's
what I used in Opera.
(which simply showed me a blank web page instead of trying to play it)
Or you can just type

"wget http://www.mathyvannisselroy.nl/selfdemo.com".
(which reveals the wrong content-type of "audio/mpeg")
Or else try
"lynx -dump http://www.mathyvannisselroy.nl/selfdemo.com > selfdemo.com".
Unlike FTP, there's no ASCII/text transfer mode in HTTP so there's no
chance of corrupting the file no matter how you download it.

Personally I think it's nuts to use a browser (FF or IE) that downloads
and runs machine code from WWW sites.

--
The Doctor

3987. Re: OK, last time, LOGO perfected.

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-11 20:28:19 UTC
From: The Doctor <doctor@localhost.localdomain>
Message-ID: <D5jGn.4209$V%2.625@newsfe08.iad>
Source record: 1376

On 2010-05-03, Matthias Reichl <use-reply-to@hias.horus.com> wrote:
> On Mon, 03 May 2010 15:36:27 -0600, Trevor Holyoak wrote:
> Do you mean this program?
> http://ftp.pigwa.net/stuff/collections/holmes%20cd/Holmes%201/ATR%20Programs/Applications%20A-Z/Paperweight%203.1.atr

Actually it's now:
<URL:http://ftp.pigwa.net/stuff/collections/holmes%20cd/Holmes%201/ATR%20Programs/Applications%20A-Z/Paperweight%203.1.atr>

--
The Doctor

3988. Re: Another rainbow program

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-11 22:39:37 UTC
From: The Doctor <doctor@localhost.localdomain>
Message-ID: <J0lGn.3915$rE4.2739@newsfe15.iad>
Source record: 1377
Body handling: Inline uuencoded payload not displayed: NOWSYNC.OBJ

```
On 2010-04-17, russg <russgilb@sbcglobal.net> wrote:
> It isn't necessary to do a WSYNC ($D$0A).
>
> This'll work.
>
> 0590 *=$600
> 0600 LDA $D200
> 0604 ADC $14
> 0606 STA $D018
> 0609 LDA $D40B
> 0610 SBC $14
> 0611 STA $D01A
> 0614 LDA $2FC
> 0620 CMP #$FF
> 0630 BEQ $600
> 0640 LDA #$FF
> 0650 STA $2FC
> 0660 RTS

This won't do anything unless the user manually runs it via the DOS
"RUN AT ADDRESS" command. You need to add a run address and I forget how to
do that in ASM/ED.
(by the way, anyone know where to download the cartridge image?)
And won't the extra spaces in lines 600,604,609-611 screw up Atari
Assembler/Editor?

Here's your prog converted to assemble under A65:

ORG $600
LDA $D200
ADC $14
STA $D018
LDA $D40B
SBC $14
STA $D01A
LDA $2FC
CMP #$FF
BEQ $600
LDA #$FF
STA $2FC
RTS
END $600
```

Note that ORG is used instead of "*=" to specify the address to store
the programme at and END is used to specify the run address. And the
indentation is needed so that A65 can tell they're not labels.
(I used the TAB key at the beginning of each line but for some reason
there're only 5 spaces now)

Here's the finished product:

[Inline uuencoded payload not displayed: NOWSYNC.OBJ]

Byte count = 147
Checksum = #x21BA
(using YAUE)

--
The Doctor

3989. Re: OK, last time, LOGO perfected.

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-11 23:07:59 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <e96bbedb-3dfd-40c0-96a8-44564cf24a40@37g2000yqm.googlegroups.com>
Source record: 1378

```
On May 11, 4:03 am, ricortes <ricor...@earthlink.net> wrote:
> On May 2, 8:46 pm, russg <russg...@sbcglobal.net> wrote:
>
>
>
> > 10 FOR I=0 TO 22:READ B:POKE 1536+I,B:NEXT I
> > 100 DATA
> > 104,173,0,210,101,20,141,23,208,173,11,212,229,20,141,26,208,141,10,212,76,1,6
> > 2000 GRAPHICS 23:POKE 709,15:POKE 712,132:POKE 708,0
> > 2010 COLOR 1:PLOT 35,12:DRAWTO 125,12:DRAWTO 125,85:DRAWTO 35,85:POKE
> > 765,2
> > 2020 POSITION 35,12:XIO 18,#6,0,0,"S:"
> > 3000 REM LOGO
> > 3010 COLOR 4:T=20:B=76:FOR R=80 TO 84
> > 3015 PLOT R,T:DRAWTO R,B:PLOT 160-R,T:DRAWTO 160-R,B:NEXT R
> > 3020 FOR R=86 TO 115:IF R>90 THEN T=43+SQR(626-(116-R)*(116-R))
> > 3030 B=45+SQR(962-(116-R)*(116-R))
> > 3032 PLOT R,T:DRAWTO R,B:PLOT 160-R,T:DRAWTO 160-R,B:NEXT R
> > 3050 U=USR(1536)
>
> > You gotta RESET out of this one.
> > Warning, epilepsy inducer, just kidding.
>
> OK, corrected a few typos like -1 in the data statement and what
> damage auto format did to EOLs a couple of days ago but it took me
> forever to find time to work on my el33te skills.<sic>
>
> I didn't do the data statement thing, just read the file in from the
> emulator H: device and 'pokered' it into page 6, Expands it to 33
> bytes. Once again TASM because I keep forgetting what PD assembler I
> was planning on switching to. Maybe had oughtta switch it to $680 but
> I just wanted to see it run right. BTW: I do have my original Atari
> ASM/ED cart as a binary file and my MAC/65 cart.
>
> *=$600
> pla
> main
> lda $D200 ;POT0
> adc $14 ;RTCLOK+2
> sta $D017 ;COLPF1
> lda $D40B ;VCOUNT
> sbc $14 ;RTCLOK+2
> sta $D01A ;COLBK
> sta $D40A ;COLBK
```

```
> lda 764 ;INKEY
> cmp #$FF ;no key pressed
> bne main
> lda #$FF ;relieve keyboard touch
> sta 764
> rts
> .end
>
> I'm not sure why all the monkeying around with RTCLOK was done. Maybe
> to kill attract mode. I left the first 21 exactly as in the original
> with the RTCLOK and POT0 thing the original author did and just
> changed it to hit any key to exit at the end.
>
> Rick
```

I don't know how it works. The POT0 and the RTCLOK are loading to poke into COLPF1 and
COLBK, subracting for one, adding for the other, which makes one go up and the other down and
the clock gives an increasing number for each color to change on a scan line...?

3990. Re: OK, last time, LOGO perfected.

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-11 23:17:11 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <026901b5-8004-4f89-aaee-ce7b84426eb1@i10g2000yqh.googlegroups.com>
Source record: 1379

snip

> Why are you trying to play it in a web browser. Just download it.
>

snip again

> The Doctor
I see a URL, I just click on it and expect to be able to download.
I realize it was an executable URL and not a URL for downloading from.
I don't know how to just download from that URL. I figured that out,
sorta, then clicked on it,
went to the site, then changed the address to just Mathy's site, then
I could navigate to where I could download it.
Hmmmm.... I'm not making much sense, I really don't remember what I
did, but the end is I was able
to go to Mathy's site, download the selftest.com file, use imageman to
put the .com in a SMARTDOS.ATR
and run it from Atari 800 winplus 4 emulator. I realize I don't have
to put it in an ATR, could just run it
in the emulator.

3991. Re: Another rainbow program

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-12 18:31:54 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <ceadncF0sIKBaXfWnZ2dnUVZ_s6dnZ2d@posted.pioneerinternet2>
Source record: 1380

```
<<This won't do anything unless the user manually runs it via the DOS
"RUN AT ADDRESS" command. You need to add a run address and
I forget how to do that in ASM/ED.
And won't the extra spaces in lines 600,604,609-611 screw up Atari
Assembler/Editor?>>

Spaces are not critical in AsmEd except at the start of the line, and then
subsequent fields must be separated by at least one space.

Simplest is:
0670 *=$2E0
0680 .BYTE 0,6

Elegant is:
0580 RUNAD =$2E0
...
0600 START LDA $D200
...
0670 *=RUNAD
0680 .WORD START

Lots of possible combinations with .BYTE, .WORD and labels.

"The Doctor" <doctor@localhost.localdomain> wrote in message
news:J0lGn.3915$rE4.2739@newsfe15.iad...
> On 2010-04-17, russg <russgilb@sbcglobal.net> wrote:
>> It isn't necessary to do a WSYNC ($D$0A).
>>
>> This'll work.
>>
>> 0590 *=$600
>> 0600 LDA $D200
>> 0604 ADC $14
>> 0606 STA $D018
>> 0609 LDA $D40B
>> 0610 SBC $14
>> 0611 STA $D01A
>> 0614 LDA $2FC
>> 0620 CMP #$FF
>> 0630 BEQ $600
>> 0640 LDA #$FF
>> 0650 STA $2FC
>> 0660 RTS
>
> This won't do anything unless the user manually runs it via the DOS
> "RUN AT ADDRESS" command. You need to add a run address and I forget how
```

> to
> do that in ASM/ED.
> (by the way, anyone know where to download the cartridge image?)
> And won't the extra spaces in lines 600,604,609-611 screw up Atari
> Assembler/Editor?
>
> Here's your prog converted to assemble under A65:
>
> ORG $600
> LDA $D200
> ADC $14
> STA $D018
> LDA $D40B
> SBC $14
> STA $D01A
> LDA $2FC
> CMP #$FF
> BEQ $600
> LDA #$FF
> STA $2FC
> RTS
> END $600
>
> Note that ORG is used instead of "*=" to specify the address to store
> the programme at and END is used to specify the run address. And the
> indentation is needed so that A65 can tell they're not labels.
> (I used the TAB key at the beginning of each line but for some reason
> there're only 5 spaces now)
>
> Here's the finished product:
>
>

> Byte count = 147
> Checksum = #x21BA
> (using YAUE)
>
> --
> The Doctor

3992. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-14 05:40:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1005132233030.32436@slate.spiritone.com>
Source record: 1381
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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This Message Sent From My Atari Computer!30 Years Using Atari 2600 Jr./800xl/
Mega ST4, Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

3993. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-14 05:45:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1005132240230.32436@slate.spiritone.com>
Source record: 1382
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Mailing List sent by E-Mail From Bravo Sierra Computers! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

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3994. Re: Looking for an old demo w/ "House of the Risin

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-19 15:54:01 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <m8Cdnafa1YQNIGnWnZ2dnUVZ876dnZ2d@telenor.com>
Source record: 1383

> On 4/14/2010 8:27 AM, Demivec wrote:
>>> Bill Kendrick wrote:
>>>>
>>>>
>>>> There was a demo for the XL that I had on disk (probably still
>>>> do, somewhere), which included the song "House of the Rising Sun."
>>>> If I recall the flashback I just had correctly, it had a lot of
>>>> trippy GRAPHICS 9 mode effects, and I think at one point a
>>>> big on-screen piano keyboard that went along with the music,
>>>>
>>>> Ring a bell for anyone?
>>>>
>>>> --
>>>> -bill!
>>>> Sent from my computer
>>>
>>> It definetly rings a bell with me. Can't say where it is though.
>>> I would have to dig through my 8-bit stuff.
>>
>> It was part of AMS song (Advanced Music System). The song was one of
>> several popular ones that were part of the demo showing it off. Others
>> included "Thriller" and the "Star Wars Cantina."
>>
>> Should be easy to locate.
>
> I remember that! It seemed very impressive at the time. I once used it as
> a jukebox at a church activity.
>
> - Trevor

Is it Compy Shop demo? http://pokeysoft.no/games/atari/a8demo.htm Search for
Compy Shop

3995. Re: Looking for an old demo w/ "House of the Risin

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-20 02:24:55 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <dc433c69-6c58-4d44-9102-305ddea7b8e4@e28g2000vbd.googlegroups.com>
Source record: 1384

On May 19, 11:54 am, "Vidar Olavesen" <olav...@online.no> wrote:
> > On 4/14/2010 8:27 AM, Demivec wrote:
> >>> Bill Kendrick wrote:
>
> >>>> There was a demo for the XL that I had on disk (probably still
> >>>> do, somewhere), which included the song "House of the Rising Sun."
> >>>> If I recall the flashback I just had correctly, it had a lot of
> >>>> trippy GRAPHICS 9 mode effects, and I think at one point a
> >>>> big on-screen piano keyboard that went along with the music,
>
> >>>> Ring a bell for anyone?
>
> >>>> --
> >>>> -bill!
> >>>> Sent from my computer
>
> >>> It definetly rings a bell with me. Can't say where it is though.
> >>> I would have to dig through my 8-bit stuff.
>
> >> It was part of AMS song (Advanced Music System). The song was one of
> >> several popular ones that were part of the demo showing it off. Others
> >> included "Thriller" and the "Star Wars Cantina."
>
> >> Should be easy to locate.
>
> > I remember that! It seemed very impressive at the time. I once used it as
> > a jukebox at a church activity.
>
> > - Trevor
>
> Is it Compy Shop demo?http://pokeysoft.no/games/atari/a8demo.htmSearch for
> Compy Shop

I wasn't AMS. It was in a compy shop demo disk, and I dug it out and
made an .exe/com out of that
particular 'house of rising sun' eight sided graphics demo.
There were about five demos on the disk, another one was a six sided
fast moving dots with music.
Another had a band playing and figures playing music.

3996. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-20 22:20:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1005201517310.17487@slate.spiritone.com>
Source record: 1385
Cross-posted to:
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Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

3997. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-20 22:23:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1005201521180.17487@slate.spiritone.com>
Source record: 1386
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Mailing List sent by E-Mail From Bravo Sierra Computers! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It
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the Atari Survey on my Contact Page! Goto my Link above. Thank You.

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Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

3998. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-21 04:32:42 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1274416340@rtfm.mit.edu>
Source record: 1387
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: April 26, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

3999. Kjmanns Atari Sales. New Website with better prices.

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-21 11:18:27 UTC
From: kjmann <kjmann12@yahoo.com>
Message-ID: <43af5cd7-c42a-4a0b-9af1-cea5b8f2fc78@n37g2000prc.googlegroups.com>
Source record: 1388

I was So tired of ebay taking so much money out of the sales of the games in my store. I finally decided, enough was enough.

The 15% that ebay charges not to mention the monthly fee for having a store, was getting ridiculous.

In order to break even, I had to charge, $39.95 per game cart, plus a $5.00 handling fee and not to mention the shipping charges.

By the time someone bought a single game, they were in to it for roughly $50.00 or more. that's just too much!

I opened this store to offer these games at reasonable prices, not obscene prices.

So after several days worth of HTML nightmares, Our website is up with Google Checkout! We Ship to all countries.

The prices went down to $34.95 and No Handling Charges! Just Plain old shipping. Priority or Parcel Post. =)

This means a person could buy a game and be in to it for just under $40.00

Check it Out. =)

atari-sales (DOT) com

A Store for Atarians, Run by an Atarian.

=)

4000. Re: Kjmanns Atari Sales. New Website with better prices.

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-21 11:54:44 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <bpadnfAVFuke6WvWnZ2dnUVZ_gidnZ2d@giganews.com>
Source record: 1389

kjmann wrote:

> I opened this store to offer these games at reasonable prices, not
> obscene prices.
>
>
> So after several days worth of HTML nightmares, Our website is up with
> Google Checkout! We Ship to all countries.
>
> The prices went down to $34.95 and No Handling Charges! Just Plain old
> shipping. Priority or Parcel Post. =)

Good move. I was holding off on purchase of Action! from eBay for exactly the reasons you cite. Just ordered from your new store :-).

4001. Re: Kjmanns Atari Sales. New Website with better prices.

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-21 21:35:52 UTC
From: bill@newbreedsoftware.com
Message-ID: <4bf6fcb8$0$1606$742ec2ed@news.sonic.net>
Source record: 1390

kjmann <kjmann12@yahoo.com> wrote:
> So after several days worth of HTML nightmares, Our website is up with
> Google Checkout! We Ship to all countries.
>
> The prices went down to $34.95 and No Handling Charges! Just Plain old
> shipping. Priority or Parcel Post. =)

This may be bad news... for my wallet. ;)

-bill!

4002. Re: Kjmanns Atari Sales. New Website with better prices.

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-21 23:47:04 UTC
From: bill@newbreedsoftware.com
Message-ID: <4bf71b78$0$1594$742ec2ed@news.sonic.net>
Source record: 1391

kjmann <kjmann12@yahoo.com> wrote:
> Check it Out. =)

So, uh, stupid question... where's the site, exactly?

You didn't post an URL, and Googling for "kjmann atari sales" comes up
with a lot of links to your Ebay store.

Thanks!

--
-bill!
Sent from my computer

4003. Re: Kjmanns Atari Sales. New Website with better prices.

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-21 23:51:57 UTC
From: bill@newbreedsoftware.com
Message-ID: <4bf71c9d$0$1594$742ec2ed@news.sonic.net>
Source record: 1392

Bill Kendrick <bill@newbreedsoftware.com> wrote:
> kjmann <kjmann12@yahoo.com> wrote:
> > Check it Out. =)
> So, uh, stupid question... where's the site, exactly?

Ok, dug around Google more & found it :) http://atari-sales.com/

Sorry to waste bandwidth.

--
-bill!
Sent from my computer

4004. Re: Kjmanns Atari Sales. New Website with better prices.

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-22 00:19:23 UTC
From: Bill Garber <willy46pa@garberstreet.com>
Message-ID: <HO2dnYdvFLV4v2rWnZ2dnUVZ8g2dnZ2d@giganews.com>
Source record: 1393

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:4bf71c9d$0$1594$742ec2ed@news.sonic.net...
> Bill Kendrick <bill@newbreedsoftware.com> wrote:
>> kjmann <kjmann12@yahoo.com> wrote:
>> > Check it Out. =)
>> So, uh, stupid question... where's the site, exactly?
>
> Ok, dug around Google more & found it :) http://atari-sales.com/
>
> Sorry to waste bandwidth.

Bill, it is on the post, near the bottom, like this:

atari-sales (DOT) com

Bill

4005. Re: Kjmanns Atari Sales. New Website with better prices.

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-22 02:20:29 UTC
From: bill@newbreedsoftware.com
Message-ID: <4bf73f6d$0$1649$742ec2ed@news.sonic.net>
Source record: 1394

Bill Garber <willy46pa@garberstreet.com> wrote:
> Bill, it is on the post, near the bottom, like this:

> atari-sales (DOT) com

oh for crying out loud. i guess i saw "(DOT)" in my
peripheral vision and immediately ignored it, thinking
it was an obfuscated email addr.

nergh! sorry again

--
-bill!
Sent from my computer

4006. Re: Kjmanns Atari Sales. New Website with better p

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-22 11:33:35 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <N_-dnQ1ULrqSXGrWnZ2dnUVZ_rOdnZ2d@giganews.com>
Source record: 1395

kjmann wrote:
>
> I was So tired of ebay taking so much money out of the sales of the
> games in my store. I finally decided, enough was enough.
>
> The 15% that ebay charges not to mention the monthly fee for having a
> store, was getting ridiculous.
>
> In order to break even, I had to charge, $39.95 per game cart, plus a
> $5.00 handling fee and not to mention the shipping charges.
>
> By the time someone bought a single game, they were in to it for
> roughly $50.00 or more. that's just too much!
>
> I opened this store to offer these games at reasonable prices, not
> obscene prices.
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>
> So after several days worth of HTML nightmares, Our website is up with
> Google Checkout! We Ship to all countries.
>
> The prices went down to $34.95 and No Handling Charges! Just Plain old
> shipping. Priority or Parcel Post. =)
>
> This means a person could buy a game and be in to it for just under
> $40.00
>
> Check it Out. =)
>
>
> atari-sales (DOT) com
>
> A Store for Atarians, Run by an Atarian.
>
> =)

Thanks, I will take a look at it.

Falcon030 with 16meg of ram

4007. int arrays in Action!

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-23 01:00:33 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <39a6aabc-6ec8-4b28-bdd4-a5b12ba4a595@j36g2000prj.googlegroups.com>
Source record: 1396

Ran into a bit of a problem, work around seems a little to
complicated.

Wanted to do

int array foo=[2 1 0 -1 -2]

but compiler balks at the negative values.

I can get it done with

card array foo=[2 1 0 65535 65534]

and then just treat it like an int array i.e.

Printie(foo(3))

gives -2

Is there a shorter/more direct method of doing this? It's not the kind
of thing I do often but I am having to do assignments, print to disk,
inport and format.

Rick

4008. Re: int arrays in Action!

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-23 02:35:05 UTC
From: Bill Garber <willy46pa@garberstreet.com>
Message-ID: <r4edncFAd5X6CWXWnZ2dnUVZ8s-dnZ2d@giganews.com>
Source record: 1397

"ricortes" <ricortes@earthlink.net> wrote in message news:39a6aabc-6ec8-4b28-bdd4-a5b12ba4a595@j36g2000prj.googlegroups.com...
> Ran into a bit of a problem, work around seems a little to complicated.
> Wanted to do
> int array foo=[2 1 0 -1 -2]
> but compiler balks at the negative values.
> I can get it done with
> card array foo=[2 1 0 65535 65534]
> and then just treat it like an int array i.e.
> Printie(foo(3))
> gives -2
>
> Is there a shorter/more direct method of doing this?
> It's not the kind of thing I do often but I am having
> to do assignments, print to disk, import and format.

I don't know about a better way, but I'm sure that if ACTION! is a floating point language, then INT will be looking for 0 to 65535, not -32768 to 32767, or it will be -32767 to 32768. I can never remember that. 8^)

Bill

4009. Re: int arrays in Action!

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-23 15:30:19 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <4358a39c-5f44-42bc-a5b1-f3d42fca52be@t34g2000prd.googlegroups.com>
Source record: 1398

On May 22, 7:35 pm, "Bill Garber" <willy4...@garberstreet.com> wrote:
> "ricortes" <ricor...@earthlink.net> wrote in message news:39a6aabc-
>
> 6ec8-4b28-bdd4-a5b12ba4a...@j36g2000prj.googlegroups.com...
>
> > Ran into a bit of a problem, work around seems a little to complicated.
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> > but compiler balks at the negative values.
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> > and then just treat it like an int array i.e.
> > Printie(foo(3))
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> > Is there a shorter/more direct method of doing this?
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> > to do assignments, print to disk, import and format.
>
> I don't know about a better way, but I'm sure that if
> ACTION! is a floating point language, then INT will be
> looking for 0 to 65535, not -32768 to 32767, or it will
> be -32767 to 32768. I can never remember that. 8^)
>
> Bill

Welp, played with it a couple of hours and I think I know what is
going on. Action! does handle ints as 2 byte signed values -32,768
to +32,767 but the way the compiler handles code blocks [data between
brackets] is intentionally left weak for flexibility so it only
handles bytes and cards: It just doesn't know what to do with the
minus sign.

Sucks on one level in that the only way you can declare a variable and
assign it a value is with the brackets i.e.
BYTE foo=[0], bar=[123]
CARD bfoo=[65000]
but AFAIK nothing you can do other then the jerking around with CARD
arrays and maybe a programmer's calculator will let you initialize an
INT to a negative value.
INT num=[-1] ; doesn't work

INT num
num=-1 ;works

I don't use negative numbers or floating point that much. I think I bought my Action! cart back around 1984 and this is the first time I've tried to do the int array thing with it.

Rick

4010. Re: int arrays in Action!

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-23 16:50:34 UTC
From: Bill Garber <willy46pa@garberstreet.com>
Message-ID: <icednajk_sxqwWTWnZ2dnUVZ8kqdnZ2d@giganews.com>
Source record: 1399

```
"ricortes" <ricortes@earthlink.net> wrote in message news:4358a39c-
5f44-42bc-a5b1-f3d42fca52be@t34g2000prd.googlegroups.com...
> On May 22, 7:35 pm, "Bill Garber" <willy4...@garberstreet.com> wrote:
>> "ricortes" <ricor...@earthlink.net> wrote in message news:39a6aabc-
>> 6ec8-4b28-bdd4-a5b12ba4a...@j36g2000prj.googlegroups.com...
>>
>> > Ran into a bit of a problem, work around seems a little to complicated.
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>> > but compiler balks at the negative values.
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>> ACTION! is a floating point language, then INT will be
>> looking for 0 to 65535, not -32768 to 32767, or it will
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> Welp, played with it a couple of hours and I think I know what is
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> INT num
```

> num=-1 ;works
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> I don't use negative numbers or floating point that much. I think I
> bought my Action! cart back around 1984 and this is the first time
> I've tried to do the int array thing with it.
>
> Rick

I never had an Action! cart. I was thinking of getting one
this past year, but at the time I couldn't find it priced
reasonably. This new store seems to have it at a good price,
but I've bought so many things in such a relatively short
period of time and really don't have that much time to play
with it all, I have to think, 'is it really worth it to me?'.

Bill

4011. Re: int arrays in Action!

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-24 03:25:39 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <03105bba-2eae-40d8-a773-d0e971f72adf@42g2000prb.googlegroups.com>
Source record: 1400

```
On May 23, 9:50 am, "Bill Garber" <willy4...@garberstreet.com> wrote:
> "ricortes" <ricor...@earthlink.net> wrote in message news:4358a39c-
>
> 5f44-42bc-a5b1-f3d42fca5...@t34g2000prd.googlegroups.com...
>
>
>
>
>
> > On May 22, 7:35 pm, "Bill Garber" <willy4...@garberstreet.com> wrote:
> >> "ricortes" <ricor...@earthlink.net> wrote in message news:39a6aabc-
> >> 6ec8-4b28-bdd4-a5b12ba4a...@j36g2000prj.googlegroups.com...
>
> >> > Ran into a bit of a problem, work around seems a little to complicated.
> >> > Wanted to do
> >> > int array foo=[2 1 0 -1 -2]
> >> > but compiler balks at the negative values.
> >> > I can get it done with
> >> > card array foo=[2 1 0 65535 65534]
> >> > and then just treat it like an int array i.e.
> >> > Printie(foo(3))
> >> > gives -2
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> >> > Is there a shorter/more direct method of doing this?
> >> > It's not the kind of thing I do often but I am having
> >> > to do assignments, print to disk, import and format.
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> >> I don't know about a better way, but I'm sure that if
> >> ACTION! is a floating point language, then INT will be
> >> looking for 0 to 65535, not -32768 to 32767, or it will
> >> be -32767 to 32768. I can never remember that. 8^)
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> >> Bill
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> > to +32,767 but the way the compiler handles code blocks [data between
> > brackets] is intentionally left weak for flexibility so it only
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> > BYTE foo=[0], bar=[123]
```

> > CARD bfoo=[65000]
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> > arrays and maybe a programmer's calculator will let you initialize an
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> > INT num=[-1] ; doesn't work
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> > num=-1 ;works
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> > I've tried to do the int array thing with it.
>
> > Rick
>
> I never had an Action! cart. I was thinking of getting one
> this past year, but at the time I couldn't find it priced
> reasonably. This new store seems to have it at a good price,
> but I've bought so many things in such a relatively short
> period of time and really don't have that much time to play
> with it all, I have to think, 'is it really worth it to me?'.
>
> Bill- Hide quoted text -
>
> - Show quoted text -

Honestly at this stage it seems less important. At the time I had a
lot of one off kind applications I had to do like an 80 column
terminal so I could connect to our work computer. It takes me a long
time to write anything in assembly and BASIC is just too slow. Action!
was a good fit for me but it was a long learning curve. Floating point
access is about as hard as doing it from assembly so it's a pretty
narrow range that Action! is best for.

Rick

4012. Re: Kjmanns Atari Sales. New Website with better p

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-24 07:24:40 UTC
From: kjmann <kjmann12@yahoo.com>
Message-ID: <9f6bc4c6-bbf4-4d33-8621-8104f10a5407@h20g2000prn.googlegroups.com>
Source record: 1401

Well Some....Well I can't Say Bad News, But it's just....News. =)
I had to switch to paypal's Shopping cart system because google has problems with overseas shipping. (THIS DID NOT AFFECT PRICING ON MY SITE).

Even though google says it will ship to Places like germany, I had to send two customers from Europe a paypal invoice because google check out said they didn't support shipping to their country.
Google checkout also has NO CUSTOMER SERVICE AT ALL.
OMG, it was the worst experience I've ever had with a company. no phone number to call or Email address to send to. not even a feedback form. just a "choose your problem and click on it" page with cookie cutter automated answers.
No help at all.

So I Spent 4 hours last night typing in all the proper shipping figures into paypal and set up the buttons on my page.

Hope this doesn't inconvenience anyone. =)

The good news is... Still no more Ebay!!!! Hurray!!! LOL

Sal (kjmann)

atari-sales (DOT) com

4013. Re: Kjmanns Atari Sales. New Website with better prices.

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-25 11:08:25 UTC
From: kjmann <kjmann12@yahoo.com>
Message-ID: <df77f70f-0fc0-4e66-874c-9e7ff89729b9@n37g2000prc.googlegroups.com>
Source record: 1402

Well Some....Well I can't Say Bad News, But it's just....News. =)
I had to switch to paypal's Shopping cart system because google has problems with overseas shipping. (THIS DID NOT AFFECT PRICING ON MY SITE).

Even though google says it will ship to Places like germany, I had to send two customers from Europe a paypal invoice because google check out said they didn't support shipping to their country.
Google checkout also has NO CUSTOMER SERVICE AT ALL.

OMG, it was the worst experience I've ever had with a company. no phone number to call or Email address to send to. not even a feedback form. just a "choose your problem and click on it" page with cookie cutter automated answers.

No help at all.

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Hope this doesn't inconvenience anyone. =)
The good news is... Still no more Ebay!!!! Hurray!!! LOL

Sal (kjmann)

www.atari-sales. com

4014. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-27 14:40:29 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1005270737370.31727@slate.spiritone.com>
Source record: 1404
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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This Message Sent From My Atari Computer!30 Years Using Atari 2600 Jr./800xl/ Mega ST4,
Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

4015. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-27 14:48:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1005270743050.31727@slate.spiritone.com>
Source record: 1403
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Mailing List sent by E-Mail From Bravo Sierra Computers! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!
This Message Sent From My Atari Computer!30 Years Using Atari 2600 Jr./800xl/ Mega ST4,
Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

4016. Kjmanns Atari Sales. New Website. (New 8-Bit Games, Release Date June 5th)

Newsgroup: comp.sys.atari.8bit
Date: 2010-05-28 17:53:51 UTC
From: Kjmann's Atari Sales <kjmann12@yahoo.com>
Message-ID: <TqTLn.18557$yx.16066@newsfe13.iad>
Source record: 1405

Here are some of the new game we are releasing on june 5th.

Donkey Kong (Arcade) - Updated version with Arcade Music and SFX. Also including the Intro from the arcade with kong bending the girders.

Moon Patrol - Full XL/XE Compatability

Realm of Impossibility

Pitfall!

Atlantis

Demon Attack - XL/XE Compatable

Space Invaders - (5200 version converted for the 8-bit)

Qix - (5200 version converted for the 8-bit)

Electrician - (Fixed Version, Game can now be completed)

Hyperblast!

Millipede! - (Final Version)

Montezuma's Revenge

Lode Runner - (Full Color Version)

This is just a taste. More Titles to come in the next week.

Sal "kjmann" Esquivel
Kjmann's Atari Sales and Service
Website: http://atari-sales.com

4017. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-01 04:22:10 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1275366112@rtfm.mit.edu>
Source record: 1406
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: April 26, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
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NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4018. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-03 12:47:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1006030541090.18641@slate.spiritone.com>
Source record: 1407
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes & Boxes of Atari Books for Sale!Some I have Lots and some I have 1 or 2 left!I have more Atari Books than anywhere else!Atari, one of the most well documented Computers ever! I have Both 8 Bit and ST! Some you wont find anywhere else but here! On Sale 20% off!Goto http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org!Ask for Atari catalogs. My Software & Book Catalogs are sorted alphabetically by Title so Cut-&-Paste your order and E-Mail your list with your Shipping Address so I can expedite your order or call Ben any-time at (503)256-9974!! IF YOU DONT BUY FROM ME, I CANT SAVE YOU ANY MONEY!!

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This Message Sent From My Atari Computer!30 Years Using Atari 2600 Jr./800xl/ Mega ST4, Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

4019. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-03 12:51:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1006030547400.18641@slate.spiritone.com>
Source record: 1408
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Mailing List sent by E-Mail From Bravo Sierra Computers! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

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4020. ATARI SUMMER STAYCATION! All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-03 12:53:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1006030551150.18641@slate.spiritone.com>
Source record: 1409
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4021. No time for more projects but...

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-03 19:54:06 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <73761676-2c12-41f6-acd2-c3c53970f456@x27g2000prf.googlegroups.com>
Source record: 1410

http://www.makershed.com/ProductDetails.asp?ProductCode=MKPP1

Down to $30 now huh. Thing seems to be crap on a cracker but I wish I had more spare time. I assume everyone is in the same boat as me, matter of fact I actually have a beater sailboat that takes up most of my free time.

If I have it correctly it is a Nintendo on a chip for the electronics. I'm interested in just exactly how things like the mouse are interfaced. I assume the mouse and keypads are all serial which was no doubt to avoid the Atari J/S patents.

I'm pretty sure the NOAC, not sure how they brought out the cartridge port or anything else for that matter. I think the NOAC has specs pretty close to the original Nintendo so that would mean something like 2k RAM and 2k video RAM, maybe they stuck some in the cart.

4022. Re: No time for more projects but...

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-03 20:53:33 UTC
From: bill@newbreedsoftware.com
Message-ID: <4c08164d$0$1659$742ec2ed@news.sonic.net>
Source record: 1411

ricortes <ricortes@earthlink.net> wrote:
> http://www.makershed.com/ProductDetails.asp?ProductCode=MKPP1
> Down to $30 now huh. Thing seems to be crap on a cracker but I wish I
<snip>

Pretty crappy reviews, yes. :)

Here's what I want -- not particularly Atari 8-bit-related, but perhaps someone out here has some ideas. I want to create a remote control (as in, like you'd use for a TV or VCR) that controls my Atari Jaguar. (Seems to be just the standard old Atari 2600 controller port with additional buttons -- at least one widget exists to let one use a Jag controller with platforms with the 2600-style input.)

I'd use it for controlling music in my Jag's CD / VLM toilet seat, without having to dig out a real Jag pad. I'd only need the basic buttons: D-pad, A, B, C, Option, Pause -- that is, no numeric keypad.

sigh

-bill!

4023. New Game Releases at Kjmann's Atari Sales and Service

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-06 11:30:44 UTC
From: Kjmann's Atari Sales <kjmann12@yahoo.com>
Message-ID: <AGLOn.21827$7d5.4742@newsfe17.iad>
Source record: 1412

Check out all the new Game cart releases at Kjmann's Atari Sales and Service!!!

Including a new version of "Donkey Kong" With more authentic sound effects and music. We also added the Intro Animation with kong bending the girders.

Also a long awaited Release of one of the greatest arcade games ever! we found this on a prototype disk, in a file cabinet that was purchased directly from atari when they were selling everything off in 1996. The disk was slightly damaged, but we managed to repair the code and get the game ready for release.

When you look at our new releases page, Remember this Saying.....

"BEWARE! I LIVE!"

=)

http://www.atari-sales.com

Sal "kjmann" Esquivel

4024. Re: No time for more projects but...

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-06 16:37:52 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <f9e54e47-9a16-4c0f-bbbc-310cf4ce4419@k17g2000pro.googlegroups.com>
Source record: 1413

On Jun 3, 1:53 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> ricortes <ricor...@earthlink.net> wrote:
> >http://www.makershed.com/ProductDetails.asp?ProductCode=MKPP1
> > > Down to $30 now huh. Thing seems to be crap on a cracker but I wish I
>
> <snip>
>
> Pretty crappy reviews, yes. :)
>
> Here's what I want -- not particularly Atari 8-bit-related, but
> perhaps someone out here has some ideas. I want to create a remote
> control (as in, like you'd use for a TV or VCR) that controls my
> Atari Jaguar. (Seems to be just the standard old Atari 2600 controller
> port with additional buttons -- at least one widget exists to let one
> use a Jag controller with platforms with the 2600-style input.)
>
> I'd use it for controlling music in my Jag's CD / VLM toilet seat,
> without having to dig out a real Jag pad. I'd only need the basic
> buttons: D-pad, A, B, C, Option, Pause -- that is, no numeric keypad.
>
> *sigh*
>
> -bill!

Did you get the idea from Xbox?
http://www.amazon.com/DVD-Remote-Control-Xbox-Buttons-Sensor/dp/B000YQSKZC

That thing seems to come with a detector to plug into an Xbox joystick
port. Unfortunately if I have it right Xbox is usb so you would have
to use a linux box with USB to read the signals then send them out the
printer port to the Jag.<grin>

I think Radio Shack used to sell an IR detector/decoder but I don't
see it in their catalog anymore. It was kind of pricey anyway IIRC.

Rick

4025. Re: No time for more projects but...

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-07 12:24:21 UTC
From: "ferdinan@mseval101.com" <spywareroads@gmail.com>
Message-ID: <5f959640-9eb6-48af-8356-070fca79b99a@u20g2000pru.googlegroups.com>
Source record: 1414

On Jun 4, 12:54 am, ricortes <ricor...@earthlink.net> wrote:
> http://www.makershed.com/ProductDetails.asp?ProductCode=MKPP1
>
> Down to $30 now huh. Thing seems to be crap on a cracker but I wish I
> had more spare time. I assume everyone is in the same boat as me,
> matter of fact I actually have a beater sailboat that takes up most of
> my free time.
>
> If I have it correctly it is a Nintendo on a chip for the electronics.
> I'm interested in just exactly how things like the mouse are
> interfaced. I assume the mouse and keypads are all serial which was no
> doubt to avoid the Atari J/S patents.
>
> I'm pretty sure the NOAC, not sure how they brought out the cartridge
> port or anything else for that matter. I think the NOAC has specs
> pretty close to the original Nintendo so that would mean something
> like 2k RAM and 2k video RAM, maybe they stuck some in the cart.

4026. Old 2.5" hard drives

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-08 18:41:25 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <302b32ac-0e13-48a9-9dc1-59f0d0380f38@q39g2000prh.googlegroups.com>
Source record: 1415

Short story, a friend and her eBay partner bought a pallet of busted up laptops. Lots of weak ~75mHz pentium W/95 with bad battery packs and screens that don't light up. They are<her and her former partner> 99% through sorting out and picking off stuff that sort'a works. Punch line is you can get a working computer in that class for $31 shipped so it is pointless to buy a $60 battery pack or new voltage converter to get the screens operable again. Her educated opinion is she can just E-waste recycle what's left for more then she could sell them on eBay.

That being said, if anyone needs a [2.5", 5V only, .5-1.2g IDE] hard drive let me know and I will pass it on. I think ~$10 would be fair. If you want put it in anything other then a notebook you will need one of those 40 pin to 44 pin IDE convertors.

Rick

4027. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-10 08:08:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1006100104480.12741@slate.spiritone.com>
Source record: 1416
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!
This Message Sent From My Atari Computer!30 Years Using Atari 2600 Jr./800xl/ Mega ST4,
Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

4028. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-10 08:14:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1006100109030.12741@slate.spiritone.com>
Source record: 1418
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Mailing List sent by E-Mail From Bravo Sierra Computers! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
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Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!
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Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

4029. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-10 08:18:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1006100114480.12741@slate.spiritone.com>
Source record: 1417
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!
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Jaguar & Flashback 2!No Mac or PC,P.iece of C.rap!I only use Atari!

4030. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-12 04:19:21 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1276316352@rtfm.mit.edu>
Source record: 1419
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: April 26, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4031. FS: ALL ATARI BOOKS 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-17 15:31:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1006170829180.7709@slate.spiritone.com>
Source record: 1420
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4032. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-17 15:33:26 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1006170831150.7709@slate.spiritone.com>
Source record: 1421
Cross-posted to:
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4033. T-minus Two Weeks to RetroChallenge 2010

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-18 01:12:12 UTC
From: "Simon D. Williams" <email@ld8.org>
Message-ID: <c8c179ae-8265-44a0-bfe5-d819db39a1dc@y18g2000prn.googlegroups.com>
Source record: 1422
Cross-posted to: comp.sys.unisys,comp.sys.acorn.misc,comp.sys.atari.8bit,comp.sys.cbm

That's right, geeks... everyone's favourite open-ended, semi-competitive retrocomputing free-for-all is just around the corner. Do you have what it takes to go head-to-head with the hardest-core RetroGeeks in the whole wide world? Me neither, but I do have a bit of time to kill in July...

Those with internet access can learn more about RetroChallenge 2010 at http://www.retrochallenge.org

---

RetroChallenge is sponsored in part by:

300 Baud Magazine
http://www.300baudmagazine.com

The 68K Macintosh Liberation Army
http://www.68kmla.net

RetroNET
http://www.retro-net.org

4034. New Atari Discussion Forums

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-18 07:18:36 UTC
From: Kjmann's Atari Sales <kjmann12@yahoo.com>
Message-ID: <l5FSn.29248$%u7.26441@newsfe14.iad>
Source record: 1423

Hi Everyone,

After getting tired of all the bad attitudes on AtariAge recently, I started working on putting up a new atari discussion board.

I just finished it today.

http://www.atarian.info

hopefully This one will not attract the freaks. LOL

Check it out!

=)

4035. Re: New Atari Discussion Forums

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-18 15:37:57 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <f215f4ff-c12c-4d6f-a707-3f983cb3cc91@a39g2000prb.googlegroups.com>
Source record: 1424

On Jun 18, 12:18 am, "Kjmann's Atari Sales" <kjman...@yahoo.com>
wrote:
> Hi Everyone,
>
> After getting tired of all the bad attitudes on AtariAge recently, I started
> working on putting up a new atari discussion board.
>
> I just finished it today.
>
> http://www.atarian.info
>
> hopefully This one will not attract the freaks. LOL
>
> Check it out!
>
> =)

I think it works the other way around.<grin>

Rick

4036. Re: New Atari Discussion Forums

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-19 09:13:02 UTC
From: kjmann <kjmann12@yahoo.com>
Message-ID: <89b96c56-e62f-45a3-9f7e-6486b75e97ee@n37g2000prc.googlegroups.com>
Source record: 1425

On Jun 18, 8:37 am, ricortes <ricor...@earthlink.net> wrote:
> On Jun 18, 12:18 am, "Kjmann's Atari Sales" <kjman...@yahoo.com>
> wrote:
>
> > Hi Everyone,
>
> > After getting tired of all the bad attitudes on AtariAge recently, I started
> > working on putting up a new atari discussion board.
>
> > I just finished it today.
>
> >http://www.atarian.info
>
> > hopefully This one will not attract the freaks. LOL
>
> > Check it out!
>
> > =)
>
> I think it works the other way around.<grin>
>
> Rick

I'm a little confused at your response. =)

4037. Re: New Atari Discussion Forums

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-19 19:12:30 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <a2f61767-2214-4244-9e04-007922693622@42g2000prb.googlegroups.com>
Source record: 1426

On Jun 19, 2:13 am, kjmann <kjman...@yahoo.com> wrote:
> On Jun 18, 8:37 am, ricortes <ricor...@earthlink.net> wrote:
>
>
>
>
>
> > On Jun 18, 12:18 am, "Kjmann's Atari Sales" <kjman...@yahoo.com>
> > wrote:
>
> > > Hi Everyone,
>
> > > After getting tired of all the bad attitudes on AtariAge recently, I started
> > > working on putting up a new atari discussion board.
>
> > > I just finished it today.
>
> > >http://www.atarian.info
>
> > > hopefully This one will not attract the freaks. LOL
>
> > > Check it out!
>
> > > =)
>
> > I think it works the other way around.<grin>
>
> > Rick
>
> I'm a little confused at your response. =)- Hide quoted text -
>
> - Show quoted text -

I started a forem so I could make some posts and get everything backed
up to The Wayback archive automatically. In about 2 months I have
banned ~1,200 accounts. The nut jobs are the first to show and in the
greatest numbers. I've spent more time banning people then anything
else. Blanket ban of anyone with a gmail account helped cut down on
time spent banning people but the irony is I have to give it an email
address other then my gmail account or I would be banned too.

Rick

4038. Re: New Atari Discussion Forums

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-20 16:36:38 UTC
From: Simon Wells <orpheuswaking@hotmail.com>
Message-ID: <08ec62bf-bb9e-485a-bb81-84df584eddf1@i28g2000yqa.googlegroups.com>
Source record: 1427

On Jun 18, 3:18 am, "Kjmann's Atari Sales" <kjman...@yahoo.com> wrote:
> Hi Everyone,
>
> After getting tired of all the bad attitudes on AtariAge recently, I started
> working on putting up a new atari discussion board.
>
> I just finished it today.
>
> http://www.atarian.info
>
> hopefully This one will not attract the freaks. LOL
>
> Check it out!
>
> =)

So basically what you are saying is, you didn't like the reaction to
your Atari products and decided to start your own forum? Interesting!

Going from an established, well used, well liked forum and starting
your own just because of a few negative comments (whether true or not)
seems a bit of a knee jerk reaction. Now you have to grow your own
site to sell your products, reducing your market by a significant
margin. More forums just dilutes the knowledge and spreads it further
around, a BIG negative for the Atari community.

Maybe just grow a thicker skin?

4039. Re: New Atari Discussion Forums

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-21 07:30:17 UTC
From: kjmann <kjmann12@yahoo.com>
Message-ID: <8ed90083-c606-4d60-b3d1-8d9d0fed6c3e@n37g2000prc.googlegroups.com>
Source record: 1428

On Jun 20, 9:36 am, Simon Wells <orpheuswak...@hotmail.com> wrote:
> On Jun 18, 3:18 am, "Kjmann's Atari Sales" <kjman...@yahoo.com> wrote:
>
> > Hi Everyone,
>
> > After getting tired of all the bad attitudes on AtariAge recently, I started
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> site to sell your products, reducing your market by a significant
> margin. More forums just dilutes the knowledge and spreads it further
> around, a BIG negative for the Atari community.
>
> Maybe just grow a thicker skin?

Comments on any of the products I sell are a VERY small percentage of
the poor behavior on AtariAge.

There is a lot of negativity on AA. What is Sad is that AA was
originally started by some people who wanted to get away from the
nasty people on some of the discussion forums of the time. But now it
seems that AA is turning into what it was originally created to get
away from.

I'm not the only one who feels this way and I didn't start this new
forum to sell the products in my store. I didn't need a forum for
that. less than 10% of my sales are from AtariAge People. Not that I
don't welcome the Patronage from those that come from there, but it
does remain a fact most of my sales are from people who don't even
frequent the forums.

Besides, I don't think its unreasonable to want to chat about these things in a Civil environment, free of insults and rantings by people who have opinions that are not shared by others. a lot of those type of people tend to hammer on others when they don't agree with them.

4040. Re: New Atari Discussion Forums

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-21 15:13:49 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <6de11c6c-ff00-474e-bd5b-1ba259a5461d@a2g2000prd.googlegroups.com>
Source record: 1429

On Jun 21, 12:30 am, kjmann <kjman...@yahoo.com> wrote:
> On Jun 20, 9:36 am, Simon Wells <orpheuswak...@hotmail.com> wrote:
>
>
>
>
>
> > On Jun 18, 3:18 am, "Kjmann's Atari Sales" <kjman...@yahoo.com> wrote:
>
> > > Hi Everyone,
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> > > After getting tired of all the bad attitudes on AtariAge recently, I started
> > > working on putting up a new atari discussion board.
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> > > I just finished it today.
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> There is a lot of negativity on AA. What is Sad is that AA was
> originally started by some people who wanted to get away from the
> nasty people on some of the discussion forums of the time. But now it
> seems that AA is turning into what it was originally created to get
> away from.

>
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> forum to sell the products in my store. I didn't need a forum for
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> who have opinions that are not shared by others. a lot of those type
> of people tend to hammer on others when they don't agree with them.- Hide quoted text -
>
> - Show quoted text -

FWIW: Occasionally I look at other forums including Atari Age. No
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then my occasional post here. AA seems like a good and well run forem
but sheesh the hankie fights get out of control! I thought the Nolan
Bushnell thread was filled with particularily vicious and uncalled for
comments.

BUT the same kind of stuff sometimes happens here and just about any
other forum. I think you could just about have questions on a user
profile that would sort them out. Seems to identify:

Mostly unmarried/unloved.
Dropped out of school after a couple of years of college.<Their
teachers had it in for them!>
Thinks they are smarter then everyone but 2-3 Watson and Crick types.
Believes they have perfect recall on all topics.
When facts and their personal beliefs don't jive, they stick with
personal beliefs.
Strange connection to CB or Shortwave radio. Not that there aren't
great people involved in those hobbies, just that they attract some
real wierdos.
Their opinions are not just opinion but what should be a shared
reality.
They aren't bound by the rules of society like polite conversation or
meaningful contribution to discussions.

Rick

4041. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-22 04:20:53 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1277180441@rtfm.mit.edu>
Source record: 1430
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: April 26, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4042. Re: New Atari Discussion Forums

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-23 20:02:49 UTC
From: kjmann <kjmann12@yahoo.com>
Message-ID: <919c84c6-c900-4a35-883a-e6c4353490be@i28g2000yqa.googlegroups.com>
Source record: 1431

On Jun 21, 8:13 am, ricortes <ricor...@earthlink.net> wrote:
> On Jun 21, 12:30 am, kjmann <kjman...@yahoo.com> wrote:
>
>
>
> > On Jun 20, 9:36 am, Simon Wells <orpheuswak...@hotmail.com> wrote:
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> > > On Jun 18, 3:18 am, "Kjmann's Atari Sales" <kjman...@yahoo.com> wrote:
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> > who have opinions that are not shared by others. a lot of those type
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> FWIW: Occasionally I look at other forums including Atari Age. No
> great loss but life has me relatively too busy to take part in more
> then my occasional post here. AA seems like a good and well run forem
> but sheesh the hankie fights get out of control! I thought the Nolan
> Bushnell thread was filled with particularily vicious and uncalled for
> comments.
>
> *BUT* the same kind of stuff sometimes happens here and just about any
> other forum. I think you could just about have questions on a user
> profile that would sort them out. Seems to identify:
>
> Mostly unmarried/unloved.
> Dropped out of school after a couple of years of college.<Their
> teachers had it in for them!>
> Thinks they are smarter then everyone but 2-3 Watson and Crick types.
> Believes they have perfect recall on all topics.
> When facts and their personal beliefs don't jive, they stick with
> personal beliefs.
> Strange connection to CB or Shortwave radio. Not that there aren't
> great people involved in those hobbies, just that they attract some
> real wierdos.
> Their opinions are not just opinion but what should be a shared
> reality.
> They aren't bound by the rules of society like polite conversation or
> meaningful contribution to discussions.
>
> Rick

I haven't seen things like that in users profiles before but I haven't
considered looking at some of the profiles on AA before. Perhaps I
should. LOL
Sounds like there are some people that are in severe need of
counciling hopping around the net these days. =)

As for the Nolan Bushnell Thread, Your Right. It got ridiculous after
a while, as have some other in the past. =)

4043. Re: New Atari Discussion Forums

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-24 00:14:43 UTC
From: bill@newbreedsoftware.com
Message-ID: <4c22a373$0$1673$742ec2ed@news.sonic.net>
Source record: 1432

kjmann <kjmann12@yahoo.com> wrote:
<snip>
> Sounds like there are some people that are in severe need of
> counciling hopping around the net these days. =)

"These days" going back to the beginning, I think. ;)

--
-bill!
Sent from my computer

4044. ANALOG now available online

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-24 01:21:25 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <b189e835-fbcb-417a-8747-475389824a84@y4g2000yqy.googlegroups.com>
Source record: 1433

I'm please to learn about the ANALOG magazine archives now available.
There is a torrent of all 79 issues, 7.79 gigs of PDF files, plus
the .atrs of disk from
about issue 9 on.
The PDF torrent is probably more convenient to read than simple .jpg
300 dpi scans
found here:
http://www.pontarohbay.mydns.jp/~frank/analog_computing/index.html

Above effort by a japanese fellow named kowatari.

Both the torrent and part of the .jpg .zips of issues site are largely
by kowatari and
a Atariage user by name of thumpnugget.

I have been interested in years of how to make ANALOG available,
hoping they wouldn't
get lost, and here is the answer. My own efforts to get the last
couple of issues
in my collection, I had a fuzzy notion of how could ANALOG be
archived, but now
I see these solutions.
There are a few holes in the record. One is I don't think there
are .atrs of disks
containing the magazine programs for issues 1 to 8. A second thing
needed
is a good index of articles. Early years of ANALOG published an Index
yearly,
and they were very good. I think the later years, particulary the
Larry Flint years,
I don't think indeces were published.
Ahhh... I have something here, maybe someone knows of a better, but
here is
my index, not mine, it was made by Tom Hunt, I started one, but Tom's
is much
better, issues 1 to 66 tho......Uhm. formatting doesn't come out so
good with
the cut and paste. If anyone wants the ASCII file that has good
formating
my e-mail isn't obfuscated.

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Wayout (Sirius Software) Moriarty, Brian 10
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Whistler's Brother (Broderbund) Panak, Steve 45
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Whole Numbers (Plato) Griffin, B.E., M.D. 17
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Zone Ranger (Activision) Panak, Steve 33
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End of file.

4045. Star Raiders clone for iPhone / iPod Touch (was re: ANALOG now available online)

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-24 19:42:47 UTC
From: bill@newbreedsoftware.com
Message-ID: <4c23b537$0$1673$742ec2ed@news.sonic.net>
Source record: 1434

russg <russgilb@sbcglobal.net> wrote:
> I'm please to learn about the ANALOG magazine archives now available.
> There is a torrent of all 79 issues, 7.79 gigs of PDF files, plus
> the .atrs of disk from
> about issue 9 on.
> The PDF torrent is probably more convenient to read than simple .jpg
> 300 dpi scans
> found here:
> http://www.pontarohbay.mydns.jp/~frank/analog_computing/index.html

So this lead me to the "ok to do this" email sent to kowatari
by Lee Pappas. I wondered who that was and what he's up to.

Well, apparently this!?

http://www.analogretro.com/StarRangers/

-bill!

4046. Re: Star Raiders clone for iPhone / iPod Touch (was re: ANALOG now available online)

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-25 01:54:47 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <b2bb07b0-c34f-4bed-bace-0a3aa8582c60@s9g2000yqd.googlegroups.com>
Source record: 1435

On Jun 24, 3:42 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> russg <russg...@sbcglobal.net> wrote:
> > I'm please to learn about the ANALOG magazine archives now available.
> > There is a torrent of all 79 issues, 7.79 gigs of PDF files, plus
> > the .atrs of disk from
> > about issue 9 on.
> > The PDF torrent is probably more convenient to read than simple .jpg
> > 300 dpi scans
> > found here:
> >http://www.pontarohbay.mydns.jp/~frank/analog_computing/index.html
>
> So this lead me to the "ok to do this" email sent to kowatari
> by Lee Pappas. I wondered who that was and what he's up to.
>
> Well, apparently this!?
>
> http://www.analogretro.com/StarRangers/
>
> -bill!

Pappas OKed the Kowatari archives. I think Thumpnugget's
contributions also derive from the Pappas 'OK'.
Cyberroach got Michael Descenes' (sp?) permision for his archive,
which just isn't going very fast,
and requires OCRing the mags, which puts the mags back in the word
processing scheme. I don't
think ASCII files are necessary, the PDF and JPEGs are easier to read
and more faithful to the original.

I've been trying for years to complete my ANALOG collection, I'm down
to just one issue that I only
have a Zerox of.

Actually, not to start trouble, but I'm pretty sure neither Deschenes
nor Pappas own the rights to
ANALOG, that would be LFP.

4047. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-25 02:00:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1006241900060.3134@slate.spiritone.com>
Source record: 1436
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4048. Re: Star Raiders clone for iPhone / iPod Touch (was re: ANALOG now available online)

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-25 02:25:25 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <6596a003-fa94-4d50-a96e-1dfb233f17d1@5g2000yqz.googlegroups.com>
Source record: 1437

I take that back (LFP owns rights to ANALOG). I don't know, actually,
but guess that maybe Antic
got the rights to ANALOG when they agreed to take over ANALOG
subscriptions at the end of ANALOG.
Then Antic didn't last much longer than ANALOG. Antic was put in STart
for several months. STart and
Antic went out, last issue 5/91. So ANALOG ended 12/89, issue 79,
then Antic lasted for ...
Here's my record on Antic.

********** Start a cut and paste

Complete list of Antic Magazines

Antic began publication 4/82, Volume 1, Issue 1.
They were bi-monthly for the first Volume, six issues.
Starting 4/83 (Vol. 2:1), Antic became monthly.
They published monthly until 9/89, missing only one month
(5/84), making the volume year end with April issue instead
of March issue. That's 65 consecutive monthly issues from
2:1 to 8:5.

Starting 10-11/89, Antic became bi-monthly again (issue
8:6), and were bi-monthly for only 5 issues. Volume 8 only
had 8 issues. 10-11/89 (8:6), 12-1/89-90 (8:7), 2-3/90
(8:8), 4-5/90 (9:1) and 6-7/90 (9:2), <-- the last issue of
a separate Antic. There was no 8-9/90 Antic. Then Antic was
put as a section of STart magazine for 4 issues (10, 11, 12,
1/90-91). Then STart, still with an Antic 8-bit section,
went bi-monthly for the last 2 issues (2-3/91 and 4-5/91)
then STart folded and that was the end of Antic and STart.

List of Issues/Volumes:
Vol. 1 - Six issues (4-5/82, 1:1) to 2-3/83, 1:6)
Vol. 2 - 12 issues, all monthly
4/83, 2:1 to 3/84, 2:12
Vol. 3 - 12 issues, but no 5/84, so Volume year now ends
April instead of March.
4/84, 3:1, (no 5/84), 6/84, 3:2 to 4/85, 3:12.
Vol. 4 - 12 issues, 5/85, 4:1 to 4/86, 4:12.
Vol. 5 - 12 issues, 5/86, 5:1 to 4/87, 5:12.
Vol. 6 - 12 issues, 5/87, 6:1 to 4/88, 6:12.
Vol. 7 - 12 issues, 5/88, 7:1 to 4/89, 7:12.
Vol. 8 - 8 issues.

5/89 (8:1), 6/89 (8:2), 7/89 (8:3), 8/89 (8:4),
9/89 (8:5), then bi-monthly 10-11/89 (8:6),
12-1/89-90 (8:7), 2-3/90 (8:8).
Vol. 9 - 2 issues.
4-5/90 (9:1), 6-7/90 (9:2) <-- Last issue of
separate Antic. No 8-9/90 Antic.
Then Antic was put as section of STart magazine for 4
monthly issues (10, 11, 12, 1/90-91). Then STart went
bi-monthly (2-3/91 and 4-5/91) <-- Last issue of STart with
Antic section.
That's 94 issues total, including issues in STart, 88
separate issues of Antic.

Russ Gilbert
********** end paste.

4049. Equipment, Software, Books, etc. Looking for a New Home

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-25 18:57:25 UTC
From: AlanK <alanrkirk@gmail.com>
Message-ID: <a4fb54a2-d23b-4708-99c1-ebac58b6e629@31g2000prq.googlegroups.com>
Source record: 1438

Hi, Everybody -

My love affair with the Atari 8-bit computer began in 1982. It was my introduction to home computers and programming, and I have loved every minute of it. Now the time has come for me to part with my 8-bit gear. :`(I have a small collection of equipment and software I'm looking to pass on to a good home. [b]One caveat[/b] -- Before packing it up, I successfully booted and have run the self-test routine on one 130XE machine; but since the disk drive is not operating, [u]I have not operated the system otherwise in the past few years[/u]. That said, listed below are the items I am inviting offers for.

Long live Atari!

- AlanK

[u]HARDWARE - Presumably good operating condition[/u]
[list]

[*]Atari 130XE computer, complete w/power supply (C061982), TV adapter, manual (in orig. box)
[*]Atari 850 Interface, w/ power supply (CA014748), manual, serial cable
[*]Atari 410 Program Recorder w/ manual (in orig. box)
[*]Supra Modem 2400 w/ power supply and manual
[*]Microbits Peripheral Products MPP-1000C 300 baud modem, w/ power supply, manual, software (ROM cart.) (in orig. box)
[*]KoalaPad Touch Tablet, w/ KoalaPainter software (ROM cart.) and manuals (in orig. box)
[*]Mannesmann Tally Spirit MT-80 dot matrix printer, w/ manual, extra ribbons (in orig. box)
[*]Alps Allegro 24 dot matrix printer, w/ manual, extra ribbons.
[*]Pengo 25 ft. parallel printer cable
[*]Okimate 10 color printer w/ set-up guide, Atari Plug‘nPrint module installed, and extra ribbons (in orig. box)
[*]Okimate 10 Plug‘nPrint complete module kit for Atari – module, black ribbon, color ribbon, cable, software, printer manual (in orig. box)
[*]Microbits Peripheral Products MPP-1150 Parallel Printer interface with manual
[*]BLE Disk Emulator Routine (allows a spare 8-bit Atari computer to serve as a RAMdisk), complete with ROM cartridge, interface cable, software
[*]SIO-2-PC (allows 8-bit Atari to connect to a PC serial port and use hard drive storage) – includes interface cable, software, and

documentation on disk.
[*]Kraft 8-way joystick

[/list]

[u]HARDWARE - Unknown condition
[/u]
[list]

[*]Atari 130XE computer, w/power supply (C061982) only
[*]Atari 1050 disk drive, no power supply
[*]Atari CX77 Touch Tablet, with AtariArtist ROM cartridge software
[*]Microbits Peripheral Products MPP-1000E 300 baud modem

[/list]

[u]HARDWARE - Not operating[/u]
[list]

[*]Indus GT double density disk drive with power supply, manual,
disks, carrying case
[*]Atari 65XE computer (no power supply)
[*]Miscellaneous joystick parts
[/list]

[u]SOFTWARE – Diskette (5 ¼ inch) or ROM Cartridge (where noted)[/u]

[u]Games, Creativity, Educational[/u]
[list]

[*]A+ Spanish (American Educational Computer) – new, unopened
[*]MasterType (Scarborough Systems) – ROM cartridge w/ manual (in
orig. pkg.)
[*]Linkword Spanish (Artworx) – w/ cassette, manual (in orig. pkg.)
[*]Preschool IQ Builder #2 (Program Design Inc.) – w/ cassette version
as well, manual (in orig. pkg.)
[*]M.U.L.E. (Electronic Arts) – w/ manual (in orig. pkg.)
[*]The Seven Cities of Gold (Electronic Arts) – w/ manual (in orig.
pkg.)
[*]In Search of the Most Amazing Thing (Spinnaker) – w/ manual,
storybook, quick reference card (in orig. pkg.)
[*]Scott Adams Graphic Adventures 1-6 (Starsoft) – w/ hint book (in
orig. pkg.)
[*]Dragonriders of Pern (Epyx) – w/ manual (in orig. pkg.)
[*]Dragon Quest (Antic Publishing) – w/ printed docs (in orig. pkg.)
[*]Orbit - A Trip to the Moon (Antic Publishing) – w/ printed docs (in
orig. pkg.)
[*]Colourspace (Antic Publishing) – w/ printed docs (in orig. pkg.)
[*]Star Raiders (Atari) – ROM cartridge w/ manual
[*]Pole Position (Atari) – ROM cartridge only
[*]The Hitchhiker’s Guide to the Galaxy (Infocom) – diskette only
[/list]
[u]Applications[/u]

[list]

[*]Print Power (Hitech Expressions) – make greeting cards, etc. w/ manual (in orig. pkg.)
[*]RAMbrandt (Antic Publishing) – graphics application, also includes Solid Object Module, w/ printed docs (in orig. pkg.)
[*]Atariwriter (Atari) – ROM cartridge word processor w/ manual, reference card, printer driver diskette
[*]Super 3D Plotter II (Elfin Magic) – graphics application w/ manual, reference card
[*]Page Editor (Alan Kirk) – desktop publishing w/ documentation on diskette
[*]Print Lab (M.D. Software, UK – desktop publishing w/ manual)
[*]TextPro 2.5r (Portland Atari Club) word processor w/ docs on disk
[/list]

[u]Utilities, Programming, Miscellaneous[/u]
[list]

[*]GTIA Graphics, Tricky Tutorial #9 (Educational Software Inc.) – w/ manual (in orig. pkg.)
[*]S.A.M. Tutorial, Tricky Tutorial #12 (Educational Software Inc.) – w/ manual
[*]Advanced Programming Tools, Tricky Tutorial #14 (Educational Software Inc.) – w/ manual
[*]A New Disk Management System (Old Hackers Atari User Group) – w/ documentation
[*]Pirates Treasure Chest (Duplicating Technologies Inc.) – w/ documentation
[*]MPP Express/Mscope (Antic Magazine) PD0087
[*]Going Online (Antic Magazine) ADS0886
[*]The Best of Antic (Antic Magazine) ADS0010
[*]DOS Disk #1: 9 Public Domain DOS's (Portland Atari Club)
[*]Express! 850 Modem Program (Portland Atari Club)
[*]XL Translator (Portland Atari Club)
[*]MACE diskettes – Catalog 1, 2, 3; Captive & Number Games (Disk G-64)
[*]PACE Library – 6/92
[*]Pantheon v 2.0 (aka PanView) – NWPAC Disk of the Month, Nov '92
[*]Pot of Gold (Alamo Area Atari Users Assn., San Antonio, TX)
[/list]

[u]SOFTWARE – Cassette Tapes[/u]

[u]Games, Creativity, Educational[/u]
[list]

[*]Empire of the Overmind (Microcomputer Games) – w/ manual (in orig. pkg.)
[*]Conversational Spanish (Atari, Longman/EMI) – w/ manual (in orig. pkg.)
[*]Turtle Tracks (Scholastic Wizware) – w/ manual (in orig. pkg.)

[*]747 Landing Simulator (Atari Program Exchange) – w/ manual (in orig. pkg.)
[*]Pirate Adventure, Scott Adams Adventure #2 (Adventure International) – w/ manual (in orig. pkg.)
[*]Pyramid of Doom, Scott Adams Adventure #8 (Adventure International) – w/ manual (in orig. pkg.)
[*]Golden Voyage, Scott Adams Adventure #12 (Adventure International) – w/ manual (in orig. pkg.)
[*]Blackjack Casino (Atari Program Exchange) – w/ manual
[*]Nautilus (Synapse) – w/ manual
[*]Legionnaire (Microcomputer Games) – w/ manual
[*]Square Pairs (Scholastic Wizware) – no manual, (in orig. pkg.)
[*]Journey to the Planets (JV Software) – no manual
[*]Kingdom (Atari) – no manual
[*]Dice Poker (Atari Program Exchange) – no manual
[*]Temple of Apshai (Epyx) – no manual
[*]Solo Flight (Microprose) – no manual
[/list]

[u]Utilities, Programming, Miscellaneous[/u]
[list]

[*]Writing Programs One (Atari) – no manual
[*]Writing Programs Two (Atari) – no manual
[/list]

[u]PUBLICATIONS[/u]

[u]Books[/u]
[list]

[*]Your Atari Computer by Lon Poole (Osborne/McGraw-Hill)
[*]Programmer’s Reference Guide for Atari 400/800 Computers by David Heiserman (Computer Direct).
[*]COMPUTE!’S First Book of Atari (COMPUTE! Books)
[*]COMPUTE!’S Second Book of Atari (COMPUTE! Books)
[*]Assembly Language Programming for the Atari Computers by Mark Chasin (McGraw-Hill)
[*]The Atari Assembler by Don Inman and Kurt Inman (Reston)
[*]How to Get the Most Out of Compuserve by Charles Bowen and David Peyton (Bantam)
[/list]

[u]Manuals[/u]
[list]

[*]Atari 400/800 BASIC Reference Manual (Atari)
[*]Atari 400/800 Technical Reference Notes (Atari)
[*]Atari 400/800 Operating System Source Listing (Atari)
[*]Atari 400/800 Hardware Manual (Atari)
[*]Atari 65XE Owners Manual (Atari)
[*]MyDOS Version 4 User Guide by Charles Marslett and Robert Puff

(Wordmark Systems)
[/list]

[u]Magazines[/u]
[list]

[*]Antic, Vol. 1, No. 1-6, Vol. 2, No. 1-12, Vol. 3, No. 1-12, Vol. 4, No. 1-12, Vol. 5, No. 1-12, Vol. 6, No. 1-12, Vol. 7, No. 1-5, 7-12 (No. 8 w/ diskette), Vol. 8, No. 1-8 (No. 4-8 w/ diskette), Vol. 9, No. 1-2 (w/ diskette).
[*]START, Vol. 5, No. 2-7.
[*]Atari Explorer, Feb ’85, Apr/May ’85, Summer ’87, Sep/Oct ’87, Jan/Feb ’88, Mar/Apr ’88, May/Jun ’88, Sep/Oct ’88, Mar/Apr ’89, Nov/Dec ’89, Jan/Feb ’90, Spring ’90.
[*]Analog Computing, No. 14 (Nov/Dec ’83), Issue 63 (Aug ’88), Issue 78 (Nov ’89), Issue 79 (Dec ’89).
[*]Atari Interface, Vol. 1:Oct ‘89, 2:May ‘90, 2:Oct ‘90, 2:Nov ‘90, 2: Dec ‘90, 3:Feb ‘91, 3:Mar ‘91, 3:Apr/May 91, 3:Jun ‘91, 3:Aug ‘91, 3:Oct 91, 4:Mar ‘92, 4:May ‘92, 4:Jun ’92.
[*]AtariUser, May ’91, Jun ’91, Jul ’91, Aug ’91.
[*]Current Notes, Sep ’90, Oct ’90.
[*]Hi-Res, Premier Issue, ’83.
[*]Atari Connection, Summer ’82 (2:2), Winter ’82 (2:4), Spring ’83 (3:1), Summer ’83 (3:2).
[/list]

[u]Newsletters[/u]
[list]

[*]Tyne & Wear Atari 8-Bit User Group, Issues 1-10, 12, with Diskette, Jan 1993- Dec 1994.
[*]Computer News (PAC - Portland Atari Club, Portland, OR and ACE - Atari Computer Enthusiasts Eugene, OR), Aug ’89, Sep ’89, Oct ’89, Jan ’90, Feb ’90.
[*]Atari News (PAC - Portland Atari Club, Portland, OR), Aug ’91, Sep ’91, Oct ’91.
[*]HACK - Home Atari Computer Club (Salem, OR), Aug ’88, Sep ’88, Oct ’88, Nov ’88.
[*]ACE - Atari Computer Enthusiasts (Eugene, OR), March ‘83
[*]Ol’ Hackers Newsletter (Elmont, NY), On Diskette: Jul/Aug ’92, Jan/Feb ’93, Mar/Apr ’93, May/Jun ’93, Jul/Aug ’93, Sep/Oct ’93, Nov/Dec ’93. Welcome Disk, Library Disk (1 & 2).
[/list]

4050. Re: Equipment, Software, Books, etc. Looking for a New Home

Newsgroup: comp.sys.atari.8bit
Date: 2010-06-26 17:11:15 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.vew3c1rngaat7c@mdc2>
Source record: 1439

Hi,

I'd like to offer $25 for this magazine issue:

> [*]Atari Interface, Vol. 1:Oct ‘89

and $5 for this disk:

> [*]DOS Disk #1: 9 Public Domain DOS’s (Portland Atari Club)

> years[/u]. That said, listed below are the items I am inviting offers
> for.

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name
8-bit Atari FAQ/Vendor Lists: htt://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

4051. 25% Off All Atari! XMAS IN JULY!

Newsgroup: comp.sys.atari.8bit
Date: 2010-07-01 12:52:47 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1007010549050.25442@slate.spiritone.com>
Source record: 1440
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ALL ATARI 25% OFF! ALL ATARI 25% OFF! ALL ATARI 25% OFF! ALL ATARI 25% OFF!

Orders Over $60 Gets 25% Off ALL Classic Atari 8 Bit, Atari ST, 2600 & 7800!
Orders Over $100 Gets A BRAND NEW FREE Game & Still Gets 25% Off ALL USED & NEW
Atari Games/Software, Hardware, Books & Accessories For Classic Atari 8 Bit And
Atari ST Computers, Plus Atari 2600 & 7800!Got Atari?Get FREE Atari Catalogs At
http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org My Games/Software &
Book Catalogs are Listed alphabetically by Title so take my Catalogs, load them
into your Editor, Delete what you dont want & E-Mail me the rest with your Mail
-ing Address so I can expedite your order or call Ben anytime at (503)256-9974!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI CATALOGS LISTS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8btbooks.htm 25% OFF ATARI 8 BIT BOOKS LIST!
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http://www.aracnet.com/~atari/26007800.htm 25% OFF ATARI 2600/7800 GAMES LIST!
http://www.aracnet.com/~atari/8bt_soft.htm 25% OFF 8 BIT SOFTWARE/GAMES LIST!
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the same day. Customers love the speedy service! I have lots of Atari Software
& Books!Which I can send by Media Mail!Please Direct all Replies via E-Mail to
BenSells@Atari.org or Atari@aracnet.com! See info at the Bottom to Reach me!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

4052. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-07-03 04:21:11 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1278130869@rtfm.mit.edu>
Source record: 1441
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: April 26, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4053. Re: New Atari Discussion Forums

Newsgroup: comp.sys.atari.8bit
Date: 2010-07-03 12:42:06 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <_sCdnUlmn7ODrbLRnZ2dnUVZ_vOdnZ2d@giganews.com>
Source record: 1442

Sounds good thanks. I will check it out.

Kjmann's Atari Sales wrote:
>
> Hi Everyone,
>
> After getting tired of all the bad attitudes on AtariAge recently, I
> started working on putting up a new atari discussion board.
>
> I just finished it today.
>
> http://www.atarian.info
>
> hopefully This one will not attract the freaks. LOL
>
> Check it out!
>
> =)
>

Falcon030 with 16meg of ram

4054. Re: New Atari Discussion Forums

Newsgroup: comp.sys.atari.8bit
Date: 2010-07-05 14:18:07 UTC
From: The Doctor <doctor@localhost.localdomain>
Message-ID: <zQlYn.16770$f_3.884@newsfe17.iad>
Source record: 1443

On 2010-06-18, Kjmann's Atari Sales <kjmann12@yahoo.com> wrote:
> Hi Everyone,
>
> After getting tired of all the bad attitudes on AtariAge recently, I started
> working on putting up a new atari discussion board.
>
> I just finished it today.
>
> http://www.atarian.info
>
> hopefully This one will not attract the freaks. LOL
>
> Check it out!

I'm not sure that I understand the point. You're going to host
a newsgroup or groups via HTTP instead of NNTP? Why not just host an
actual Atari BBS via emulator? That way you could put up some
ATASCII/ASCII games to play. Otherwise just run your own NNTP server.
(like the makers of elinks did)

And anyway, you have to sign up just to read the message boards? I'm not
going to go through the effort of doing that just to preview the boards
so that I know whether I want to sign up or delete my newly created
account. Plus even the login page utilises TABLEs. I can only imagine
the TABLE hell that I would endure once I "got in".
(but, then again, most HTML BBSes are TABLE hells)
OAnd it seems to like to use explicit tags like B when it should be
using implicit tags like EM (or STRONG).

I can't understand why anyone would want to use a HTML BBS. NNTP lets
your newsreader sort and arrange message lists to your heart's content.
You can see the list of articles sorted by subject or just see a list
sorted purely by date.
(useful for very low volume groups)
And, of course, it (the newsreader) keeps track of what messages have
been read or not.

And last but not least; why should we leave this newsgroup at all. It's
a public newsgroup that everyone should become aware of the moment they
type "*atari*" into their newsreader. So this is the natural forum to
make everyone's main focus so as not to splinter the Atari community. It
literally needs no advertising.

--
The Doctor

4055. Re: New Atari Discussion Forums

Newsgroup: comp.sys.atari.8bit
Date: 2010-07-05 17:30:39 UTC
From: Hornet
Message-ID: <6c54365bankopehkqu23ql8a8hnnv73l35@4ax.com>
Source record: 1444

>I can't understand why anyone would want to use a HTML BBS. NNTP lets
>your newsreader sort and arrange message lists to your heart's content.

Which is great if you use NNTP. Let's face it, the overwhelming
majority of casual net users (and even dedicated net users) don't even
know what NNTP is. An HTML web site is still the way to go if you want
to involve a majority of interested people in an Atari discussion. By
limiting the discussion to the newsgroups you will always have access
to the six or seven regulars who check in daily - don't, however,
expect ot get much in the way of a wide-ranging discussion about
anything.

Hornet

4056. Re: New Atari Discussion Forums

Newsgroup: comp.sys.atari.8bit
Date: 2010-07-06 17:59:50 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <1996ac4e-bb17-4cd9-8084-a89d460959cc@m40g2000prc.googlegroups.com>
Source record: 1445

On Jul 5, 10:30 am, Hornet wrote:
> >I can't understand why anyone would want to use a HTML BBS. NNTP lets
> >your newsreader sort and arrange message lists to your heart's content.
>
> Which is great if you use NNTP. Let's face it, the overwhelming
> majority of casual net users (and even dedicated net users) don't even
> know what NNTP is. An HTML web site is still the way to go if you want
> to involve a majority of interested people in an Atari discussion. By
> limiting the discussion to the newsgroups you will always have access
> to the six or seven regulars who check in daily - don't, however,
> expect ot get much in the way of a wide-ranging discussion about
> anything.
>
> Hornet

Ironically I think it is the "wide-ranging discussion" that got KJ to act. Yeap, NNTP has its flaws: No binaries, no images, et cetera. On the other hand NNTP and Doc's bbs are the last places you can connect with a real Atari. Probably not a frequently required perk but still kind of neat in its own way.

To a large extent the web boards are a bit of an illusion. For instance we traditionally honor intellectual property rights here so pirated software was frowned upon. We also are mostly non commercial once again from tradition that dates back to when NNTP was run on college computers and it ads weren't allowed. Ever go to a party where people only talk in their little circle of friends? You put [anti piracy, pirates, non commercial, commercial, hankie fighters, why can't we all just get along?, ...] together in the same room you end up with a full room of people that aren't relating to each other.

There are other traditions that certainly predate my presence here. You would have to go back to the Cleveland Freenet and do some digging. I'm comfortable with the existance of NNTP and the few bbs's that remain. Kind of a secure feeling.

Rick

4057. Re: New Atari Discussion Forums

Newsgroup: comp.sys.atari.8bit
Date: 2010-07-06 20:19:05 UTC
From: Hornet
Message-ID: <7h37369upgv7dqhes5nulcthsjclu7mc7h@4ax.com>
Source record: 1446

>... I'm comfortable with the existance of NNTP and the few bbs's
>that remain. Kind of a secure feeling.

I'm not saying that NNTP is a "bad" or "worse" forum for discussion,
what I am saying is that it is very much unknown to the vast majority
of online users and has a (very) limited discussion population.

Yes, web-based forums leave themselves open to abuse. But still,
that's where the people are.

Dave

4058. Re: New Atari Discussion Forums

Newsgroup: comp.sys.atari.8bit
Date: 2010-07-07 05:38:18 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <1d47b755-67cb-4970-95ec-c7746c57d062@v6g2000prd.googlegroups.com>
Source record: 1447

On Jul 6, 1:19 pm, Hornet wrote:
> >... I'm comfortable with the existance of NNTP and the few bbs's
> >that remain. Kind of a secure feeling.
>
> I'm not saying that NNTP is a "bad" or "worse" forum for discussion,
> what I am saying is that it is very much unknown to the vast majority
> of online users and has a (very) limited discussion population.
>
> Yes, web-based forums leave themselves open to abuse. But still,
> that's where the people are.
>
> Dave

It's hard not to use personal examples to agree with you. If you get here from google groups, there are ~288 c.s.a.8 members using their interface, me too. I started an SMF based board about ~2 months ago so I'd have a place to post personal junk and so far I have had to BAN over 1,200 users and have 400 members who haven't given me reason to ban them yet. I figure 90% of them are bots or spiders. That's certainly where the people are and abuse is rampant.

Rick

4059. Re: New Atari Discussion Forums

Newsgroup: comp.sys.atari.8bit
Date: 2010-07-07 12:04:48 UTC
From: Hornet
Message-ID: <u0r836hnegl9d2dma4qchst96qgjf1qv55@4ax.com>
Source record: 1448

>... That's certainly where the people are and abuse is rampant.

Here in eastern Pennsylvania I take the Reading Eagle newspaper. It's a pretty good sized-town and the paper is a typical large-town paper. Last year they went to a web-based feedback forum to make it easier and faster for people to respond and communicate with them. Last week they stopped the service because of "rampant hate-mail and racist abuse."

I dunno. Sign of the culture perhaps. The easier technology makes it to communicate, the more people have to screw it up. Damn shame though.

Dave.

4060. 25% Off All Atari! XMAS IN JULY!

Newsgroup: comp.sys.atari.8bit
Date: 2010-07-08 14:07:28 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1007080701510.6457@slate.spiritone.com>
Source record: 1449
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ALL ATARI 25% OFF! ALL ATARI 25% OFF! ALL ATARI 25% OFF! ALL ATARI 25% OFF!

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Atari Games/Software, Hardware, Books & Accessories For Classic Atari 8 Bit And
Atari ST Computers, Plus Atari 2600 & 7800!Got Atari?Get FREE Atari Catalogs At
http://BensCatalogs.Atari.org or E-Mail BenSells@Atari.org My Games/Software &
Book Catalogs are Listed alphabetically by Title so take my Catalogs, load them
into your Editor, Delete what you dont want & E-Mail me the rest with your Mail
-ing Address so I can expedite your order or call Ben anytime at (503)256-9974!

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http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8btbooks.htm 25% OFF ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm 25% OFF ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm 25% OFF ATARI 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm 25% OFF ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm 25% OFF ATARI 2600/7800 GAMES LIST!
http://www.aracnet.com/~atari/8bt_soft.htm 25% OFF 8 BIT SOFTWARE/GAMES LIST!
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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

4061. Best Atari BASIC Compiler?

Newsgroup: comp.sys.atari.8bit
Date: 2010-07-08 21:32:09 UTC
From: Tin Lunchbox <nospam@thanks.com>
Message-ID: <mogc36p0uhfjjm9bvj5t8su6c396dmd1d7@4ax.com>
Source record: 1450

I think the best straight Atari BASIC compiler is Datasoft's ABC
compiler. Anyone disagree?

Tin Lunchbox

4062. BITS#1503 @Party 2010.

Newsgroup: comp.sys.atari.8bit
Date: 2010-07-08 23:41:09 UTC
From: SoLo2 <so_o2@mailcity.com>
Message-ID: <bdc47b19-9dd6-4850-9259-cce96e801a33@z8g2000yqz.googlegroups.com>
Source record: 1301

```
Hello!

BITS have taken part in @Party 2010
with a new demostration intro...
Feel free to download:

http://thebitsclub.tripod.com/BITS1503-XL-20100607.ZIP

Goodbye,
SOLO BITS (thebitsclub.tripod.com)

BITS1503
20100606

@Party
Harvard, Massachusetts.

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|================================|
|BBBBB---IIIIIII--TTTTTTT---SSSSS|
|BBBBBB..IIIIIII..TTTTTTT..SSSSSS|
|BBB:BB::::III::::::TTT::::SSS:::|
|BBBBB.....III......TTT.....SSSS.|
|BBB-BB----III------TTT-------SSS|
|BBBBBB==IIIIIII====TTT====SSSSSS|
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Herman Samso J.(c)Copyright.
WWW: bits.atari.org
eMail: h.samso@gmail.com
```

4063. Re: Best Atari BASIC Compiler?

Newsgroup: comp.sys.atari.8bit
Date: 2010-07-09 07:07:49 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <i16hs7dgb1@news.belwue.de>
Source record: 1302

Tin Lunchbox schrieb:
> I think the best straight Atari BASIC compiler is Datasoft's ABC
> compiler. Anyone disagree?

Yes - because it depends on what you need. ABC does not compile to assembly, but to a p-code which is then interpreted. The second problem is that ABC only supports integers (24 bit integers, specifically), and thus any type of floating point math is out. For many applications, this is enough, but not for all.
The advantage of ABC is that you can reconstruct the basic program from the pCode, thus de-compilers are available. It was also commercially successful, a couple of Microprose games have been compiled with it.

If you need floating point, well, the TurboBasic compiler wasn't bad, it just required a larger runtime.

So long,
Thomas

4064. Re: New Atari Discussion Forums

Newsgroup: comp.sys.atari.8bit
Date: 2010-07-09 14:48:44 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <WpydnfqHy-1Pq6rRnZ2dnUVZ_tWdnZ2d@posted.pioneerinternet2>
Source record: 1303

Pardon me for being over 30 when we got our first 400 and
now completely out of the main stream, but what is an
'SMF based board' and where would one find your board?

-Jess

"ricortes" <ricortes@earthlink.net> wrote in message
news:1d47b755-67cb-4970-95ec-c7746c57d062@v6g2000prd.googlegroups.com...
On Jul 6, 1:19 pm, Hornet wrote:
> >... I'm comfortable with the existance of NNTP and the few bbs's
> >that remain. Kind of a secure feeling.
>
> I'm not saying that NNTP is a "bad" or "worse" forum for discussion,
> what I am saying is that it is very much unknown to the vast majority
> of online users and has a (very) limited discussion population.
>
> Yes, web-based forums leave themselves open to abuse. But still,
> that's where the people are.
>
> Dave

It's hard not to use personal examples to agree with you. If you get
here from google groups, there are ~288 c.s.a.8 members using their
interface, me too. I started an SMF based board about ~2 months ago so
I'd have a place to post personal junk and so far I have had to BAN
over 1,200 users and have 400 members who haven't given me reason to
ban them yet. I figure 90% of them are bots or spiders. That's
certainly where the people are and abuse is rampant.

Rick

4065. Re: Best Atari BASIC Compiler?

Newsgroup: comp.sys.atari.8bit
Date: 2010-07-09 17:34:23 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <8d703b93-50c9-463f-b271-db29b0697ce4@z30g2000prg.googlegroups.com>
Source record: 1304

On Jul 8, 2:32 pm, Tin Lunchbox <nos...@thanks.com> wrote:
> I think the best straight Atari BASIC compiler is Datasoft's ABC
> compiler. Anyone disagree?
>
> Tin Lunchbox

IF you just want to compile straight Atari BASIC code, I had the MMG compiler and thought it was quite good. It has the option of compiling either floating point or integer. You could also save the assember source code but it wasn't very useful except to see how they did their magic. I seem to recall the MMG was a derivative of another, maybe even the ABC. You really needed a double density disk ~180 of storage to do anything useful with it though. I compiled some terminal programs with it and had no trouble getting 2400 BAUD from a compiled BASIC program.

Rick

4066. Re: New Atari Discussion Forums

Newsgroup: comp.sys.atari.8bit
Date: 2010-07-09 17:47:25 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <dde16860-236c-4f91-9b9a-1dd295ef0171@n8g2000prh.googlegroups.com>
Source record: 1305

On Jul 9, 7:48 am, "RetroJess" <rjhamil...@pldi.net> wrote:
> Pardon me for being over 30 when we got our first 400 and
> now completely out of the main stream, but what is an
> 'SMF based board' and where would one find your board?
>
> -Jess

SMF => Simple Machines Forum just a prerolled message forum. Kind of
like the Red Hat of forums.

http://www.ataricorpse.com/

Yes, I have a black sense of humor that you may not find funny.<grin>
By my own admission it's pretty sucky excuse for web space. There are
excuses and there are reasons. Mostly fortunate time burner reasons
like grandkids birthday parties but it takes time away from coding and
soldering to ban 1200 people!

Rick

4067. Re: Best Atari BASIC Compiler?

Newsgroup: comp.sys.atari.8bit
Date: 2010-07-10 19:31:38 UTC
From: jim <jehall@care2.com>
Message-ID: <e6e2b9a6-0030-4dd1-a758-e00b5ae39825@5g2000yqz.googlegroups.com>
Source record: 1306

On Jul 8, 5:32 pm, Tin Lunchbox <nos...@thanks.com> wrote:
> I think the best straight Atari BASIC compiler is Datasoft's ABC
> compiler. Anyone disagree?
>
> Tin Lunchbox

Hello:

There are a few basic compilers out, like CMP and there is another one, my old mind cant remember that I have. I tried compiling games or compiled a Sieve of The Greek guy(I am a bad speller) and it made some work a lot faster but mad some games so fast they were not playable. So find a Sieve program and compile it and see what makes things run faster. Other than that if you are looking for compilers, let me know, I can make Atari Image Files of any of them.

I love my APE interface
JIM

4068. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-07-13 04:26:29 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1278995185@rtfm.mit.edu>
Source record: 1307
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: April 26, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
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Today, the Atari computer intellectual property rights, along with the
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Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
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NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

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Board: http://www.big-8.org/

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alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
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comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
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http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

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http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

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http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

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http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4069. 25% Off All Atari! XMAS IN JULY!

Newsgroup: comp.sys.atari.8bit
Date: 2010-07-15 14:35:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1007150732250.20941@slate.spiritone.com>
Source record: 1308
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

4070. Star Raiders remake?

Newsgroup: comp.sys.atari.8bit
Date: 2010-07-18 06:00:36 UTC
From: bill@newbreedsoftware.com
Message-ID: <4c429884$0$1585$742ec2ed@news.sonic.net>
Source record: 1309

Just saw this fly past the Yahoo! News alerts:

PC World, Fri, 16 Jul 2010 14:52 PM PDT
Atari to Cannibalize Back Catalog for Remakes of Classic Games http://www.pcworld.com/article/201305/atari_to_cannibalize_back_catalog_for_remakes.html?tk=rss_news
The company is remaking the Atari 2600 classic Haunted House
--
-Bill can updates of Centipede and Star Raiders be far behind? Star Raiders - Atari - Atari 2600 - Video game - Centipede

1up.com, Fri, 16 Jul 2010 10:04 AM PDT
Atari Remakes for Centipede, Star Raiders May Be Coming
http://www.1up.com/do/newsStory?cId=3180426
After announcing that it would resurrect the Haunted House franchise, it now looks as if Atari may have some other retro revivals up its sleeve. Listings for Star Raiders and Centipede have both popped up on GameFly (via Joystiq , Siliconera), suggesting that the two games may each be in line for some sort of remake or revival. Both games were released around the same time as Haunted House ...

Joystiq, Fri, 16 Jul 2010 02:13 AM PDT
Gamefly listings suggest Centipede and Star Raiders remakes http://www.joystiq.com/2010/07/16/gamefly-listings-suggest-centipede-and-star-raiders-remakes/
[Star Raiders Tribute Page] It would appear that Haunted House marked the beginning of a new series of revamped Atari classics. Siliconera spotted GameFly listings for PS3 and Xbox 360 games called " Star Raiders " and " Centipede ." Centipede , of course, is one of the most well-known early arcade games, featuring a trackball-controlled avatar firing lasers at on-screen centipedes and ...

And hey cool, that last one points to my SR Tribute page
that I made ... wow... 14 years ago?! 8^o

--
-bill!!
Sent from my computer

4071. 25% Off All Atari! XMAS IN JULY!

Newsgroup: comp.sys.atari.8bit
Date: 2010-07-22 09:06:16 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1007220200440.28799@slate.spiritone.com>
Source record: 1310
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

4072. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-07-24 04:21:44 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1279945301@rtfm.mit.edu>
Source record: 1311
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: April 26, 2010

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Discussion about 8 bit Atari micros.

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http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
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Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
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Atari SAP Music Archive, http://asma.atari.org/

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ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
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ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

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http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
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4073. 25% Off All Atari! XMAS IN JULY!

Newsgroup: comp.sys.atari.8bit
Date: 2010-07-29 10:29:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1007290326460.7363@slate.spiritone.com>
Source record: 1312
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4074. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-08-04 04:20:16 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1280895620@rtfm.mit.edu>
Source record: 1313
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: April 26, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4075. FS: 20% OFF BOOKS & ATARI MAGAZINES!

Newsgroup: comp.sys.atari.8bit
Date: 2010-08-05 12:37:00 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1008050534420.19695@slate.spiritone.com>
Source record: 1315
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4076. NEW FREE ATARI CATALOGS! 8-04-2010

Newsgroup: comp.sys.atari.8bit
Date: 2010-08-05 12:39:28 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1008050537090.19695@slate.spiritone.com>
Source record: 1314
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4077. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2010-08-05 12:42:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1008050539380.19695@slate.spiritone.com>
Source record: 1316
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4078. FA: Atari 800 Salesperson's Guide Book

Newsgroup: comp.sys.atari.8bit
Date: 2010-08-08 17:40:42 UTC
From: rxmage <rxmage@cableone.com>
Message-ID: <c75f9c15-aea7-4b57-afc7-fb2812c22a7f@p7g2000yqa.googlegroups.com>
Source record: 1317

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=180543091231&ssPageName=STRK:MESELX:IT

Perfect for the Atari 800 enthusiast's collection. This is a 132 page
book detailing the Atari 800.
Published in 1982 as a reference guide for sales associates. The book
is in very good condition for
its age. Thanks for your interest.

rxmage

4079. FS: 20% OFF BOOKS & ATARI MAGAZINES!

Newsgroup: comp.sys.atari.8bit
Date: 2010-08-12 16:10:16 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1008120905140.26277@slate.spiritone.com>
Source record: 1320
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4080. NEW FREE ATARI CATALOGS! 8-04-2010

Newsgroup: comp.sys.atari.8bit
Date: 2010-08-12 16:15:20 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1008120910250.26277@slate.spiritone.com>
Source record: 1319
Cross-posted to:
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4081. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2010-08-12 16:18:29 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1008120915290.26277@slate.spiritone.com>
Source record: 1318
Cross-posted to:
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4082. Dominate Mafia Wars

Newsgroup: comp.sys.atari.8bit
Date: 2010-08-14 08:21:54 UTC
From: nur watoni ali <gogonai.ali@gmail.com>
Message-ID: <775e5c8f-43d9-4dde-ba92-ad318fa88bd1@s17g2000prh.googlegroups.com>
Source record: 1321

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http://onlinepartner.org/dominate-mafiawars-game
Alinurwatoni
Supervisor
http://www.gogonai.info/?id=alien76

4083. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-08-15 04:17:03 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1281845839@rtfm.mit.edu>
Source record: 1322
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

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Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: April 26, 2010

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Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
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Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
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Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
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comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

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http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4084. Re: Dominate Mafia Wars

Newsgroup: comp.sys.atari.8bit
Date: 2010-08-17 18:07:41 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <e_2dnZ1GyeB5UvfRnZ2dnUVZ87-dnZ2d@telenor.com>
Source record: 1323

"nur watoni ali" <gogonai.ali@gmail.com> skrev i melding
news:775e5c8f-43d9-4dde-ba92-ad318fa88bd1@s17g2000prh.googlegroups.com...
> $27 Guide Show You How To Cheat
> Your Way To The Top. Guaranteed!
> http://onlinepartner.org/dominate-mafiawars-game
> Alinurwatoni
> Supervisor
> http://www.gogonai.info/?id=alien76

Where's the fun, the pride and glory of that?

4085. FS: 20% OFF BOOKS & ATARI MAGAZINES!

Newsgroup: comp.sys.atari.8bit
Date: 2010-08-19 09:18:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1008190214500.26974@slate.spiritone.com>
Source record: 1324
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

4086. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2010-08-19 09:22:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1008190219000.26974@slate.spiritone.com>
Source record: 1325
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4087. Dominate Mafia Wars

Newsgroup: comp.sys.atari.8bit
Date: 2010-08-20 09:42:43 UTC
From: Sukses Selalu <bismillah1978@gmail.com>
Message-ID: <7791dbb5-1aea-490d-b5ba-a8df43a8aa6b@i19g2000pro.googlegroups.com>
Source record: 1326

$27 Guide Show You How To Cheat
Your Way To The Top. Guaranteed!
http://onlinepartner.org/dominate-mafiawars-game

Moh Zulkarnain
Supervisor
http://www.gogonai.info/?id=java1978

4088. Anyone here have a spare Zone Ranger cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 2010-08-22 00:52:19 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9DDBD44E4A219emuslor@69.16.185.252>
Source record: 1327

If you happen to have one for sale/trade, please drop me a line. Reverse each segment of my public email address to get it to mw. :)

thanks!

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

4089. Re: Anyone here have a spare Zone Ranger cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 2010-08-23 15:33:31 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9DDD759443B07emuslor@69.16.185.252>
Source record: 1328

Despite all prevention efforts, Slor <semaj@rols.ten> wrote in
news:Xns9DDBD44E4A219emuslor@69.16.185.252:

> If you happen to have one for sale/trade, please drop me a line.
> Reverse each segment of my public email address to get it to mw. :)
>

I'm also looking for Carnival Massacre.

thanks

--
James
http://www.e-host-direct.com
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4090. Looking for a specific Atari bootloader

Newsgroup: comp.sys.atari.8bit
Date: 2010-08-25 01:39:09 UTC
From: "x=usr(1536)" <xequalsusr1536@example.org>
Message-ID: <i51s7t$1h4$1@adenine.netfront.net>
Source record: 1329

And hello, comp.sys.atari.8bit :)

I'm trying to find (without any success so far) an Atari disk image that contains a very specific bootloader. Here's what I remember of it:

- Graphics 0 text

- Background was vertically-scrolling rainbow colour bars

- Had music similar to what's in this video:
http://www.youtube.com/watch?v=zjD9i6Q0v0U

- Had the same flying swan as in this video:
http://www.youtube.com/watch?v=cGHwMVrlA78

Unfortunately, I can't remember which titles were on the disk that it was the loader for, so narrowing it down that way isn't really a possibility. If it helps, I would have had the disk that it was on c.1985-6 in Ireland, and probably got it via the Atari Users' Group of Ireland.

Any help appreciated - I've been trying to track it down for literally years, and the vast majority of my Atari stuff is long-gone so recovering it is not an option.

Thanks!

- x=usr(1536).

P.S.: The email address above is uncheckable, so please reply to NNTP.

--- news://freenews.netfront.net/ - complaints: news@netfront.net ---

4091. Re: Looking for a specific Atari bootloader

Newsgroup: comp.sys.atari.8bit
Date: 2010-08-25 02:28:45 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <f3e1d4eb-c1c1-4bcc-bc34-fee0944a3dc3@g6g2000yql.googlegroups.com>
Source record: 1330

I don't have an answer, just a suggestion.
Try www.atariage.com 8-bit forum, it has a much more robust user/
reader.

4092. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-08-25 04:22:50 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1282710172@rtfm.mit.edu>
Source record: 1331
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: April 26, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

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Kept by Michael Current, michael@mcurrent.name

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Atari 8-Bit Computers forum at AtariAge
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SOFTWARE
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ABBUC - Atari Bit Byter User Club
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ABBUC HAR - Hanover ABBUC Regional Group
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ACEC - Atari Computer Enthusiasts of Columbus
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Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4093. PC to Atari800 connection

Newsgroup: comp.sys.atari.8bit
Date: 2010-08-26 17:41:18 UTC
From: tomcee <tomcees_pc@yahoo.com>
Message-ID: <98d859ee-8a74-4a92-8691-008dae3c77a4@i13g2000yqd.googlegroups.com>
Source record: 1332

Hello:

I would like to use one of my 'modern' Windows PCs as a file resource
for one of my Atari800s.

What is the currently recommended hardware method for doing this? I
recall reading about SIO2PC quite a while ago. Is this recommended to
work with a USB/RS232 adapter? Are more modern methods available?

Thanks in advance for your assistance,
TomC

4094. Re: PC to Atari800 connection

Newsgroup: comp.sys.atari.8bit
Date: 2010-08-26 18:02:01 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <i56a6odbu1@news.eternal-september.org>
Source record: 1333

My preferred modern method is SIO2SD. You can fit an awful lot of Atari stuff on a relatively small SD card, and then you don't have to tether it to your PC. :)

- Trevor

On 8/26/2010 11:41 AM, tomcee wrote:
> Hello:
>
> I would like to use one of my 'modern' Windows PCs as a file resource
> for one of my Atari800s.
>
> What is the currently recommended hardware method for doing this? I
> recall reading about SIO2PC quite a while ago. Is this recommended to
> work with a USB/RS232 adapter? Are more modern methods available?
>
> Thanks in advance for your assistance,
> TomC

4095. Re: PC to Atari800 connection

Newsgroup: comp.sys.atari.8bit
Date: 2010-08-26 22:44:56 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <4a578b35-4bb9-47cf-aad4-30f59cc531d8@f20g2000pro.googlegroups.com>
Source record: 1334

On Aug 26, 10:41 am, tomcee <tomcees...@yahoo.com> wrote:
> Hello:
>
> I would like to use one of my 'modern' Windows PCs as a file resource
> for one of my Atari800s.
>
> What is the currently recommended hardware method for doing this? I
> recall reading about SIO2PC quite a while ago. Is this recommended to
> work with a USB/RS232 adapter? Are more modern methods available?
>
> Thanks in advance for your assistance,
> TomC

Hi, I'll assume you don't have serial ports on your current computer.

IIRC To use an original sio2pc cable some people tried it with the
$2.99 usb to serial converters off eBay and had some trouble. The good
news is converters people say they have success with converters that
were still under $20.

There is a SIO2USB cable that Steve Tucker sells. I'm not sure how
much time and effort he is able to put into Atari anymore. I'm not
sure if he has updated his software to work with Windows 7 yet. Check
his web page.

There's a new sio2pc type program out AspeQt
http://sourceforge.net/projects/aspeqt/
It is quite good with some nice features. You may want to try it out
over APE or sio2pc software.

Other alternatives you can try is buying a PCI serial card for your PC
or just get an old laptop. If you go the latter route it can be a bit
of a hassle to get stuff to the laptop. Make sure it has a network
card and/or some type of mass storage. You probably need at least
Win98 to handle things like USB thumb drives for transfers.

Rick

4096. FS: 20% OFF BOOKS & ATARI MAGAZINES!

Newsgroup: comp.sys.atari.8bit
Date: 2010-08-27 04:28:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1008262123490.26424@slate.spiritone.com>
Source record: 1336
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4097. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2010-08-27 04:35:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1008262129370.26424@slate.spiritone.com>
Source record: 1335
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4098. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-02 15:37:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1009020835280.7064@slate.spiritone.com>
Source record: 1337
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4099. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-02 15:39:36 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1009020837490.7064@slate.spiritone.com>
Source record: 1338
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Mailing List sent by E-Mail From Bravo Sierra Computers! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

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4100. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-05 04:18:41 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1283660343@rtfm.mit.edu>
Source record: 1339
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: April 26, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4101. Re: PC to Atari800 connection

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-08 19:20:33 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <8eq602Fe1qU1@mid.uni-berlin.de>
Source record: 1340

Am 26.08.2010 20:02, schrieb Trevor Holyoak:
> My preferred modern method is SIO2SD. You can fit an awful lot of Atari
> stuff on a relatively small SD card, and then you don't have to tether
> it to your PC. :)

If you have somewhat developed soldering skills, the SDrive
<http://raster.infos.cz/atari/hw/sdrive/sdriveen.htm> is an alternative
even easier to build , since it lacks the LCD. The most complicated
soldering part is the SD card slot (I have only found them as SMT, not
as hole-through), but this one can be replaced with an edge connector
with .10" spacing as shown here: <http://uanr.com/sdfloppy/>. If you
build a case around the drive, noone will notice the difference.

Thorsten

4102. Re: PC to Atari800 connection

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-08 20:27:12 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <sbudnSc7-ek8bBrRnZ2dnUVZ_ridnZ2d@giganews.com>
Source record: 1341

On 09/08/2010 03:20 PM, Thorsten Gï¿½nther wrote:
> Am 26.08.2010 20:02, schrieb Trevor Holyoak:
>> My preferred modern method is SIO2SD. You can fit an awful lot of Atari
>> stuff on a relatively small SD card, and then you don't have to tether
>> it to your PC. :)

I wish someone would offer the bare PCB.

> If you have somewhat developed soldering skills, the SDrive
> <http://raster.infos.cz/atari/hw/sdrive/sdriveen.htm> is an alternative
> even easier to build , since it lacks the LCD. The most complicated
> soldering part is the SD card slot (I have only found them as SMT, not
> as hole-through), but this one can be replaced with an edge connector
> with .10" spacing as shown here: <http://uanr.com/sdfloppy/>. If you
> build a case around the drive, noone will notice the difference.

Coolness! I'm filing that one away :-)

4103. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-09 06:27:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1009082323330.1257@slate.spiritone.com>
Source record: 1342
Cross-posted to:
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4104. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-09 06:30:03 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1009082327280.1257@slate.spiritone.com>
Source record: 1343
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Mailing List sent by E-Mail From Bravo Sierra Computers! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

4105. Re: PC to Atari800 connection

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-09 11:15:31 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <I5SdnRwW7LtOXBXRnZ2dnUVZ_gmdnZ2d@giganews.com>
Source record: 1344

On 09/08/2010 03:20 PM, Thorsten Gï¿½nther wrote:
> Am 26.08.2010 20:02, schrieb Trevor Holyoak:
>> My preferred modern method is SIO2SD. You can fit an awful lot of Atari
>> stuff on a relatively small SD card, and then you don't have to tether
>> it to your PC. :)

Thinking more about this... I wonder if it wouldn't be easier to base an Atari SD adapter on the 4D uDrive:

http://www.4dsystems.com.au/prod.php?id=22

I have a cart for my Tandy CoCo that uses one of these for a solid-state disk. Parts count is extremely low.

Steve

4106. Re: PC to Atari800 connection

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-09 17:11:02 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <dce716d4-ee11-45bc-a000-6b5999324ef6@x20g2000pro.googlegroups.com>
Source record: 1345

On Sep 9, 4:15 am, Steven Hirsch <snhir...@gmail.com> wrote:
> On 09/08/2010 03:20 PM, Thorsten Günther wrote:
>
> > Am 26.08.2010 20:02, schrieb Trevor Holyoak:
> >> My preferred modern method is SIO2SD. You can fit an awful lot of Atari
> >> stuff on a relatively small SD card, and then you don't have to tether
> >> it to your PC. :)
>
> Thinking more about this... I wonder if it wouldn't be easier to base an Atari
> SD adapter on the 4D uDrive:
>
> http://www.4dsystems.com.au/prod.php?id=22
>
> I have a cart for my Tandy CoCo that uses one of these for a solid-state disk.
> Parts count is extremely low.
>
> Steve

Thanks for the link. Price is about right at $30 but I think for
what's left of the users it may not get much play. By that I mean most
of the people with deep pockets have already gone with more expensive
options so there would be resistance to moving to another hack.

We have kind of designed ourselves into a corner. It started with
Atari using bits of the 6520 for memory banking which was pretty short
sighted but became the standard anyway. Specifically they should have
added a couple of logic chips like the 74LS374 for $.40 and allowed
for 256 16k banks. They had the design for their banked switched carts
but didn't use it in the 130XE. I think some of Steve Tucker's carts
and devices use that scheme.

Current use of the 6520 for bank switching is lame on several levels.
Most important is the 6520 is an I/O chip and it is just being used as
an output latch for bank selection. What would probably make more
sense is a bit banging interface directly to an SD card using the
6520. I think the last SD card I bought was 512meg for a couple of
bucks and I routinely see them on sale. IIRC you would need to do
voltage regulation to 3.3V but cost for all parts including the SD
card would probably be less then $10.

Rick

4107. Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-09 17:14:17 UTC
From: DB
Message-ID: <3b5i86doenl2e9g0fe6cs65mce0biujhse@4ax.com>
Source record: 1346

On 28 May of this year here in this newsgroup a message was posted to look at the new website for "Kjmann's Atari Sales & Services". At that time I was impressed with an 800XL system offer he made: an 800XL with power supply and modded to support SVGA graphics along with two game cartridges and all cables for $75. On 2 June I paid to Salvador Esquivel (Kjmann) a Paypal payment of $129.00 for the XL Game System and an Action cartridge.

That was four months ago. In the intervening 16 weeks I have contacted Mr. Esquivel five times. On three occasions he told me that the package would be in the mail within a few days. The fourth time he told me that the package was actually in the mail (this four weeks ago). He didn't bother to respond to the fifth message at all.

At no time has he ever bothered to mention anything at all about giving me my money back.

I am a disabled veteran currently in a wheelchair and on daily dialysis. I mention this only to say that this system was to be used during my grandchildren's past summer vacation when they came over to spend the night each week. It was to have been something unique that I could have done with them by showing them some of the classic old games I used to play.

Well, okay, that ship has sailed - I only want my money returned now. At any rate, I post this message as a caveat to anyone contemplating dealing with Mr. Esquivel. I hope your luck is better than mine...

D.B.

4108. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-10 08:14:19 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <hOSdnf0NW8pPdRTRnZ2dnUVZ876dnZ2d@telenor.com>
Source record: 1347

Too bad the PayPal claim has to made within 30 days. Did you try to claim
it?

<DB> skrev i melding news:3b5i86doenl2e9g0fe6cs65mce0biujhse@4ax.com...
> On 28 May of this year here in this newsgroup a message was posted to
> look at the new website for "Kjmann's Atari Sales & Services". At that
> time I was impressed with an 800XL system offer he made: an 800XL with
> power supply and modded to support SVGA graphics along with two game
> cartridges and all cables for $75. On 2 June I paid to Salvador
> Esquivel (Kjmann) a Paypal payment of $129.00 for the XL Game System
> and an Action cartridge.
>
> That was four months ago. In the intervening 16 weeks I have contacted
> Mr. Esquivel five times. On three occasions he told me that the
> package would be in the mail within a few days. The fourth time he
> told me that the package was actually in the mail (this four weeks
> ago). He didn't bother to respond to the fifth message at all.
>
> At no time has he ever bothered to mention anything at all about
> giving me my money back.
>
> I am a disabled veteran currently in a wheelchair and on daily
> dialysis. I mention this only to say that this system was to be used
> during my grandchildren's past summer vacation when they came over to
> spend the night each week. It was to have been something unique that I
> could have done with them by showing them some of the classic old
> games I used to play.
>
> Well, okay, that ship has sailed - I only want my money returned now.
> At any rate, I post this message as a caveat to anyone contemplating
> dealing with Mr. Esquivel. I hope your luck is better than mine...
>
> D.B.
>

4109. Re: PC to Atari800 connection

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-10 16:43:23 UTC
From: sloopy malibu <sloopy@gmail.com>
Message-ID: <69117ba6-3355-4399-af7e-cc1675b789a4@m1g2000vbh.googlegroups.com>
Source record: 1348

On Sep 8, 4:27 pm, Steven Hirsch <snhir...@gmail.com> wrote:
> On 09/08/2010 03:20 PM, Thorsten Günther wrote:
>
> > Am 26.08.2010 20:02, schrieb Trevor Holyoak:
> >> My preferred modern method is SIO2SD. You can fit an awful lot of Atari
> >> stuff on a relatively small SD card, and then you don't have to tether
> >> it to your PC. :)
>
> I wish someone would offer the bare PCB.
>
> > If you have somewhat developed soldering skills, the SDrive
> > <http://raster.infos.cz/atari/hw/sdrive/sdriveen.htm> is an alternative
> > even easier to build , since it lacks the LCD. The most complicated
> > soldering part is the SD card slot (I have only found them as SMT, not
> > as hole-through), but this one can be replaced with an edge connector
> > with .10" spacing as shown here: <http://uanr.com/sdfloppy/>. If you
> > build a case around the drive, noone will notice the difference.
>
> Coolness! I'm filing that one away :-)

http://morethangames.a8maestro.com/proda8/adv-eh0130.htm

sells complete SDrive, down to just pcb and sd card socket...
i just recently got one and it is nice...

sloopy.

4110. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-10 18:44:43 UTC
From: DB
Message-ID: <cuuk86d2j2tlelbv0idbtj1th7dkeq8d0b@4ax.com>
Source record: 1349

>Too bad the PayPal claim has to made within 30 days. Did you try to claim
>it?

No, and that's my own fault. I guess I am just too trusting in my
fellow Atarian. He strung me along and I played into it. I am still
not convinced he is an outright thief although it is beginining to
look that way. I was just wondering if anyone here had done any
successful business with this guy?

D.B.

4111. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-11 01:59:21 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <DuWdnTZfUKbkfxfRnZ2dnUVZ_hydnZ2d@giganews.com>
Source record: 1350

On 09/10/2010 02:44 PM, DB wrote:
>> Too bad the PayPal claim has to made within 30 days. Did you try to claim
>> it?
>
> No, and that's my own fault. I guess I am just too trusting in my
> fellow Atarian. He strung me along and I played into it. I am still
> not convinced he is an outright thief although it is beginining to
> look that way. I was just wondering if anyone here had done any
> successful business with this guy?

I purchased an Action! cart from him several months ago. It was shipped
promptly. I'm disappointed to hear about your problem.

4112. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-11 15:23:15 UTC
From: DB
Message-ID: <pc7n865h510daditabift26bhl57coiknh@4ax.com>
Source record: 1201

>I purchased an Action! cart from him several months ago. It was shipped
>promptly. I'm disappointed to hear about your problem.

Well, like I said, the guy never seemed to me to be a thief or
con-man. The problem is that the money I sent him was hard to come by
on my particular budget and I won't be able to get that kind of money
together again to buy a different and reliable 800XL system until
after the winter fuel bills are over next spring sometime.

I understand that poop happens to even the best of businesses. But I
havent received any explanations or any of the money that should be
legitimately refunded to me.

Kjmann - I know you are reading this. What about it?

D.B.

4113. Re: Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-11 15:28:17 UTC
From: DB
Message-ID: <7r7n86piolshr6p7e98lbu0gm7d40lk22d@4ax.com>
Source record: 1202

```
>
>Kjmann's Atari Sales and Service (Sal Esquivel) 7/10
> See also: Atlantis Games Group
>Oregon
>USA
>http://www.atari-sales.com/
> Vendor: new hardware (joysticks), commercial/PD/freeware (on cartridge,
>including many titles not originally released on cartridge), Multi-Carts,
>320k Atari XL System Package, 64k Atari XL System Package
> Developer: original cartridge conversions: Donkey Kong Arcade, Moon Patrol
>(fixed for all 800/XL/XE), Megablast, Pac-Man Arcade. hardware:
>8-Bit Evolution Power Converter, Internal S-Video Upgrade kit.

I must challenge this entry based upon my experiences and documented
by the thread recently detailed in this newsgroup.

DB
```

4114. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-11 16:20:48 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <4PqdnWbrnYDIMRbRnZ2dnUVZ87-dnZ2d@telenor.com>
Source record: 1203

<DB> skrev i melding news:pc7n865h510daditabift26bhl57coiknh@4ax.com...
> >I purchased an Action! cart from him several months ago. It was shipped
>>promptly. I'm disappointed to hear about your problem.
>
> Well, like I said, the guy never seemed to me to be a thief or
> con-man. The problem is that the money I sent him was hard to come by
> on my particular budget and I won't be able to get that kind of money
> together again to buy a different and reliable 800XL system until
> after the winter fuel bills are over next spring sometime.
>
> I understand that poop happens to even the best of businesses. But I
> havent received any explanations or any of the money that should be
> legitimately refunded to me.
>
> Kjmann - I know you are reading this. What about it?
>
> D.B.

You could do a money request by PayPal and see if he returns the money? If he's a decent guy, he would try that.

4115. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-11 19:07:47 UTC
From: DB
Message-ID: <oqkn86d84modbj0ne1amgo1ud3lcqc8osn@4ax.com>
Source record: 1204

>You could do a money request by PayPal and see if he returns the money? If
>he's a decent guy, he would try that.
>
Thanks for the good suggestion Vidar. I may just try that.

D.B.

4116. Re: Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-12 16:00:45 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.vixf3jfzgaat7c@mdc2>
Source record: 1205

Noted, thanks.

I can't remember removing an entry before because someone turned out to be
a pure crook, but I wouldn't want to list someone widely regarded as one.
I'm still hoping there's eventually some acceptable explanation for your
unfortunate experience..

A listing in the vendors list shouldn't be taken as an endorsement anyway,
I've certainly not personally done business with everyone listed. Maybe
I'll add an explicit disclaimer to that effect.

-Michael

On Sat, 11 Sep 2010 10:28:17 -0500, <DB> wrote:

>>
>> Kjmann's Atari Sales and Service (Sal Esquivel)

> I must challenge this entry based upon my experiences and documented
> by the thread recently detailed in this newsgroup.
>
> DB

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name
8-bit Atari FAQ/Vendor Lists: htt://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

4117. Re: Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-12 16:51:21 UTC
From: Bill Garber <willy46pa@garberstreet.com>
Message-ID: <ncKdnc7_TOyAmBDRnZ2dnUVZ8o6dnZ2d@giganews.com>
Source record: 1206

"Michael Current" <michael@mcurrent.name> wrote
in message news:op.vixf3jfzgaat7c@mdc2...
> Noted, thanks.
>
> I can't remember removing an entry before because
> someone turned out to be a pure crook, but I wouldn't
> want to list someone widely regarded as one.
> I'm still hoping there's eventually some acceptable
> explanation for your unfortunate experience..
>
> A listing in the vendors list shouldn't be taken as
> an endorsement anyway, I've certainly not personally
> done business with everyone listed. Maybe I'll add
> an explicit disclaimer to that effect.
>
> -Michael

That's smart. I wouldn't want to see anyone blacklisted
from a single occurrence. I do agree that a good, simple,
and informative response would alleviate the problem for
the meantime, and it is possible that DB has berated the
guy on the first request for info, but to come into this
public forum to do so is totally wrong. A simple request
to the group for others who may have had issue with him
would not be out of line, but what DB did was just rude.

Bill

4118. Emulators and APAC (Any Point, Any Color), and other new modes

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-12 19:16:56 UTC
From: Bill C <mousepoop.com@gmail.com>
Message-ID: <a10a8ce2-1eb0-42ef-8e54-f0ba6b37c901@n19g2000prf.googlegroups.com>
Source record: 1207

Does anyone know if there is an 8-bit Atari emulator that will run
under Windows 7 and that will support the APAC (80x192, 256 colors),or
"HARD Interlacing Picture (160x192, 30 shades of gray) modes?

4119. Sweet16

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-12 19:18:51 UTC
From: Bill C <mousepoop.com@gmail.com>
Message-ID: <f2f242dc-f0e9-4e4c-a26b-2d15368951f6@h37g2000pro.googlegroups.com>
Source record: 1208

Steve Wozniak created the "Sweet 16" library for the Apple II. If I remember correctly, it was 6502 code that simulated a 16-bit CPU. The code is in the public domain.

Has anyone ported this to the 8-bit Atari?

4120. Re: Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-12 19:27:37 UTC
From: DB
Message-ID: <ra9q86lv2686osdtqitvvsqhfl4987nkjp@4ax.com>
Source record: 1209

>That's smart. I wouldn't want to see anyone blacklisted
>from a single occurrence. I do agree that a good, simple,
>and informative response would alleviate the problem for
>the meantime, and it is possible that DB has berated the
>guy on the first request for info, but to come into this
>public forum to do so is totally wrong. A simple request
>to the group for others who may have had issue with him
>would not be out of line, but what DB did was just rude.

WHAT!?! Did you bother to read my original message at all? I sent the guy FIVE e-mails over a three month period to get informatiion about the merchandise or a refund. Kjmann responded the first THREE times that it would be in the mail a few days followng each message. The fourth time I wrote him, he responded by telling me that the the package was actually IN THE MAIL! That was well over a month ago. The fifth time (last week) he completely ignored me. So I contacted the guy FIVE times before I came here because it was here that I first saw his advertisement back in June!

Coming here was a last resort in hopes that Kjman would finally take some responsiblility for his business promise. I'm still hoping he will. I'm sorry if I have offended your sensitivities, but tell us this - what you think keeping $129 after three months without sending promised merchandise is?

D.B.

4121. Re: Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-12 19:43:26 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <500c8da3-e801-4434-b495-d13a6751133a@e20g2000vbn.googlegroups.com>
Source record: 1210

I appreciate the info about the transaction and subsequent results.
It isn't rude at all, BD is doing a service as well as making an
effort for Mr. KJmann to give him his money back.
The current KJmann site has almost all hardware 'unavailable', so
apparently he is out of stock.
I found KJmann to be a jerk when he complained about AtariAge posts, I
presume he got some flak
for posting commercials.

4122. Re: Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-12 21:46:06 UTC
From: Bill Garber <willy46pa@garberstreet.com>
Message-ID: <gc-dnQ-OdNus1xDRnZ2dnUVZ8tCdnZ2d@giganews.com>
Source record: 1211

<DB> wrote in message news:ra9q86lv2686osdtqitvvsqhfl4987nkjp@4ax.com...
> >That's smart. I wouldn't want to see anyone blacklisted
>>from a single occurrence. I do agree that a good, simple,
>>and informative response would alleviate the problem for
>>the meantime, and it is possible that DB has berated the
>>guy on the first request for info, but to come into this
>>public forum to do so is totally wrong. A simple request
>>to the group for others who may have had issue with him
>>would not be out of line, but what DB did was just rude.
>
> WHAT!?! Did you bother to read my original message at all? I sent the
> guy FIVE e-mails over a three month period to get informatiion about
> the merchandise or a refund. Kjmann responded the first THREE times
> that it would be in the mail a few days followng each message. The
> fourth time I wrote him, he responded by telling me that the the
> package was actually IN THE MAIL! That was well over a month ago. The
> fifth time (last week) he completely ignored me. So I contacted the
> guy FIVE times before I came here because it was here that I first saw
> his advertisement back in June!

I have no problem with you mentioning emails to/from him, but show sources.

> Coming here was a last resort in hopes that Kjman would finally take
> some responsiblility for his business promise. I'm still hoping he
> will. I'm sorry if I have offended your sensitivities, but tell us
> this - what you think keeping $129 after three months without sending
> promised merchandise is?

KJmann, if you are listening. Please give DB his money back so we can
stop hearing from him. Thank you. Concerned now myself. How's that, DB?

Bill

4123. Re: Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-13 04:00:28 UTC
From: DB
Message-ID: <l18r8659mqaodn79jlafe7jq3m5pqnbet2@4ax.com>
Source record: 1212

>I have no problem with you mentioning emails to/from him, but show sources.

Oh, brother. Why would I make such a story up? If I didn't have the
e-mails I referred to, I myself would be liable for a charge of
defamation or libel. Why are you so determined to make me the bad guy
here?

>KJmann, if you are listening. Please give DB his money back so we can
>stop hearing from him. Thank you. Concerned now myself. How's that, DB?

Well, I will agree with you on one thing - there IS at one very rude
person with a pretty snotty attitude "contributiing" to this thread,
only it isn't me...

DB

4124. Re: Sweet16

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-13 06:46:12 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <11e96150-5c8f-43ed-9ded-670fe2bcab27@g21g2000prn.googlegroups.com>
Source record: 1213

On Sep 12, 12:18 pm, Bill C <mousepoop....@gmail.com> wrote:
> Steve Wozniak created the "Sweet 16" library for the Apple II. If I
> remember correctly, it was 6502 code that simulated a 16-bit CPU. The
> code is in the public domain.
>
> Has anyone ported this to the 8-bit Atari?

The reasons for the implementation were gone by the time Atari hit its stride. Brief history according to Cortese i.e. only approximately correct and full of personal opinion.

Once upon a time there was the RCA1802 microprocessor. It was popular for several reasons like low cost and ease of getting a working system. The best thing about it was its instruction set. It took a lot of ticks to execute an instruction but they performed commonly used series of instructions on other processors in a single instruction. The processor had sixteen 16 bit registers which could be uses as anything from the program counter to an index register. For the record it was considered an 8 bit processor since the accumulator was only 8 bits. You had to load the 16 bit registers with a high and a low byte. Operations on the 16 bit registers were 16 bits in that if you decremented the lower 8 bits it could do a borrow from the upper 8 bits automatically.

You may remember a number of years ago John Harris and I made some posts about the relative merits of instruction sets. I *think* he was talking about the 65C816 with its improved instruction set and reduced code space required to do things. He gave an example of memory move that was maybe 40 bytes and I gave the equivalent code for an 1802 which was in the ~20s.

Now flashback to 1978. A big EPROM was 2k. I'm not talking about what would go into a $1,600 Atari or $3,400 Apple but something a ham & egger hacker could afford to put into his homebrew. You have to remember that even 8k *expensive* carts like the Atari ASM/ED came with two 4k eproms in the cart vs. an 8k eprom.

Now there was this early genius of programming called Tom Pittman who wrote a 'Tiny BASIC' that got most of our homebrew computers up and running with a high level language on the cheap. He was able to fit the 1802 version in a single 2k eprom but the 6502 took over 3k to do the same thing. I mention this because back then there were still the processor wars going on and the ability to do things with a single 2k eprom vs. having to buy two or a 4k eprom was good ammo.

So Woz who was a Homebrew Computer Club guy was obviosly aware of alternate processors and the controversy at the time. Being another genius of programming himself and probably having some extra space in the Apple put out Sweet 16. What Sweet 16 actually is a processor emulator tightly based on the 1802.

Now it was a nice<sweet> gesture of him to include the code. That being said nice doesn't mean useful.

The emulator uses something like 800 bytes that can reduce your code by say 40%. If your original program was 1800 bytes of 6502 it doesn't make sense to rewrite it in Sweet 16 which will use 800 for the emulator and the new code will still take up 1080 bytes! Of course if you just want to do something like replace the international character set with it you can actually reduce your code space.

Butt ugly slow. Thing is emulating a 16 bit register on an 8 bit processor is a dog. Something like 1/5th to 1/10th the speed of 6502 native code.

Time took away the need to cram code into tiny eproms and ram. Heck, a 1 megabit cart would be the way to go nowadays. Maybe doing something like a rewrite of a 1050 eprom would free up 1000 bytes in a 4k eprom but I just don't see that as a something people would spend their time on.

Funny thing is I just built an 1802 system this summer on a breadboard.

It's actually an interesting topic but more about what instructions should be in a processor instruction set. For instance if you have an instruction in the microcode that stores via a pointer register and automatically decrements the pointer register all memory moves are tight and fast. The pointer register should be as wide as the addressable memory and there should be at least two of them. Also makes things like a C compiler using pointers for everything from variables to memory moves almost trivial.

Rick

4125. Re: Sweet16

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-15 01:59:01 UTC
From: Bill C <mousepoop.com@gmail.com>
Message-ID: <7ca5126b-6ad9-48b9-aeaa-37acc09d4502@m35g2000prn.googlegroups.com>
Source record: 1214

On Sep 12, 11:46 pm, ricortes <ricor...@earthlink.net> wrote:
> On Sep 12, 12:18 pm, Bill C <mousepoop....@gmail.com> wrote:
>
> > Steve Wozniak created the "Sweet 16" library for the Apple II. If I
> > remember correctly, it was 6502 code that simulated a 16-bit CPU. The
> > code is in the public domain.
>
> > Has anyone ported this to the 8-bit Atari?
>
> The reasons for the implementation were gone by the time Atari hit its
> stride. Brief history according to Cortese i.e. only approximately
> correct and full of personal opinion.
>
> Once upon a time there was the RCA1802 microprocessor. It was popular
> for several reasons like low cost and ease of getting a working
> system. The best thing about it was its instruction set. It took a lot
> of ticks to execute an instruction but they performed commonly used
> series of instructions on other processors in a single instruction.
> The processor had sixteen 16 bit registers which could be uses as
> anything from the program counter to an index register. For the record
> it was considered an 8 bit processor since the accumulator was only 8
> bits. You had to load the 16 bit registers with a high and a low byte.
> Operations on the 16 bit registers were 16 bits in that if you
> decremented the lower 8 bits it could do a borrow from the upper 8
> bits automatically.
>
> You may remember a number of years ago John Harris and I made some
> posts about the relative merits of instruction sets. I *think* he was
> talking about the 65C816 with its improved instruction set and reduced
> code space required to do things. He gave an example of memory move
> that was maybe 40 bytes and I gave the equivalent code for an 1802
> which was in the ~20s.
>
> Now flashback to 1978. A big EPROM was 2k. I'm not talking about what
> would go into a $1,600 Atari or $3,400 Apple but something a ham &
> egger hacker could afford to put into his homebrew. You have to
> remember that even 8k *expensive* carts like the Atari ASM/ED came
> with two 4k eproms in the cart vs. an 8k eprom.
>
> Now there was this early genius of programming called Tom Pittman who
> wrote a 'Tiny BASIC' that got most of our homebrew computers up and
> running with a high level language on the cheap. He was able to fit
> the 1802 version in a single 2k eprom but the 6502 took over 3k to do
> the same thing. I mention this because back then there were still the

> processor wars going on and the ability to do things with a single 2k
> eprom vs. having to buy two or a 4k eprom was good ammo.
>
> So Woz who was a Homebrew Computer Club guy was obviosly aware of
> alternate processors and the controversy at the time. Being another
> genius of programming himself and probably having some extra space in
> the Apple put out Sweet 16. What Sweet 16 actually is a processor
> emulator tightly based on the 1802.
>
> Now it was a nice<sweet> gesture of him to include the code. That
> being said nice doesn't mean useful.
>
> The emulator uses something like 800 bytes that can reduce your code
> by say 40%. If your original program was 1800 bytes of 6502 it doesn't
> make sense to rewrite it in Sweet 16 which will use 800 for the
> emulator and the new code will still take up 1080 bytes! Of course if
> you just want to do something like replace the international character
> set with it you can actually reduce your code space.
>
> Butt ugly slow. Thing is emulating a 16 bit register on an 8 bit
> processor is a dog. Something like 1/5th to 1/10th the speed of 6502
> native code.
>
> Time took away the need to cram code into tiny eproms and ram. Heck, a
> 1 megabit cart would be the way to go nowadays. Maybe doing something
> like a rewrite of a 1050 eprom would free up 1000 bytes in a 4k eprom
> but I just don't see that as a something people would spend their time
> on.
>
> Funny thing is I just built an 1802 system this summer on a
> breadboard.
>
> It's actually an interesting topic but more about what instructions
> should be in a processor instruction set. For instance if you have an
> instruction in the microcode that stores via a pointer register and
> automatically decrements the pointer register all memory moves are
> tight and fast. The pointer register should be as wide as the
> addressable memory and there should be at least two of them. Also
> makes things like a C compiler using pointers for everything from
> variables to memory moves almost trivial.
>
> Rick

Thanks for the info. I wasn't aware it was so slow!

4126. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-15 04:19:58 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1284524413@rtfm.mit.edu>
Source record: 1215
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: April 26, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4127. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-17 15:54:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1009170851090.4617@slate.spiritone.com>
Source record: 1217
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4128. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-17 15:56:59 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1009170854520.4617@slate.spiritone.com>
Source record: 1216
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Mailing List sent by E-Mail From Bravo Sierra Computers! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

4129. Atari 7800 Expansion Unit coming in November!

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-23 19:37:43 UTC
From: JonnyBritish <csharpconsulting@hotmail.com>
Message-ID: <ac6042e7-a239-4897-9a6f-9cdddd66b52b@k13g2000vbq.googlegroups.com>
Source record: 1218

http://www.legacyengineer.com/storefront/index.php?main_page=product_info&cPath=39&products_id=115

7800 Expansion Module
=================

Plug-in Enhancement/Expansion unit for all NTSC/PAL/SECAM Atari 7800
Video Game console systems.

Adds the following:

•Built in High Score keeping capability (compatible with approx 20
existing titles and any HSC coded games/programs in the future)
•128K of Program Available Memory
•POKEY audio/interfacing IC Chip for enhanced audio/voice synthesis
and I/O Interfacing capabilities.
•2nd Audio Processor for higher end Arcade sound effects and music
•SIO (Serial I/O) Port for potential future use of Atari 8bit computer
peripherals such as Disk Drives, Printers and Modems.
•15 PIN Port for potential future use with a detachable computer
keyboard.
•Will come professionally boxed in original Silver styled "Atari XL"
type box with extensive User Guide and Technical Data manuals.
Cartridge Port ontop to allow all 2600/7800 cartridges to plug onto
the unit to play games/programs.

4130. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-24 02:22:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1009231731490.31354@slate.spiritone.com>
Source record: 1219

Please DB,

look at this from his point of View!He's not going to get rich selling Atari! Atari Dealers are a vanishing breed! Heed my Advice!If you keep attacking him publicly in the NewsGroups, you'll hurt him, maybe put him out of Business! How will this help you? You'll need his Business to prosper so he can pay you Back!It would be better to forgive his debt, do unto others as you would have them do unto you! Unload your Burden! You'll feel much Better! Thanx! =-Ben-=

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4131. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-24 02:31:43 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1009231925030.13921@slate.spiritone.com>
Source record: 1220
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4132. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-24 02:35:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1009231932000.13921@slate.spiritone.com>
Source record: 1221
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! I can also sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

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4133. 20% OFF ALL ATARI BOOKS & MAGAZINES!

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-24 02:38:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1009231935200.13921@slate.spiritone.com>
Source record: 1222
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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I have Boxes & Boxes of Atari Books & Magazines for Sale!Some I have Lots and some I have 1 or 2 left!I have more Atari than anywhere else!Atari, one of the most well documented Computers ever! I have Both 8 Bit and ST! Some you wont find anywhere else but here!On Sale 20% off!Goto http://BensCatalogs.Atari.org or BenSells@Atari.org! Ask for Atari catalogs. My Software, Magazines and Book Catalogs are sorted alphabetically by Title so Cut-&-Paste your order & E-Mail your list with your Shipping Address so I can expedite your order or call Ben anytime at (503)256-9974! Come for the Sales, Stay for the Service!

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4134. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-24 03:36:00 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <02315e49-c1a8-4897-93fc-9acf997d107f@j2g2000vbo.googlegroups.com>
Source record: 1223

snip BS from BS.
I'm sorry to hear about KJmann's theft of BD's money.
He's a thief, plain and simple. I have no sympathy toward him. BS is
a reason why csa8 has very few
posts. His spam turns off just about everybody. You come to csa8 and
see eight spam from BS
and no new posts. BS has single handedly trashed this newsgroup.

4135. a test posting

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-24 12:39:41 UTC
From: Ng Spim <ng@spim.woeishyang.com>
Message-ID: <i7i66dnt1425@reader01.singnet.com.sg>
Source record: 1225

Suspendisse iaculis tempor mollis. Quisque eu lacus velit. Phasellus ut orci mauris. Quisque dignissim purus a mi condimentum eu malesuada nunc vestibulum. Vestibulum tincidunt sollicitudin orci eu auctor. Nullam lacus lacus, ultricies eget ultrices a, ornare quis odio. Donec aliquam enim id tellus elementum tincidunt. Curabitur gravida varius volutpat. In venenatis egestas pretium. Vestibulum posuere quam diam.

4136. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-24 14:42:16 UTC
From: DB
Message-ID: <iscp96dk2olfbn8ula5b4ub4sm63akdi6n@4ax.com>
Source record: 1224

>... You'll need his Business to prosper so he can pay you
>Back!

I gotta admit, this is the most novel and convoluted justification for stealing I've ever heard of. Tell you what BS - keep the next $129 for orders you receive but don't send the people the merchandise they ordered. You can bet we will be reading about you in here then...

>It would be better to forgive his debt, do unto others as you would have
>them do unto you! Unload your Burden! You'll feel much Better! Thanx! =-Ben-=

How come this just works for me? Why don't you say the same things to the guy that took the money? Why doesn't he "unload his burden"? Why don't you advise him to "do unto others" I DID "do unto others" - I sent him the money. Now, it's his turn to "do unto me" by sending me the merchandise.

Man, I'm really confused how it is that I send a merchant that I found in this very group what for me is a LOT of money in good faith who then stiffs me, and I in turn become the bad guy!

But there's something else you might consider. Instead of defending and justifying bad merchants against the Atari community, you should be supporting the Atari community by helping to make sure that bad merchants don't drive people away.

I'll tell you what though. From now on I will only shop for Atari stuff on eBay. Their prices might be high and their selection limited, but at least they have a shopper protection program. And that should make an on-line merchant like you think twice about supporting theft as a legitimate business practice...

Dave B.

4137. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-24 16:48:18 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <328bdfd2-9c98-45f3-87f6-7ab7a6d1047c@z25g2000vbn.googlegroups.com>
Source record: 1226

On Sep 24, 7:42 am, DB wrote:
> >... You'll need his Business to prosper so he can pay you
> >Back!
>
> I gotta admit, this is the most novel and convoluted justification for
> stealing I've ever heard of. Tell you what BS - keep the next $129 for
> orders you receive but don't send the people the merchandise they
> ordered. You can bet we will be reading about you in here then...

hehe :)
> But there's something else you might consider. Instead of defending
> and justifying bad merchants against the Atari community, you should
> be supporting the Atari community by helping to make sure that bad
> merchants don't drive people away.
<snip>

As you said, "ship has sailed" but were you still interested in things
Atari 8 bit? I may have an extra beater system floating<literally>
around here somewhere I could give you. Beater => no RF shield and far
from pristine. I could toss in an SIO2PC cable *IF* you have a PC with
a serial port, kind of useless if you don't. ATM I don't have a
joystick but they could probably be had local to you for less then it
would cost to ship anyway. I'm not as anti emulator as I used to be
but nothing beats real hardware.

Yeah, occassionally you get burned. I bought a 65816 system and the
seller flaked on me. Freaking knocked the wind out of me for a while.
Operant Conditioning kind of thing. This is the only place I come for
abuse now, I don't even hang out on web forums anymore because of all
the hankie fights.

BTW: I think the system he was selling was S-video vs. SVGA, not quite
the same thing. There is a SVGA mod but it reflects the current
prototyping climate and prices. It's not uncommon for printed circuit
board manufacturers to charge $50 per board now and that is ~3"X5"
size. Anything significant you buy new now will probably be >$80. I
think the only exception is the SIO2PC USB cable.

Rick

4138. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-24 17:44:25 UTC
From: bill@newbreedsoftware.com
Message-ID: <4c9ce379$0$1622$742ec2ed@news.sonic.net>
Source record: 1227

russg <russgilb@sbcglobal.net> wrote:
> You come to csa8 and see eight spam from BS
> and no new posts. BS has single handedly trashed this newsgroup.

_I_ don't... because I have his posts in my Usenet reader's killfile. ;)

No offense Ben... I'm just not in the market to buy Atari stuff very
often, and I did feel that the posts were too frequent. I _am_ glad
for the fact that you (and BEST and B&C and kjmann) out there though!
I know where to find all of you when I do need something. :)

I also appreciate that you helped me out with my first Atari Party
by lending me some hardware!

--
-bill!
Sent from my computer

4139. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-25 00:27:31 UTC
From: kjmann <kjmann12@yahoo.com>
Message-ID: <89c14aff-ef35-4a18-8b4c-da9e19508adb@x20g2000pro.googlegroups.com>
Source record: 1228

On Sep 24, 10:44 am, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> russg <russg...@sbcglobal.net> wrote:
> > You come to csa8 and see eight spam from BS
> > and no new posts. BS has single handedly trashed this newsgroup.
>
> _I_ don't... because I have his posts in my Usenet reader's killfile. ;)
>
> No offense Ben... I'm just not in the market to buy Atari stuff very
> often, and I did feel that the posts were too frequent. I _am_ glad
> for the fact that you (and BEST and B&C and kjmann) out there though!
> I know where to find all of you when I do need something. :)
>
> I also appreciate that you helped me out with my first Atari Party
> by lending me some hardware!
>
> --
> -bill!
> Sent from my computer

Hello. No I'm not dead yet. just some more complications concerning my health issues.

Thanks to Bill for alerting me to this discussion.

As for Dave B. I have no problem with his being pissed. I would be if I were in his position.

Thanks for standing up for me Ben (BSC) but there is no Excuse to just take someones money and that has never been my intention.

I did finally get back the first system I sent him. I was waiting for this because God knows there are people out there who just want freebies and that would keep claiming that they didn't get it to see h9ow much they could get me to sent them. Obviously Dave is NOT one of them, though I did need to be sure after sending the second system.

I have repackaged his system and shipped Via UPS this Time instead of the US postal service. I'm not happy at all with what's been happening with the USPS service as of late. The system came back saying they were unable to deliver it. whatever the hell that means. Part of this is my own fault for not shipping using Delivery Confirmation. although, I have always found the tracking info from the USPS to be somewhat skimpy and for the most part a joke.

Dave I have a tracking number for you from UPS I'm thinking I should just start shipping everything Via UPS. but, that means that smaller

packages would cost more to ship. That is my only issue.

Hope this clears some things up. Take care.

Sal (kjmann)

4140. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-25 02:26:13 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <0333a534-a0cc-4d92-af7e-8d5db62702b3@j24g2000yqa.googlegroups.com>
Source record: 1229

snip stuff from kjmann.

The customer wants his money back. I believe you're not only a thief,
but SURPRISE, you're a liar as well.
There's no way you sent a package USPS and didn't get it back for four
months. You stopped answering
DB's e-mails a month ago, or were you away taking care of your sick
grandmother?
I offer a stock 800XL, in fair stock condition, all keys work, etc.
and a power supply and SIO cable.
Take Rick up on the SIO2PC cable (if you have a serial port), and you
won't need a floppy drive.
DB can find lots of Atari software online and can use it with the
SIO2PC cable. He might need
to buy APE software, I'm not familiar with SIO2PC software. Also
would need a monitor cable and
monitor, although TVs come with composite and audio ports now. Like
Rick says, SVGA is not
very likely.

4141. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-25 06:31:52 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <nsCdnZTL36jSCgDRnZ2dnUVZ87-dnZ2d@telenor.com>
Source record: 1230

So glad to hear that ... I felt bad for Atarians, and sorry to say, I was
really hoping you were sick (not really, but that's a good excuse). kjmann,
hope you feel better and thumbs up for you.

Now feel happy for both of you :-)

Take Atarian care
Hawk of Pokey Soft

"kjmann" <kjmann12@yahoo.com> skrev i melding
news:89c14aff-ef35-4a18-8b4c-da9e19508adb@x20g2000pro.googlegroups.com...
On Sep 24, 10:44 am, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> russg <russg...@sbcglobal.net> wrote:
> > You come to csa8 and see eight spam from BS
> > and no new posts. BS has single handedly trashed this newsgroup.
>
> _I_ don't... because I have his posts in my Usenet reader's killfile. ;)
>
> No offense Ben... I'm just not in the market to buy Atari stuff very
> often, and I did feel that the posts were too frequent. I _am_ glad
> for the fact that you (and BEST and B&C and kjmann) out there though!
> I know where to find all of you when I do need something. :)
>
> I also appreciate that you helped me out with my first Atari Party
> by lending me some hardware!
>
> --
> -bill!
> Sent from my computer

Hello. No I'm not dead yet. just some more complications concerning my
health issues.

Thanks to Bill for alerting me to this discussion.

As for Dave B. I have no problem with his being pissed. I would be if
I were in his position.

Thanks for standing up for me Ben (BSC) but there is no Excuse to just
take someones money and that has never been my intention.

I did finally get back the first system I sent him. I was waiting for
this because God knows there are people out there who just want
freebies and that would keep claiming that they didn't get it to see
h9ow much they could get me to sent them. Obviously Dave is NOT one of
them, though I did need to be sure after sending the second system.

I have repackaged his system and shipped Via UPS this Time instead of the US postal service. I'm not happy at all with what's been happening with the USPS service as of late. The system came back saying they were unable to deliver it. whatever the hell that means. Part of this is my own fault for not shipping using Delivery Confirmation. although, I have always found the tracking info from the USPS to be somewhat skimpy and for the most part a joke.

Dave I have a tracking number for you from UPS I'm thinking I should just start shipping everything Via UPS. but, that means that smaller packages would cost more to ship. That is my only issue.

Hope this clears some things up. Take care.

Sal (kjmann)

4142. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-25 16:42:22 UTC
From: DB
Message-ID: <m57s96pjetkul4u4agl8t467et87mc93kc@4ax.com>
Source record: 1231

>As for Dave B. I have no problem with his being pissed. I would be if
>I were in his position.

I'm not necesarily "pissed", but I do want a proper resolution to this
mess.

>I did finally get back the first system I sent him. I was waiting for
>this because God knows there are people out there who just want
>freebies and that would keep claiming that they didn't get it to see
>h9ow much they could get me to sent them. Obviously Dave is NOT one of
>them, though I did need to be sure after sending the second system.

I really have little to say on this score. i live in a very small town
(less than 3000) and for at least 10 years both myself and my wife
have been on a first-name basis with the Postmaster of our town who
lives and works in the small post office across the street. If these
packages were returned it means they did NOT reach this PO.

I would also just like to say that this whole mess could have been
completely avoided by a simple explanatory e-mail to me over the
course of August or September. While I realize there are health issues
of concern here, I feel very strongly that an e-mail could have been
sent during the six weeks I waited to hear from you. I am not an
unreasonable person and would have completely understood if there were
extenuating circumstances preventing you from completeing the
transaction. As it was, the last message I got was in July stating
that you were "back in charge" and had sent out the package. In point
of fact, I still haven't received any further e-mail from you - the
only thing I know is what you said just now to the group. It kind of
makes one assume that you are spinning a little "damage-control" here,
and what the group thinks is more important than what your customers
might think. Might I just suggest that if you are thinking of resuming
your mail-order operation, you might consider tweaking your business
practices a little.

However...

As far as I am concerned, if you have actually sent the system and it
actually gets here and it actually works, I will be a satisfied
customer. All I ever wanted was the computer. Now it's true that the
summer is shot and my original purpose for getting the system is now
moot, but as someone previously pointed out "that ship has sailed". So
be it. I am not one to hold grudges or to seek revenge for imagined
slights. This matter is closed - as long as I get my order.

I would like to mention here my most sincere thanks to Rick and russg for their much appreciated support and extremely kind and very generous offers of equipment. Now THIS is the Atari community I remember from my days as an 130XE owner back in the mid-80's. Over the years I have had several computers - I started with a TI-99 and moved to an Apple IIe in the early 80's moving to a 130XE in 1986. More than any other machine I enjoyed the Atari the most primarily because of the unyiellding enthusiasm for the Atari range of 8-bitters in the face of declining software and corporate support. While the Atari product was good, it was guys like Rick and russg that made it fun and meaningful. Thanks to you guys very, very much.

Now, my task when the computer comes is to convert Halo into an Atari 800XL Action! program. I'll make a fortune.

Or not...

Dave B.

4143. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-26 04:19:36 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1285474795@rtfm.mit.edu>
Source record: 1232
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: April 26, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4144. Atari St. Louis Users

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-26 05:39:58 UTC
From: Tony McK <antmck@gmail.com>
Message-ID: <30298abe-cef5-4ad3-afd9-8e6dacd3fadf@c10g2000yqh.googlegroups.com>
Source record: 1233

Any one out there. I was in the Local scene in the 8-bit and 16
bit back in the late 80's and mid 90's. I was know as Bone or Boner.
Went to Buckskin BBS, Gateway BBS, Frog and a few others. Always happy
to hear what happened to my few Atarians.

4145. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-26 10:08:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1009260255280.9731@slate.spiritone.com>
Source record: 1234

> >... You'll need his Business to prosper so he can pay you
> >Back!

> I gotta admit, this is the most novel and convoluted justification for
> stealing I've ever heard of. Tell you what BS - keep the next $129 for
> orders you receive but don't send the people the merchandise they
> ordered. You can bet we will be reading about you in here then...

> >It would be better to forgive his debt, do unto others as you would have
> >them do unto you! Unload your Burden! You'll feel much Better! Thanx! =-Ben-=

> How come this just works for me? Why don't you say the same things to
> the guy that took the money? Why doesn't he "unload his burden"? Why
> don't you advise him to "do unto others" I DID "do unto others" - I
> sent him the money. Now, it's his turn to "do unto me" by sending me
> the merchandise.

I must apologize! I was trying to Quote From the Bible about Forgiveness! All I
got was Misunderstood!

Ben S.

> Dave B.

4146. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-26 16:07:03 UTC
From: Simon <google@gornall.net>
Message-ID: <04a58103-c553-439a-8a20-4d5c31432af8@g21g2000prn.googlegroups.com>
Source record: 1235

On Sep 26, 3:08 am, Bravo Sierra Computers <at...@aracnet.com> wrote:
> > >... You'll need his Business to prosper so he can pay you
> > >Back!
> > I gotta admit, this is the most novel and convoluted justification for
> > stealing I've ever heard of. Tell you what BS - keep the next $129 for
> > orders you receive but don't send the people the merchandise they
> > ordered. You can bet we will be reading about you in here then...
> > >It would be better to forgive his debt, do unto others as you would have
> > >them do unto you! Unload your Burden! You'll feel much Better! Thanx! =-Ben-=
> > How come this just works for me? Why don't you say the same things to
> > the guy that took the money? Why doesn't he "unload his burden"? Why
> > don't you advise him to "do unto others" I DID "do unto others" - I
> > sent him the money. Now, it's his turn to "do unto me" by sending me
> > the merchandise.
>
> I must apologize! I was trying to Quote From the Bible about Forgiveness! All I
> got was Misunderstood!
>
> Ben S.

Right. Because a 2000 year old fairy tale excuses what happened here.

TBH, I rarely come to this newsgroup any more precisely because of
BSC, the only time I ever bought anything from him (an XEP80), it
never worked anyway. These days I DIY...

Simon

4147. Re: Atari St. Louis Users

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-26 21:20:27 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <87d5a38d-32e6-4345-a847-6a260fb1e9c1@i13g2000yqd.googlegroups.com>
Source record: 1236

On Sep 25, 10:39 pm, Tony McK <ant...@gmail.com> wrote:
> Any one out there. I was in the Local scene in the 8-bit and 16
> bit back in the late 80's and mid 90's. I was know as Bone or Boner.
> Went to Buckskin BBS, Gateway BBS, Frog and a few others. Always happy
> to hear what happened to my few Atarians.

Weren't the Ratcliff brothers from St. Louis? I heard MatRat passed on
and I haven't heard what his brother has been doing since 688 Attack
Sub.

Rick

4148. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-26 21:30:59 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2010.09.26.21.30.59.806686@suddenlink.net>
Source record: 1237

On Sun, 26 Sep 2010 09:07:03 -0700, Simon wrote:

> Right. Because a 2000 year old fairy tale excuses what happened here.

Don't want to start a debate or flamewar here (inappropriate forum), but
some of us do believe...

So lets keep the topic "Atari" and lets all enjoy these wonderful machines
we love and care about so much! :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

4149. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-27 01:29:27 UTC
From: Bill Garber <willy46pa@garberstreet.com>
Message-ID: <R7mdneeNzIgebgLRnZ2dnUVZ7vydnZ2d@giganews.com>
Source record: 1238

"Ronald J. Hall" <darklord@suddenlink.net> wrote in message
news:pan.2010.09.26.21.30.59.806686@suddenlink.net...
> On Sun, 26 Sep 2010 09:07:03 -0700, Simon wrote:
>
>> Right. Because a 2000 year old fairy tale excuses what happened here.
>
> Don't want to start a debate or flamewar here (inappropriate forum), but
> some of us do believe...
>
> So lets keep the topic "Atari" and lets all enjoy these wonderful machines
> we love and care about so much! :)
>
> --
> Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
> An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

"IN THE BEGINNING GOD CREATED THE ATARI 800". LOL

Bill

4150. BITS#1504. Demo intros demostration.

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-27 14:11:24 UTC
From: "Herman Samso J." <bybits@gmail.com>
Message-ID: <bd398e2c-0c01-4dda-87c2-00b69e8aadc0@z28g2000yqh.googlegroups.com>
Source record: 1239

```
Hello!

BITS announce their
latest demostration
for Atari XL computers:

BITS#1504

Download:
http://thebitsclub.tripod.com/BITS1504-XL-20100820.ZIP

Visit:
http://thebitsclub.tripod.com/
Youtube:
http://www.youtube.com/view_play_list?p=B856C514F9B3C76F&playnext=1&v=nv8_fMl2nPw

Goodbye,
SOLO BITS

*use equal sized font*

BITS
1504

.-------------------------------------.
| |
| |
| **************************** |
| * BB III TTT SS * |
| * B B I T S * |
| * BB I T S * |
| * B B I T S * |
| * BB III T SS * |
| * * |
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| * b b i t s * |
| * bb i t s * |
| * b b i t s * |
| * bb iii ttt ss * |
| **************************** |
| |
| |
'-------------------------------------'

Herman Samso J.(c)20100820, Copyright.
EMail: byBITS@gmail.com
```

WWW: thebitsclub.tripod.com

4151. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-27 15:41:25 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2010.09.27.15.41.25.783087@suddenlink.net>
Source record: 1240

On Sun, 26 Sep 2010 21:29:27 -0400, Bill Garber wrote:

> "IN THE BEGINNING GOD CREATED THE ATARI 800". LOL
>
> Bill

Amen, brother! :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

4152. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-27 20:58:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1009271354000.17883@slate.spiritone.com>
Source record: 1241

On Sun, 26 Sep 2010, Simon wrote:

> Date: Sun, 26 Sep 2010 09:07:03 -0700 (PDT)
> From: Simon <google@gornall.net>
> Newsgroups: comp.sys.atari.8bit
> Subject: Re: Concerning Kjmann's Atari Sales & Services
>
> On Sep 26, 3:08 am, Bravo Sierra Computers <at...@aracnet.com> wrote:
>>>> ... You'll need his Business to prosper so he can pay you
>>>> Back!
>>> I gotta admit, this is the most novel and convoluted justification for
>>> stealing I've ever heard of. Tell you what BS - keep the next $129 for
>>> orders you receive but don't send the people the merchandise they
>>> ordered. You can bet we will be reading about you in here then...
>>>> It would be better to forgive his debt, do unto others as you would have
>>>> them do unto you! Unload your Burden! You'll feel much Better! Thanx! =-Ben-=
>>> How come this just works for me? Why don't you say the same things to
>>> the guy that took the money? Why doesn't he "unload his burden"? Why
>>> don't you advise him to "do unto others" I DID "do unto others" - I
>>> sent him the money. Now, it's his turn to "do unto me" by sending me
>>> the merchandise.
>>
>> I must apologize! I was trying to Quote From the Bible about Forgiveness! All I
>> got was Misunderstood!
>>
>> Ben S.
>
> Right. Because a 2000 year old fairy tale excuses what happened here.
>
> TBH, I rarely come to this newsgroup any more precisely because of
> BSC, the only time I ever bought anything from him (an XEP80), it
> never worked anyway. These days I DIY...
>
> Simon

Hey Simon,

how much did I sell you the XEP80 for? =-=Ben=-=

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4153. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-27 21:33:17 UTC
From: Simon <google@gornall.net>
Message-ID: <e3626af8-f12e-4673-9b16-a8fe27face36@u4g2000prn.googlegroups.com>
Source record: 1242

On Sep 27, 1:58 pm, Bravo Sierra Computers <at...@aracnet.com> wrote:
> On Sun, 26 Sep 2010, Simon wrote:
> > Date: Sun, 26 Sep 2010 09:07:03 -0700 (PDT)
> > From: Simon <goo...@gornall.net>
> > Newsgroups: comp.sys.atari.8bit
> > Subject: Re: Concerning Kjmann's Atari Sales & Services
>
> > On Sep 26, 3:08 am, Bravo Sierra Computers <at...@aracnet.com> wrote:
> >>>> ... You'll need his Business to prosper so he can pay you
> >>>> Back!
> >>> I gotta admit, this is the most novel and convoluted justification for
> >>> stealing I've ever heard of. Tell you what BS - keep the next $129 for
> >>> orders you receive but don't send the people the merchandise they
> >>> ordered. You can bet we will be reading about you in here then...
> >>>> It would be better to forgive his debt, do unto others as you would have
> >>>> them do unto you! Unload your Burden! You'll feel much Better! Thanx! =-Ben-=
> >>> How come this just works for me? Why don't you say the same things to
> >>> the guy that took the money? Why doesn't he "unload his burden"? Why
> >>> don't you advise him to "do unto others" I DID "do unto others" - I
> >>> sent him the money. Now, it's his turn to "do unto me" by sending me
> >>> the merchandise.
>
> >> I must apologize! I was trying to Quote From the Bible about Forgiveness! All I
> >> got was Misunderstood!
>
> >> Ben S.
>
> > Right. Because a 2000 year old fairy tale excuses what happened here.
>
> > TBH, I rarely come to this newsgroup any more precisely because of
> > BSC, the only time I ever bought anything from him (an XEP80), it
> > never worked anyway. These days I DIY...
>
> > Simon
>
> Hey Simon,
>
> how much did I sell you the XEP80 for? =-=Ben=-=

I don't know Ben, it was a few years ago now - around 50 or 60 bucks I
think. I remember it was supposed to work...

I just chalked it down to experience, and decided to strike you off
the list of people I buy from - IIRC, you said it was tested before it
left, so ...

> Don't want to start a debate or flamewar here (inappropriate forum), but
> some of us do believe...

If people keep their religion to themselves we all get along, but when you use it to justify something you can expect that action to generate friction between those who do and those who don't believe in a deity. I'm generally happy to live and let live, but it's as annoying to me to see someone use an IMHO bogus religious justification for their actions, as I expect it is for you to read my retort about fairy tales. In other words, those who live in glass houses ought not throw stones...

Simon

4154. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-28 03:52:05 UTC
From: Im_Beta_00 <ESC_Beta@nullo2nullo.net>
Message-ID: <PM00049149C55B2608@matthew-montchalins-computer.unknown.dom>
Source record: 1243

russg wrote:
> snip BS from BS.
> I'm sorry to hear about KJmann's theft of BD's money.
> He's a thief, plain and simple. I have no sympathy toward him. BS is
> a reason why csa8 has very few
> posts. His spam turns off just about everybody. You come to csa8 and
> see eight spam from BS
> and no new posts. BS has single handedly trashed this newsgroup.

Hey, Russg,

Your header contains the following line:

> Organization: http://groups.google.com

So maybe you can try to explain THAT away.

And then you have the gall of making a snide remark about who is trashing usenet, and who is saving it. Why don't just newgroup your own private newsgroup inside of Goodle, and see who comes and joins you.

Regards,

ESC_Beta@nullo2nullo.net

- - - -

Want to send me email?

There is no escape.

Beta@nullo2nullo is really Beta_Zero.

And .net is really spiritone.com

4155. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-28 06:27:10 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <bd3461e8-85bf-4d1d-8543-124ac97c0441@p22g2000pre.googlegroups.com>
Source record: 1244

On Sep 27, 8:52 pm, Im_Beta_00 <ESC_B...@nullo2nullo.net> wrote:
> russg wrote:
<snip>
>
> Your header contains the following line:
>
> > Organization:http://groups.google.com
>
> So maybe you can try to explain THAT away.
>
> And then you have the gall of making a snide remark about who is trashing
> usenet, and who is saving it. Why don't just newgroup your own private
> newsgroup inside of Goodle, and see who comes and joins you.

What is this Goodle thing? :)

Heck, not sure just what exactly you're taking exception to? I'm using
Google's newsgroup reader myself. It is my understanding that more and
more ISPs are dropping usenet/newsgroups so eventually most people
will have to read it from either a web based reader, web site echo, or
maybe their own linux box.

Subjective but I am a fan of the way things were ~15 years ago too.
There's still a couple of us trying to fight the good fight but I know
it is a lost battle. I can still remember when there was going to be
a .biz for anyone who wanted money to change hands. It was a miserable
failure for several reasons, not the least of which was people wanting
to make a buck ignored it because "nobody goes there." Now everything
is officially .com<mercial>.

In a few billion years the earth will be engulfed by the sun anyway.

Rick

4156. Atari 800 w/ loose cartridge door

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-28 21:08:04 UTC
From: bill@newbreedsoftware.com
Message-ID: <4ca25934$0$1608$742ec2ed@news.sonic.net>
Source record: 1245

I inherited a fellow's Atari 8-bit collection. I was trying
out the 800 I got last night, and my son was smacking at the
keyboard a little too vigorously.

The system turned off [lesson learned: don't beat the computer].
I looked and it seems that the cartridge door is a little loose
or bent, so the little switch inside that turns the computer
on/off when you close/open the door loses its contact.

What's the best way to fix this? Or is it trivial to hack the
thing so that it always stays on. (I've seen an 800 set up to
do that. Less safe, but more convenient, esp. if you're doing
nastry tricks with the cartridge ports, I guess...?)

Thanks!

--
-bill!
Sent from my computer

4157. Re: Atari 800 w/ loose cartridge door

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-28 22:08:44 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <ebf5a5e8-acad-4491-b359-0ec14e46691e@k30g2000vbn.googlegroups.com>
Source record: 1246

On Sep 28, 2:08 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> I inherited a fellow's Atari 8-bit collection. I was trying
> out the 800 I got last night, and my son was smacking at the
> keyboard a little too vigorously.
>
> The system turned off [lesson learned: don't beat the computer].
> I looked and it seems that the cartridge door is a little loose
> or bent, so the little switch inside that turns the computer
> on/off when you close/open the door loses its contact.
>
> What's the best way to fix this? Or is it trivial to hack the
> thing so that it always stays on. (I've seen an 800 set up to
> do that. Less safe, but more convenient, esp. if you're doing
> nastry tricks with the cartridge ports, I guess...?)
>
> Thanks!
>
> --
> -bill!
> Sent from my computer

SOP at the time was leave the hood open and stick a pencil in. I'm
sure you could come up with something more elegant.

BTW: Check out what processor board you have in it. Not that you would
want to *BUT* if is a 6502B then you can substitue a 65C02.

Rick

4158. Re: Atari 800 w/ loose cartridge door

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-29 14:23:05 UTC
From: Bandit <malarue@charter.net>
Message-ID: <gZHoo.9790$7B3.3478@newsfe05.iad>
Source record: 1247

What I did was install a switch, one more of many on my 800 for the Lid
Switch, real easy to do.

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:4ca25934$0$1608$742ec2ed@news.sonic.net...
>I inherited a fellow's Atari 8-bit collection. I was trying
> out the 800 I got last night, and my son was smacking at the
> keyboard a little too vigorously.
>
> The system turned off [lesson learned: don't beat the computer].
> I looked and it seems that the cartridge door is a little loose
> or bent, so the little switch inside that turns the computer
> on/off when you close/open the door loses its contact.
>
> What's the best way to fix this? Or is it trivial to hack the
> thing so that it always stays on. (I've seen an 800 set up to
> do that. Less safe, but more convenient, esp. if you're doing
> nastry tricks with the cartridge ports, I guess...?)
>
> Thanks!
>
> --
> -bill!
> Sent from my computer
>

4159. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-30 11:24:04 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1009300422230.19771@slate.spiritone.com>
Source record: 1248
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4160. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-30 11:25:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1009300424130.19771@slate.spiritone.com>
Source record: 1249
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4161. 20% OFF ALL ATARI BOOKS & MAGAZINES!

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-30 11:27:36 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1009300426000.19771@slate.spiritone.com>
Source record: 1250
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

4162. Re: Atari 800 w/ loose cartridge door

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-30 16:19:19 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <5a2a21f0-d449-43f6-b18a-ec8a1354dee4@30g2000yqm.googlegroups.com>
Source record: 1151
Body handling: HTML body converted to readable text

On Sep 29, 10:23 am, "Bandit" wrote:
> What I did was install a switch, one more of many on my 800 for the Lid
> Switch, real easy to do.
>
> "Bill Kendrick" wrote in message
>
> news:4ca25934$0$1608$742ec2ed@news.sonic.net...
>
> >I inherited a fellow's Atari 8-bit collection. I was trying
> > > out the 800 I got last night, and my son was smacking at the
> > > keyboard a little too vigorously.
>
> > > The system turned off [lesson learned: don't beat the computer].
> > > I looked and it seems that the cartridge door is a little loose
> > > or bent, so the little switch inside that turns the computer
> > > on/off when you close/open the door loses its contact.
>
> > > What's the best way to fix this? Or is it trivial to hack the
> > > thing so that it always stays on. (I've seen an 800 set up to
> > > do that. Less safe, but more convenient, esp. if you're doing
> > > nastry tricks with the cartridge ports, I guess...?)
>
> > > Thanks!
>
> > > --
> > > -bill!
> > > Sent from my computer

I did exactly that, wired the door switch closed inside the computer,
so the cart door switch didn't work.
It is pretty easy, with a little solder. Just open the computer up, I
guess there are two wires going
to the switch, disconnect the wires and tie them together. There is
no reason why the door should
turn the computer off.

4163. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-30 16:42:57 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <47473d04-f982-47ce-9d88-2a75272e35dd@k10g2000yqa.googlegroups.com>
Source record: 1152

On Sep 27, 11:52 pm, Im_Beta_00 <ESC_B...@nullo2nullo.net> wrote:
> russg wrote:
> > snip BS from BS.
> > I'm sorry to hear about KJmann's theft of BD's money.
> > He's a thief, plain and simple. I have no sympathy toward him. BS is
> > a reason why csa8 has very few
> > posts. His spam turns off just about everybody. You come to csa8 and
> > see eight spam from BS
> > and no new posts. BS has single handedly trashed this newsgroup.
>
> Hey, Russg,
>
> Your header contains the following line:
>
> > Organization:http://groups.google.com
>
> So maybe you can try to explain THAT away.
>
> And then you have the gall of making a snide remark about who is trashing
> usenet, and who is saving it. Why don't just newgroup your own private
> newsgroup inside of Goodle, and see who comes and joins you.
>
> Regards,
>
Afraid I don't get what you're getting at. You don't like google
groups? I've heard of people killfiling any
post from Google Groups, maybe you should do that. I come to csa8
today and there are three
BS spam posts as usual. I've seen a number of comments about csa8 in
here and in other places
that people no longer read csa8 because of Ben Smith's constant,
frequent, multiple advertizements.
I don't killfile them, I want to know what is going on in the group.
You're not the first person I've seen who has a dislike, disdain for
Google groups. I suppose you pay
a subscription to your news source, or maybe you have a feed of your
own.
I mostly like other forums. Kjmann didn't like a forum, I won't
mention it, I presume because he
couldn't advertize there, so he started his own forum at his
commercial website. Oh, well I'll
mention the forum place, atariage.com.
Regards to you.

4164. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-30 21:04:54 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <i82u1o$e6i$1@news.eternal-september.org>
Source record: 1153

On 9/30/2010 10:42 AM, russg wrote:
> You're not the first person I've seen who has a dislike, disdain for
> Google groups. I suppose you pay
> a subscription to your news source, or maybe you have a feed of your
> own.

A nice free alternative to Google Groups is www.eternal-september.org .
It doesn't carry any binaries, but they do have a real news server.

- Trevor

4165. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-09-30 21:56:08 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <3871cb3e-a4d1-4dc6-a053-88eece7e1ef7@z28g2000yqh.googlegroups.com>
Source record: 1154

On Sep 30, 5:04 pm, Trevor Holyoak <tre...@holyoak.com> wrote:
> On 9/30/2010 10:42 AM, russg wrote:
>
> > You're not the first person I've seen who has a dislike, disdain for
> > Google groups. I suppose you pay
> > a subscription to your news source, or maybe you have a feed of your
> > own.
>
> A nice free alternative to Google Groups iswww.eternal-september.org.
> It doesn't carry any binaries, but they do have a real news server.
>
> - Trevor

I don't understand what is wrong with google groups. I guess I do.
It's like what used to be disdain
for AOL addresses, used by the masses and not the elite.

4166. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-01 17:34:50 UTC
From: "x=usr(1536)" <xequalsusr1536@example.org>
Message-ID: <i8563n$fq6$1@speranza.aioe.org>
Source record: 1155

On 9/30/10 5:56 PM, russg wrote:

> I don't understand what is wrong with google groups. I guess I do.
> It's like what used to be disdain
> for AOL addresses, used by the masses and not the elite.

To be fair, the problem wasn't so much with someone having an account on AOL - it was the general disregard for traditional online etiquette that a good chunk of AOL users exhibited once they were turned loose on the Internet. The AOL email address just served to act as a potential warning sign of idiocy ahead, though not all of their users were idiots.

Anyway, I'll toss my hat into the ring for news.aioe.org as a free Usenet server with posting rights. No account signup required, and they do carry a pretty good span of newsgroups. No idea if they support .binaries or not, but then I don't use NNTP for that.

- x=usr(1536).

4167. Re: Atari 7800 Expansion Unit coming in November!

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-03 11:51:35 UTC
From: Tin Lunchbox <no@spam.thx>
Message-ID: <4tpga65ofon3tjfbt4l0gjev7oqvndbfam@4ax.com>
Source record: 1156

On Thu, 23 Sep 2010 12:37:43 -0700 (PDT), JonnyBritish

>Plug-in Enhancement/Expansion unit for all NTSC/PAL/SECAM Atari 7800
>Video Game console systems.

Mega-crazy and I hope you get a successful result. But I will
respectfully lightly rain on your parade for a moment.

The high score part is cool for those who really enjoy those games,
but who really enjoys 7800 games? Among the classic systems I've owned
are the 2600, a ColecoVision, a 7800, several Atari 8bits incl. an
XEGS, and a Nintendo Gameboy. I think the 7800 was the least enjoyable
of them. Dark Caverns was tedious and Galaga felt incomplete, for
example, and Asteroids *looked* good but the play value and
faithfulness to the arcade were very poor (it was like a 2600
Asteroids enhancement, not an arcade Asteroids port).

The productivity part sounds interesting, esp. the SIO and KB ports,
But there would need to be a scary amount of development done to
actually use 8bit peripherals, and once one could, what then? The 7800
is not compatible with anything. The retro community is not tiny, but
you're planning to make a niche of niches. To get the activity going
to realize the use of these functionalities would be really
challenging and take a long time. Compounding this is that the 7800 is
reportedly difficult to program for.

Okay, I said my criticism and I hope I wasn't negative about it.

Tin Lunchbox

4168. Re: Atari 7800 Expansion Unit coming in November!

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-03 17:14:14 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <b1677b91-23b9-45ed-892f-5d51bc13c184@g21g2000prn.googlegroups.com>
Source record: 1157

On Oct 3, 4:51 am, Tin Lunchbox <n...@spam.thx> wrote:
> On Thu, 23 Sep 2010 12:37:43 -0700 (PDT), JonnyBritish
>
> >Plug-in Enhancement/Expansion unit for all NTSC/PAL/SECAM Atari 7800
> >Video Game console systems.
>
> Mega-crazy and I hope you get a successful result. But I will
> respectfully lightly rain on your parade for a moment.
>
> The high score part is cool for those who really enjoy those games,
> but who really enjoys 7800 games? Among the classic systems I've owned
> are the 2600, a ColecoVision, a 7800, several Atari 8bits incl. an
> XEGS, and a Nintendo Gameboy. I think the 7800 was the least enjoyable
> of them. Dark Caverns was tedious and Galaga felt incomplete, for
> example, and Asteroids *looked* good but the play value and
> faithfulness to the arcade were very poor (it was like a 2600
> Asteroids enhancement, not an arcade Asteroids port).
>
> The productivity part sounds interesting, esp. the SIO and KB ports,
> But there would need to be a scary amount of development done to
> actually use 8bit peripherals, and once one could, what then? The 7800
> is not compatible with anything. The retro community is not tiny, but
> you're planning to make a niche of niches. To get the activity going
> to realize the use of these functionalities would be really
> challenging and take a long time. Compounding this is that the 7800 is
> reportedly difficult to program for.
>
> Okay, I said my criticism and I hope I wasn't negative about it.
>
> Tin Lunchbox

Competition for coin has never been stiffer. I've spent mine on
several Sunplus ARM based handheld systems and a Windows Mobile phone.
I've just become aware of the Dingoo system which pretty much puts
anything from ~2 years ago to shame. You can buy it for $80 and with a
$30 optional SD card it turns into a dual boot system with Linux that
seems like it runs every emulator known to man.

I've seen the Android and IMHO it seems superior to my Windows based
cell. They tie for basic functions like phone and GPS but the Android
leaves Windows behind when it comes to apps. I still haven't installed
an 8bit emulator on my cell but it is on my to do list.

4169. Re: Atari 7800 Expansion Unit coming in November!

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-03 23:05:34 UTC
From: "x=usr(1536)" <xequalsusr1536@example.org>
Message-ID: <i8b27u$v3$1@speranza.aioe.org>
Source record: 1158

> I've seen the Android and IMHO it seems superior to my Windows based
> cell.

I'm not sure which WM-based phone you have right now, but there are a number of projects to get Android working on WM-based hardware. They're in varying states of completeness, but generally look promising.

For an example, take a look at http://7x7.us/Uu0 - I've been running this on my HTC Rhodium/T-Mobile Touch Pro 2 for a couple of months now, and while it's not quite ready for prime-time (no Bluetooth is a killer for me), it certainly blows WM6.5 out of the water on the interface alone.

FWIW, WM7 is supposed to be pretty slick. However, in Microsoft's infinite wisdom, they'va announced that it will only support phones with three face buttons. Mine has four, so no upgrade for me.

> They tie for basic functions like phone and GPS but the Android
> leaves Windows behind when it comes to apps.

Ehh - that depends on what you want to do. All I really need from my phone apart from the ability to make calls, sync my calendar and email, and do some light web browsing is an SSH client. For everything else (and this even includes SSH), there's a laptop.

> I still haven't installed
> an 8bit emulator on my cell but it is on my to do list.

They're out there, but I'm not overly-impressed with them. To be fair, phones just aren't a great hardware platform for this kind of thing (IMHO) other than for the neat factor.

- X.

4170. Re: Atari 7800 Expansion Unit coming in November!

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-04 04:08:59 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <916c2533-19bd-466f-a1bb-1cf7fca2c351@y12g2000prb.googlegroups.com>
Source record: 1159

On Oct 3, 4:05 pm, "x=usr(1536)" <xequalsusr1...@example.org> wrote:
> > I've seen the Android and IMHO it seems superior to my Windows based
> > cell.
>
> I'm not sure which WM-based phone you have right now, but there are a
> number of projects to get Android working on WM-based hardware. They're
> in varying states of completeness, but generally look promising.

The phone hardware is probably closer to the heart of the matter.
MetroPCS Samsung Code i220 so it is only ~WM6.1 and I have heard
somehow Samsung was loving the pooch on even getting it to WM6.5.
>
> For an example, take a look at http://7x7.us/Uu0- I've been running
> this on my HTC Rhodium/T-Mobile Touch Pro 2 for a couple of months now,
> and while it's not quite ready for prime-time (no Bluetooth is a killer
> for me), it certainly blows WM6.5 out of the water on the interface alone.

Thanks for the link.
>
> FWIW, WM7 is supposed to be pretty slick. However, in Microsoft's
> infinite wisdom, they'va announced that it will only support phones with
> three face buttons. Mine has four, so no upgrade for me.
>
> > They tie for basic functions like phone and GPS but the Android
> > leaves Windows behind when it comes to apps.
>
> Ehh - that depends on what you want to do. All I really need from my
> phone apart from the ability to make calls, sync my calendar and email,
> and do some light web browsing is an SSH client. For everything else
> (and this even includes SSH), there's a laptop.

That's part of my dilemma. For instance, took my boat up the delta to
Stockton. Two of the planned stops for gas were under repair so GPS
functions got me an open fuel dock while I was on the water. I use the
camera and MP3 player a lot too. Other thing is I was paying ~$170 for
two land line phones, dialup ISPs, and two cells. I already canceled
one phone line and as soon as I get the Code tethered via Bluetooth I
will cancel the ISPs. From what I've seen the through put on the cell
is close to double that of dialup. Yeah, I know, but I live in the
country and we don't have DSL or cable.

BUT geesus! My S.O. said something like "Look how bright that star
is!" and I replied "I don't think it is a star, I think that is
Venus." My Son loaded an app on his Android that works with the built
in GPS and sensors to identify stars and constellations! My son points

his Android on the section of sky where we were looking and a star map comes up with Venus and the other stars in that slice of sky identified.
>
> > I still haven't installed
> > an 8bit emulator on my cell but it is on my to do list.
>
> They're out there, but I'm not overly-impressed with them. To be fair,
> phones just aren't a great hardware platform for this kind of thing
> (IMHO) other than for the neat factor.

I have Atari800 up and running now. Aside from things like small screen it seems to be a worth the effort. The Android and Dingoo for both beat my cell for number of emulators but as long as mine has the one I want, I can't complain.

Rick

4171. Re: Atari 7800 Expansion Unit coming in November!

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-04 18:54:43 UTC
From: "x=usr(1536)" <xequalsusr1536@example.org>
Message-ID: <i8d7tffum1@speranza.aioe.org>
Source record: 1160

On 10/4/10 12:08 AM, ricortes wrote:

> The phone hardware is probably closer to the heart of the matter.
> MetroPCS Samsung Code i220 so it is only ~WM6.1 and I have heard
> somehow Samsung was loving the pooch on even getting it to WM6.5.

This is a good point. My Rhodium's running WM6.5 just fine in comparison to WM6.1, but Android's slooooooow on it. Granted, I'm running Froyo (Android 2.2) off of the SD card as there's currently no way to install it to ROM on that phone; my guess is that a 'real' install would improve things quite a bit in that regard. At least, I certainly hope this is the case, since I like the phone from a physical interactivity standpoint; I just can't stand the OS and really want something better.

FWIW, WM6.5 isn't a huge leap over WM6.1. It's definitely better in several ways, but don't expect a quantum leap if/when MetroPCS makes it available for your phone.

> Thanks for the link.

No worries; glad it was useful.

> That's part of my dilemma. For instance, took my boat up the delta to
> Stockton. Two of the planned stops for gas were under repair so GPS
> functions got me an open fuel dock while I was on the water. I use the
> camera and MP3 player a lot too. Other thing is I was paying ~$170 for
> two land line phones, dialup ISPs, and two cells. I already canceled
> one phone line and as soon as I get the Code tethered via Bluetooth I
> will cancel the ISPs. From what I've seen the through put on the cell
> is close to double that of dialup. Yeah, I know, but I live in the
> country and we don't have DSL or cable.

Understood on the above, and no arguments there. I long for the day when we have one device to lug around that not just does it all, but does it all *well*. Frankly, I don't see any of the smartphones (no matter how good the hardware or OS may be) falling into that category yet. It's coming, but it's going to be at least another 3-5 years before we really see it come together IMHO.

Allow me to make a suggestion re: GPS: Garmin GPSMap 60CSx and the Marine mapset. Sensitivity and selectivity on that unit typically outdoes every GPS-capable phone on the market, and the ability to stick in a 4GB (or larger) micro SD card and load all of your maps onto it is killer. I've had mine for about 4 years now and love it.

> My son points
> his Android on the section of sky where we were looking and a star map
> comes up with Venus and the other stars in that slice of sky
> identified.

Now *that* is cool. What's that app called? I'd like to do some
reading up on it.

> I have Atari800 up and running now. Aside from things like small
> screen it seems to be a worth the effort.

This was my main gripe with it, and I don't fault the emulator for the
phone's screen being small. It just limits the amount of interaction I
want to actually have with it, though, so while it's cool to have it's
kind of limited as to how much use I could get out of it.

- X.

4172. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-04 21:23:57 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <87140297-e6b5-4e72-9945-590980b8537a@j24g2000yqa.googlegroups.com>
Source record: 1161

On Sep 27, 11:52 pm, Im_Beta_00 <ESC_B...@nullo2nullo.net> wrote:
> russg wrote:
> > snip BS from BS.
> > I'm sorry to hear about KJmann's theft of BD's money.
> > He's a thief, plain and simple. I have no sympathy toward him. BS is
> > a reason why csa8 has very few
> > posts. His spam turns off just about everybody. You come to csa8 and
> > see eight spam from BS
> > and no new posts. BS has single handedly trashed this newsgroup.
>
> Hey, Russg,
>
> Your header contains the following line:
>
> > Organization:http://groups.google.com
>
> So maybe you can try to explain THAT away.
>
> And then you have the gall of making a snide remark about who is trashing
> usenet, and who is saving it. Why don't just newgroup your own private
> newsgroup inside of Goodle, and see who comes and joins you.
>
> Regards,
>
> ESC_B...@nullo2nullo.net
>
> - - - -
>
> Want to send me email?
>
> There is no escape.
>
> Beta@nullo2nullo is really Beta_Zero.
>
> And .net is really spiritone.com

There were three or four responses to this post, I don't see them
now. A couple suggested some
free usenet servers.
Where did the posts go?

4173. Re: Concerning Kjmann's Atari Sales & Services

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-04 21:25:15 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <a422bd64-51ce-42b5-bcda-178ec9059fef@x42g2000yqx.googlegroups.com>
Source record: 1162

On Oct 4, 5:23 pm, russg <russg...@sbcglobal.net> wrote:
> On Sep 27, 11:52 pm, Im_Beta_00 <ESC_B...@nullo2nullo.net> wrote:
>
>
>
> > russg wrote:
> > > snip BS from BS.
> > > I'm sorry to hear about KJmann's theft of BD's money.
> > > He's a thief, plain and simple. I have no sympathy toward him. BS is
> > > a reason why csa8 has very few
> > > posts. His spam turns off just about everybody. You come to csa8 and
> > > see eight spam from BS
> > > and no new posts. BS has single handedly trashed this newsgroup.
>
> > Hey, Russg,
>
> > Your header contains the following line:
>
> > > Organization:http://groups.google.com
>
> > So maybe you can try to explain THAT away.
>
> > And then you have the gall of making a snide remark about who is trashing
> > usenet, and who is saving it. Why don't just newgroup your own private
> > newsgroup inside of Goodle, and see who comes and joins you.
>
> > Regards,
>
> > ESC_B...@nullo2nullo.net
>
> > - - - -
>
> > Want to send me email?
>
> > There is no escape.
>
> > Beta@nullo2nullo is really Beta_Zero.
>
> > And .net is really spiritone.com
>
> There were three or four responses to this post, I don't see them
> now. A couple suggested some
> free usenet servers.
> Where did the posts go?

OK, I found them by clicking 'newer'. It was/is a problem with my
ability to read Google groups.

4174. Write atari

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-05 02:56:53 UTC
From: Jack Tseng <tseng4@gmail.com>
Message-ID: <e28f1ecc-e55a-4f60-a864-a8512cf79a7b@e14g2000yqe.googlegroups.com>
Source record: 1163

I am looking for the program in MSDOS that imports and exports the
files from / to the MYDOS or SpartaDOS formatted disk. Anyone know
and find?

Thanks!
JT

4175. Re: Write atari

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-05 12:10:14 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <v56dnT825us7iDbRnZ2dnUVZ_uadnZ2d@giganews.com>
Source record: 1164

On 10/04/2010 10:56 PM, Jack Tseng wrote:
> I am looking for the program in MSDOS that imports and exports the
> files from / to the MYDOS or SpartaDOS formatted disk. Anyone know
> and find?

Hi, Jack.

There are a few utilities floating around for this. My favorite is atrwcx,
which is a plug-in for Windows "Total Commander" (A Norton Commander clone).

Seems to be MIA on the net, but drop me a private e-mail and I'll send you the
copy I have. Instructions are in Polish, but it's installation and use is
easy to figure out.

Steve

4176. Re: Write atari

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-05 16:01:16 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <i8fi4cgqd2@news.eternal-september.org>
Source record: 1165

I was never able to get that to work. I finally ended up using SIO2PC
instead (and have since graduated to SIO2SD).

- Trevor

On 10/4/2010 8:56 PM, Jack Tseng wrote:
> I am looking for the program in MSDOS that imports and exports the
> files from / to the MYDOS or SpartaDOS formatted disk. Anyone know
> and find?
>
> Thanks!
> JT

4177. Free NNTP servers

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-05 16:13:37 UTC
From: Eric Sokolowsky <esok127@yahoo.com>
Message-ID: <i8fird$sg1$1@speranza.aioe.org>
Source record: 1166

x=usr(1536) wrote:
> Anyway, I'll toss my hat into the ring for news.aioe.org as a free
> Usenet server with posting rights. No account signup required, and they
> do carry a pretty good span of newsgroups. No idea if they support
> .binaries or not, but then I don't use NNTP for that.
>
> - x=usr(1536).

Thank you for this tip! I had been using google groups but I didn't like its subscription option (only a digest of messages, not individual email messages). Using aioe has enabled me to use Thunderbird to receive each message individually again. Thank you!

-Eric

4178. Re: Free NNTP servers

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-05 17:32:28 UTC
From: "x=usr(1536)" <xequalsusr1536@example.org>
Message-ID: <i8fnf8aev1@speranza.aioe.org>
Source record: 1167

On 10/5/10 12:13 PM, Eric Sokolowsky wrote:

> Thank you for this tip! I had been using google groups but I didn't like
> its subscription option (only a digest of messages, not individual email
> messages). Using aioe has enabled me to use Thunderbird to receive each
> message individually again. Thank you!

Glad it helped - I'm not a fan of Google Groups either, but there are so
few free Usenet servers out there anymore that they've become the de
facto default option for most people.

FWIW, I see from your headers that you're still using Thunderbird 2.
You may want to stick with it for NNTP - TB3 is an improvement as a mail
client over TB2 IMHO, but for Usenet it's a little weaker. And it
really sucks as an RSS reader.

- X.

4179. Re: Write atari

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-05 21:43:13 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <eo-dnRzp_ItsBjbRnZ2dnUVZ_sadnZ2d@giganews.com>
Source record: 1168

On 10/05/2010 12:01 PM, Trevor Holyoak wrote:
> I was never able to get that to work. I finally ended up using SIO2PC
> instead (and have since graduated to SIO2SD).

Certainly that's a better solution for reading and writing full-disk images,
but I'm not aware it has the ability for file-level access. Am I overlooking
this feature?

> On 10/4/2010 8:56 PM, Jack Tseng wrote:
>> I am looking for the program in MSDOS that imports and exports the
>> files from / to the MYDOS or SpartaDOS formatted disk. Anyone know
>> and find?
>>
>> Thanks!
>> JT

4180. Re: Atari 7800 Expansion Unit coming in November!

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-05 23:00:42 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <d18e755e-0bde-4c52-9e71-14262742d13d@d17g2000yqm.googlegroups.com>
Source record: 1169

On Oct 4, 11:54 am, "x=usr(1536)" <xequalsusr1...@example.org> wrote:
> On 10/4/10 12:08 AM, ricortes wrote:
>
> > The phone hardware is probably closer to the heart of the matter.
> > MetroPCS Samsung Code i220 so it is only ~WM6.1 and I have heard
> > somehow Samsung was loving the pooch on even getting it to WM6.5.
>
> This is a good point. My Rhodium's running WM6.5 just fine in
> comparison to WM6.1, but Android's slooooooow on it. Granted, I'm
> running Froyo (Android 2.2) off of the SD card as there's currently no
> way to install it to ROM on that phone; my guess is that a 'real'
> install would improve things quite a bit in that regard. At least, I
> certainly hope this is the case, since I like the phone from a physical
> interactivity standpoint; I just can't stand the OS and really want
> something better.
>
> FWIW, WM6.5 isn't a huge leap over WM6.1. It's definitely better in
> several ways, but don't expect a quantum leap if/when MetroPCS makes it
> available for your phone.
>
> > Thanks for the link.
>
> No worries; glad it was useful.
>
> > That's part of my dilemma. For instance, took my boat up the delta to
> > Stockton. Two of the planned stops for gas were under repair so GPS
> > functions got me an open fuel dock while I was on the water. I use the
> > camera and MP3 player a lot too. Other thing is I was paying ~$170 for
> > two land line phones, dialup ISPs, and two cells. I already canceled
> > one phone line and as soon as I get the Code tethered via Bluetooth I
> > will cancel the ISPs. From what I've seen the through put on the cell
> > is close to double that of dialup. Yeah, I know, but I live in the
> > country and we don't have DSL or cable.
>
> Understood on the above, and no arguments there. I long for the day
> when we have one device to lug around that not just does it all, but
> does it all *well*. Frankly, I don't see any of the smartphones (no
> matter how good the hardware or OS may be) falling into that category
> yet. It's coming, but it's going to be at least another 3-5 years
> before we really see it come together IMHO.
>
> Allow me to make a suggestion re: GPS: Garmin GPSMap 60CSx and the
> Marine mapset. Sensitivity and selectivity on that unit typically
> outdoes every GPS-capable phone on the market, and the ability to stick

> in a 4GB (or larger) micro SD card and load all of your maps onto it is
> killer. I've had mine for about 4 years now and love it.
>
> > My son points
> > his Android on the section of sky where we were looking and a star map
> > comes up with Venus and the other stars in that slice of sky
> > identified.
>
> Now *that* is cool. What's that app called? I'd like to do some
> reading up on it.
>

Google Sky. Any description probably won't do it justice. I grew up
with Gilbert telescopes and still own a small tripod mounted
refractor. This was the neatest thing I've seen in years.

Rick

4181. Re: Write atari

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-05 23:17:28 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <8c7d3b65-e23d-4c58-ae81-06f5b5e33fc6@j5g2000yqh.googlegroups.com>
Source record: 1170

On Oct 5, 2:43 pm, Steven Hirsch <snhir...@gmail.com> wrote:
> On 10/05/2010 12:01 PM, Trevor Holyoak wrote:
>
> > I was never able to get that to work. I finally ended up using SIO2PC
> > instead (and have since graduated to SIO2SD).
>
> Certainly that's a better solution for reading and writing full-disk images,
> but I'm not aware it has the ability for file-level access. Am I overlooking
> this feature?
>
>
>
> > On 10/4/2010 8:56 PM, Jack Tseng wrote:
> >> I am looking for the program in MSDOS that imports and exports the
> >> files from / to the MYDOS or SpartaDOS formatted disk. Anyone know
> >> and find?
>
> >> Thanks!
> >> JT- Hide quoted text -
>
> - Show quoted text -

Two old one's that I remember are ~UTIL by Charles Marslet(sp?) & ~SR
or Sparta Read by Oscar Fowler. I seem to recall they had some
limitations like they could only work with double density disks. They
should both be at the UMich atari archive.

Preston Crow had some luck with ANADISK which could read anything *IF*
you had the right floppy controller. You needed to flip bits after
reading & he wrote the program DEANA to do that. ANADISK was pulled
from distribution by the owners as they do data retrieval as a
business.

Rick

4182. ATR8000 floppies

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-06 12:59:06 UTC
From: PM7500 <jburke293@comcast.net>
Message-ID: <ce5a2279-e709-444b-840c-b890eab4a483@z25g2000vbn.googlegroups.com>
Source record: 1171

Does anyone have the software that came with the ATR8000? I understand the discs themselves are difficult to backup. Does anyone out there in Atariland know how to make working copies of them or have copies they would be willing to sell?

4183. Re: Write atari

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-06 14:46:50 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <062dnRZa2-1HFjHRnZ2dnUVZ_oydnZ2d@giganews.com>
Source record: 1172

On 10/05/2010 07:17 PM, ricortes wrote:
> On Oct 5, 2:43 pm, Steven Hirsch<snhir...@gmail.com> wrote:
>> On 10/05/2010 12:01 PM, Trevor Holyoak wrote:
>>
>>> I was never able to get that to work. I finally ended up using SIO2PC
>>> instead (and have since graduated to SIO2SD).
>>
>> Certainly that's a better solution for reading and writing full-disk images,
>> but I'm not aware it has the ability for file-level access. Am I overlooking
>> this feature?
>>
>>
>>
>>> On 10/4/2010 8:56 PM, Jack Tseng wrote:
>>>> I am looking for the program in MSDOS that imports and exports the
>>>> files from / to the MYDOS or SpartaDOS formatted disk. Anyone know
>>>> and find?
>>
>>>> Thanks!
>>>> JT- Hide quoted text -
>>
>> - Show quoted text -
>
> Two old one's that I remember are ~UTIL by Charles Marslet(sp?)& ~SR
> or Sparta Read by Oscar Fowler. I seem to recall they had some
> limitations like they could only work with double density disks. They
> should both be at the UMich atari archive.
>
> Preston Crow had some luck with ANADISK which could read anything *IF*
> you had the right floppy controller. You needed to flip bits after
> reading& he wrote the program DEANA to do that. ANADISK was pulled
> from distribution by the owners as they do data retrieval as a
> business.

Right, but the OP was asking for a means of transferring files in and out of
the diskette (or image file).

4184. Re: Free NNTP servers

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-06 15:34:42 UTC
From: Yo$$1960 <yoss1960@yoss1960.eternal-september.invalid>
Message-ID: <i8i5l9$k5h$1@yoss1960.motzarella.org>
Source record: 1173

x=usr(1536) wrote:

> few free Usenet servers out there anymore that they've become the de

eternal-september are my (free) usenet provider of choice. No binaries, but
hey, they take up soooo much space.

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"
Loaded like a freight train flyin' like an aeroplane
Nightrain - Guns 'N' Roses

4185. Re: Write atari

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-06 16:58:36 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <80b80f50-23b1-487a-9561-faf5f9f8c010@w9g2000prc.googlegroups.com>
Source record: 1174

On Oct 6, 7:46 am, Steven Hirsch <snhir...@gmail.com> wrote:
> On 10/05/2010 07:17 PM, ricortes wrote:
>
>
>
>
>
> > On Oct 5, 2:43 pm, Steven Hirsch<snhir...@gmail.com> wrote:
> >> On 10/05/2010 12:01 PM, Trevor Holyoak wrote:
>
> >>> I was never able to get that to work. I finally ended up using SIO2PC
> >>> instead (and have since graduated to SIO2SD).
>
> >> Certainly that's a better solution for reading and writing full-disk images,
> >> but I'm not aware it has the ability for file-level access. Am I overlooking
> >> this feature?
>
> >>> On 10/4/2010 8:56 PM, Jack Tseng wrote:
> >>>> I am looking for the program in MSDOS that imports and exports the
> >>>> files from / to the MYDOS or SpartaDOS formatted disk. Anyone know
> >>>> and find?
>
> >>>> Thanks!
> >>>> JT- Hide quoted text -
>
> >> - Show quoted text -
>
> > Two old one's that I remember are ~UTIL by Charles Marslet(sp?)& ~SR
> > or Sparta Read by Oscar Fowler. I seem to recall they had some
> > limitations like they could only work with double density disks. They
> > should both be at the UMich atari archive.
>
> > Preston Crow had some luck with ANADISK which could read anything *IF*
> > you had the right floppy controller. You needed to flip bits after
> > reading& he wrote the program DEANA to do that. ANADISK was pulled
> > from distribution by the owners as they do data retrieval as a
> > business.
>
> Right, but the OP was asking for a means of transferring files in and out of
> the diskette (or image file).- Hide quoted text -
>
> - Show quoted text -

He said MS DOS but didn't specify density or image file, just formatted disk.

Otherwise I would have suggested using an emulator. For that matter I think the original Xformer was MS DOS and it had some limited function for manipulating disk images. Something like an H: or F: device that mirrors the PC hard drive.

umich does have some anyway including another by Marslett called ataridsk. Odd enough, it has anadisk too. Not that it is a must have but it has been withdrawn from public distribution. If anyone has some old software they want to pull off disks going back to CP/M you may want to take a look at it. I seem to recall it is read only.
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/

BTW: There is an old copy of a transfer program I wrote there but the .exe is broken. It would work on an unmodified 1050 but only transfers one file at a time. I used Turbo C 1.5 to compile it and it had a non standard call to do sector based R/W on the IBM side. I'm not sure if the call is in later versions and I didn't keep a working copy for myself.

Rick

4186. Re: Free NNTP servers

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-06 17:14:18 UTC
From: "x=usr(1536)" <xequalsusr1536@example.org>
Message-ID: <i8iap7$t6q$1@speranza.aioe.org>
Source record: 1175

On 10/6/10 11:34 AM, Yo$$1960 wrote:
> x=usr(1536) wrote:
>
>> few free Usenet servers out there anymore that they've become the de
>
> eternal-september are my (free) usenet provider of choice. No binaries, but
> hey, they take up soooo much space.

Yeah, eternal-september's good as well, and I use them for fill-in on a
couple of groups that news.aioe.org doesn't carry. aioe gets my vote
for not requiring an account to use their servers, but either one's a
good choice.

- X.

4187. Re: Write atari

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-06 22:50:45 UTC
From: bill@newbreedsoftware.com
Message-ID: <4cacfd45$0$1632$742ec2ed@news.sonic.net>
Source record: 1176

ricortes <ricortes@earthlink.net> wrote:
> Otherwise I would have suggested using an emulator. For that matter I
> think the original Xformer was MS DOS and it had some limited function
> for manipulating disk images. Something like an H: or F: device that
> mirrors the PC hard drive.

Atari800 has that as well. Runs on MSDOS (among all the other
platforms):

http://atari800.sourceforge.net/

-bill!

4188. Re: Write atari

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-07 02:52:42 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.vj6p94obgaat7c@mdc2>
Source record: 1177

On Tue, 05 Oct 2010 07:10:14 -0500, Steven Hirsch <snhirsch@gmail.com>
wrote:

> On 10/04/2010 10:56 PM, Jack Tseng wrote:
>> I am looking for the program in MSDOS that imports and exports the
>> files from / to the MYDOS or SpartaDOS formatted disk. Anyone know
>> and find?
>
> Hi, Jack.
>
> There are a few utilities floating around for this. My favorite is
> atrwcx, which is a plug-in for Windows "Total Commander" (A Norton
> Commander clone).
>
> Seems to be MIA on the net, but drop me a private e-mail and I'll send
> you the copy I have. Instructions are in Polish, but it's installation
> and use is easy to figure out.

Total Commander ATR Plugin (AtrWcx) v1.9 by Pajero/Madteam is available at:
http://madteam.atari8.info/

Direct download link:
http://madteam.atari8.info/uzytki/atrwcx.7z

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name
8-bit Atari FAQ/Vendor Lists: htt://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

4189. Re: Write atari

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-07 03:42:12 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <8Nidnfe-4dYK3DDRnZ2dnUVZ_gqdnZ2d@posted.pioneerinternet2>
Source record: 1178

Hiasoft here:
http://www.horus.com/~hias/atari/

has utilities to read/write MyDOS double density files with MSDOS in the PC
5.25 floppy drive; uncertain re: Sparta media capability.

PC XFormer could read from Atari drives with a special cable thru the PC
parallel port; IIRC it required an old Pentium 100 or slower for the timing
to
sync up.

- Jess
"Jack Tseng" <tseng4@gmail.com> wrote in message
news:e28f1ecc-e55a-4f60-a864-a8512cf79a7b@e14g2000yqe.googlegroups.com...
>I am looking for the program in MSDOS that imports and exports the
> files from / to the MYDOS or SpartaDOS formatted disk. Anyone know
> and find?
>
> Thanks!
> JT

4190. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-07 04:19:43 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1286425207@rtfm.mit.edu>
Source record: 1179
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: April 26, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4191. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-07 10:14:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1010070310290.16389@slate.spiritone.com>
Source record: 1181
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4192. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-07 10:16:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1010070314420.16389@slate.spiritone.com>
Source record: 1180
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4193. 20% OFF ALL ATARI BOOKS & MAGAZINES!

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-07 10:20:43 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1010070317360.16389@slate.spiritone.com>
Source record: 1182
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

4194. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-07 10:22:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1010070320520.16389@slate.spiritone.com>
Source record: 1183
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

4195. 4464 64X4 dram chips

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-08 21:44:07 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <df72b5ef-ed28-4f27-aa8f-6106b6214c1d@e14g2000yqe.googlegroups.com>
Source record: 1184

Anybody know where I could get a couple 4464 64x4 dram chips?
They can be used to do the Craig Lisowski 600XL memory upgrade to 64K.
Rick?

4196. Re: 4464 64X4 dram chips

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-09 17:09:11 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <010f3db4-cbb9-4c8c-a05a-ac53825ddc2d@a4g2000prm.googlegroups.com>
Source record: 1185

On Oct 8, 2:44 pm, russg <russg...@sbcglobal.net> wrote:
> Anybody know where I could get a couple 4464 64x4 dram chips?
> They can be used to do the Craig Lisowski 600XL memory upgrade to 64K.
> Rick?

I have a couple in SIP vs. DIP if you want to try using them. I was
sure I had some DIPs too but I can't find them. I'll keep looking
because I remember having an old ISA VGA card that used them.

I think the SIPs are 19 pin devices. I don't have a datasheet for them
so I'll assume they have the same signals as a DIP chip.

Rick

4197. Re: 4464 64X4 dram chips

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-09 18:56:10 UTC
From: phsstpok <stephensheppard@hotmail.com>
Message-ID: <360338e2-fb4a-4be5-b130-24169e525738@30g2000yqm.googlegroups.com>
Source record: 1186

On Oct 8, 5:44 pm, russg <russg...@sbcglobal.net> wrote:
> Anybody know where I could get a couple 4464 64x4 dram chips?
> They can be used to do the Craig Lisowski 600XL memory upgrade to 64K.
> Rick?

I also had some (44164s) on an old ISA video card. I gave the card
to someone who was better at desoldering than I.

Now he and another Atarian both have upgraded 600XLs

-SteveS

4198. Re: 4464 64X4 dram chips

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-09 18:58:42 UTC
From: phsstpok <stephensheppard@hotmail.com>
Message-ID: <1a702a32-1042-4a30-a3e7-6a97ffbdf6c2@h7g2000yqn.googlegroups.com>
Source record: 1187

On Oct 9, 2:56 pm, phsstpok <stephenshepp...@hotmail.com> wrote:
> On Oct 8, 5:44 pm, russg <russg...@sbcglobal.net> wrote:
>
> > Anybody know where I could get a couple 4464 64x4 dram chips?
> > They can be used to do the Craig Lisowski 600XL memory upgrade to 64K.
> > Rick?
>
> I also had some (44164s) on an old ISA video card. I gave the card
> to someone who was better at desoldering than I.
>
> Now he and another Atarian both have upgraded 600XLs
>
> -SteveS

p.s. The old video card was a Paradise VGA card (circa 1987).

4199. Re: 4464 64X4 dram chips

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-09 20:55:19 UTC
From: Bill Garber <willy46pa@garberstreet.com>
Message-ID: <UoSdnYO-89cNSy3RnZ2dnUVZ8mydnZ2d@giganews.com>
Source record: 1188

"russg" <russgilb@sbcglobal.net> wrote in message news:df72b5ef-ed28-4f27-aa8f-6106b6214c1d@e14g2000yqe.googlegroups.com...
> Anybody know where I could get a couple 4464 64x4 dram chips?
> They can be used to do the Craig Lisowski 600XL memory upgrade
> to 64K.
> Rick?

Try these. They should be compatible.

http://www.jameco.com/webapp/wcs/stores/servlet/Product_10001_10001_41574_-1

Bill

4200. Re: 4464 64X4 dram chips

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-10 02:58:29 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <bc127ca8-641b-4ca6-8033-afe12fa2ba06@n16g2000vbg.googlegroups.com>
Source record: 1189

On Oct 9, 1:09 pm, ricortes <ricor...@earthlink.net> wrote:
> On Oct 8, 2:44 pm, russg <russg...@sbcglobal.net> wrote:
>
> > Anybody know where I could get a couple 4464 64x4 dram chips?
> > They can be used to do the Craig Lisowski 600XL memory upgrade to 64K.
> > Rick?
>
> I have a couple in SIP vs. DIP if you want to try using them. I was
> sure I had some DIPs too but I can't find them. I'll keep looking
> because I remember having an old ISA VGA card that used them.
>
> I think the SIPs are 19 pin devices. I don't have a datasheet for them
> so I'll assume they have the same signals as a DIP chip.
>
> Rick

Thanks Rick, Steve, Bill. I don't know what a SIP vs. DIP is. Sounds
like single inline vs. double inline,
but I'm sure that's not it.
I'll probably order from jameco what Bill found.
Thanks a lot.

4201. Re: 4464 64X4 dram chips

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-10 13:47:47 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <N--dnfVzsJmeWSzRnZ2dnUVZ_vSdnZ2d@giganews.com>
Source record: 1190

On 10/09/2010 10:58 PM, russg wrote:

>> I think the SIPs are 19 pin devices. I don't have a datasheet for them
>> so I'll assume they have the same signals as a DIP chip.

> Thanks Rick, Steve, Bill. I don't know what a SIP vs. DIP is. Sounds
> like single inline vs. double inline,
> but I'm sure that's not it.

That's exactly it.

4202. Re: ATR8000 floppies

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-10 21:19:25 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <cf9e78ea-10c4-49b6-b18f-afd5055ab586@z25g2000vbn.googlegroups.com>
Source record: 1191

On Oct 6, 8:59 am, PM7500 <jburke...@comcast.net> wrote:
> Does anyone have the software that came with the ATR8000? I understand
> the discs themselves are difficult to backup. Does anyone out there in
> Atariland know how to make working copies of them or have copies they
> would be willing to sell?

all I could find is a atr8000_mutliboot_docs1.1.atr in Holmes.
scroll down to atr8000.
http://ftp.pigwa.net/stuff/collections/holmes%20cd/Holmes%201/ATR%20Programs/Applications%20A-Z/index.html

4203. Re: ATR8000 floppies

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-11 16:03:49 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <uYadnXV0Udr7qC7RnZ2dnUVZ_qKdnZ2d@posted.pioneerinternet2>
Source record: 1192

I checked that, Russ. It is a utility for combining several small boot
applications
onto a single boot disk with a menu; just efficient use of disk space on the
ATR.

I think he needs the ATR8000 boot CP/M OS or possibly instructions for the
arcane command line procedures to dupdsk it. I got my ATR used and it did
not include any of the CP/M materials.

-Jess

"russg" <russgilb@sbcglobal.net> wrote in message
news:cf9e78ea-10c4-49b6-b18f-afd5055ab586@z25g2000vbn.googlegroups.com...
On Oct 6, 8:59 am, PM7500 <jburke...@comcast.net> wrote:
> Does anyone have the software that came with the ATR8000? I understand
> the discs themselves are difficult to backup. Does anyone out there in
> Atariland know how to make working copies of them or have copies they
> would be willing to sell?

all I could find is a atr8000_mutliboot_docs1.1.atr in Holmes.
scroll down to atr8000.
http://ftp.pigwa.net/stuff/collections/holmes%20cd/Holmes%201/ATR%20Programs/Applications%
20A-Z/index.html

4204. Re: ATR8000 floppies

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-12 02:32:51 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <2ef0204f-de78-4d25-b384-9b280ffbca6b@a36g2000yqc.googlegroups.com>
Source record: 1193

On Oct 11, 12:03 pm, "RetroJess" <rjhamil...@pldi.net> wrote:
> I checked that, Russ. It is a utility for combining several small boot
> applications
> onto a single boot disk with a menu; just efficient use of disk space on the
> ATR.
>
> I think he needs the ATR8000 boot CP/M OS or possibly instructions for the
> arcane command line procedures to dupdsk it. I got my ATR used and it did
> not include any of the CP/M materials.
>
> -Jess
>
> "russg" <russg...@sbcglobal.net> wrote in message
>
> news:cf9e78ea-10c4-49b6-b18f-afd5055ab586@z25g2000vbn.googlegroups.com...
> On Oct 6, 8:59 am, PM7500 <jburke...@comcast.net> wrote:
>
> > Does anyone have the software that came with the ATR8000? I understand
> > the discs themselves are difficult to backup. Does anyone out there in
> > Atariland know how to make working copies of them or have copies they
> > would be willing to sell?
>
> all I could find is a atr8000_mutliboot_docs1.1.atr in Holmes.
> scroll down to
atr8000.http://ftp.pigwa.net/stuff/collections/holmes%20cd/Holmes%201/ATR%20P...

I don't believe this is what looking for. I found a file called
CPM.ATR. It has a file called
ATARICPM.COM

4205. Re: ATR8000 floppies

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-12 02:42:16 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <77ddf832-f1be-4318-8188-6d7db804a549@p26g2000yqb.googlegroups.com>
Source record: 1194

On Oct 11, 12:03 pm, "RetroJess" <rjhamil...@pldi.net> wrote:
> I checked that, Russ. It is a utility for combining several small boot
> applications
> onto a single boot disk with a menu; just efficient use of disk space on the
> ATR.
>
> I think he needs the ATR8000 boot CP/M OS or possibly instructions for the
> arcane command line procedures to dupdsk it. I got my ATR used and it did
> not include any of the CP/M materials.
>
> -Jess
>
> "russg" <russg...@sbcglobal.net> wrote in message
>
> news:cf9e78ea-10c4-49b6-b18f-afd5055ab586@z25g2000vbn.googlegroups.com...
> On Oct 6, 8:59 am, PM7500 <jburke...@comcast.net> wrote:
>
> > Does anyone have the software that came with the ATR8000? I understand
> > the discs themselves are difficult to backup. Does anyone out there in
> > Atariland know how to make working copies of them or have copies they
> > would be willing to sell?
>
> all I could find is a atr8000_mutliboot_docs1.1.atr in Holmes.
> scroll down to
atr8000.http://ftp.pigwa.net/stuff/collections/holmes%20cd/Holmes%201/ATR%20P...

Accidently hit 'Send'. The .ATR I found has an Atari executable
called ATARICPM.COM and
a couple Turbo BASIC utilities. The ATARICPM.COM boots to a menu
screen to copy
and directory drives. Its title is 'Atari CP/M Help/Copy Program.
And the DOS 2.75 .ATR
has utilities called:
ASCIICON.TUR
CPMTOSTA.TUR
STATOCPM.TUR
IBMREAD.COM
UMONXL.COM
TURBOBASXL.COM
(c) 1987 Lutz Ristau
It doesn't need an AT8000 to get CP/M.

4206. Re: ATR8000 floppies

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-12 02:44:20 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <bdccb564-4600-4cd7-a86b-222c9fb55183@n26g2000yqh.googlegroups.com>
Source record: 1195

On Oct 11, 10:32 pm, russg <russg...@sbcglobal.net> wrote:
> On Oct 11, 12:03 pm, "RetroJess" <rjhamil...@pldi.net> wrote:
>
>
>
> > I checked that, Russ. It is a utility for combining several small boot
> > applications
> > onto a single boot disk with a menu; just efficient use of disk space on the
> > ATR.
>
> > I think he needs the ATR8000 boot CP/M OS or possibly instructions for the
> > arcane command line procedures to dupdsk it. I got my ATR used and it did
> > not include any of the CP/M materials.
>
> > -Jess
>
> > "russg" <russg...@sbcglobal.net> wrote in message
>
> >news:cf9e78ea-10c4-49b6-b18f-afd5055ab586@z25g2000vbn.googlegroups.com...
> > On Oct 6, 8:59 am, PM7500 <jburke...@comcast.net> wrote:
>
> > > Does anyone have the software that came with the ATR8000? I understand
> > > the discs themselves are difficult to backup. Does anyone out there in
> > > Atariland know how to make working copies of them or have copies they
> > > would be willing to sell?
>
> > all I could find is a atr8000_mutliboot_docs1.1.atr in Holmes.
> > scroll down to
atr8000.http://ftp.pigwa.net/stuff/collections/holmes%20cd/Holmes%201/ATR%20P...
>
> I don't believe this is what looking for. I found a file called
> CPM.ATR. It has a file called
> ATARICPM.COM

I lost my post. The .ATR boots in AT800WinPlus4. It has some
utilities.

4207. Re: ATR8000 floppies

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-12 17:34:13 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <06a6e2c3-39a7-494a-8021-7f05d795156b@26g2000yqv.googlegroups.com>
Source record: 1196

On Oct 11, 7:44 pm, russg <russg...@sbcglobal.net> wrote:
> On Oct 11, 10:32 pm, russg <russg...@sbcglobal.net> wrote:
>
>
>
>
>
> > On Oct 11, 12:03 pm, "RetroJess" <rjhamil...@pldi.net> wrote:
>
> > > I checked that, Russ. It is a utility for combining several small boot
> > > applications
> > > onto a single boot disk with a menu; just efficient use of disk space on the
> > > ATR.
>
> > > I think he needs the ATR8000 boot CP/M OS or possibly instructions for the
> > > arcane command line procedures to dupdsk it. I got my ATR used and it did
> > > not include any of the CP/M materials.
>
> > > -Jess
>
> > > "russg" <russg...@sbcglobal.net> wrote in message
>
> > >news:cf9e78ea-10c4-49b6-b18f-afd5055ab586@z25g2000vbn.googlegroups.com...
> > > On Oct 6, 8:59 am, PM7500 <jburke...@comcast.net> wrote:
>
> > > > Does anyone have the software that came with the ATR8000? I understand
> > > > the discs themselves are difficult to backup. Does anyone out there in
> > > > Atariland know how to make working copies of them or have copies they
> > > > would be willing to sell?
>
> > > all I could find is a atr8000_mutliboot_docs1.1.atr in Holmes.
> > > scroll down to
atr8000.http://ftp.pigwa.net/stuff/collections/holmes%20cd/Holmes%201/ATR%20P...
>
> > I don't believe this is what looking for. I found a file called
> > CPM.ATR. It has a file called
> > ATARICPM.COM
>
> I lost my post. The .ATR boots in AT800WinPlus4. It has some
> utilities.- Hide quoted text -
>
> - Show quoted text -

Sould someone point out CP/M w/o an app that you absolutely have to run sucks?

I mean if your great grandfather wrote his will leaving you millions using Worstar on a CP/M system it could be worth your while. Likewise if you want to develop Z80 code it would be a way to get there. I have done it myself to run a few archaic programs like Hunt The Wumpus and Rogue. In general CP/M apps are written to do screen I/o via a terminal type consol so it is like doing word processing over a modem or playing a bbs door game.

Rick

4208. Re: ATR8000 floppies

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-12 22:12:27 UTC
From: Andreas Bertelmann <bertelmann@web.de>
Message-ID: <d0c5b8a4-7a70-4caa-8cc2-bb2282fcbb70@l14g2000yqb.googlegroups.com>
Source record: 1197

On 6 Okt., 14:59, PM7500 <jburke...@comcast.net> wrote:
> Does anyone have the software that came with the ATR8000? I understand
> the discs themselves are difficult to backup. Does anyone out there in
> Atariland know how to make working copies of them or have copies they
> would be willing to sell?

I am searchen for this disks too.
ABBUC webmaster

4209. Re: ATR8000 floppies

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-13 15:41:33 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <sMmdndXn-vCwTijRnZ2dnUVZ_oKdnZ2d@posted.pioneerinternet2>
Source record: 1198

That sounds interesting; wonder if it has any docs with it?
Where did you find that, Russ? I might want to look at
it just out of curiosity...

-Jess

"russg" <russgilb@sbcglobal.net> wrote in message
news:2ef0204f-de78-4d25-b384-9b280ffbca6b@a36g2000yqc.googlegroups.com...
On Oct 11, 12:03 pm, "RetroJess" <rjhamil...@pldi.net> wrote:
> I checked that, Russ. It is a utility for combining several small boot
> applications
> onto a single boot disk with a menu; just efficient use of disk space on
> the
> ATR.
>
> I think he needs the ATR8000 boot CP/M OS or possibly instructions for the
> arcane command line procedures to dupdsk it. I got my ATR used and it did
> not include any of the CP/M materials.
>
> -Jess
>
> "russg" <russg...@sbcglobal.net> wrote in message
>
> news:cf9e78ea-10c4-49b6-b18f-afd5055ab586@z25g2000vbn.googlegroups.com...
> On Oct 6, 8:59 am, PM7500 <jburke...@comcast.net> wrote:
>
> > Does anyone have the software that came with the ATR8000? I understand
> > the discs themselves are difficult to backup. Does anyone out there in
> > Atariland know how to make working copies of them or have copies they
> > would be willing to sell?
>
> all I could find is a atr8000_mutliboot_docs1.1.atr in Holmes.
> scroll down to
> atr8000.http://ftp.pigwa.net/stuff/collections/holmes%20cd/Holmes%201/ATR%20P...

I don't believe this is what looking for. I found a file called
CPM.ATR. It has a file called
ATARICPM.COM

4210. Re: ATR8000 floppies

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-13 16:17:37 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <9eOdnej2XeYCRijRnZ2dnUVZ_smdnZ2d@posted.pioneerinternet2>
Source record: 1199

Found this old '84 article on the ATR-8000 and CP/M usage:

http://www.retroarchive.org/cpm/cdrom/CPM/ATARI/ATR8000.RVW

Seems the 64K model ATR8000 was required to run CP/M; maybe mine
is the 16K model and that is why none was included. Does anyone know
how spot the difference in the 16K & 64K ATR-8000s?

-Jess

"RetroJess" <rjhamilton@pldi.net> wrote in message
news:uYadnXV0Udr7qC7RnZ2dnUVZ_qKdnZ2d@posted.pioneerinternet2...
>I checked that, Russ. It is a utility for combining several small boot
>applications onto a single boot disk with a menu; just efficient use
> of disk space on the ATR.
>
> I think he needs the ATR8000 boot CP/M OS or possibly instructions for the
> arcane command line procedures to dupdsk it. I got my ATR used and it did
> not include any of the CP/M materials.
>
> -Jess
>
> "russg" <russgilb@sbcglobal.net> wrote in message
> news:cf9e78ea-10c4-49b6-b18f-afd5055ab586@z25g2000vbn.googlegroups.com...
> On Oct 6, 8:59 am, PM7500 <jburke...@comcast.net> wrote:
>> Does anyone have the software that came with the ATR8000? I understand
>> the discs themselves are difficult to backup. Does anyone out there in
>> Atariland know how to make working copies of them or have copies they
>> would be willing to sell?
>
> all I could find is a atr8000_mutliboot_docs1.1.atr in Holmes.
> scroll down to atr8000.
> http://ftp.pigwa.net/stuff/collections/holmes%20cd/Holmes%201/ATR%20Programs/Application
s%20A-Z/index.html
>

4211. Re: ATR8000 floppies

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-13 16:33:39 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <sdudnYWtn_H8QijRnZ2dnUVZ_gudnZ2d@posted.pioneerinternet2>
Source record: 1200

Found this Petter Dassow in Deutschland:

http://www.z80.eu/service.html

who looks like a CP/M guru; if he cannot provide the disks or copy yours
he may know another source from which they could be obtained. Has an
email address on the site.

-Jess

"PM7500" <jburke293@comcast.net> wrote in message
news:ce5a2279-e709-444b-840c-b890eab4a483@z25g2000vbn.googlegroups.com...
> Does anyone have the software that came with the ATR8000? I understand
> the discs themselves are difficult to backup. Does anyone out there in
> Atariland know how to make working copies of them or have copies they
> would be willing to sell?

4212. Re: ATR8000 floppies

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-13 19:03:42 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <ce977103-b0c4-465c-95f4-156e55c4a586@d17g2000yqm.googlegroups.com>
Source record: 1101

On Oct 13, 11:41 am, "RetroJess" <rjhamil...@pldi.net> wrote:
> That sounds interesting; wonder if it has any docs with it?
> Where did you find that, Russ? I might want to look at
> it just out of curiosity...
>
> -Jess
We're talking about CPM.ATR. I found it on Andreas Magenheimer CD he
sent me. It is from Germany.
I'm pretty sure it was Andreas.
I can post it on AtariAge and you can download it. It didn't have any
docs except for a small one about
TurboBASIC.
Let me know you want me to post on AtariAge.

4213. Learn about How to earn money by Pay pal per day $ 1000

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-14 16:58:37 UTC
From: kunjal <chinnamnaidu123@gmail.com>
Message-ID: <5483abed-0c46-40ed-9487-d7cc98e8b7ed@t11g2000vbc.googlegroups.com>
Source record: 1102

Learn about How to earn money by Pay pal per day $ 1000 At
http://foreignexchange.tk

i have hidden the PayPal Form Link in an image.
in that website on Right Side below search box,
click on image and Enter Your PayPal id

4214. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-14 23:36:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1010141630250.28332@slate.spiritone.com>
Source record: 1103
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4215. 20% OFF ALL ATARI BOOKS & MAGAZINES!

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-14 23:40:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1010141636251.28332@slate.spiritone.com>
Source record: 1104
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

4216. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-14 23:51:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1010141648390.28332@slate.spiritone.com>
Source record: 1105
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Mailing List sent by E-Mail From Bravo Sierra Computers! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

4217. Atari to publish new "Star Raiders" for PlayStation3, Xbox360 and PC in early 2011

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-14 23:57:27 UTC
From: bill@newbreedsoftware.com
Message-ID: <4cb798e7$0$1584$742ec2ed@news.sonic.net>
Source record: 1106
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

Lookie!

Star Raiders blasts off in early 2011
By Tor Thorsen, GameSpotPosted Oct 13, 2010 9:05 am PT

Episodic remake of Atari 2600 space combat sim arriving on Xbox 360,
PS3, and PC early next year; first trailer inside.

http://www.gamespot.com/news/6281815.html

Also, the press release:

Atari's Legendary Star Raiders to be Re-Imagined for a New Generation

Offering Team-Based Multiplayer for the First Time; Star Raiders to
Soar Onto Xbox 360, PS3 and Windows PC Download in Early 2011

http://www.atari.com/node/3660

And here's a Q&A with senior producer (from Atari) and the president
of Incinerator Studios (the company developing it):

Star Raiders Q&A - First Details
By Staff, GameSpotPosted Oct 13, 2010 9:03 am PT

Senior producer Jonathan Moses and Incinerator Studios president
Joel Goodman discuss this upcoming remake of the classic Atari 2600
game.

http://www.gamespot.com/xbox360/action/starraiders/news.html?sid=6281808&mode=previews

cough They keep calling it a "classic Atari 2600 games", which isn't
exactly accurate. The original Star Raiders was from 1979 for the
Atari 400 & 800 computers. (There WAS a 2600 port a few years later.)

I also emailed Doug Neubauer, who created the original Star Raiders
(and developed the POKEY chip in the Atari 8-bit series),
and he hadn't heard about the remake yet (!)

It sounds like it WILL have:

* Galactic map
* Energy management

I HOPE that it'll also have:

* "WHAT'S WRONG?" ;)

And apparently the ship will 'transform' depending on the situation.

Anyway... now I need a PS3.

--
-bill!
Sent from my computer

4218. Re: Atari to publish new "Star Raiders" for PlayStation3, Xbox360 and PC in early 2011

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-15 00:04:32 UTC
From: bill@newbreedsoftware.com
Message-ID: <4cb79a90$0$1648$742ec2ed@news.sonic.net>
Source record: 1107
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

In rec.games.video.atari Bill Kendrick <bill@newbreedsoftware.com> wrote:
> It sounds like it WILL have:
>
> * Galactic map
> * Energy management
>
> I HOPE that it'll also have:
>
> * "WHAT'S WRONG?" ;)

Oh, and I also hope it has a weapon that sounds
like the original Star Raiders photons (like BattleSphere does),
and it sounds like (from the Q&A/interview) that it might have
the original game as a built-in. (And I hope they mean the
real original from the 400/800, and not the 2600 version! :))

-bill!

4219. Women are too stupid to design hardware or software for the ATARI 800 XL/XE!

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-15 19:36:38 UTC
From: Tony Simsig <Aeon_warmth@yahoo.com>
Message-ID: <1ad6d7a9-f8c6-4b77-84f0-a6624703ce9a@o15g2000prn.googlegroups.com>
Source record: 1108
Cross-posted to: comp.sys.atari.8bit,alt.misogyny

99% of ATARI 800 XL/XE hardware and software was designed by men.That proves that women are too stupid to design anything for the 800 XL/XE. Women should not work with computers!

Women should stay at home and they should care for the kids and wash, clean and cook for their husbands. Men were made for designing hardware, for programming, for working and for earning money.

Feminism is evil, we HAVE TO turn back time and we have to take it back. Women MUST NOT make careers, they have to be mothers and homemakers.

Come to alt.misogyny to talk about how evil feminism has made women and what we men can do to destroy that evil and to bring back the lovely housewives of the past.

Tony Simsig

4220. Re: Women are too stupid to design hardware or software for the ATARI 800 XL/XE!

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-15 20:42:43 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <Vuudnb5tO7eRICXRnZ2dnUVZ87-dnZ2d@telenor.com>
Source record: 1109
Cross-posted to: comp.sys.atari.8bit,alt.misogyny

Still ... I am glad someone did ... River Raid was by a woman, right?
Excellent game I spent a lot of time playing.

How is that for stupid?

"Tony Simsig" <Aeon_warmth@yahoo.com> skrev i melding
news:1ad6d7a9-f8c6-4b77-84f0-a6624703ce9a@o15g2000prn.googlegroups.com...
> 99% of ATARI 800 XL/XE hardware and software was designed by men.That
> proves that women are too stupid to design anything for the 800 XL/XE.
> Women should not work with computers!
>
> Women should stay at home and they should care for the kids and wash,
> clean and cook for their husbands. Men were made for designing
> hardware, for programming, for working and for earning money.
>
> Feminism is evil, we HAVE TO turn back time and we have to take it
> back. Women MUST NOT make careers, they have to be mothers and
> homemakers.
>
> Come to alt.misogyny to talk about how evil feminism has made women
> and what we men can do to destroy that evil and to bring back the
> lovely housewives of the past.
>
> Tony Simsig

4221. MULE Game - First Colonist

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-15 23:55:22 UTC
From: Eman Kcin <j70141@hotmail.com>
Message-ID: <756fcebc-34f9-45f1-956f-96268e5907dc@u10g2000yqk.googlegroups.com>
Source record: 1110

Just out of curiousity, has anyone else made it as the 1st Colonist on the Tournament level of MULE? If so, what was your strategy?

Personally, what I had to do was provide food and energy to all the colonists on a continuous basis. Before round 10 or so, they trusted me enough to depend on me 100% for all their food and energy needs. Then on round 11, I cut them off and refused to sell.

This allowed me to be the top colonists in the end, but it never gave the colony as a whole a good final ranking. If I did not withhold food and energy on the last round, the colony always had an excellent ranking, but I would not be the 1st colonist.

Does anyone believe the game cheats on the last round to make the computer players higher?

4222. Re: Women are too stupid to design hardware or software for the ATARI 800 XL/XE!

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-16 03:47:05 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2010.10.16.03.47.04.583016@suddenlink.net>
Source record: 1111
Cross-posted to: comp.sys.atari.8bit,alt.misogyny

On Fri, 15 Oct 2010 22:42:43 +0200, Vidar Olavesen wrote:

> Still ... I am glad someone did ... River Raid was by a woman, right?
> Excellent game I spent a lot of time playing.
>
> How is that for stupid?

And Anne Westfall of Archon fame! Oh, the hours I've spent on that lovely game. Roberta Williams of the Kings Quest series! Dona Bailey and Centipede!

and I'm sure, many, many, more... :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

4223. Re: Women are too stupid to design hardware or software for the ATARI 800 XL/XE!

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-16 06:14:31 UTC
From: David Hopcroft <David.Hopcroft@gmx.net>
Message-ID: <20101016081431508l3-DavidHopcroft@gmxnet>
Source record: 1112

Oo-oo I know this one, M.U.L.E. by Dan (Danielle) Bunten. Check her
out on Wikipedia.

BTW if you were a true misogynist you wouldn't even put up with a woman
in the house, let alone the kitchen.

I think misogyny is natures was of removing a section of idiots from
the work, unless of course they figure out a way to self replicate :)

On 2010-10-15 21:36:38 +0200, Tony Simsig said:

> 99% of ATARI 800 XL/XE hardware and software was designed by men.That
> proves that women are too stupid to design anything for the 800 XL/XE.
> Women should not work with computers!
>
> Women should stay at home and they should care for the kids and wash,
> clean and cook for their husbands. Men were made for designing
> hardware, for programming, for working and for earning money.
>
> Feminism is evil, we HAVE TO turn back time and we have to take it
> back. Women MUST NOT make careers, they have to be mothers and
> homemakers.
>
> Come to alt.misogyny to talk about how evil feminism has made women
> and what we men can do to destroy that evil and to bring back the
> lovely housewives of the past.
>
> Tony Simsig

4224. Re: ATR8000 floppies

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-16 15:23:22 UTC
From: PM7500 <jburke293@comcast.net>
Message-ID: <cd38487d-59d0-4618-939d-abf48d689873@h7g2000yqn.googlegroups.com>
Source record: 1113

What I'm looking for the floppies already made up. I've seen people in
other places who have tried making the discs from images but couldn't
because the boot track is special and the discs aren't bootable unless
you know how to format the disc properly. I don't have any of the
discs that came with the ATR so I need all of them.

On Oct 11, 12:03 pm, "RetroJess" <rjhamil...@pldi.net> wrote:
> I checked that, Russ. It is a utility for combining several small boot
> applications
> onto a single boot disk with a menu; just efficient use of disk space on the
> ATR.
>
> I think he needs the ATR8000 boot CP/M OS or possibly instructions for the
> arcane command line procedures to dupdsk it. I got my ATR used and it did
> not include any of the CP/M materials.
>
> -Jess
>
> "russg" <russg...@sbcglobal.net> wrote in message
>
> news:cf9e78ea-10c4-49b6-b18f-afd5055ab586@z25g2000vbn.googlegroups.com...
> On Oct 6, 8:59 am, PM7500 <jburke...@comcast.net> wrote:
>
> > Does anyone have the software that came with the ATR8000? I understand
> > the discs themselves are difficult to backup. Does anyone out there in
> > Atariland know how to make working copies of them or have copies they
> > would be willing to sell?
>
> all I could find is a atr8000_mutliboot_docs1.1.atr in Holmes.
> scroll down to
atr8000.http://ftp.pigwa.net/stuff/collections/holmes%20cd/Holmes%201/ATR%20P...

4225. Re: ATR8000 floppies

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-16 22:34:36 UTC
From: Steven Hirsch <snhirsch@gmail.com>
Message-ID: <QqudnSV2qaHhtSfRnZ2dnUVZ_gydnZ2d@giganews.com>
Source record: 1114

On 10/16/2010 11:23 AM, PM7500 wrote:
> What I'm looking for the floppies already made up. I've seen people in
> other places who have tried making the discs from images but couldn't
> because the boot track is special and the discs aren't bootable unless
> you know how to format the disc properly. I don't have any of the
> discs that came with the ATR so I need all of them.

I have a couple of disks from a collection I acquired that claim to be CP/M 2.2 masters for the ATR8000. If anyone can elaborate on the formatting, I'd be glad to try for a copy. I have a lot of ways to go at this, including a Catweasel (which can read anything - with enough coding work).

I'm guessing they use Atari standard density (like a 90k diskette) on the boot track (or tracks?), then DD (or ED) for the data. Anyone know for sure?

Steve

4226. Re: MULE Game - First Colonist

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-16 22:37:37 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <8hunphF36bU1@mid.uni-berlin.de>
Source record: 1115

Am 16.10.2010 01:55, schrieb Eman Kcin:
> Just out of curiousity, has anyone else made it as the 1st Colonist on
> the Tournament level of MULE? If so, what was your strategy?

Against the computer? I usually focus on food and energy first. The computer players are usually too greedy for smithore and crystite to bother about these essentials and have to buy from me. Instead of collecting soil samples, I watch their assays and memorize the plots they tested, then try to build a large area of adjacent plots in that area.

For high crystite production it is much more important to own several adjacent plots (even buy buying them) than having "high" or "medium" plots. One also must never be low on energy. Food is only important as long as one has to equip his plots with mules.

In the final phase of the game, I reduce my food plots in favour of energy and crystite (by equipping mules for crystite, leading them onto energy plots and exchanging them with the energy mule, then placing this one onto a food plot and finally leading that mule back to the store).

I win the vast majortiy of games this way.

Putting an embargo on the computer players gives bad end results, while my method may result in totals of more 80,000, on several occasions more than 100,000 credits and thus allows the players to "live comfortably" or even "retire in elegant estates".

Thorsten

4227. Re: Atari 800 w/ loose cartridge door

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-17 01:10:14 UTC
From: bill@newbreedsoftware.com
Message-ID: <4cba4cf6$0$1627$742ec2ed@news.sonic.net>
Source record: 1116

ricortes <ricortes@earthlink.net> wrote:
> SOP at the time was leave the hood open and stick a pencil in. I'm
> sure you could come up with something more elegant.

Photo of the switch on the board. No wires. Soldered to the board.
Seems a shame to mangle it. Maybe I can add some solder on the bottom to
bypass the switch??? I am not a HW guy, have never put a drop of solder on
a computer, and this is the first time I've ever opened an 800... :) Thx!

http://www.facebook.com/photo.php?pid=5851096&l=03822833e0&id=518895777

(you don't need to have a FB acct to see the pict, FYI)

--
-bill!
Sent from my computer

4228. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-17 04:20:13 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1287289221@rtfm.mit.edu>
Source record: 1117
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: April 26, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4229. Re: Women are too stupid to design hardware or software for the ATARI 800 XL/XE!

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-19 02:00:24 UTC
From: PM7500 <jburke293@comcast.net>
Message-ID: <fc814764-809a-440a-8b0b-5c771e27c71a@l8g2000yql.googlegroups.com>
Source record: 1118

On Oct 16, 2:14 am, David Hopcroft <David.Hopcr...@gmx.net> wrote:
> Oo-oo I know this one, M.U.L.E. by Dan (Danielle) Bunten. Check her
> out on Wikipedia.
>
> BTW if you were a true misogynist you wouldn't even put up with a woman
> in the house, let alone the kitchen.
>
> I think misogyny is natures was of removing a section of idiots from
> the work, unless of course they figure out a way to self replicate :)
>
> On 2010-10-15 21:36:38 +0200, Tony Simsig said:
>
> > 99% of ATARI 800 XL/XE hardware and software was designed by men.That
> > proves that women are too stupid to design anything for the 800 XL/XE.
> > Women should not work with computers!
Trannys don't count and Dan Bunten always regretted having the
operation and wished it could be undone.

> > Women should stay at home and they should care for the kids and wash,
> > clean and cook for their husbands. Men were made for designing
> > hardware, for programming, for working and for earning money.
>
> > Feminism is evil, we HAVE TO turn back time and we have to take it
> > back. Women MUST NOT make careers, they have to be mothers and
> > homemakers.
>
> > Come to alt.misogyny to talk about how evil feminism has made women
> > and what we men can do to destroy that evil and to bring back the
> > lovely housewives of the past.
>
> > Tony Simsig

4230. Re: Atari 800 w/ loose cartridge door

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-19 22:52:57 UTC
From: bill@newbreedsoftware.com
Message-ID: <4cbe2149$0$1673$742ec2ed@news.sonic.net>
Source record: 1119

I'm scared! :) I see three points on the bottom of the board
under where the cartridge door switch (shown in photo at URL below)
attaches.

Should I just solder them together? Would it be safer if I just
used tape to force the spring-loaded button down? What? :)

-bill!

Bill Kendrick <bill@newbreedsoftware.com> wrote:
> ricortes <ricortes@earthlink.net> wrote:
> > SOP at the time was leave the hood open and stick a pencil in. I'm
> > sure you could come up with something more elegant.

> Photo of the switch on the board. No wires. Soldered to the board.
> Seems a shame to mangle it. Maybe I can add some solder on the bottom to
> bypass the switch??? I am not a HW guy, have never put a drop of solder on
> a computer, and this is the first time I've ever opened an 800... :) Thx!

> http://www.facebook.com/photo.php?pid=5851096&l=03822833e0&id=518895777

> (you don't need to have a FB acct to see the pict, FYI)

> --
> -bill!
> Sent from my computer

--
-bill!
Sent from my computer

4231. Re: Atari 800 w/ loose cartridge door

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-20 02:06:03 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <5363135c-b7bc-46bf-8784-ca1f158fbed0@x42g2000yqx.googlegroups.com>
Source record: 1120
Body handling: HTML body converted to readable text

On Oct 19, 6:52 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> I'm scared! :) I see three points on the bottom of the board
> under where the cartridge door switch (shown in photo at URL below)
> attaches.
>
> Should I just solder them together? Would it be safer if I just
> used tape to force the spring-loaded button down? What? :)
>
> -bill!
>
> Bill Kendrick wrote:
> > ricortes wrote:
> > > SOP at the time was leave the hood open and stick a pencil in. I'm
> > > sure you could come up with something more elegant.
> > Photo of the switch on the board. No wires. Soldered to the board.
> > Seems a shame to mangle it. Maybe I can add some solder on the bottom to
> > bypass the switch??? I am not a HW guy, have never put a drop of solder on
> > a computer, and this is the first time I've ever opened an 800... :) Thx!
> >http://www.facebook.com/photo.php?pid=5851096&l=03822833e0&id=518895777
> > (you don't need to have a FB acct to see the pict, FYI)
> > --
> > -bill!
> > Sent from my computer
>
> --
> -bill!
> Sent from my computer

Bill, the switch is soldered to the board by three pins. There are
just two pins for the the switch to close.
Look at the bottom of the board under the switch and unsolder the
three solder points and pull the switch out.
Then just tie the two points together with a wire, on the top of the
board. You can see from the traces on
the bottom of the board which two points need be tied together.
I'm gonna post a picture on AtariAge.

4232. Re: Atari 800 w/ loose cartridge door

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-20 02:14:08 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <92c7dff3-428d-4bfb-96de-a7ff8b4995e6@e14g2000yqe.googlegroups.com>
Source record: 1121
Body handling: HTML body converted to readable text

On Oct 19, 6:52 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> I'm scared! :) I see three points on the bottom of the board
> under where the cartridge door switch (shown in photo at URL below)
> attaches.
>
> Should I just solder them together? Would it be safer if I just
> used tape to force the spring-loaded button down? What? :)
>
> -bill!
>
> Bill Kendrick wrote:
> > ricortes wrote:
> > > SOP at the time was leave the hood open and stick a pencil in. I'm
> > > sure you could come up with something more elegant.
> > Photo of the switch on the board. No wires. Soldered to the board.
> > Seems a shame to mangle it. Maybe I can add some solder on the bottom to
> > bypass the switch??? I am not a HW guy, have never put a drop of solder on
> > a computer, and this is the first time I've ever opened an 800... :) Thx!
> >http://www.facebook.com/photo.php?pid=5851096&l=03822833e0&id=518895777
> > (you don't need to have a FB acct to see the pict, FYI)
> > --
> > -bill!
> > Sent from my computer
>
> --
> -bill!
> Sent from my computer

I don't know if this'll work. URL to picture on AtariAge.

http://www.atariage.com/forums/topic/171197-picture-of-wire-to-close-800-door-switch/

4233. Learn about how to earn UK money in online per day $ 1000

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-20 04:58:44 UTC
From: DAKSHA <magguri.hareeshkumar@gmail.com>
Message-ID: <cdbe7bba-2258-4181-a6ca-94a0655866fe@s12g2000prs.googlegroups.com>
Source record: 1122

Learn about how to UK money earn in online with simple way & simple tricks per day up to

Get $1000 To your Pay-pal At http://simplywayinpaypal.tk

4234. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-20 14:53:53 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <i9mvq0$2pa$1@news.eternal-september.org>
Source record: 1123

On 10/16/2010 10:20 PM, Michael Current wrote:
> Atari BBS List (Trevor Holyoak)
> http://atari.holyoak.com/ATARIBBS.TXT

I finally got my domain back:
http://www.atariplanet.info/ATARIBBS.TXT

And if anyone is aware of any updates to the list, they would be
appreciated.

Thanks,
Trevor

4235. Re: Atari 800 w/ loose cartridge door

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-20 16:07:53 UTC
From: bill@newbreedsoftware.com
Message-ID: <4cbf13d9$0$1674$742ec2ed@news.sonic.net>
Source record: 1124

russg <russgilb@sbcglobal.net> wrote:
> I don't know if this'll work. URL to picture on AtariAge.
>
> http://www.atariage.com/forums/topic/171197-picture-of-wire-to-close-800-door-switch/

Super, thanks! I've got a friend with a multimeter and with some soldering knowledge
who offered to help, so we'll be using this photo as a reference. :)

--
-bill!
Sent from my computer

4236. Re: 4464 64X4 dram chips

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-21 20:58:33 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <478358b7-b9a6-4ebb-9081-fed9d2d49bbb@k30g2000vbn.googlegroups.com>
Source record: 1125

On Oct 9, 4:55 pm, "Bill Garber" <willy4...@garberstreet.com> wrote:
> "russg" <russg...@sbcglobal.net> wrote in message news:df72b5ef-
>
> ed28-4f27-aa8f-6106b6214...@e14g2000yqe.googlegroups.com...
>
> > > Anybody know where I could get a couple 4464 64x4 dram chips?
> > > They can be used to do the Craig Lisowski 600XL memory upgrade
> > > to 64K.
> > > Rick?
>
> Try these. They should be compatible.
>
> http://www.jameco.com/webapp/wcs/stores/servlet/Product_10001_10001_4...
>
> Bill

Thanks, Bill, those 41464-10, I ordered two from Jameco, I just got
them yesterday (10/20/10) and installed the upgrade, now I have a 64K
600XL, works great.

4237. Re: 4464 64X4 dram chips

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-22 00:25:56 UTC
From: Bill Garber <willy46pa@garberstreet.com>
Message-ID: <qLednYIjxLtoRF3RnZ2dnUVZ8vidnZ2d@giganews.com>
Source record: 1126

"russg" <russgilb@sbcglobal.net> wrote in message
news:478358b7-b9a6-4ebb-9081-fed9d2d49bbb@k30g2000vbn.googlegroups.com...
On Oct 9, 4:55 pm, "Bill Garber" <willy4...@garberstreet.com> wrote:
> "russg" <russg...@sbcglobal.net> wrote in message news:df72b5ef-
>
> ed28-4f27-aa8f-6106b6214...@e14g2000yqe.googlegroups.com...
>
> > Anybody know where I could get a couple 4464 64x4 dram chips?
> > They can be used to do the Craig Lisowski 600XL memory upgrade
> > to 64K.
> > Rick?
>
> Try these. They should be compatible.
>
> http://www.jameco.com/webapp/wcs/stores/servlet/Product_10001_10001_4...
>
> Bill
<
< Thanks, Bill, those 41464-10, I ordered two from Jameco,
< I just got them yesterday (10/20/10) and installed the
< upgrade, now I have a 64K 600XL, works great.

Nice. Glad I could be of help. They usually have refurbs of odd
DRAMs that are still commonly used. I have never had a problem
with anything that I have bought from Jameco.

Bill

4238. Re: PC to Atari800 connection

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-23 02:13:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1010221905180.5015@slate.spiritone.com>
Source record: 1127

Hi sloopy,

Hi it's me Ben! Hows it Hanging! Thanx! =-=Ben=-=

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

4239. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-23 02:24:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1010221920280.5015@slate.spiritone.com>
Source record: 1128
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4240. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-23 02:28:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1010221925130.5015@slate.spiritone.com>
Source record: 1129
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4241. 20% OFF ALL ATARI BOOKS & MAGAZINES!

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-23 02:41:00 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1010221932190.5015@slate.spiritone.com>
Source record: 1130
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

4242. Did Dave B. get order from KJmann?

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-24 20:05:15 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <bff8cd9f-be76-4e0f-874a-6409e7f477d4@26g2000yqv.googlegroups.com>
Source record: 1131

Can't get Dave B. e-mail, so I'm doing this post.
KJmann was sending Dave's order. Wonder if it ever came?
Russg

4243. Re: Did Dave B. get order from KJmann?

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-25 14:38:07 UTC
From: kjmann <kjmann12@yahoo.com>
Message-ID: <3559e209-9fe4-4a8e-b401-5cae2fff758d@j25g2000yqa.googlegroups.com>
Source record: 1132

On Oct 24, 1:05 pm, russg <russg...@sbcglobal.net> wrote:
> Can't get Dave B. e-mail, so I'm doing this post.
> KJmann was sending Dave's order. Wonder if it ever came?
> Russg

According to the UPS tracking system (I used them instead of USPS this
time) it was delivered successfully.

4244. Re: Did Dave B. get order from KJmann?

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-25 17:31:32 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <MO2dnSL3ULdsI1jRnZ2dnUVZ87-dnZ2d@telenor.com>
Source record: 1133

Thanks for asking and thanks for replying ... Wanted to know also and so
happy it's now okay

"kjmann" <kjmann12@yahoo.com> skrev i melding
news:3559e209-9fe4-4a8e-b401-5cae2fff758d@j25g2000yqa.googlegroups.com...
On Oct 24, 1:05 pm, russg <russg...@sbcglobal.net> wrote:
> Can't get Dave B. e-mail, so I'm doing this post.
> KJmann was sending Dave's order. Wonder if it ever came?
> Russg

According to the UPS tracking system (I used them instead of USPS this
time) it was delivered successfully.

4245. Re: Did Dave B. get order from KJmann?

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-25 18:31:09 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <6292cb8b-6d19-4fb8-81aa-02ff474eebfc@v20g2000yqb.googlegroups.com>
Source record: 1134

On Oct 25, 10:38 am, kjmann <kjman...@yahoo.com> wrote:
> On Oct 24, 1:05 pm, russg <russg...@sbcglobal.net> wrote:
>
> > Can't get Dave B. e-mail, so I'm doing this post.
> > KJmann was sending Dave's order. Wonder if it ever came?
> > Russg
>
> According to the UPS tracking system (I used them instead of USPS this
> time) it was delivered successfully.

Thanks for the response. I apologize.

4246. Re: Did Dave B. get order from KJmann?

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-25 19:49:34 UTC
From: kjmann <kjmann12@yahoo.com>
Message-ID: <c98abaab-9d0d-457b-81d4-affec6bf36a6@a36g2000yqc.googlegroups.com>
Source record: 1135

```
On Oct 25, 11:31 am, russg <russg...@sbcglobal.net> wrote:
> On Oct 25, 10:38 am, kjmann <kjman...@yahoo.com> wrote:
>
> > On Oct 24, 1:05 pm, russg <russg...@sbcglobal.net> wrote:
>
> > > Can't get Dave B. e-mail, so I'm doing this post.
> > > KJmann was sending Dave's order. Wonder if it ever came?
> > > Russg
>
> > According to the UPS tracking system (I used them instead of USPS this
> > time) it was delivered successfully.
>
> Thanks for the response. I apologize.

No Harm, No Foul. =)

I'm glad that he finally Got it as well. =)
```

4247. Re: Did Dave B. get order from KJmann?

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-26 13:54:44 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2010.10.26.13.54.43.622383@suddenlink.net>
Source record: 1136
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Mon, 25 Oct 2010 12:49:34 -0700, kjmann wrote:

> I'm glad that he finally Got it as well. =)

I think all of us are. :)

Offtopic, but how is the ST video adapter coming?
Really looking forward to that. Thanks!

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

4248. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-10-27 04:24:34 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1288153507@rtfm.mit.edu>
Source record: 1137
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: October 20, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

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Kept by Michael Current, michael@mcurrent.name

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NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

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alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4249. Trailing Edge

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-02 08:27:44 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <cc19e0ce-3e0b-49a8-9df3-6983c5aa61a2@a37g2000yqi.googlegroups.com>
Source record: 1138

Kind of funny. I've been working on some old laptops and decided to use one as a sio2pc server. I got kind of picky trying to get W95 working with all the right drivers. Teats on a bull because MSDOS or DRDOS handle 520 meg partitions & most of the hard drives I have available are less then 2 gigs. So with keen interest I start reading a post about one of the candidate laptops, a Toshiba 445, and it gets a bit savaged for having a slow(133 mHz) processor, limited memory, no longer supported, .. then I finally look at the post date 2004!

I have to admit W95 was pretty weak. I just use a flash drive to transfer files on later computers but W95 doesn't even have good USB support.

Then I start looking at my Red Hat Linux 6.2 CDROMs & I find Red Hat tanked! I really nedd to get out more!

Rick

4250. Re: Trailing Edge

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-02 14:53:13 UTC
From: kjmann <kjmann12@yahoo.com>
Message-ID: <7b0dd30d-d9cd-42ba-93b1-a4a8d65c60dd@c20g2000yqj.googlegroups.com>
Source record: 1139

On Nov 2, 1:27 am, ricortes <ricor...@earthlink.net> wrote:
> Kind of funny. I've been working on some old laptops and decided to
> use one as a sio2pc server. I got kind of picky trying to get W95
> working with all the right drivers. Teats on a bull because MSDOS or
> DRDOS handle 520 meg partitions & most of the hard drives I have
> available are less then 2 gigs. So with keen interest I start reading
> a post about one of the candidate laptops, a Toshiba 445, and it gets
> a bit savaged for having a slow(133 mHz) processor, limited memory, no
> longer supported, .. then I finally look at the post date 2004!
>
> I have to admit W95 was pretty weak. I just use a flash drive to
> transfer files on later computers but W95 doesn't even have good USB
> support.
>
> Then I start looking at my Red Hat Linux 6.2 CDROMs & I find Red Hat
> tanked! I really nedd to get out more!
>
> Rick

The Original SIO2PC Software is DOS Based. Also There is Still a DOS
version of APE Available.

there is a DOS driver for flash drive that I have. it's pretty handy
but, you do have to have the flash drive plugged into the USB port
before you boot the PC up.
I also have a win98 Generic USB Flash unit driver. it works like XP
and etc. you can plug in any USB flash drive and it will automatically
use it.

I'll dig them up for you if you like.

4251. Re: Trailing Edge

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-02 16:29:43 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <14621458-2df5-4480-94bd-882918a0f839@g25g2000yqn.googlegroups.com>
Source record: 1140

On Nov 2, 7:53 am, kjmann <kjman...@yahoo.com> wrote:
> On Nov 2, 1:27 am, ricortes <ricor...@earthlink.net> wrote:
>
>
>
>
>
> > Kind of funny. I've been working on some old laptops and decided to
> > use one as a sio2pc server. I got kind of picky trying to get W95
> > working with all the right drivers. Teats on a bull because MSDOS or
> > DRDOS handle 520 meg partitions & most of the hard drives I have
> > available are less then 2 gigs. So with keen interest I start reading
> > a post about one of the candidate laptops, a Toshiba 445, and it gets
> > a bit savaged for having a slow(133 mHz) processor, limited memory, no
> > longer supported, .. then I finally look at the post date 2004!
>
> > I have to admit W95 was pretty weak. I just use a flash drive to
> > transfer files on later computers but W95 doesn't even have good USB
> > support.
>
> > Then I start looking at my Red Hat Linux 6.2 CDROMs & I find Red Hat
> > tanked! I really nedd to get out more!
>
> > Rick
>
> The Original SIO2PC Software is DOS Based. Also There is Still a DOS
> version of APE Available.
>
> there is a DOS driver for flash drive that I have. it's pretty handy
> but, you do have to have the flash drive plugged into the USB port
> before you boot the PC up.
> I also have a win98 Generic USB Flash unit driver. it works like XP
> and etc. you can plug in any USB flash drive and it will automatically
> use it.
>
> I'll dig them up for you if you like.- Hide quoted text -
>
> - Show quoted text -

Thanks for the offer but I'd hate to make work for someone when I'm
still confused about what I'll end up doing. Story is: A friend bought
a pallet of busted up and obsolete laptops with a bunch of hard
drives. I've found a couple with later OS then W95 but I don't know if
the laptops have the guts to run anything later i.e. only 8 megs of

ram.

What I had'a ought'a do is pick up a netbook. I've seen them for ~$300 and a cheap USB programmer off eBay. I just get to fixing stuff and end up with "deer in headlights" syndrome from too many choices. A 40 meg hd with DRDOS & maybe a 3.5" floppy would be plenty but I'm being self indulgent. The high end end will eventually make sense to me, just takes time for me to come to my senses. SHEESH! I'm even thinking I need to get one of these tired laptops running Red Hat Linux!

Rick

4252. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-03 13:50:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1011030647510.11095@slate.spiritone.com>
Source record: 1141
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

4253. NEW FREE ATARI CATALOGS! 11-3-2010! All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-03 13:55:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1011030652500.11095@slate.spiritone.com>
Source record: 1142
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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I've ADDED LOTS of NEW IN the BOX Titles To my Atari 8 Bit Software Catalog! I've received Lots of Educational Games & other Software for the 8 Bit Atari! BRAND NEW NICE BOXES Factory Sealed BOXES of ATARI MADE TITLES, MANY TITLES!!

I'm expecting a shipment of Atari 65XE, 130XE, Rana & Atari 1050 Disk Drives! I've ADDED Models of FACTORY NEW IN the BOX SUNCOM Joysticks! I've also got the Classic Black Atari Joysticks with Red/Orange Fire Button and Markings!

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4254. ATARI CUSTOMER APPRECIATION MONTH!

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-03 14:00:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1011030657210.11095@slate.spiritone.com>
Source record: 1143
Cross-posted to:
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4255. ATARI WANTLIST:

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-03 14:02:49 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1011030700520.11095@slate.spiritone.com>
Source record: 1144
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Looking for Rare Treasure But Left High and Dry?Checking my WebSite, Searched Through my Catalogs and Still Havent Found it?Please Send Your Atari WantList by E-Mail to BenSells@Atari.org or Atari@aracnet.com Using The Subject Matter of "ATARI WANTLIST:" or use the WebLink below! Not All Atari Treasures are on my WebSite and in my Catalogs! I have Much Atari Not Listed on my Site! So Please E-Mail Your Atari WantList And I'll Get Back To You as soon as I Can!

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4256. Re: Trailing Edge

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-03 18:44:24 UTC
From: "x=usr(1536)" <xequalsusr1536@example.org>
Message-ID: <iasai6$e25$6@speranza.aioe.org>
Source record: 1145

On 11/2/10 12:29 PM, ricortes wrote:

> What I had'a ought'a do is pick up a netbook. I've seen them for ~$300
> and a cheap USB programmer off eBay. I just get to fixing stuff and
> end up with "deer in headlights" syndrome from too many choices. A 40
> meg hd with DRDOS& maybe a 3.5" floppy would be plenty but I'm being
> self indulgent. The high end end will eventually make sense to me,
> just takes time for me to come to my senses. SHEESH! I'm even thinking
> I need to get one of these tired laptops running Red Hat Linux!

If you really need DOS compatibility, check out DOSBox
(http://www.dosbox.com/). The big advantage to it (other than being
multiplatform) is that it gives you backwards-compatibility on modern OSes.

- X.

4257. Remember Computer palace ?

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-04 14:44:44 UTC
From: deadfiber <deadfiber@gmail.com>
Message-ID: <e6b9a168-3f56-41d9-89e0-761e549975bd@z17g2000prz.googlegroups.com>
Source record: 1146

There was an all atari store in eugene oregon that closed, sold it's complete inventory to someone that mailed a catalog out. but they never opened. I think they were in lincon city oregon. I wonder what happened to all that Atari stuff. been watching Ebay for years and never seen anyone in that area selling.

4258. Re: Trailing Edge

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-04 21:06:53 UTC
From: bill@newbreedsoftware.com
Message-ID: <4cd3206d$0$1670$742ec2ed@news.sonic.net>
Source record: 1147

ricortes <ricortes@earthlink.net> wrote:
> I need to get one of these tired laptops running Red Hat Linux!

Ubuntu is the popular one these days. Or just go straight for
Debian. There are also distros made specifically for smaller/slower
systems (PuppyLinux, Damn Small Linux, etc.)

Enjoy!

--
-bill!
Sent from my computer

4259. 3.5 XF551 cant detect

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-05 17:52:41 UTC
From: Jack Tseng <tseng4@gmail.com>
Message-ID: <b5c0ff95-62fb-4cf5-b00a-7d49e6b0865e@t7g2000vbj.googlegroups.com>
Source record: 1148

XF551 can detect the density in first sector of 5 inch disk normally
but XF35 rom by Bob Woolley upgraded, the drive can not detect the
density!?!?? how come? double density disk can not be read after
turning on the drive! I hate that when the single density DOS disk
boot, change the density, and the drive can read the double density
disk. I want a permanent double density after turning on the drive. Do
anyone know how to solve the problem?

4260. Re: Trailing Edge

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-05 21:09:51 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <78e2b031-c389-48d2-b71e-3924dbbb6ba0@a37g2000yqi.googlegroups.com>
Source record: 1149

On Nov 4, 2:06 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> ricortes <ricor...@earthlink.net> wrote:
> > I need to get one of these tired laptops running Red Hat Linux!
>
> Ubuntu is the popular one these days. Or just go straight for
> Debian. There are also distros made specifically for smaller/slower
> systems (PuppyLinux, Damn Small Linux, etc.)
>
> Enjoy!
>
> --
> -bill!
> Sent from my computer

I'm still a bit perplexed but I think it is getting a bit narrower. I well select one with floppy & CDROM with at least w95 capability but would prefer something later but not too new. Will all those versions of linux run on a Pentium I with 8-24 megs of mem on a 1 gig drive?

BTW: One of the old systems was from Cisco. hard drive had a gig of old internal memos and emails. God awful boring to look at. Hard to believe I used to generate that kind of crap for a living. :)

Rick

4261. Re: Remember Computer palace ?

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-06 11:16:34 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <rfqdnXk1RZ6PpEjRnZ2dnUVZ_gudnZ2d@giganews.com>
Source record: 1150

Yes I remember them. I ordered tons of Atari stuff from
this place. Brings back lots of memories just thing about
it. Computer Palace and Toad were the two places I ordered
from. I really miss them.

deadfiber wrote:
>
> There was an all atari store in eugene oregon that closed, sold it's
> complete inventory to someone that mailed a catalog out. but they
> never opened. I think they were in lincon city oregon. I wonder what
> happened to all that Atari stuff. been watching Ebay for years and
> never seen anyone in that area selling.

Falcon030 with 16meg of ram

4262. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-07 04:19:31 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1289103605@rtfm.mit.edu>
Source record: 1001
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: October 20, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4263. Paper Issues of Compute!, Creative Computing 1980s era available

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-07 14:31:21 UTC
From: tomcee <tomcees_pc@yahoo.com>
Message-ID: <21ab92a5-f615-43f0-bcee-0eb1b6af60f5@y31g2000vbt.googlegroups.com>
Source record: 1002

I have a number of issues of Compute! and Creative Computing from the
1980s-90s era.

If anyone is interested in these, please drop an email to me.

Thank you,
TomC

4264. Re: Paper Issues of Compute!, Creative Computing 1980s era available

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-07 21:49:14 UTC
From: kd7fhd <rick.higgins@gmail.com>
Message-ID: <8ce269d0-e0f3-4248-9db0-f54498242fce@37g2000prx.googlegroups.com>
Source record: 1003

On Nov 7, 8:31 am, tomcee <tomcees...@yahoo.com> wrote:
> I have a number of issues of Compute! and Creative Computing from the
> 1980s-90s era.
>
> If anyone is interested in these, please drop an email to me.
>
> Thank you,
> TomC

Where are you and how much do you want for them?

Rick

4265. Re: 3.5 XF551 cant detect

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-07 22:46:03 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <3dba6ef9-b7be-4fb3-af03-b737b4d9e82b@y31g2000vbt.googlegroups.com>
Source record: 1004

On Nov 5, 12:52 pm, Jack Tseng <tse...@gmail.com> wrote:
> XF551 can detect the density in first sector of 5 inch disk normally
> but XF35 rom by Bob Woolley upgraded, the drive can not detect the
> density!?!?? how come? double density disk can not be read after
> turning on the drive! I hate that when the single density DOS disk
> boot, change the density, and the drive can read the double density
> disk. I want a permanent double density after turning on the drive. Do
> anyone know how to solve the problem?

I don't know what you're trying...? You want your xf551 to be in
double density at startup.
I wrote a program to set the density. It has been a long time, so it
may only be for the US Doubler 1050.
Usually, a double density capable drive detects the density when you
insert a disk, you're saying the
Woolley upgrade doesn't read a double density disk? What kind of
upgrade would that be?

4266. Re: 3.5 XF551 cant detect

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-08 19:33:11 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <8a2fae95-a7c3-46a9-ba75-8ee6fcb846cf@u25g2000pra.googlegroups.com>
Source record: 1005

On Nov 7, 2:46 pm, russg <russg...@sbcglobal.net> wrote:
> On Nov 5, 12:52 pm, Jack Tseng <tse...@gmail.com> wrote:
>
> > XF551 can detect the density in first sector of 5 inch disk normally
> > but XF35 rom by Bob Woolley upgraded, the drive can not detect the
> > density!?!?? how come? double density disk can not be read after
> > turning on the drive! I hate that when the single density DOS disk
> > boot, change the density, and the drive can read the double density
> > disk. I want a permanent double density after turning on the drive. Do
> > anyone know how to solve the problem?
>
> I don't know what you're trying...? You want your xf551 to be in
> double density at startup.
> I wrote a program to set the density. It has been a long time, so it
> may only be for the US Doubler 1050.
> Usually, a double density capable drive detects the density when you
> insert a disk, you're saying the
> Woolley upgrade doesn't read a double density disk? What kind of
> upgrade would that be?

The Wooley upgade only added the ability to use 80 tracks and maybe
spinup delay. Not sure but it may have changed a few other things like
step rate.

Problem is the XF ROM had some bugs in software and the only fix there
may be is the Puff ROM.

If you insert a disk in a 1050 you notice the drive always spins up
for a few secs. What goes on is Tandon, the actual desigers of the
1050, knew the drives would have to use both single and double density
disks so they have the 1050 fireware keep an eye on the door latch and
check density every time it is cycled. The XF being an Atari design
was not nearly as robust.

I'm not sure of all the bugs in the XF but you can read the Puff
blurbs about his improved ROM to get an idea. FWIW: I directly asked
Puff about bugs he said he discovered in the XF and SD on CIS and he
would not respond. At the time he was promoting his own business and
as such did not provide assistance to any of his competition.

As Jack notes switching disks has problems. I think you get a read
error on your first command like reading a directory and it only works
if your sofware/DOS is setup to retry. There's a few other odd bugs in
there like ~writing a sector w/o turning the motor on or some such.

Rick

4267. Re: Trailing Edge

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-08 21:51:58 UTC
From: bill@newbreedsoftware.com
Message-ID: <4cd870fe$0$1595$742ec2ed@news.sonic.net>
Source record: 1006

ricortes <ricortes@earthlink.net> wrote:
> I'm still a bit perplexed but I think it is getting a bit narrower. I
> well select one with floppy & CDROM with at least w95 capability but
> would prefer something later but not too new. Will all those versions
> of linux run on a Pentium I with 8-24 megs of mem on a 1 gig drive?

I can't guarantee what'll run on what. These days I've got some
Centrino thingy with 2GB of RAM that I got from Dell (Ubuntu pre-installed).

It should certainly be easy enough to figure out what version fo
Linux is still around that'll run on a Pentium with 24MB of RAM.
(1GB is plenty of disk.)

Assuming this is for SIO2PC and other tinkering, you could even run it
without a GUI, or even headless. (SSH into it remotely from a more
modern system, and run all your commands remotely on the box.)

If SIO2PC kinda stuff is what you're after, you'll want to make sure
that the serial port'll work well, and that you can build something
like Matthias Reichl's "AtariSIO" for it. (i.e., compatible version
of the Linux kernel)

These days, I'm fully SIO2SD, so I'm kind of checked-out when it
comes to this kind of nonsense. ;)

--
-bill!
Sent from my computer

4268. Re: Paper Issues of Compute!, Creative Computing 1980s era available

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-09 18:50:41 UTC
From: tomcee <tomcees_pc@yahoo.com>
Message-ID: <7058f58d-38b1-4a95-953f-c2807ae4ca1e@p7g2000prb.googlegroups.com>
Source record: 1007

On Nov 7, 4:49 pm, kd7fhd <rick.higg...@gmail.com> wrote:
> On Nov 7, 8:31 am, tomcee <tomcees...@yahoo.com> wrote:
>
> > I have a number of issues of Compute! and Creative Computing from the
> > 1980s-90s era.
>
> > If anyone is interested in these, please drop an email to me.
>
> > Thank you,
> >TomC
>
> Where are you and how much do you want for them?
>
> Rick

Detroit Michigan. Not interested in making much money - just enough
to cover shipping/handling and hope that they are used.

TomC.

4269. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-10 05:21:52 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/vendev_1289366565@rtfm.mit.edu>
Source record: 1008
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: November 7, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

This document is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

The latest version of this document is posted to the following Usenet
newsgroups every 60 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (Multipart ed.)

You may also request my latest working version at: michael@mcurrent.name

**********************************************************************
* For other 8-bit Atari related FAQs please see the "Welcome FAQ": *
* ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome *
* http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html *
* http://www.faqs.org/faqs/atari-8-bit/welcome/ *
**********************************************************************

UPDATES SINCE PREVIOUS POSTING:
2010.11.07 HiassofT: Atari Tools for Win32 V0.30-101002,
512k SRAM extension for Atari XL/XE V1.2 (2009-09-28),
Turbo Freezer XL/XE 2005
2010.10.28 Wolfram Fischer: ASCB-MINI,
Stereo Small 2010 (Stereo Erweiterung rev.2.1),
MEGAMAX Modul V1.2
2010.10.27 MatoSimi: h3x0r deluxe
```

2010.10.27 Mario Caillahuz: Jewel Bits
2010.10.27 Fandal: Prototype, Milk Nuts
2010.10.10 Jonathan Halliday: QCD, D65
2010.10.06 MadTeam: Squash 1.5, AtrWcx Total Commander ATR Plugin v1.9,
DisAsembler 6502 v2.2, Super Packer v3.2,
Atari Interlace Studio 1.2.7, RLE Eecoder 1.2.
for VBXE: i480, Jet Set Willy, Night Shade, Night Driver,
Plasma, Mr Proper, Mission Shark (Misja).
2010.09.28 BITS: #1504 (20100820)
2010.09.26 Draco: SpartaDOS Commander v.0.8.2
2010.09.12 Introduction: new Disclaimer added
2010.09.12 Introduction: IRC reference updated
2010.09.06 added: Rudla Kudla (Atalan programming language)
2010.09.06 Avery Lee: Altirra 1.7

Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry should contain a valid postal address or web page address.

Entries do not include an email address due to the overwhelming amount of spam that would result.

Internation Reply Coupons

The following is from: (2010.09.12)
http://www.upu.int/en/activities/international-reply-coupons/about-irc.html

About International Reply Coupons
When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country; however, if they are from different countries, the enclosed postage stamp will not be valid.

All member countries
This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. As the service began before the days of airmail, the earliest coupons could only be redeemed for a single-rate ordinary postage stamp to a foreign country. In terms of today's UPU Convention, International reply coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

Mandatory to exchange
The UPU's International Bureau processes several million coupons each year and deals with of all accounting aspects. The International Bureau does not sell IRCs directly to customers; they must buy them from their local post office. Although Posts are not obliged to sell IRCs, it is mandatory for Posts to exchange the coupons. If a Post does not sell IRCs, it is possible to purchase them in a post office located in a neighbouring country.

DISCLAIMER

Appearance in this list does not constitute a recommendation or endorsement of the business, individual, product, or service listed.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS Video Games (Jay Colen) 5/10
519 W 4th St
Antioch CA 94509-1246
USA
http://4jays.net/store/

Vendor: new and used hardware and commercial software

8-Bit Classics (Mr. Corey Koltz) 4/06
302 W Dewey St
Cassville WI 53806-9733
USA
Phone: 608-725-2137
http://www.8bitclassics.com/
Vendor: new and used hardware and commercial software

A-ONE Online Magazine 2/07
See: Dana P. Jacobson

ABBUC HAR -- Hannoverschen ABBUC Regionalgruppe 2/07
Hanover
Germany
http://www.bertelmann.org/har/
Vendor: XF351 Upgrade-Kit includes Floppy + Cable + EPROM + Bootdisc,
Used Atari 800 XL PAL, Speedy1050 TDS. Not all items online available--
Ask for more information. Additionally vendor of:
- all items from Frank Heuser Shop
- all items from Wolfram Fischer
Special lower prices for ABBUC members available.

ABBUC Regionalgruppe Frankfurt / Main (RAF) 5/07
Dillenburgerstrabe 61
60439 Frankfurt / Main
Germany
http://www.abbuc-raf.de/
Vendor: MultiJoy8 cable and adapter
Developer: SIO2PC, Network Interface, 2 computer interface (automatic
2 computer switch for use the same peripherie), Schaltnetzteil
(Power supply), 8 channel digital voltmeter, SIO2USB

Alhart Enterprises Presents (AEP) 8/06
c/o Paul V. Alhart
524 N Z St
Lompoc CA 93436-5019
USA
tel: (805) 736-4624
"encoded" email: OOOp.alhartOOO@OOOverizonOOO.OOOnetOOO
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12
Repair shop: Atari disk drives

Altronic E.I.R.L. 6/04
Bolognesi 952

Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module,
TV/Computer Switch

Ambery 9/08
12335 Denholm Dr Ste E
El Monte CA 91732-3654
USA
tel: 626-350-8956 or 626-698-6739 Mon ~ Fri (10:00AM to 4:00PM PST)
FAX: 626-771-0060
http://www.ambery.com/
Developer: various Video to VGA/RGBHV converter scalers, see
http://www.ambery.com/vitovgcosc.html. Connect your Atari to your PC monitor!

Art Transfair Berlin (Andre Motzkus) 2/07
Brunsbuetteler Damm 223d
13581 Berlin
Germany
http://www.art-transfair.de/
Vendor: Computer, expansion, Floppy, memory-upgrades up to 16 mb,
Audio A/D changer, additional many other Atari items (16/32/64bit).
Special lower prices for ABBUC members.

Atari800 Development Team 4/09
See also: Mark Grebe
See also: Christian Groessler
See also: Piotr Fusik
See also: Kostas Nakos
See also: Vasyl Tsvirkunov
See also: Ludovic Jacomme
Petr Stehlik (maintainer), Troy Ayers (Playstation 2), Michael Borisov (POKEY
sound), Piotr Fusik (core developer), Mark Grebe (Mac OSX), Christian
Groessler (Sega Dreamcast), Perry McFarlane (cycle-exact ANTIC and GTIA),
Kostas Nakos (Windows CE), Krzysztof Nikiel (Win32), Jacek Poplawski (SDL),
Vasyl Tsvirkunov (Windows CE), James Wilkinson (DOS, BeOS, Win32),
Ludovic Jacomme (PSP)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 v2.1.0 - an Atari 400, 800, 600XL, 800XL, 130XE
and 5200 emulator for Unix, Linux, Win32, Amiga, MS-DOS, Atari TT/Falcon,

BeOS, WinCE, Mac OSX, Playstation 2 and other systems

Atari8Warez (Ray) 10/07
Toronto, Ontario
Canada
http://atari8warez.for-the.biz/
Developer: SIO2PC serial interface cable,
10502PC / ProSystem Serial Interface cable

AtariAge (Albert Yarusso, Alex Bilstein) 4/06
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware (includes homebrew project supplies by Pixels Past)
Developer: Beef Drop cartridge (by Ken Siders)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX) titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort, Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill, Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match, Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics Package, Solitaire, Source Code For Eastern Front (1941), Letterman, Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc, Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage, Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt, Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show, Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing, BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!, Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy, Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler, Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari

Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atari Fan Store (Irek) 7/08
New York NY
USA
http://afs.atari.org/
Vendor: Polish hardware products, including: SIO2IDE, SIO2SD, KMK/JZ/IDEa IDE Interface

Atarimax (Steven J. Tucker) 9/09
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v3.0.2 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS 32-in-1 Switchless Upgrade (2 versions: XL/XE except 1200XL/XEGS; 1200XL), Imagic 1.06 95/NT - Atari Disk Image Conversion System (ATR/XFD/DCM/SCP), Imagic 1.06 DOS, Atari Terminal Simulator ATS 2.0 (SR2) - ATASCII Telnet/Serial Terminal & Break Movie Player 95/NT, Break Movie Screensaver 95/NT, Maxflash Flash Cartridges (1mbit or 8mbit), Maxflash USB Cartridge Programmer, Maxflash Studio Software for Windows 1.0, SIO2PC/ProSystem Universal Interface (6 versions: USB Interface w/ SIO Jack or w/ Terminals; Serial Interface w/ SIO Jack or w/ Terminals; Dual Port USB Interface w/ SIO Connectors; Dual Port RS232 Interface w/ SIO Connectors), Atarimax/ABBUC USB Cartridge, MyIDE+FLASH IDE Interface Cartridge for XL/XE Computers, MyIDE Internal Interface (3 versions: XL/XE except 1200XL/XEGS; 1200XL; XEGS)

Atari Online News, Etc. 2/07
See: Dana P. Jacobson

The Atari Shop (Sandra) 1/07
The Netherlands
http://www.atari-shop.nl/
Vendor: new/used hardware, new/used commercial software

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/

Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atlantis Games Group 6/10
(Sal "Kjmann" Esquivel, TJ "Damage X" Edmister, Gary "Rybags" Ryan,
Zdenek "Psuedografx" Eisenhammer, Peter "peteofborg" Meyer)
See also: Kjmann's Atari Sales and Service
USA
http://www.atlantisgamesgroup.com/
Developer: Tempest Xtreem. In progress: Venture, OutRun

AV Toolbox 6/10
2791 Circleport Dr
Erlanger KY 41018-1080
USA
Phone: 800-235-3280 or 859-647-1077
Fax: 859-282-8225
http://www.avtoolbox.com/
Developer: various video scalers (up-converters). Connect your Atari to
your modern high-resolution video display television or monitor!

Fatih Ayguen (cyco130) 2/10
http://aspeqt.sourceforge.net
Developer: AspeQt (Atari Serial Peripheral Emulator for Qt) 0.5.1 -
Windows and Linux versions available

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 6/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 2.2 (Interactive 6502 Disassembler for Win32,
designed to specifically support Atari binary files)

Matthew Bacon 11/09
UK
http://www.myatari.net/
Publisher: MyAtari online magazine (published October 2000 - February 2005)

BAKTRA Software (Michael Kalous) 5/08
Czech republic
http://www.baktra.wz.cz/
Developer: TURGEN SYSTEM (converts data to various turbo formats, produces
sound or cassette images), Caverns of the lost miner (Game for atari written

in C, open source), mmSAP 2 (SAP player for GNU/Linux), DTX Manager (Editor of Atari DOS 2 executables), libataricas (library for atari cassette image manipulation with turbo support)

Richard Bannister 5/10
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.7 Atari 800 Series Emulator for Mac OS X (port of Rainbow 1.4 by Chris Lam), Emulator Enhancer v2.3.2

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced) SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz (Uz) 3/10
Germany
http://www.cc65.org/
Developer: cc65 2.13.2 - a complete cross development package for 65(C)02 systems, including a macro assembler, a C compiler, linker, librarian and several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 4/07
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out), IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10, MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0, CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"), ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Brian Berlin 8/09
http://kat5200.jillybunch.com/
Developer: kat5200 0.6.2 -- Atari 5200 and 8-bit computers emulator for PC

Best Electronics (Brad Koda) 6/07
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: (408) 278-1070 (M-F 1:30pm to 5:00pm PST)
FAX: (408) 278-1092
E-FAX: (815) 364-3703

http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch keyboard upgrade for XE computers, Best Light Gun, Best Gold CX40 Joystick PCB, Atari CX40 Joystick Rebuild Kit with Atari Upgraded CX40 Handle and Best Gold CX40 PCB, Atari CX40 Joysticks upgraded with the Best Gold CX40 PCB, Atari Jaguar Power Pad to Other Atari Systems Adapter Cable, Sega Genesis Controllers To Atari Systems Adapter Cable

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 8/06
USA
http://www.bigfivesoftware.com/
Developer: Bounty Bob Emulator for Windows NT, 2000, 98, and ME

BITS (SOLO)(Herman Samso J.) 9/10
http://bits.atari.org/ or http://thebitsclub.tripod.com/
Developer: intros & demos: #1502 (v20080314), #1503 (20100607), #1504 (20100820). tools & utilities: #1501 (v20080312)

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenek Burian 4/10
Marie Majerove 33
Prostejov 6
798 11
Czech Republic
Tel. 582 360 714
http://flop.atari.org/
Publisher: FLOP disk magazine (annual; FLOP #53 published April 2010)

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 8/06
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

Mario Caillahuz ("Allas") 10/10
Lima
Peru
http://atari.limitevisual.com/
Developer: Plague Attack, Voyage to Home, Accion, MULE Wars, Animal Party,
Jewel Bits

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart
(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/07
1350 Buffalo Rd Ste 2
Rochester NY 14624-1829
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems (include a hard disk, Black Box, power supply,
controller, cables, and software), SIO cables, hard disk controllers:
Adaptec 4000 SCSI, Adaptec 4070 (RLL) SCSI, Xebec S1410a SASI
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,

Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Nick Coplin 9/08
Perth, Western Australia
Australia
http://www.64hdd.com/
Developer: 64JPX - JoyPad eXpander - Use your favourite Sega, SNES, NES or
PCanalog controller with your Commodore or Atari compatible system

Cosine Systems (Exin [Sebastian], Intensity [Arman], Odie [Sean], 1/06
Sack [Adam], Magic Roundabout [Jason])
United Kingdom
http://www.cosine.org.uk/
Developer: demos: C.G.M. UKScene Radio Intro, 1K Party. game: Reaxion

C.P.U. (Radek Sterba (Raster) & Robert Petruzela (Bob!k)) 4/09
See also: Radek Sterba
Czech Republic
http://raster.infos.cz/atari/homepage.htm
Developer: S/XEGS RAMCart 128KB version "G1.04 FIX3+",
STEREO upgrade for XL/XE, SDrive - connects to Atari XL/XE's serial (SIO)
port and simulates an Atari floppy disk drive with full read/write access to
programs and data stored on a Secure Digital flash memory card (SD),
SDrive Control Program v01 20090403

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file
analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS
or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory
tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4
(written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel
Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor
and more)

CSW-Verlag 2/07
Weidenstrabe 13/1
71364 Winnenden
Germany
tel/FAX: +49 (0) 71 95/6 11 20
http://www.retro-magazin.de/
Publisher: RETRO magazine. Themes: Retro-computing for all systems.
Atari part: approx. 10%. (Not only 8bit) 9.90 euro per magazine, 4
magazines per year for 35 euro.

Jorge Cwik 8/08
http://www.fxatari.com/
Developer: VAPI Atari 8-bits Imaging & Preservation format (.ATX) and

tools: Patched Emulator (based on Atari800Win PLus 4.0 Beta 3) +
VAPI DLL 0.3a, VAPI2SIO (SIO2PC for VAPI) 0.2a

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine
(1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques (Dan Dotson and Marilyn Saul) 9/06
PO Box 40751
Tucson AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Device Side Data 4/10
USA
http://www.deviceside.com/
Developer: FC5025 (USB 5.25" floppy controller - as of Feb. 2010 included
software (Linux/Mac/Windows) supports reading Atari DOS 2 disks)

DGS (Dean Garraghty Software) 8/04
United Kingdom
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from Germany;
Commercial Software Collection CD-ROM includes: Quick (programming language)
V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM)
V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer
(DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper,
Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues
1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from
Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain
Software Collection CD-ROM includes 191 mostly double-sided disks plus some
bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?,
What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS,

D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2,
Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5,
Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system:
Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

DigitalDinos (Thomas McLaren) 6/10
BUSINESS: SHIPPING:
6087 Hopkins Rd P.O. Box 472
Mentor OH 44060-2207 Mentor OH 44061-0472
USA USA
(440) 339-8538
http://www.digitaldinos.com/
Vendor: used hardware, used commercial software

Digital Force (Mario Trams) 1/07
Germany
http://www.digital-force.net/
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler (Flo) 12/08
Germany
http://www.akk.org/~flo/
Developer: Ice-Hockey (for MultiJoy interface, March/April 2002),
Sheep-Race (for MultiJoy interface, Aug 2002),
CardGrabber (for MultiJoy interface, May-Aug 2002),
Peripheral Test 2.0 (Hardwaretester) (Dec.2008)

DLT Ltd. (trub, drac030) 1/09
See also: trub
See also: Draco
http://sdx.atari8.info/
Developer: SpartaDOS X Version 4.42 (December 2008)

Draco (Konrad M. Kokoszkiewicz, KMK, drac030) 9/10
See also: DLT Ltd.
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: for SpartaDOS: SpartaDOS Commander v.0.8.2, CleanUp X 1.7b,
Eddy v.1.12, SpartaDOS TAR v.1.5, SD-Load 16.XI.2009, HDSC 1.5.
for VBXE: "S:" driver v.0.99. SysInfo v.2.21.
65C816 XL OS: 65C816 XL OS v. 2.35 (15.VIII.2008.), FastRAM Test,
QE for Warp/F7, SD-Load, D2D v.0.5, grep, LPOKE/LPEEK. MultiBASIC v.0.33.
"KMK/JZ IDE" ATA Interface: Utility disk (updated 16.XI.2009),
User's manual (revised 8.XI.2009), IDE BIOS 1.11 (updated 12.V.2006)
Utilities for the Atari: DEMON, EYE, RW-Test.
Utilities for the PC: SIO2BSD

Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 1/07
PO Box 3365
Spring Hill FL 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware, used commercial software

Emulators (Derek Mihocka) 8/06
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit & Atari ST & Apple Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 - 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 - 8-bit Atari emulator for MS-DOS

Energy (online zine) 11/09
See: Taquart

Epi (Adrian Matoga) 11/09
See also: FAIL (First Atari Image Library)
See also: O.S.
See also: Tristesse
Adrian Matoga
ul. Jezdziecka 11
30-698 Krakow
Poland
http://epi.atari8.info/
Developer: NeoTracker 1.8, NeoTracker Winamp plugin v0.2, TipConv 1.1.0, TIP Tools 0.3.1 includes TipView 1.0 and BMP2TIP 0.21, xunzip 2.1, sapemu v0.2 (simple SAP (Slight Atari Player) file player), HardCore Assembler (hcasm) 1.0, brULlwurFeL, TDC Hack Demou, Sztab Malopolska #3 Invitation

Raphael Espino 8/07
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility), Atari 8-bit JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface", JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg", JpegShow 0.1 (07Aug01) "A slideshow version", CpegView 0.5 (18Aug07) "The colour JPEG viewer for Atari 8-bit computers"

Subject: F

Fandal (Frantisek Houra) 10/10
Czech Republic
http://atari.fandal.cz/stuff.php
Developer: Sturbon Intro, FreeCellXE, TriPeaksXE, HexxagonXE, Astro Road, Cubico, The Storm, A Tribute to Quorthon, Bombex, The Steam Train,

Astro4 Road, Mysterion Preview, Mind Blast, Outlaw, Swapz,
Who Lost the Wallet?, Space Arena, Pokey Demo, Music Disk Stereo Edition,
MJ-R.I.P., Diamondz, Prototype, Milk Nuts

FAIL (First Atari Image Library) 8/10
Piotr Fusik, Adrian Matoga
See also: Piotr Fusik
See also: Epi
http://fail.sourceforge.net/
Developer: FAIL (First Atari Image Library) 1.0.1 (2010-08-25)

Wolfram Fischer (Mega-Hz) 10/10
See also: ABBUC HAR
Dorfstrasse 1a
28870 Ottersberg
Germany
"encoded" email: OOOmega-hzOOO@OOOt-onlineOOO.OOOdeOOO
http://mega-hz.no-ip.com/Angebote/angebote.html
Vendor: SIO2SD rev.1, SIO2SD rev.2, SIO2PC interface
Developer: ABBUC SIO Connector Board (ASCB), ASCB-MINI,
Stereo Small 2010 (Stereo Erweiterung rev.2.1), MEGAMAX Modul V1.2

FLOP disk magazine 5/05
See: Zdenek Burian

Foundation Two 1/07
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks,
N!ne)
Germany
http://www.foundationtwo.de/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut,
Bremspunkt (Brems.)

Ron Fries 4/07
http://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" / "0xF" 2/10
See also: Atari800 Development Team
See also: Infinity
See also: FAIL (First Atari Image Library)
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Taquart
See also: Yoomp!
Poland
http://xasm.atari.org/ or http://atariarea.krap.pl/x-asm/
http://asap.sourceforge.net/
Developer: Atari utilities: Professional Copy 2.1, FlashPack 2.1,
PowerGraph 1.0, GR8 Logoser 1.1.
PC utilities: ASAP (Another Slight Atari Player) 2.1.0, xasm 3.0.2,

SAP Maker 5.0, unsap

Subject: G

Bostjan Gorisek (Firemover, Firemover/Diomedes, Gury) 6/10
Poland
http://gury.atari8.info/ http://gury.atari8.info/effectus/
Developer: Sprite Engine v.1.0.4, Effectus 0.0.14 (Windows/Linux Atari
cross-compiler/parser for Action! language)

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force,
Zero War, Menace, Pacland, Moonbase

GR8 Software (Arek "nosty" Staworzynski) 5/10
Poland
http://gr8.atari.pl/
Publisher: Hobgoblin, Robbo Forever, Bomb Jake, Isora & Loops DX

Mark Grebe 8/09
See also: Atari800 Development Team
USA
http://www.atarimac.com/
Developer: Atari800MacX 4.0.1 (version of Atari800 emulator for Mac OS X),
Sio2OSX 2.1.1 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 5/08
See Also: Atari800 Development Team
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
http://contiki.cvs.sourceforge.net/contiki/contiki-atari/
Developer: Atari800DC 0.77 (Atari800 emulator for SEGA Dreamcast),
Contiki 1.0 for Atari (a working release of the Contiki web browser for the
Atari 8bit systems)

Subject: H

Steve Hales 5/09
Palo Alto, CA 94301
USA
http://www.igorlabs.com/etc/games/
Developer: Slime, Fort Apocalypse, Dimension X

Jonathan Halliday (flashjazzcat, RIF Software) 10/10
145 Wenlock Road
South Shields
Tyne & Wear
NE34 9AL

England
http://www.atari8.co.uk/
Developer: The Last Word 3.2 (word processor; and 4.0 Beta 1 for VBXE),
RIF SpartaDOS Utilities (@.COM, CALL.COM, DESEG.COM, EDIT.COM, FD.COM,
FLASH.COM, IF.COM, LPRINT.COM, MOVE.COM, QC.COM, XKEY.COM, XKED.COM),
MA65 Macro Assember 1.6 for SpartaDOS, XEDIT Text Editor,
D65 (database management system), QCD: SpartaDOS X Quick Change Directory

Lee Hanken 1/07
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atascii/
Developer: ATASCIIView Version 1.3 (ATASCII file viewer for MS-Windows).
web-based Atari 8-bit ATASCII file viewer:
http://www.leehanken.pwp.blueyonder.co.uk/atari/

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,
VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,
CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase,
Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye,
Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

Frank Heuser 2/07
Kappelstrasse 10
67269 Gruenstadt
Germany
http://www.asselheim.de/

Vendor: new hardware expansion items, including: SIO2PC (internal/
external), 1050PC, Midi, Voicebox (Atari Magazin), Function keys,
16-OS-switch, AKI, RAM Expansion, Audio/Video cable and adapter, Videobox.
Special lower prices for ABBUC members.

HiassofT 11/10
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30 for Linux (2004-08-31; package contains: a Linux
kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC or
APE; atarixfer - a small tool to read/write ATR images to an Atari disk drive
connected by a 1050-2-PC or ProSystem cable), Atari Tools for Win32 V0.30-
101002 (dir2atr, adir, and ataricom from AtariSIO package, compiled as a Win32
console application), AtariDsk V1.2 (read, write and format DD 180K Atari
disks on the PC), WriteAtr V0.92b (2003-07-24; write double density ATR-images
to Atari floppy disks on your PC; also create ATR-images of double density
floppy disks), MyPicoDos V4.04 (2007-08-11; small "gamedos" that can read COM,
EXE, BIN and BAS files; supports MYDOS subdirectories and large disks), MyIDE
Tool V0.30 (2007-11-11; direct access to harddrives in MyIDE format on your
Linux/Windows PC), Highspeed SIO patch for XL/XE OS and MyIDE OS V1.20 (2009-
05-24; extends the SIO routine of the OS to support: Ultra speed (Happy 1050,
Speedy, SIO2PC, ...), 1050 Turbo, XF551, and Warp speed (Happy 810)), 512k
SRAM extension for Atari XL/XE V1.2 (2009-09-28), Turbo Freezer XL/XE 2005

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 2/07
USA
http://cth.dtdns.net/
Developer: The Armorizer (file corruption detector), ATOS (graphical
desktop environment), BrainFork (programming language), Check CRC32, Disk
Fragmentation Utility, The Long Integer Library (CC65 and Action! versions),

M.T.O.S. (Multi-Tasking Operating System), Micro BASIC, Mouse (programming
language), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive
Delete Utility, Shell (for SpartaDOS), Snapshot, The Sound Utility, Term80,
UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your
old computer or dumb terminal to access the internet), CTH Emulator (based
on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet),

Stephen James Hurd (deuce) 8/08
http://sourceforge.net/projects/syncterm/ and http://syncterm.bbsdev.net/
Developer: SyncTERM 0.9.2. A cross-platform ANSI-BBS terminal designed to
connect to remote BBSs via telnet, rlogin, or SSH.
Full Atari 8-bit ATASCII support.

Chris Hutt (Sheddy) 8/07
UK
http://www.sheddyshack.co.uk/
Developer: Space Harrier Conversion Project

Subject: I

IEC "Innovative Electronics & Computing" 4/07
6185 E 56th Ave
Commerce City CO 80022-3959
USA
Phone: +1-303-288-5000
(USA) 800-765-4432 Mon-Fri, 8:00AM-6:00PM MT
Fax: +1-303-288-5099
http://www.iec-usa.com/
Developer: Atari connectors: Atari 13 Position Buss Connector for Atari
400 and Atari 800 Computers. Atari cables:
(http://www.connectworld.net/cgi-bin/iec/05MCOlderAtari.html)
Atari Color Monitor Cable 5', Atari Monochrome Monitor Cable 5',
Atari Color Monitor Cable With 2 RCA Plugs 5',
Atari Monitor Cable With 2 RCA Plugs 5', Atari Lefty Joystick Adapter,
Atari IF850 and IF860 Parallel Cable 6', Atari IF850 and IF860 Modem Cable 6',
Atari IF850 and IF860 to Serial Printer Cable 6',
Atari 400 and 800 Bus (SIO) Cable 6'

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari
MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class
(combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000),
Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik,
Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Ingo (tuxie) 8/08
Germany
http://mega-hz.no-ip.com/Angebote/SIO2IDE33/SIO2IDE33.html
Vendor: SIO2IDE 3.3

Integrated Logic Systems (ILS - Stephen J. Carden) 3/10
See also: Rasterline.com
USA
http://www.tcpipexpress.com/ (site temporarily down)
http://www.rasterline.com/mux.html
http://www.atariage.com/forums/topic/158254-realdos-is-shareware/
Developer: Multiplexer (MUX) board Version 1.1 July 21, 2006,
TurBoss O/S (Atari XL/XE O/S Replacement Module), TCPIP Express BBS,
Real.dos Build 0026: RealDOS Ver 1.0a 12-Feb-10

Subject: J

Jeff Jackson 8/06
USA
http://www.jeff-jackson.com
Developer: JLS BASIC - Jackson Languange System BASIC compiler

Dana P. Jacobson 2/07
USA
http://www.atarinews.org/ or http://people.delphiforums.com/dpj/a-one.htm
Publisher: Atari Online News, Etc. -- A-ONE Online Magazine. weekly

Ludovic Jacomme (Zx-81) 3/07
France
http://zx81.zx81.free.fr/
Developer: PSPAtari v1.0.7: Atari 800/130/5200 Emulator for PSP
(port of Atari800 emulator for PlayStation Portable)

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not
complete version)

Shawn Jefferson 11/07
Victoria, BC
Canada
http://www.jeffersonsauctioneering.com/atari/

Developer: MyIDE Config 4.0, MyIDE Image Manager 4.1,
MyIDE Image Batcher 1.0

Jan Johnsen 4/10
http://www.myhome.no/gerloc-367/Dracula_Lives.html
Developer: Dracula Lives 1.27

Subject: K

Cameron Kaiser 2/09
http://www.floodgap.com/retrotech/xa/
Developer: xa 2.3.5 (two-pass portable cross-assembler for NMOS 6502s
(such as 6502A, 6504, 6507, 6510, 7501, 8500, 8501, 8502 ...), CMOS 6502s
(65C02 and Rockwell R65C02) and the 65816

Kendallsoft (Dylan, Jason, Debbie, Jake) 10/08
http://www.freewebs.com/gwobby/
Developer: Gwobby's Adventure, Car Crash, Runaway Van 2, Mite,
Grand Theft Auto Atari, Sky Hawk, The Number Game, Gwobby Jr, Trolley Trouble,
Flikin' Footballs, Bouncin' Boneheads, Rumpelstiltskin, Gorilla Warfare,
Alien Blasting, TRON, Millionaire, Drum Kit, Wiggler

Nick Kennedy 5/07
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://pages.suddenlink.net/wa5bdu/
Developer: SIO2PC 4.21 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari
Drive to PC Interface): software, hardware plans, cables, parts (not for
Windows-XP), HAM Terminal for Atari, The WA5BDU Computer Keyer 1.5
(morse code keyer program)

Kjmann's Atari Sales and Service (Sal Esquivel) 7/10
See also: Atlantis Games Group
Oregon
USA
http://www.atari-sales.com/
Vendor: new hardware (joysticks), commercial/PD/freeware (on cartridge,
including many titles not originally released on cartridge), Multi-Carts,
320k Atari XL System Package, 64k Atari XL System Package
Developer: original cartridge conversions: Donkey Kong Arcade, Moon Patrol
(fixed for all 800/XL/XE), Megablast, Pac-Man Arcade. hardware:
8-Bit Evolution Power Converter, Internal S-Video Upgrade kit.

Komires (Miroslaw Koziol, Slawomir Koziol) 7/07
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Tomasz Krasuski (kr0tki) 7/10
Poland
http://a8cas.sourceforge.net/
Developer: A8CAS (liba8cas 1.2.0 shared library, a8cas-tools 1.2.0, and Atari800 patch 1.1.1)

Krishna Software (Krishnasoft) 1/07
173 Prestwick Way
Edison NJ 08820-4680
USA
http://www.krishnasoft.com/sps.htm
Developer: Multi-platform Distributive Operating System (MPDOS) Standard (version 1.00. simulate joystick, mouse, keyboard with a PC), MPDOS Professional for Atari (version 1.00. simulate Atari disk drive and cassette program recorder), Sound Processing Software (SPS) 1.00 (software for Windows suitable for creating sounds for the Atari)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://mikro.umpc.sk/
Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Jakub Kruszona-Zawadzki 8/10
See also: Wolfram Fischer
Poland
http://sio2sd.gucio.pl/ and http://sio2sd.sourceforge.net
Developer: SIO2SD 2.5

Rudla Kudla 9/10
Czech Republic
http://atalan.kutululu.org/
http://www.facebook.com/pages/Atalan/105900742774765
Developer: Atalan (high level programming language for 6502 microprocessors)

Subject: L

Chris Lam 5/10
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple Mac Classic (PowerPC and 680x0), Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995

http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to
connect an 8-bit Atari computer (or any device with a serial port) directly
to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

LaResistance (born, NoiD, powrooz, pr0be, stryker) 3/07
Poland
http://laresistance.pigwa.net/
Developer: edict (intro), Silly Venture 2k4 Invitation, polymatrix (demo),
the shrine (demo)

Derek Ledbetter 8/05
540 Canal St Apt 9
San Rafael CA 94901-4145
USA
Home Phone (415) 256-1931
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator 1.0.7 developement release 3 for MacOS 8.6 and
later, and OS X

Avery Lee (phaeron) 9/10
http://www.virtualdub.org/altirra.html
Developer: Altirra 1.7 (Atari 8-bit emulator for Windows)

Legacy Engineering Group (Curt Vendel) 10/08
117 Duke Dr
Carmel NY 10512-1598
USA
Phone:(1) 914-509-4570
http://www.legacyengineer.com/
Developer: Classic USB Joystick Controller

Marcin Lewandowski (Jaskier/Taquart) 8/05
See also: Taquart
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
http://atariarea.krap.pl/PLus/index_pl.htm
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM,
MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1,
Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM
(Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2,
3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick
Assembler to PC X-Asm), Atari800Win PLus 4.0 (for Windows, based on
Atari800)

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr

South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MadTeam 10/10
(active: Tebe, Pajero. inactive: Profi, Rage, Psychol, Rocky, KAMM)
Poland
http://madteam.atari8.info/ http://g2f.atari8.info/ http://mads.atari8.info/
Developer: demos: Happy Demo, MadTeam Intro, The Muppet Movie Show, IGOR,
FAJER, SINTRO, Running Cow, Orneta RealTime 1996-1997, LAJF, Journey, Vasco,
X, Splash, TIT, ANI, SAMAR Graphics Collection, Kaszel #1, Syzygy #8,
Dupland Slideshow, Happy Easter 2007, Martial Arts vs Modern Arts, Ilusia.
games: Droga Do Duplandu, Mental Age, Dyna Blaster, Getris, Nibbly,
Mario Bros 2007.
Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5,
Audio Master 1.0, Mathaf****r Editor 3.1, Mathaf****r Reader 1.1,
Turbo 2000F, Visage 2.7, XL-Paint 2.5MaX, 2.6MaX, Rip2Max,
2xMPT 8Channel Stereo Project 1.0, Atari Commander 1.81, Via Copy 4.4,
SAMAR Hi-res Interlace with Map of Colours (SHIMC) Editor 1.0, LZW Pack 4.2,
Squash 1.5, AtrWcx Total Commander ATR Plugin v1.9, DisAsembler 6502 v2.2,
Deflater 7z v2.6, XRLoader v1.2, TIP Animator v2.3, Check XEX, Build 1.1,
Super Packer v3.2, Atari Interlace Studio 1.2.7, RLE Eecoder 1.2.
for VBXE: i480, Jet Set Willy, Night Shade, Night Driver, Plasma, Mr Proper,
Mission Shark (Misja).
PC utilities: Graph2Font 3.8.8.4 (convert graphics to Atari chars and design
multicolor graphics for the Atari), G2F Creator v1.4, v2.3,
G2F Extractor v1.4, MADS 1.8.9 (Mad-Assembler: 4-pass crossassembler designed
for 6502 and 65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989),
Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

MatoSimi (Martin Simecek) 10/10
Slovakia
http://matosimi.atari.org/ or http://matosimi.websupport.sk/atari/
Developer: utilities: CMC MSX Extractor, T2K decoder v.021 (convert programs
from cassette tape to disk), Atari FontMaker v1.2 (create ATARI font on PC).
demos: CMC Musix 1, Plasma4, Music From Zeus Intro, Summertime Demo.
games: Laser Blaster, Monex v1.1, Light Up!, Belljumper 1k, Fireball 1k,
h3x0r 1k, h3x0r deluxe

MCM, an InOne company 5/06
650 Congress Park Dr
Centerville OH 45459-4000

USA
Phone: 1-800-543-4330
Fax: 1-800-765-6960
http://www.mcminone.com/
Developer: 9 Pin Jack For Atari, AC Adaptor Atari 3.5mm 9V DC 500mA

The MESS Team 1/07
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS)-- an emulator of a large number of systems, including the 8-bit Atari computers -- downloads available for Windows, *nix, Mac OS, and DOS

MicroUSB Project 5/10
(Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann)
Germany
http://microusb.org/ or http://microusb.sf.net or
http://atariwiki.strotmann.de/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart Hardware USBN9602, AtariUSBCart Hardware Cypress SL811, USB Device Driver Development Kit 1.2.0, AtariXLKeyboard 0.1 BETA, USB HID Base Driver Version 2.0, AtariXLJoypad Logitech Rumblepad 2 USB Version 2.0, AtariXLJoystick Competition Pro USB 1.0, AtariXLMouse Logitech USB Mouse, AtariXLWheel Thrustmaster Nascar Pro Digital 2, AtariXLWheel Logitech Formula GP 1.0, AtariXLWheel Logitech Vibration Feedback, USB End User Driver Disk USBTEST Version 0.6, USBDOS 0.1

Mirage Interactive 6/05
See also: Rewindgames (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 11/07
Gdansk
Poland
http://www.atariarea.krap.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 3.3a, 4.4, 4.4a (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 7/10
Detlefsen Enterprises (Rick L. Detlefsen)

8207 Briarwood Ln
Austin TX 78757-7642
USA
http://morethangames.a8maestro.com/
Vendor: hardware including power supplies, floppy disks, 1020 printer paper,
SWP ATR-8000, Super Sketch Graphics Tablet W/cart(PPI), CX-85 Numeric Keypad
Developer: Atari 850 R: 9 to 25 adapter, Atari 850 R: 9 to 25 adapter,
Atari 850 P: 15 to 25 adapter, AV Break Out Box(BOB), AV Cable 6',
AV Cable 12', U-JACK SIO to USB Power Adapter LEFT for 800,
U-JACK SIO to USB Power Adapter RIGHT for XL/XE,
ATR-8000 P: Adapter, ATR-8000 R: Adapter, EASI/O 18in "S" Adapter cable,
EASI/O 36in "S" Adapter cable, EASI/O "P" Adapter cable,
SPEEDIER: 19.2K EASI/O Adapter, SPEEDIER: T2 19.2K EASI/O Adapter,
SDrive Standard (Assembled+Tested or kit forms), SDrive Bay Mount version,
EASI/O Spider, SIO BOB & PEEKER, AGDA GameLink I adapter,
AGDA GameLink II Cable, AGDA GameLink II adapter,
130 XE mem Upgrade Type 1 (Kit-EZ), 130 XE mem Upgrade Type 2 (Kit-EZ),
600XL Memory Upgrade (Kit-EZ)

Motelsoft 11/07
Germany
http://www.motelsoft.de/
Developer: Caveman II - Caves of Osum (also developed: Der Hexenmeister,
Labyrinth, Panzer, Smack-Jack

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

Stefan C. Mueller 11/09
Germany
http://www.electromaniac.de/
Developer: Electro Maniac!

MyAtari 2/07
See: Matthew Bacon

Subject: N

Kostas Nakos 1/06
See also: Atari800 Development Team
Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/
Developer: Pocket Atari 2.0.1

New Breed Software 9/09
c/o Bill Kendrick
1132 Drummond Ave
Davis CA 95618-4967
USA

http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Go Go Garbage Truck, Sludge.
utilities: Colorizer, File Selector, MuxChat, SIFE - Super-IRG Font Editor

Nelson Nieves 8/06
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree,
TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

Subject: O

Odsiecz Sobieskiego -- O.S. 3/07
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik
See also: Epi
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
Developer: xunzip v2.1 (18 September 2006 -- a ZIP, TAR, GZ and TGZ
(TAR.GZ) archives depacker) http://www.atari8.info/stuff/xz21.zip

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit
rom dumps

Outland Quest Software 6/06
USA
http://www.outlandquestsoftware.com/
Developer: Ally Attack, Black Sea Silver Fishing, Desert Crossfire,
Dungeons of Oti, Empire, Golf Tees, Graphics 8 Painter, Hoss Racing,
Korellian Conflict, Lite Show, Mad Libs, Motions Variable, Scattergories,
Space Regent, Starbase Alpha, Standoff, Star Maze, Terror Fair,
Three-D Force Tic-Tac-Toe, T.I.A.K. - Taking In Accurate Knowledge,
Uncle Milton's Million Dollar Mystery Mansion

Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

Eric Parent (Joyful Coder) 11/07
http://joyfulcoder.com/
Developer: Memo Pad for Windows Release 6 (November 12, 2007) -
read ATASCII files

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

Michal Pasiecznik / "Pasiu" 1/08
Poland
http://hardware.atari8.info/ and http://pasiu.krap.pl/
Developer: 576 kB - 1 MB RAM expansions (based on the Amiga 500 and Amiga
600 RAM expansion modules), 1 MB - 2 MB SIMM Expansion, ROM Changer,
AutoStereo, XF551 LED Track Display, intSDX (an internal SpartaDOS X
upgrade), ARC (Atari Real Clock - an alternative realtime clock), IDEa
Interface (100% compatible with the KMK/JZ IDE interface), Simple 65c816
Processor Adapter, Warp4 (4 MHz 65c816 accelerator card), Warp4 MegaMEMboard
(1 MB of linear RAM for Warp4), Project F7 (16 MHz 65c816 accelerator card).
Software: CD Audio Player 0.9 for KMK/JZ IDE and IDEa Interface.

Pecus and Pirx 6/07
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: OMC65 crossassembler - Our 5oft MaCro assember for 6502
ver. 1.3 (Win32 executable); Scorched Earth for Atari XL/XE build 114,
Chip 8 & SuperChip 8 emulator v1.1

Tomasz Piorek / electron 7/07
See also: Taquart
Poland
http://vbxe.atari8.info/
Developer: VBXE - Video Board XE - project is a programmable, FPGA based
graphics subsystem for Atari XE computers

Pixels Past (Joe Grand) 4/06
2907 Shelter Island Dr Ste 105-169
San Diego CA 92106-2797
USA
Telephone: 619-222-4100
Facsimile: 619-222-1797
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari),
Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/
paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz

See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

PP's (Ralf Patschke) 3/08
See also: STARSOFT Berlin
Germany
http://www.ppsberlin.de/
Developer: G2F pictures: bos2002, Brandenburger Tor Sylvester, htlogo,
htlogo2005, joggingsheep, Lotus2_001, Lotus2_003, Lotus_003-1, Lotus2_004,
Lotus2_006, Lotus2_006-1, Lotus2_007, Neujahr 2007, New Year,
rasenspriesssheep, Schneemann, STARSOFT Logo, Venus Express, weihnachtsbaum.
other: Boersenspiel Version vom 11.01.1992

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: R

Werner Raetz 12/09
See also: WASEO
Postfach 16 40
D-75006 Bretten
Germany
Telefon: 07252/4827 or 07252/3058
Telefax: 07252/85565
http://www.waseo.de/ATARI/Software/software.html

http://www.waseo.de/ATARI/DISK-LINE/disk-line.html
http://www.waseo.de/ATARI/ATARImagazin/atarimagazin.html
Publisher: developed by WASEO: Der WASEO Publisher,
Die WASEO-Publisher-Designer-Diskette, Die WASEO Trilogy-Diskette,
Das WASEO Grafinoptikum, Das WASEO Labouratorium, Das WASEO Practoscope,
WASEO Demo Disk, WASEO BASIC Hits, WASEO DISK-LINE disk magazine issues 1-50.
also publisher of: ATARImagazin (back issues available?)

Burkhard Rau (HCRBurk) 5/06
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

raz0red 2/09
http://wiibrew.org/wiki/WiiXL
Developer: WiiXL v0.1 (port of Atari800 emulator for Nintendo Wii)

Ready Magazin (Sascha Leidel) 2/07
Germany
http://www.8-bits.de
Publisher: READY. Magazine. Atari part: 100%, only Atari.
2.60 euro per magazine. 6 magazines per year
Special lower prize for ABBUC members available.

READY Technologies (Thomas Smailus) 5/06
254 Nelson Dr Apt U
Baton Rouge LA 70808-5059
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital
hardware systems; design, development, and production of software systems;
software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn
Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering,
Consulting

Red's Retro Computing (redrumloa) 8/09
USA
http://www.redsretro.com/ or http://stores.shop.ebay.com/Reds-Retro-Computing
Developer: Competition Pro Retro Joystick (by Speed-Link),
Micromys V3 Mouse Adapter (allows the use of modern mice on the Atari)

RETRO magazine 2/07
See: CSW-Verlag

Rewindgames (Fred Meijer) 4/06
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.rewindgames.com/
Vendor: new and used hardware, new and used commercial software including

all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!, Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds, Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility Disk

Thomas Richter 11/09
Germany
http://www.xl-project.com/
Developer: Atari++ Emulator (800/XL/XE/5200 emulator for Unix/Linux/ Solaris/Irix) Stable Release 1.58, CVS Snapshot 1.58, atari++ 1.58 for win32

Markus Roemer / R.I.K. of Kaisersoft 10/06
An der Roehr 6a
55606 Hochstetten-Dhaun
Germany
Publisher: Top Magazin 2006

Pawel Rosowski 4/05
Poland
http://uce.pl/ikplus/
Developer: IK+ C64 to Atari 8-bit Conversion Project (game) version 0103 (March 2005)

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/ or http://www.schappel.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy), BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master, Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings, ROBOX, Snow Plow, Snow Plow Editor

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Subject: S

Filippo Santellocco 10/09
Italy
http://www.santellocco.com/atari/
Developer: L.E.M., Cookie Monster v1.4

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire, Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons, zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping, TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II. XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint, MultiJoy 16/2 hardware interface

Darren Schebek 6/07
Canada
http://www.schebek.ca/ or http://www.user.dccnet.com/dschebek/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Serious Magazine 5/05
See: Dial Group

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 9/06
The Netherlands
http://members.home.nl/stack/Atari/atari-xlxe-download.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-
ROM)

Ernest R. Schreurs 9/06
Kempenlandstraat 8
5211 VN Hertogenbosch
The Netherlands
http://home.planet.nl/~ernest/
http://members.home.nl/stack/Atari/atari-pooldisk.html
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm
archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image
system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a
clean .wav file from a Digital Cassette Image), POOLDISK TOO
(PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.kensclassics.org/
Developer: Emulators Utilities: ATR/DCM utilities (DOS),
AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer,
KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler,
Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus.
Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker,
KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic,
Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish,
Circle of Richness

Sikor Soft (Pawel Sikorski) 3/10
See also: Rewindgames (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://www.atari.sikorsoft.com/

Developer: Commercial games: ABC, Tekblast, Neuroid, Sexy Six,
Sexy Six Data Disk #1,#2,#3, Ketchup, Max, Cyborg, Magic of Words.
Freeware games: Liner!, ATASCII Squash, Fake Frogger!, Mustak Hunters.
Unrealized game: Mr Proper (preview).
Sikor Soft *.ATR & *.XEX goodies (CD-ROM).

Mark l. Simonson 9/06
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 1/06
http://makeatr.atari8.info/
Developer: makeATR v0.06 (software for MS-Windows)

Len Spencer 1/09
USA
http://www.lenardspencer.com/Lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black
Box interfaces), FoReM-XE Professional BBS Version 5.4

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely
from scratch")

SquoQuo (Hopper, Bugger, Genetic Gemini, Scythoior, Yoda) 4/06
Germany?
http://squoquo.tk/
Developer: Let's Hop, Sh*t Alpin 2005, Ms.Bulimia

STARSOFT Berlin 3/08
See also: PP's
Germany
http://www.ppsberlin.de/
Developer: 1st START Berlin Demo, 2nd STARSOFT Berlin Demo,
3rd STARSOFT Berlin Demo. CCB-Club-Mag: 01/1992, 02/1992, 03/1992, 04/1991,
04/1992, 05/1991. ECS Info-Mag: 01/1991, 02/1991, 03/1991.
Gamtro ABBUC-Magazin 73, GFX 0 Scrolls, Multiple GFX 12 Scrollers,
New Years Disc 2007, New Years Disc 2008, STARSOFT Berlin TurboBasic Demo,
STARSOFT Magazine: 01/1992, 02/1992, 02/1993, 03/1992. TIF2PIC beta,
TOP-Magazin Intro

Rasterline.com (Ken Jones "MetalGuy66", Sergio Larrondo "WareRat", 3/10
Stephen J. Carden)
See also: Steven J. Carden
USA
http://www.rasterline.com/
Developer: Multi I/O: The "NEW" MIO

Radek Sterba (Raster/C.P.U.) 5/09
See also: C.P.U.
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer:
Games: Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street,
Magnetit, Naturix.
Games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk,
Imagine, Gunhead.
MPE (MIDI Pattern Editor) v2.3.
utilities: HiLoader4.2, CompressCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7,
FROMT, DIRCOPY4.
More games: Head On, Speed Up!, Speed Up!! Gold Edition.
demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Search6502, Flame999,
SelfDemo, Wow1k, Fort 320, RMTdemo, Hellix, Basix, Fireworx, Forever 3000,
Plastic, Victory, Easter Night, Seawolf, Virtuoso, Fluid Chessboard,
Binary Celebration, Jozin z Bazin.
RMT1Player v1.06 (plays *.RMT (Raster Music Tracker) song files on the Atari.
Atari/PC software: ATADIM v3.05 Beta (work with XFD/ATR Atari disk images),
DRATEX 1.6 (Drop file Atari Czech text convertor), MAC2MTX (Mac65 to Text),
Raster Music Tracker (RMT) v1.28 - cross-platform tool for making Atari XE/XL
music on PC (OS Win9x), SA_POKEY (Standalone dynamic DLL library for emulation
of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for
emulation of Atari 6502 processor), Creaxin1 ("Create X in 1") v1.03 (creates
ROM image or Atari executable feeder program for X programs in one S/XEGS
RAMcart 128KB).
Atari/PC hardware: LPTJOY (connect an Atari joystick to a PC), MultiJoy4/
MultiJoy8/MultiJoy 16 (use 4/8/16 joysticks on a single Atari),
SIO D-SUB15M Standard Atariklub PV.
Games for MultiJoy: Cervi, Multris, Shot'em all (SEAL), Cervi 2, Astro4 Road.

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch),
The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Super Products 4/09
c/o James Bradford
Australia
"encoded" email: OOOjames_bradfordOOO@OOOeftelOOO.OOOnetOOO.OOOauOOO

Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 1/07
Czech Republic
http://jirkasuv.duch.cz/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..." text game)

Peter Svoboda (Fly) 11/08
Czech Republic
http://fly.atari.org/
Developer: Day After One, Demo 2001, Donkey Kong Junior, Gangsters 2007,
Gangsters Intro, Indiana Jones 3 aneb Tajemstvi Svateho Gralu, K.I.,
Kolony cz, Logik, Maturita 2001, Mesta CR, Mesta SR, No Name, Podraz 2001,
Pomsta Sileneho Hulice, Ruleta, Sniper, Sniper 2007, Sniper Intro, Strategi,
Textovky, V.U. 5259 aneb Utek z Hejcina, V.U. 5259 aneb Utek z Hejcina intro.
ALSO: a large number of images created with G2F.

Subject: T

Taquart 11/09
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely'
Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru'
Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj
'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz,
Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski
See also: Tomasz Piorek
See also: Marcin Zukowski
Poland
http://numen.scene.pl/ ; http://energy.scene.pl/
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995),
Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag,
1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro,
Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996),
Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997),
Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997),
Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)
Publisher: Energy (online zine)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.

Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan) 4/09
See also: Epi
Poland
http://atariki.krap.pl/index.php/Tristesse
Developer: SROLL-demo, TRS-Desktop 0.9d alpha:
http://www.atari8.info/trsdesktop.php (screenshots)
http://trub.atari8.info/sdx_files/TRS_desktop_v09d_alfa.zip (download)

trub 2/08
See also: DLT Ltd.
Poland
http://trub.atari8.info/ or http://trub.sys.net.pl/
Developer: for SDX 4.x: TDPL 2.0 / TD 2.0 (enhanced TD.COM, Polish/
English), XEP.SYS 0.1F (XEP80 device driver), FSTRUCT, RUNEXT 0.5, QE 2.0
(Continuation of the famous Quick Edit - E: and CON: accelerator by KMK).
for SDX+65C816: RAMD816.SYS. for SDX+QMEG OS: OSSIO.SYS. for SDX+SIO2IDE:
S2I Commands 0.8. for SIO2IDE: S2I JukeBox 4.0a. for MS Windows: FIXATR.
for SDX+KMK/JZ IDE: CDPLAY 0.4a. more: ED 2.9, ABASIC, YOGI/YELLYSTONE PARK
Multidrive, XLDisk. SRAMCharger and Indus CP/M project for Atari Indus GT,
LDW Super 2000, and CA-2001 disk drives.

Vasyl Tsvirkunov 2/07
See also: Atari800 Development Team
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

TurntableNeedles.com 7/10
(checks payable to "AVCR Electronics")
1335 NW 9th St
Corvallis OR 97330-4508
USA
http://www.turntableneedles.com/
Developer: replacement belts for the Atari 410 program recorder

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Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: new hardware, new commercial software (cassette format)

Subject: V

Dan Vernon 4/07
http://retrobits.net/
Developer: Atari810 1.4d -- software for emulating an Atari 8-bit floppy drive or hard disk on your PC (Windows NT/2000/XP)

Video 61 & Atari Sales (Lance Ringquist) 11/09
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
"We service, sell and publish hardware and software"
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: CARTRIDGES: Animated Puzzle (Atari proto), Berzerk (Atari proto), Commando (Atari proto), Crystal Castles (Atari 16K proto), Deflektor (Atari proto), Jr. Pac-Man (Atari proto), Letter Tutor (Atari proto), MIDI Maze (Atari proto), Montezuma's Revenge (proto cart vers), Mr. Do's Castle (proto cart version), Stargate (Atari proto), Superman III (Atari proto), Tower Toppler (Atari proto), Xenophobe (Atari proto).
LATEST: Jinx, Nibbler, Clowns And Balloons, Bubble Trouble, Pacific Coast Highway, DropZone, S.A.G.A. Mission Secret, S.A.G.A. Strange Odyssey, S.A.G.A. Pirates Adventure, Sling Shot, Star Flite, TRON, H.A.C. (Heavy Armor Combat), Tempest Xtreem. MORE CARTRIDGES:
Amazing Maze, Arkanoid, AtarTris II, Bumpers, Checkers, Clash of the Kings, Concentration, Cosmos Pinball, Crystal Raider, Dan Strikes Back, Dandy, Desmond's Dungeons, Dinky Do, Dungeon Lords, Dynakillers, Elevator Repairman, Firebug, Getaway, Hearts Card Game, Jailbreak, Jigsaw Puzzles, Lights Out, Lord of the Orb, Mah Jong, Maze War, Midas Maze, Monopoly, Montana Solitaire Card Game, Mr. Robot, MyDOS 4.5, Paddle Pack Pong, Paddle Wars, Plaqueman, Preppie, Preppie II, Puzzled (Jigsaw Puzzles), Quest for Quintana Roo, Rally Speedway, Ricochet, Rocks, Sharp Shooters, Smush, Solitaire Card Game, Spaceball, Spaceshot Pinball, SpartaDOS 3.3C, Speed-O RPM Drive Tester, Tetris II, Turbo BASIC, Ultra-Translator (800 OS) Twilight World, Twin Pack (Battleship/Jump the Pegs), Video Poker Card Game, Video Slots, Whomper Stomper, Zybex.
CD-ROM: Atari 8-Bit Public Domain-Shareware Software CD-ROM.
hardware: V-61's Cassette Data Storage & Maintenance/Service Pack (for Atari 410, 1010, XC11, XC12 and compatible), CX-40 Evolved (joystick controller), CX-30 Evolved (paddle controllers pair)

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12), commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502

USA
http://www.videogametrader.com/
Vendor: new and used commercial software

Steve Vigneau (c0nsumer) 7/09
Michigan
USA
http://nuxx.net/wiki/SDrive_NUXX
Developer: SDrive NUXX PCB & End Panel Set, Complete SDrive NUXX

Vintage Computer Cables 8/07
Fort Lauderdale FL
USA
http://www.vintagecomputercables.com/
Developer: Atari Gold Video Cable, Atari Gold Video Cable (stereo with Y),
Atari Gold S-Video Cable (stereo with Y)

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

WASEO (Thorsten Helbing, Michael Probst) 2/10
(Walkenrieder Anwender-Software Entwicklungs-Organisation)
See also: Werner Raetz
c/o Thorsten Helbing
Koenigsberger Str. 9
30916 Isernhagen
Germany
tel: +49 175 9982360
FAX: +49 121 258 409 3729
http://www.waseo.de/ (Thorsten Helbing)
http://www.mipro-online.de/waseo/ (Michael Probst)
http://www.atari-computing.de/software/waseo/dictionary/startup.html
Developer: published by Werner Raetz:
Der WASEO Publisher (desktop publishing [DTP] software),
Die WASEO-Publisher-Designer-Diskette, Die WASEO Trilogy-Diskette
(Geburtstagskalenderdrucker, Lettermaster, Kurzbriefdrucker),
Das WASEO Grafinoptikum (Textskalierer, GIAZ-Konverter, Symmetriker),
Das WASEO Labouratorium (Photocolorant, Graphics 0/12-Maskenersteller,

Notizuhr), Das WASEO Practoscope (Briefumschlagdrucker, Scrollfarbeditor,
Bildmassmaster), WASEO Demo Disk (Traffic Demo, Water Tap Demo, DisShot Demo,
Kleines Ballerspiel, The Rainbow Worm), WASEO BASIC Hits (Games, Applications,
Utilities, Demos), WASEO DISK-LINE disk magazine issues 1-50,
Dictionary++ 1.03.
audio CDs: The 20 best ATARI Hits, The 20 most inventive ATARI Songs,
The Best of Music Non Stop, The Best of ATARI Game Music,
The ATARI Super Soundmix.
software for Windows PC: ATARI XL-Viewer 3.8 [10/5/2001 - view the ATARI
formats PIC (GR 8), PHO (WASEO Publisher), MIC (Micro Painter, GR.15) and
FNT (Create a font on your PC)], PiXLator 2.6.1 (9/6/2009- work with Atari
graphics, fonts, texts, and listings), ATARI-Clock 1.6.9 (10/13/2009 - Atari
style desktop clock)

B. Watson (Urchlay) 12/08
http://rogue3.homeip.net/~urchlay/fujichat.html
Developer: FujiChat v0.4: An IRC (Internet Relay Chat) client for the Atari
8-bit, based on the uIP TCP/IP stack, using a SLIP connection

Mark Watson 1/08
http://www.scrameta.net/a800.html
Developer: Atari800 emulator ports: 0.8 for GP32, 1.2 for GP2X,
1.2 for Gizmondo

Jim Wilkinson 8/08
https://sourceforge.net/projects/atarilauncher/
Developer: Atari Launcher (A front end for the various Atari hardware
emulators, primarily the Atari800WinPlus emulator)

Wordmark Systems (Charles Marslett) 7/08
USA
http://www.wordmark.org/
Developer: for Atari 8 Bit Computers: MyDOS 4.51 (w/ R. Puff; 6/14/89),
A65 assembler 1.2 (7/4/89). PC Utility: ATUTIL (UTIL)(6/15/89)

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

WUDSN 8/10
Peter Dell
Weinhechstrasse 40
66822 Lebach
Germany
Telefon: (0177) 8993513
http://www.wudsn.com/
Developer: Visdom Demo (1991),

Dieter und Gisela ... wie die wilden Tiere in Nachbars Whirlpool (2007),
ABBUC Magazin Issue 99 Intro (2009), HomeCon 5 Invitation (2010),
WUDSN IDE 1.4.3 (integrated Atari 8-bit development plugin for Eclipse;
2010)

Subject: X

Xport 1/04
http://xport.xbox-scene.com/atarixlbox.php
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

---

Subject: Y

Yoomp! 7/08
Marcin "Eru" Zukowski, Lukasz "X-Ray" Sychowicz,
Bartek "BeWu" Wasiel, Piotr "0xF" Fusik
See also: Marcin Zukowski
See also: Piotr Fusik
http://yoomp.atari.pl/
Developer: Yoomp! version 1.1

Subject: Z

Marcin Zukowski (eru/tqa) 5/07
See also: Taquart
See also: Yoomp!
The Netherlands
http://lepix.sourceforge.net/
Developer: LePix v.0.2.0

==========
End of atari-8-bit/vendev
==========

4270. A new IK+ release!

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-10 14:29:31 UTC
From: John <mistergc@gmail.com>
Message-ID: <be052782-193a-4322-b767-d4f5277dbdf1@t35g2000yqj.googlegroups.com>
Source record: 1009

Toward the perfection: http://www.uce.pl/ikplus

Thank Pawel Rosowski for your Job!!!

;-)

4271. Re: A new IK+ release!

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-10 18:53:03 UTC
From: bill@newbreedsoftware.com
Message-ID: <4cdaea0f$0$1652$742ec2ed@news.sonic.net>
Source record: 1010

John <mistergc@gmail.com> wrote:
> Toward the perfection: http://www.uce.pl/ikplus

> Thank Pawel Rosowski for your Job!!!

Wow, very nice! :) (Only tried it on an emu w/o a real joystick, so I look forward to trying it out on my 800XL.)

--
-bill!
Sent from my computer

4272. Win mobile emulator problems

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-11 15:01:55 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <f2c021e7-92c1-4d7d-bd22-78619df9d041@i17g2000vbq.googlegroups.com>
Source record: 1011

I'm being "inconvenienced" by my cellphone Atari emulation so I
thought I would take a shot here. Samsung Code with built in keyboard
& I can't get it to enter numeric data no matter what key combinations
I press. i.e. normal method is <Fn>E to get number 1 but emulator
stays in character mode. I can just rotate disks from the emulator but
I would rather be able to type stuff like D3: or FILE.001

Rick

4273. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-11 17:06:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1011110854030.2053@slate.spiritone.com>
Source record: 1012
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

4274. NEW FREE ATARI CATALOGS! 11-3-2010! All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-11 17:13:40 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1011110906240.2053@slate.spiritone.com>
Source record: 1013
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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I've added NEW items to my Atari Catalogs! To my Atari ST Hardware Catalog I have added a couple of 1040STFM Computers Boxed with TOS v.1.4 and a Mega ST2 with TOS v.1.2 upgraded to 4 MegaBytes of RAM! I have switch boxes for Both MoDeMs & Printers like on the Atari ST! Also, I've added some Mice for Atari!

I've ADDED LOTS of NEW IN the BOX Titles To my Atari 8 Bit Software Catalog! I've received Lots of Educational Games & other Software for the 8 Bit Atari! BRAND NEW NICE BOXES Factory Sealed BOXES of ATARI MADE TITLES, MANY TITLES!!

I'm expecting a shipment of Atari 65XE, 130XE, Rana & Atari 1050 Disk Drives! I've ADDED Models of FACTORY NEW IN the BOX SUNCOM Joysticks! I've also got the Classic Black Atari Joysticks with Red/Orange Fire Button and Markings!

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4275. ATARI CUSTOMER APPRECIATION MONTH!

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-11 17:19:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1011110914040.2053@slate.spiritone.com>
Source record: 1014
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

4276. ATARI WANTLIST:

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-11 17:29:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1011110920020.2053@slate.spiritone.com>
Source record: 1015
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Looking for Rare Treasure But Left High and Dry?Checking my WebSite, Searched Through my Catalogs and Still Havent Found it?Please Send Your Atari WantList by E-Mail to BenSells@Atari.org or Atari@aracnet.com Using The Subject Matter of "ATARI WANTLIST:" or use the WebLink below! Not All Atari Treasures are on my WebSite and in my Catalogs! I have Much Atari Not Listed on my Site! So Please E-Mail Your Atari WantList And I'll Get Back To You as soon as I Can!

I cant read your mind so fill out the survey so I can get to know you better! It helps to figure out your Atari Interests and Needs! Feel free to fill out the Atari Survey on my Contact Page! Goto my Link Below.

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4277. On the wireless tonight...

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-12 14:32:07 UTC
From: "commodorecomputerclub@googlemail.com" <commodorecomputerclub@googlemail.com>
Message-ID: <0b9f0836-b877-4906-889a-5520d16ad6fb@k30g2000vbn.googlegroups.com>
Source record: 1016
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.oric,comp.sys.atari.8bit,comp.sys.amstrad.8bit

Alright folks,

Well, I always thought that I had a face for radio, and now I'm going to see if I have a voice for radio too. Fledging Cheshire radio station for Crewe and Nantwich, The Cat, will tonight have a 'special' guest to talk about the 8-bit indy development scene and other 8-bit related stuffs. You can listen online by clicking http://www.thisisthecat.com/ from 21:00 onwards. You may also send some questions in regarding indy developments and/or 8-bits as long as they are not too taxing to studio<SPAM>@thisisthecat.com (you knows which bit to remove). Please avoid the "which is better, the Speccy or the C64?" sort of questions as we all know the answer to that one.

A note for younger people, words like "C*mm*d*re", "C64" and other mild swear words will be used during this broadcast, so if you don't want your mind currupted, then don't listen. You have been warned!

Regards,

Shaun.

4278. Re: On the wireless tonight...

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-12 15:38:07 UTC
From: "commodorecomputerclub@googlemail.com" <commodorecomputerclub@googlemail.com>
Message-ID: <26c5d584-23d9-40ff-9124-6136b218b8d1@t7g2000vbj.googlegroups.com>
Source record: 1017
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.oric,comp.sys.atari.8bit,comp.sys.amstrad.8bit

I should have pointed out that it's 21:00 GMT, oops! Apologies there.
The show should be recorded too.

Regards,

Shaun.

4279. MIDI-powered POKEY

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-12 16:56:21 UTC
From: bill@newbreedsoftware.com
Message-ID: <4cdd71b5$0$1625$742ec2ed@news.sonic.net>
Source record: 1018

Just stumbled across this via YouTube:

http://little-scale.blogspot.com/2008/01/nested-for-statements.html
http://little-scale.blogspot.com/2008/01/soft-midi-pokey.html

Basically, someone hooked up an Atari POKEY chip and can use it
as a MIDI device to play music.

--
-bill!
Sent from my computer

4280. Re: On the wireless tonight...

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-13 02:10:19 UTC
From: "dott.Piergiorgio" <dott.PiergiorgioNIHON@KAIGUN.fastwebnet.it>
Message-ID: <gsmDo.35026$%a.34893@tornado.fastwebnet.it>
Source record: 1019
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.oric,comp.sys.atari.8bit,comp.sys.amstrad.8bit

Il 12/11/2010 15:32, commodorecomputerclub@googlemail.com ha scritto:

> Well, I always thought that I had a face for radio, and now I'm going
> to see if I have a voice for radio too. Fledging Cheshire radio
> station for Crewe and Nantwich, The Cat, will tonight have a 'special'
> guest to talk about the 8-bit indy development scene and other 8-bit
> related stuffs. You can listen online by clicking http://www.thisisthecat.com/
> from 21:00 onwards. You may also send some questions in regarding indy
> developments and/or 8-bits as long as they are not too taxing to
> studio<SPAM>@thisisthecat.com (you knows which bit to remove). Please
> avoid the "which is better, the Speccy or the C64?" sort of questions
> as we all know the answer to that one.
>
> A note for younger people, words like "C*mm*d*re", "C64" and other
> mild swear words will be used during this broadcast, so if you don't
> want your mind currupted, then don't listen. You have been warned!

I can point that the last paragraph was in *X-POST* between the two
comp.sys.* ? as usual....

Personally, every 8-bit machine has his strongness and weaknesses, and I
guess that it's time for starting the talks for the peace treaty closing
this thirty year flamewar :)

Best regards from Italy,
dott. Piergiorgio.

Nice attempt to flame-bait....

4281. Re: On the wireless tonight...

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-13 09:22:19 UTC
From: "commodorecomputerclub@googlemail.com" <commodorecomputerclub@googlemail.com>
Message-ID: <ab491a00-3703-4ec0-bd67-4993bb88cdfe@j33g2000vbb.googlegroups.com>
Source record: 1020
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.oric,comp.sys.atari.8bit,comp.sys.amstrad.8bit

On Nov 13, 2:10 am, "dott.Piergiorgio"
<dott.PiergiorgioNI...@KAIGUN.fastwebnet.it> wrote:
> Il 12/11/2010 15:32, commodorecomputerc...@googlemail.com ha scritto:
>
> > Well, I always thought that I had a face for radio, and now I'm going
> > to see if I have a voice for radio too. Fledging Cheshire radio
> > station for Crewe and Nantwich, The Cat, will tonight have a 'special'
> > guest to talk about the 8-bit indy development scene and other 8-bit
> > related stuffs. You can listen online by clickinghttp://www.thisisthecat.com/
> > from 21:00 onwards. You may also send some questions in regarding indy
> > developments and/or 8-bits as long as they are not too taxing to
> > studio<SPAM>@thisisthecat.com (you knows which bit to remove). Please
> > avoid the "which is better, the Speccy or the C64?" sort of questions
> > as we all know the answer to that one.
>
> > A note for younger people, words like "C*mm*d*re", "C64" and other
> > mild swear words will be used during this broadcast, so if you don't
> > want your mind currupted, then don't listen. You have been warned!
>
> I can point that the last paragraph was in *X-POST* between the two
> comp.sys.* ? as usual....
>
> Personally, every 8-bit machine has his strongness and weaknesses, and I
> guess that it's time for starting the talks for the peace treaty closing
> this thirty year flamewar :)
>
> Best regards from Italy,
> dott. Piergiorgio.
>
> Nice attempt to flame-bait....

No attempts at anything really. As I said on the show, I like the
Commodore VIC-20 and PET a lot. In any case, some Commodore people
need to get a sense of humour.

Regards,

Shaun.

4282. Re: On the wireless tonight...

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-13 09:51:40 UTC
From: "dott.Piergiorgio" <dott.PiergiorgioNIHON@KAIGUN.fastwebnet.it>
Message-ID: <RctDo.35087$%a.34995@tornado.fastwebnet.it>
Source record: 1021
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.oric,comp.sys.atari.8bit,comp.sys.amstrad.8bit

Il 13/11/2010 10:22, commodorecomputerclub@googlemail.com ha scritto:

> No attempts at anything really. As I said on the show, I like the
> Commodore VIC-20 and PET a lot. In any case, some Commodore people
> need to get a sense of humour.

And indeed also Sinclair people....

At least we agree :)

Side note, in French and German the words PET and Vic respectively
actually sounds like local mild unrefined word.... ;)

Best regards from Italy,
dott. Piergiorgio.

4283. Re: On the wireless tonight...

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-13 10:21:37 UTC
From: spike1@freenet.co.uk
Message-ID: <he52r7-8c8.ln1@librarian.sky.com>
Source record: 1022
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.oric,comp.sys.atari.8bit,comp.sys.amstrad.8bit

```
And verily, didst dott.Piergiorgio <dott.PiergiorgioNIHON@kaigun.fastwebnet.it> hastily
babble thusly:
> Il 13/11/2010 10:22, commodorecomputerclub@googlemail.com ha scritto:
>
>> No attempts at anything really. As I said on the show, I like the
>> Commodore VIC-20 and PET a lot. In any case, some Commodore people
>> need to get a sense of humour.
>
> And indeed also Sinclair people....
>
> At least we agree :)
>
> Side note, in French and German the words PET and Vic respectively
> actually sounds like local mild unrefined word.... ;)

Which is why they didn't call it the Vic in germany, iirc?
They called it the VC 20.
--
| spike1@freenet.co.uk | |
| Andrew Halliwell BSc | "The day Microsoft makes something that doesn't |
| in | suck is probably the day they start making |
| Computer science | vacuum cleaners" - Ernst Jan Plugge |
```

4284. Re: On the wireless tonight...

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-13 13:56:29 UTC
From: "commodorecomputerclub@googlemail.com" <commodorecomputerclub@googlemail.com>
Message-ID: <8cabdb17-6217-406e-b3b8-ef7b18b495a1@t7g2000vbj.googlegroups.com>
Source record: 1023
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.oric,comp.sys.atari.8bit,comp.sys.amstrad.8bit

> And indeed also Sinclair people....

Not nearly as much as [some of] the Immortal Grandmasters of the C64,
I can assure you.

> At least we agree :)

If you say so.

> Side note, in French and German the words PET and Vic respectively
> actually sounds like local mild unrefined word.... ;)

As well as pointing out that I'm not a C64 expert or specialist or
whatever, I also dropped the bombshell within the broadcast that I
prefer the Commodore PET and VIC-20 over the C64 mostly.

> Best regards from Italy,
> dott. Piergiorgio.

Take care,

Shaun.

4285. Re: On the wireless tonight...

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-14 00:50:33 UTC
From: "dott.Piergiorgio" <dott.PiergiorgioNIHON@KAIGUN.fastwebnet.it>
Message-ID: <unGDo.35373$%a.7707@tornado.fastwebnet.it>
Source record: 1024
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.oric,comp.sys.atari.8bit,comp.sys.amstrad.8bit

Il 13/11/2010 14:56, commodorecomputerclub@googlemail.com ha scritto:

>> Side note, in French and German the words PET and Vic respectively
>> actually sounds like local mild unrefined word.... ;)
>
> As well as pointing out that I'm not a C64 expert or specialist or
> whatever, I also dropped the bombshell within the broadcast that I
> prefer the Commodore PET and VIC-20 over the C64 mostly.

Well, also I prefer the PET to the Vic and 64, mainly because these was
more "balanced" engines re. Vic and 64.

OTOH, in the sinclair branch, I prefer the Speccy to the ZX81-80.

Best regards from Italy,
dott. Piergiorgio.

4286. Re: On the wireless tonight...

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-14 00:53:54 UTC
From: "dott.Piergiorgio" <dott.PiergiorgioNIHON@KAIGUN.fastwebnet.it>
Message-ID: <CqGDo.35374$%a.24661@tornado.fastwebnet.it>
Source record: 1025
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.oric,comp.sys.atari.8bit,comp.sys.amstrad.8bit

Il 13/11/2010 11:21, spike1@freenet.co.uk ha scritto:

>> Side note, in French and German the words PET and Vic respectively
>> actually sounds like local mild unrefined word.... ;)
>
> Which is why they didn't call it the Vic in germany, iirc?
> They called it the VC 20.

yes, AFAICT.

Also VC gives an certain marketing vantage, with the parallel with the
VW (the "beetle")

Best regards from Italy,
dott. Piergiorgio.

4287. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-17 05:21:53 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1289971353@rtfm.mit.edu>
Source record: 1026
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: October 20, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4288. test

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-18 02:27:10 UTC
From: Doctor Clu <drclu@blah.swbell.net>
Message-ID: <ic22tt$1mk$1@speranza.aioe.org>
Source record: 1027

```
test
```

4289. Re: test

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-18 02:44:54 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2010.11.18.02.44.54.423808@suddenlink.net>
Source record: 1028

On Wed, 17 Nov 2010 20:27:10 -0600, Doctor Clu wrote:

> test

You passed with flying colors! :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

4290. Re: test

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-18 11:21:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <zKydnV9OfO-OkXjRnZ2dnUVZ876dnZ2d@telenor.com>
Source record: 1029

```
"Ronald J. Hall" <darklord@suddenlink.net> skrev i melding
news:pan.2010.11.18.02.44.54.423808@suddenlink.net...
> On Wed, 17 Nov 2010 20:27:10 -0600, Doctor Clu wrote:
>
>> test
>
> You passed with flying colors! :)
>
> --
> Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
> An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org
>

Well, if you want it to be a little better, write with a capital T in test
:-) You sound like an easy sensor, Ronald :-)
```

4291. Re: test

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-18 21:17:52 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2010.11.18.21.17.52.832734@suddenlink.net>
Source record: 1030

On Thu, 18 Nov 2010 12:21:00 +0100, Vidar Olavesen wrote:

>You sound like an easy sensor, Ronald :-)

Yeah, I'd probably be a pushover... :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

4292. Things were not all that...

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-19 01:55:53 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <edcbb20d-549f-4f75-83ba-c1dc3e527313@v12g2000vbh.googlegroups.com>
Source record: 1031
Body handling: HTML body converted to readable text

Kind of good news for me but it was a rough journey. I decided to use one of the laptops I am resurecting to do some disk rescue of 3.5" disks that hadn't seen fresh air for 15 years. Nicest package, relative term, is a Toshiba 4020CDT. It has a 300 mHz PII with 90 megs RAM, CDROM, USB, Serial Port, 20g HD, and a 1.44m floppy.

Bad news is I am stuck at W95 as the only copy of WXP I have won't upgrade it. Bad because USB kind of sucks on that vintage Windows but good in a way in that you can reboot W95 in DOS mode and everything DOS seems to work.

ANADISK and DEANA aren't exactly as I remembered. Looks like the combo was mostly to recover single density disks. That is ANADISK will copy a paper plate but DEANA seems to balk at anything other then single density XOR flipped bits.

Another thing that sucks about W95 is it came with IE 2.0 which makes most of the web unreadable. Tried upgrading to Firefox and it belched bad during setup. No love from Opera either. On the bright side umich.archive is so old IE 2.0 has no problems with it! I wasn't planning on sticking with W95 so I didn't patch the PCMIA to work so I am using an age old US Robotics 56k Fax/Modem hanging off the laptops serial port. So I D/Ls Sparta Read, ANADISK, XF2.5, et cetera. I found PKUNZIP on an old C User Group CDROM, ARCX on umich, PAK on an old game site web page that was still intact.

Turns out most of my 3.5" disks were SD and I got as far as finding out SR won't accept wild cards so I had to move files one by one. Would have been nice to do a full extraction but at least I got "a way."

So I load up SIO2PC 3.17 which I had floating around on one of the 3.5" disks and the MYDOS45D.ATR from XF2.5 zip. I unplug my rust covered modem cable from the PC serial port and plug in my rust covered SIO2PC cable. I'm actually pretty happy with my default Atari setup, a 130XE with LCD composite monitor. BEEP BEEP BEEP silence! Tried it every which way but loose but no love. SIO2PC doesn't like XFD but I found a single density MyDOS ATR image and it worked. I tried creating a 180k disk under SIO2PC and it ended up just over 4 megs! I finally got a good double density MyDOS disk by booting the single density version, creating a 180k image under SIO2PC, then formating it and writing DOS files. I can't remember exactly but I do recall some problem with compatibilty sector length in the first 3 sectors. Something like they are actually 256 bytes on a real disk but the drive only returns the first 128 bytes which gave

emulator writers fits. It's been cured so long that I forgot the cure or when it happened.

More good news if only for me: I found a program I had really been looking hard for w/o any luck. I had done a screen editor that was exactly how I wanted things to work. I found a few short DEMOs I wrote at the time including a utility I wrote that crunched a Micro Illustrator picture down to a single GR12 character set if said picture was not too detailed. I will upload it somewhere just in case anyone actually has an interest. I thought it was a good demo of what an Atari could do with a redefined character set anyway. Not much value beyond that.

I fumbled around with my screen editor and time has not been kind. It is still good, probably better then most of its contemporaries, but too tuned to how I worked at the time. I didn't want a normal FONT editor, I wanted to use BBK Art to draw a picture and convert that into a single character set. Rather then have enough character sets in memory to do a whole screen I reasoned I would rather work with distinct character sets and do DL interrupts as needed. For instance a GR12 screen is something like 24 lines which requires 8 character sets in memory at one time for complex pictures. When you are storing 8k worth of character sets to represent a 7680 byte screen you are playing away from your strengths.

SIO2PC crashed on me a few minutes ago. I still have to revisit the archive me thinks and get a few more modern versions of SIO2PC or APE. Not sure if I want to go all the way to something like Altera for things other then manipulating disk images. Right now it is pretty sweet other then the bugs and crashes: ~7.5 Watts of Atari being hooked to 30 Watts of laptop and maybe 40 Watts of Color LCD screen. I be feeling green!

Rick

4293. repairs to Atari disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-19 17:48:03 UTC
From: jim <jehall@care2.com>
Message-ID: <d17d7822-3827-41e8-bde7-9ba487b4dd91@v19g2000yqa.googlegroups.com>
Source record: 1032

Hello:

Is there anyone doing repairs to Atari Disk drives there days?

jim

4294. Re: repairs to Atari disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-19 21:28:19 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <3237df73-4ef0-484a-8dfa-04628db70cfe@g16g2000yqb.googlegroups.com>
Source record: 1033

On Nov 19, 9:48 am, jim <jeh...@care2.com> wrote:
> Hello:
>
> Is there anyone doing repairs to Atari Disk drives there days?
>
> jim

IMO not a lot of people do it because it isn't cost effective.
Shipping costs are<were> $12-$30 each way. I would try Bruce at
www.myatari.com as he seems to have a good inventory of parts.

IF you give me some symptoms I may be able to guess a cause.

Rick

4295. Re: 3.5 XF551 cant detect

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-22 20:58:48 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <1f49a053-520c-45ac-9a37-fc5136c1bc53@s5g2000yqm.googlegroups.com>
Source record: 1034

On Nov 5, 10:52 am, Jack Tseng <tse...@gmail.com> wrote:
> XF551 can detect the density in first sector of 5 inch disk normally
> but XF35 rom by Bob Woolley upgraded, the drive can not detect the
> density!?!??
Wrong on both counts. XF551 stock can NOT detect nor set the correct
density if it's DD. Woolley's eventual ROM can do this. Either 3.5
or 5.25.

> how come?
Tramiel?

> double density disk can not be read after
> turning on the drive! I hate that when the single density DOS disk
> boot, change the density, and the drive can read the double density
> disk. I want a permanent double density after turning on the drive. Do
> anyone know how to solve the problem?

You can't have a permanent double density selection after turning on
the drive unless you re-write the XF551 OS code yourself. Woolley
provided a patch that switches densities when the current one fails to
provide a good read which is pretty close to good enough for most
folks. Maybe you didn't look long enough to find the final version of
the PD XF551 upgrade?
http://groups.google.com/group/comp.sys.atari.8bit/browse_thread/thread/de97fb67e68d8e3d

It works here for my 5.25 XF551.

4296. Re: repairs to Atari disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-22 21:05:26 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <c1a38428-fafd-4503-9e83-ce6bab9147cf@s9g2000vby.googlegroups.com>
Source record: 1035

On Nov 19, 10:48 am, jim <jeh...@care2.com> wrote:
> Hello:
>
> Is there anyone doing repairs to Atari Disk drives there days?
>
> jim

8 years old but you might try him.
http://groups.google.com/group/comp.sys.atari.8bit/browse_thread/thread/d83243efefb9f7d9?q
=

4297. does this group update?

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-24 15:41:15 UTC
From: Brian Gaff <Briang1@blueyonder.co.uk>
Message-ID: <icjbml$e1n$1@news.eternal-september.org>
Source record: 1036

Having the odd problem...
Brian

--
Brian Gaff - briang1@blueyonder.co.uk
Note:- In order to reduce spam, any email without 'Brian Gaff'
in the display name may be lost.
Blind user, so no pictures please!

4298. Re: does this group update?

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-24 19:25:22 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <18bde099-6f11-42aa-a798-f35723f2bb87@z17g2000prz.googlegroups.com>
Source record: 1037

On Nov 24, 7:41 am, "Brian Gaff" <Bria...@blueyonder.co.uk> wrote:
> Having the odd problem...
> Brian
>
> --
> Brian Gaff - bria...@blueyonder.co.uk
> Note:- In order to reduce spam, any email without 'Brian Gaff'
> in the display name may be lost.
> Blind user, so no pictures please!

More like an op ed then useful info: Yes it does update but the usenet is kind of collasping. IIRC some major players like AT&T have now dropped support. Not that it will ever completely fail but the number of ISPs providing usenet feeds is in general getting smaller. There are/were places like Supernews that smaller ISPs contracted with to provide a feed for newsgroups but as the limitations like no binaries or pictures make it difficult with the way most people like to work they migrate to web based forems. Slip and shell accounts are getting rare too.

I can't remember the last time something in UUENCODE was posted to the newsgroup or sent via email. Everybody just provides a web link now.

Rick

4299. Re: does this group update?

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-24 20:20:39 UTC
From: Brian Gaff <Briang1@blueyonder.co.uk>
Message-ID: <icjs2h$4hq$1@news.eternal-september.org>
Source record: 1038

Odd just about describes it well. Having got rid of live mail as it was as fast as a slug on superglue, I then found some groups were vanishing their messages, then coming back then going in Outlook express. However I think I've weeded out the registry mess the uninstaller made now.
Fingers crossed.
Brian

--
Brian Gaff - briang1@blueyonder.co.uk
Note:- In order to reduce spam, any email without 'Brian Gaff'
in the display name may be lost.
Blind user, so no pictures please!
"ricortes" <ricortes@earthlink.net> wrote in message
news:18bde099-6f11-42aa-a798-f35723f2bb87@z17g2000prz.googlegroups.com...
On Nov 24, 7:41 am, "Brian Gaff" <Bria...@blueyonder.co.uk> wrote:
> Having the odd problem...
> Brian
>
> --
> Brian Gaff - bria...@blueyonder.co.uk
> Note:- In order to reduce spam, any email without 'Brian Gaff'
> in the display name may be lost.
> Blind user, so no pictures please!

More like an op ed then useful info: Yes it does update but the usenet is kind of collasping. IIRC some major players like AT&T have now dropped support. Not that it will ever completely fail but the number of ISPs providing usenet feeds is in general getting smaller. There are/were places like Supernews that smaller ISPs contracted with to provide a feed for newsgroups but as the limitations like no binaries or pictures make it difficult with the way most people like to work they migrate to web based forems. Slip and shell accounts are getting rare too.

I can't remember the last time something in UUENCODE was posted to the newsgroup or sent via email. Everybody just provides a web link now.

Rick

4300. Re: does this group update?

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-24 20:55:04 UTC
From: bill@newbreedsoftware.com
Message-ID: <4ced7ba8$0$1646$742ec2ed@news.sonic.net>
Source record: 1039

ricortes <ricortes@earthlink.net> wrote:
> I can't remember the last time something in UUENCODE was posted to the
> newsgroup or sent via email. Everybody just provides a web link now.

I should post stuff on a website that's UUencoded, and force people
to UUdecode it to see it. Maybe I'll call it "getoffmylawn.net"

--
-bill!
Sent from my computer

4301. Re: does this group update?

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-25 04:32:20 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <18d07731-a18a-4854-a082-07e6198b694f@j1g2000vbl.googlegroups.com>
Source record: 1040

On Nov 24, 12:55 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> ricortes <ricor...@earthlink.net> wrote:
> > I can't remember the last time something in UUENCODE was posted to the
> > newsgroup or sent via email. Everybody just provides a web link now.
>
> I should post stuff on a website that's UUencoded, and force people
> to UUdecode it to see it. Maybe I'll call it "getoffmylawn.net"
>
> --
> -bill!
> Sent from my computer

LOL! It has been a while since you entered the Atari scene hasn't it?
Kind of funny when you think about. In the last 20+ years you've gone
from new kid on the block to an old timer with your own Atari tadpole.

Rick

4302. Re: does this group update?

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-25 09:26:11 UTC
From: Brian Gaff <Briang1@blueyonder.co.uk>
Message-ID: <icla3edja1@news.eternal-september.org>
Source record: 1041

What has uu encoding or base 64 for that matter got to do with it?
Brian

--
Brian Gaff - briang1@blueyonder.co.uk
Note:- In order to reduce spam, any email without 'Brian Gaff'
in the display name may be lost.
Blind user, so no pictures please!
"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:4ced7ba8$0$1646$742ec2ed@news.sonic.net...
> ricortes <ricortes@earthlink.net> wrote:
>> I can't remember the last time something in UUENCODE was posted to the
>> newsgroup or sent via email. Everybody just provides a web link now.
>
> I should post stuff on a website that's UUencoded, and force people
> to UUdecode it to see it. Maybe I'll call it "getoffmylawn.net"
>
> --
> -bill!
> Sent from my computer

4303. Re: does this group update?

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-25 19:24:11 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <789e7f73-4f7d-458e-b093-669c7689a08b@22g2000prx.googlegroups.com>
Source record: 1042
Body handling: HTML body converted to readable text

On Nov 25, 1:26 am, "Brian Gaff" wrote:
> What has uu encoding or base 64 for that matter got to do with it?
> Brian
>
> --
> Brian Gaff - bria...@blueyonder.co.uk
> Note:- In order to reduce spam, any email without 'Brian Gaff'
> in the display name may be lost.
> Blind user, so no pictures please!"Bill Kendrick" wrote in message
>
> news:4ced7ba8$0$1646$742ec2ed@news.sonic.net...
>
>
>
> > ricortes wrote:
> >> I can't remember the last time something in UUENCODE was posted to the
> >> newsgroup or sent via email. Everybody just provides a web link now.
>
> > I should post stuff on a website that's UUencoded, and force people
> > to UUdecode it to see it. Maybe I'll call it "getoffmylawn.net"
>
> > --
> > -bill!
> > Sent from my computer- Hide quoted text -
>
> - Show quoted text -

That's kind of like asking what stone knives had to do with the strone
age.

I'm not sure if you are around many young people but they have evolved/
progressed beyond the (usenet, email, web forums). It's now about
social networking sites and text messages. Support & participantion in
the older formats is going the way of the Pony Express. They even text
you from their computers rather then email.

Rick

4304. Re: does this group update?

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-26 04:02:33 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1011251930310.27240@slate.spiritone.com>
Source record: 1043

On Wed, 24 Nov 2010, Brian Gaff wrote:

> Date: Wed, 24 Nov 2010 15:41:15 -0000
> From: Brian Gaff <Briang1@blueyonder.co.uk>
> Newsgroups: comp.sys.atari.8bit
> Subject: does this group update?
>
> Having the odd problem...
> Brian
>
> --
> Brian Gaff - briang1@blueyonder.co.uk
> Note:- In order to reduce spam, any email without 'Brian Gaff'
> in the display name may be lost.
> Blind user, so no pictures please!

Do you have the LYNX Web Browser? Do you have either the Pine or, even Better
the AlPine E-Mail and NewsGroups? AlPine gives me E-Mail and NewsGroup Access
for my Atari ST! Please Reply Irregardless of your Answers! Thanx! =-=Ben=-=

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

4305. Re: does this group update?

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-26 04:32:25 UTC
From: "x=usr(1536)" <xequalsusr1536@example.org>
Message-ID: <icnd8o$3du$1@speranza.aioe.org>
Source record: 1044

On 11/25/10 11:02 PM, Bravo Sierra Computers wrote:

> Please Reply Irregardless of your Answers! Thanx!

http://www.merriam-webster.com/dictionary/irregardless

- X.

4306. Re: repairs to Atari disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-26 19:23:28 UTC
From: Robert Kent <rk64@NOSPAMyahoo.com>
Message-ID: <icp1f1nva1@news.eternal-september.org>
Source record: 1045

?Are floppy drives worth using anymore? It's getting harder and harder to find new blank disks these days. Do they still make them?

I suggest backing up any remaining disks you have (burn the images to DVD-ROM).

Would it be possible to use SDHC cards as a replacement for floppy disks? Does anyone make an SDHC card reader that will work with the 8-bit Atari's?

"jim" wrote in message news:d17d7822-3827-41e8-bde7-9ba487b4dd91@v19g2000yqa.googlegroups.com...

Hello:

Is there anyone doing repairs to Atari Disk drives there days?

jim

4307. 20% OFF ALL ATARI HOLIDAY SALES + GIFTS!

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-27 09:32:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1011270121290.18621@slate.spiritone.com>
Source record: 1046
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

All Atari 20% Off! All Atari 20% Off! All Atari 20% Off! All Atari 20% Off!

$60 Order Gets 20% Off All Atari Games/Software /Books/ Hardware/Accessories!
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2600/7800, Books/References & Magazines/Newsletters!E-Mail BenSells@Atari.org
ask for my Atari catalogs or Goto http://BensCatalogs.Atari.org My Software &
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expedite your Order!Come for the Sale, Stay for the Service!24/7(503)256-9974

All Atari 20% Off! All Atari 20% Off! All Atari 20% Off! All Atari 20% Off!

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FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

4308. Re: repairs to Atari disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-27 15:50:01 UTC
From: Matthias Reichl <use-reply-to@hias.horus.com>
Message-ID: <slrnif2a5g.9jr.use-reply-to@camel2.hias.horus.com>
Source record: 1047

On Fri, 26 Nov 2010 11:23:28 -0800, Robert Kent wrote:
> Would it be possible to use SDHC cards as a replacement for floppy disks?
> Does anyone make an SDHC card reader that will work with the 8-bit Atari's?

Jakub is already working on it. The current SIO2SD firmware (2.5) supports
standard MMC and SD cards (up to 2GB), the upcoming 3.0 firmware version
should also support SDHC.

http://sio2sd-dev.gucio.pl/wiki/Features_en

Another alternative is the "SDrive", it supports standard SD cards in
FAT-16 format only, doesn't have a LCD and is therefore a lot
cheaper to build (I paid approx. 15 EUR for the parts) - but also has
fewer features than the SIO2SD.

http://raster.infos.cz/atari/hw/sdrive/sdriveen.htm

I have both devices here and like both of them.

so long,

Hias

4309. Retro Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-27 21:30:36 UTC
From: Robert Kent <rk64@NOSPAMyahoo.com>
Message-ID: <icrt9n$5t9$1@news.eternal-september.org>
Source record: 1048

?A local grocery store has a clone of the original Atari VCS with a bunch of games in ROM for about $25 USD.

Could something like this be done for the 8-bit Atari computers, cheap enough to sell in a grocery or drug store?

4310. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-28 05:22:32 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1290921728@rtfm.mit.edu>
Source record: 1049
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: October 20, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://www.faqs.org/faqs/atari-8-bit/welcome/

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/index.php?showforum=12

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html (multipart edition)

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/
http://www.faqs.org/faqs/atari-8-bit/vendev/preamble.html (multipart ed.)

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4311. Re: Retro Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-28 21:21:36 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <625a762b-5f8d-48cd-9d1f-6d090b63b796@r31g2000prg.googlegroups.com>
Source record: 1050

On Nov 27, 1:30 pm, "Robert Kent" <r...@NOSPAMyahoo.com> wrote:
> ?A local grocery store has a clone of the original Atari VCS with a bunch of
> games in ROM for about $25 USD.
>
> Could something like this be done for the 8-bit Atari computers, cheap
> enough to sell in a grocery or drug store?

Just an opinion but... it would probably have to cost more then twice that. I'm not really familiar with the VCS but I think the only sophisticated chip was the television interface adapter and it was nothing to write home about. I think it would end up needing a ~huge expensive FPGA to combine all the functions.

There are systems out there that have similar sophistication to an 8bit but they were all designed from the ground up as a system on a chip(SOC) and typically use something like an ARM processor at the core. Everything from MP3 players to cell phones are going that route. Sunplus and Rockchip were big for a while, I don't know their current status. They were user programmable with some difficulty.

Not that anyone ever learns: The field is littered with failure of one type or another. I still have a couple of Cybiko handhelds ~processing power about equal to an ST that originally sold for $100. The Dingo which emulates everything short of an X-box, sells for about $100, has had its parent company tank and reform a couple of times.

It almost prompts me to say: If there is a successful system like you describe it will be as a bonus in a cellphone. Heck, cellphones are considered obsolete 6 months after they come out so evev that would be a flash in the pan. The emulater I use on my Windows Mobile phone sucks on its keyboard reads but my son's Android seems to work well. I think both of our phones are based on ~200 mhz arm.

4312. 800 door switch hack

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-30 01:40:23 UTC
From: bill@newbreedsoftware.com
Message-ID: <4cf45607$0$1668$742ec2ed@news.sonic.net>
Source record: 1051

So my son's 4th birthday is around the corner,
and my wife suggested setting up a variety of
video games.

I figured I'd set up the Atari 800 I got recently,
along with the Atari Flashback, the 7800, and the
Wii & PS2. (I have lots of monitors & TVs hiding
in the garage these days :))

Part of house cleaning involved get the damned
tank of a computer and all its bits off the
dining room bookshelf. I decided to take a stab
at 'fixing' the door switch.

Rather than figure out how to solder on short notice --
my poor soldering iron is still New In Box <8^[--
I decided to take a small scrap of uninsulated wired
and literally _TIE_ the springy switch into the 'on'
position.

It seemed to work! And, with a snip, it can be
undone (and a real fix can be made). Of course,
if I'm _unlucky_, the wire will snap on its own and
fly around loose on the motherboard and short circuit
something bad. :^/ But I'll be optomistic. :)

Just wanted to post a follow-up to my original Q from
a couple of months back :)

--
-bill!
Sent from my computer

4313. Re: 800 door switch hack

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-30 10:13:32 UTC
From: Yo$$1960 <brad@yoss1960.ukfsn.org>
Message-ID: <pan.2010.11.30.10.13.30.876733@yoss1960.eternal-september.org>
Source record: 1052

On Tue, 30 Nov 2010 01:40:23 +0000, Bill Kendrick wrote:

> It seemed to work! And, with a snip, it can be undone (and a real fix can
> be made). Of course, if I'm _unlucky_, the wire will snap on its own and

Fishing line would serve the same purpose. With the added bonus that if
it did break, it wouldn't short anything out.

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"
There's no point in asking you'll get no reply
Pretty Vacant - Sex Pistols

4314. Re: repairs to Atari disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-30 17:43:04 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <id3d39$172$1@news.eternal-september.org>
Source record: 1053

Do you really need more than 2 GB to backup your floppies??

- Trevor

On 11/27/2010 8:50 AM, Matthias Reichl wrote:
> On Fri, 26 Nov 2010 11:23:28 -0800, Robert Kent wrote:
>> Would it be possible to use SDHC cards as a replacement for floppy disks?
>> Does anyone make an SDHC card reader that will work with the 8-bit Atari's?
>
> Jakub is already working on it. The current SIO2SD firmware (2.5) supports
> standard MMC and SD cards (up to 2GB), the upcoming 3.0 firmware version
> should also support SDHC.
>
> http://sio2sd-dev.gucio.pl/wiki/Features_en
>
> Another alternative is the "SDrive", it supports standard SD cards in
> FAT-16 format only, doesn't have a LCD and is therefore a lot
> cheaper to build (I paid approx. 15 EUR for the parts) - but also has
> fewer features than the SIO2SD.
>
> http://raster.infos.cz/atari/hw/sdrive/sdriveen.htm
>
> I have both devices here and like both of them.
>
> so long,
>
> Hias

4315. Re: does this group update?

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-30 17:47:24 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <id3dbc$172$2@news.eternal-september.org>
Source record: 1054

Usenet is dying largely because all the big ISPs have dropped it due to
illegal uses of it hogging all their bandwidth.

I think most of us that are left that actually use it for legal purposes
are using free services that don't provide any binaries groups.

- Trevor

On 11/24/2010 12:25 PM, ricortes wrote:
> On Nov 24, 7:41 am, "Brian Gaff"<Bria...@blueyonder.co.uk> wrote:
>> Having the odd problem...
>> Brian
>>
>> --
>> Brian Gaff - bria...@blueyonder.co.uk
>> Note:- In order to reduce spam, any email without 'Brian Gaff'
>> in the display name may be lost.
>> Blind user, so no pictures please!
>
> More like an op ed then useful info: Yes it does update but the usenet
> is kind of collasping. IIRC some major players like AT&T have now
> dropped support. Not that it will ever completely fail but the number
> of ISPs providing usenet feeds is in general getting smaller. There
> are/were places like Supernews that smaller ISPs contracted with to
> provide a feed for newsgroups but as the limitations like no binaries
> or pictures make it difficult with the way most people like to work
> they migrate to web based forems. Slip and shell accounts are getting
> rare too.
>
> I can't remember the last time something in UUENCODE was posted to the
> newsgroup or sent via email. Everybody just provides a web link now.
>
> Rick

4316. Re: Retro Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-30 17:50:18 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <id3dgq$172$3@news.eternal-september.org>
Source record: 1055

On 11/28/2010 2:21 PM, ricortes wrote:

> It almost prompts me to say: If there is a successful system like you
> describe it will be as a bonus in a cellphone. Heck, cellphones are
> considered obsolete 6 months after they come out so evev that would be
> a flash in the pan. The emulater I use on my Windows Mobile phone
> sucks on its keyboard reads but my son's Android seems to work well. I
> think both of our phones are based on ~200 mhz arm.

I just recently got an Android phone and the first two things I downloaded were Droid2600 and Droid800. Like on the PC, I had to provide my own ROMs, but they both appear to work. I haven't quite figured out how to do anything productive with them yet, due to the touchscreen interface, however. :)

- Trevor

4317. Re: Retro Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-30 18:36:50 UTC
From: "x=usr(1536)" <xequalsusr1536@example.org>
Message-ID: <id3g80kgt1@speranza.aioe.org>
Source record: 1056

On 11/27/10 4:30 PM, Robert Kent wrote:
> ?A local grocery store has a clone of the original Atari VCS with a bunch of
> games in ROM for about $25 USD.

If past experience is anything to go by, these are probably NOAC
(Nintendo-On-A-Chip) devices - basically, a 2600 running in emulation on
single-chip NES hardware.

Who is the manufacturer on these? I'd like to look them up.

> Could something like this be done for the 8-bit Atari computers, cheap
> enough to sell in a grocery or drug store?

Probably, but I really doubt there would be enough interest to make
producing them viable. Throw a few different computers or consoles from
the era into the mix on a single box, though, and it may be a different
story.

- X.

4318. Re: Retro Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-30 19:41:35 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <id3k1g$a3e$1@news.eternal-september.org>
Source record: 1057

On 11/30/2010 11:36 AM, x=usr(1536) wrote:
> On 11/27/10 4:30 PM, Robert Kent wrote:
>> ?A local grocery store has a clone of the original Atari VCS with a
>> bunch of
>> games in ROM for about $25 USD.
>
> If past experience is anything to go by, these are probably NOAC
> (Nintendo-On-A-Chip) devices - basically, a 2600 running in emulation on
> single-chip NES hardware.
>
> Who is the manufacturer on these? I'd like to look them up.
>
>> Could something like this be done for the 8-bit Atari computers, cheap
>> enough to sell in a grocery or drug store?
>
> Probably, but I really doubt there would be enough interest to make
> producing them viable. Throw a few different computers or consoles from
> the era into the mix on a single box, though, and it may be a different
> story.

When I was a kid in the early 80s, I always thought it would be great to have a 6502-based computer with a switch to go between an Atari and a Commodore. (Not that different from the computer that Apple ended up making a few years later that switched between PPC and Intel, if I remember right.)

- Trevor

4319. Re: Retro Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-30 19:50:11 UTC
From: Robert Kent <rk64@NOSPAMyahoo.com>
Message-ID: <id3kh2$98s$1@news.eternal-september.org>
Source record: 1058

?

"x=usr(1536)" wrote in message news:id3g80kgt1@speranza.aioe.org...

On 11/27/10 4:30 PM, Robert Kent wrote:
> ?A local grocery store has a clone of the original Atari VCS with a bunch
> of
> games in ROM for about $25 USD.

If past experience is anything to go by, these are probably NOAC
(Nintendo-On-A-Chip) devices - basically, a 2600 running in emulation on
single-chip NES hardware.

Who is the manufacturer on these? I'd like to look them up.

> Could something like this be done for the 8-bit Atari computers, cheap
> enough to sell in a grocery or drug store?

Probably, but I really doubt there would be enough interest to make
producing them viable. Throw a few different computers or consoles from
the era into the mix on a single box, though, and it may be a different
story.

The new (second generation) Apple TV is supposedly getting an app store
soon. It currently costs $100 and I believe it will probably drop to less
than $50 in a few years. The Apple TV would be a great platform for
emulating old 8-bit and 16-bit computers. It has HDMI, USB and Blue Tooth so
that should take care of any peripherals you might want.

The only problem I see is that Apple doesn't like to approve apps that have
any kind of scripting capability.

4320. Re: Retro Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-30 19:50:56 UTC
From: Robert Kent <rk64@NOSPAMyahoo.com>
Message-ID: <id3kif$9ml$1@news.eternal-september.org>
Source record: 1059

?

"x=usr(1536)" wrote in message news:id3g80kgt1@speranza.aioe.org...

Who is the manufacturer on these? I'd like to look them up.

I'm going back tomorrow. I'll take some notes.

4321. Re: Retro Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-30 19:58:57 UTC
From: Robert Kent <rk64@NOSPAMyahoo.com>
Message-ID: <id3l1g$bg4$1@news.eternal-september.org>
Source record: 1060

?

"Robert Kent" wrote in message
news:id3kif$9ml$1@news.eternal-september.org...

?

"x=usr(1536)" wrote in message news:id3g80kgt1@speranza.aioe.org...

Who is the manufacturer on these? I'd like to look them up.

I'm going back tomorrow. I'll take some notes.

I found it - It's the "Atari Flashback 2" and it's actually made by Atari
(or at least the company that is currently calling itself Atari).

http://en.wikipedia.org/wiki/Atari_Flashback

4322. Re: repairs to Atari disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-30 20:00:36 UTC
From: Robert Kent <rk64@NOSPAMyahoo.com>
Message-ID: <id3l5mbve1@news.eternal-september.org>
Source record: 1061

?

"Trevor Holyoak" wrote in message
news:id3d39$172$1@news.eternal-september.org...

Do you really need more than 2 GB to backup your floppies??

- Trevor

I don't think you can find 2GB SD cards anymore. If they're not gone yet,
they soon will be.

4323. Re: repairs to Atari disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-30 20:35:29 UTC
From: Matthias Reichl <use-reply-to@hias.horus.com>
Message-ID: <slrnifao0k.5te.use-reply-to@camel2.hias.horus.com>
Source record: 1062

On Tue, 30 Nov 2010 10:43:04 -0700, Trevor Holyoak wrote:
> Do you really need more than 2 GB to backup your floppies??

No, not yet :-)

But, besides possible availability problems in the near future,
SDHC support is a nice-to-have. For example you could plug the
SDHC card from your mobile/smartphone or your net/notebook
into your SIO2SD.

so long,

Hias

4324. Re: 800 door switch hack

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-30 23:06:30 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <96551029-ffa8-40e6-80c3-16aa739ff5be@o11g2000prf.googlegroups.com>
Source record: 1063

On Nov 29, 8:40 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> So my son's 4th birthday is around the corner,
> and my wife suggested setting up a variety of
> video games.
>
> I figured I'd set up the Atari 800 I got recently,
> along with the Atari Flashback, the 7800, and the
> Wii & PS2. (I have lots of monitors & TVs hiding
> in the garage these days :))
>
> Part of house cleaning involved get the damned
> tank of a computer and all its bits off the
> dining room bookshelf. I decided to take a stab
> at 'fixing' the door switch.
>
> Rather than figure out how to solder on short notice --
> my poor soldering iron is still New In Box <8^[--
> I decided to take a small scrap of uninsulated wired
> and literally _TIE_ the springy switch into the 'on'
> position.
>
> It seemed to work! And, with a snip, it can be
> undone (and a real fix can be made). Of course,
> if I'm _unlucky_, the wire will snap on its own and
> fly around loose on the motherboard and short circuit
> something bad. :^/ But I'll be optomistic. :)
>
> Just wanted to post a follow-up to my original Q from
> a couple of months back :)
>
> --
> -bill!
> Sent from my computer

Thanks for that followup. I'm glad you got it fixed. Some had
suggested a piece of plastic, without opening the 800 up. Maybe
a piece of rubber eraser?

4325. Re: Retro Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-30 23:23:04 UTC
From: bill@newbreedsoftware.com
Message-ID: <4cf58758$0$1635$742ec2ed@news.sonic.net>
Source record: 1064

Trevor Holyoak <trevor@holyoak.com> wrote:
> I just recently got an Android phone and the first two things I
> downloaded were Droid2600 and Droid800. Like on the PC, I had to provide
> my own ROMs, but they both appear to work. I haven't quite figured out
> how to do anything productive with them yet, due to the touchscreen
> interface, however. :)

Wow! Those must've come out recently, because I occasionally
search the Android Marketplace for "Atari". :)

I just gave them the once-over. Look promising! (Droid800 is hella slow,
even at 75% framedrop.)

-bill!

4326. Re: Retro Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2010-11-30 23:25:45 UTC
From: bill@newbreedsoftware.com
Message-ID: <4cf587f9$0$1635$742ec2ed@news.sonic.net>
Source record: 1065

Robert Kent <rk64@nospamyahoo.com> wrote:
> I found it - It's the "Atari Flashback 2" and it's actually made by Atari
> (or at least the company that is currently calling itself Atari).

> http://en.wikipedia.org/wiki/Atari_Flashback

That's not a Nintendo on a Chip, that's an actual Atari 2600 under
the hood. The FB2 can be hacked to add a cartridge port, so you can
play original 2600 carts on it (not just the built-in games).

The original FlashBack, as well as "Atari 2600 games on a stick"
and "Atari 2600 games in a paddle", were all not 'real' Ataris,
like the FB2. They were probably Nintendo on a Chip.

One thing I noticed in particular (with the 2600-in-a-stick) was
the colors weren't right, and in Adventure, the square 'player'
sprite did not 'bounce off the walls' the way it did in the real VCS
game. :)

--
-bill!
Sent from my computer

4327. Re: Retro Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-01 18:19:39 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <id63jrvgo1@news.eternal-september.org>
Source record: 1066

On 11/30/2010 4:23 PM, Bill Kendrick wrote:
> Trevor Holyoak<trevor@holyoak.com> wrote:
>> I just recently got an Android phone and the first two things I
>> downloaded were Droid2600 and Droid800. Like on the PC, I had to provide
>> my own ROMs, but they both appear to work. I haven't quite figured out
>> how to do anything productive with them yet, due to the touchscreen
>> interface, however. :)
>
> Wow! Those must've come out recently, because I occasionally
> search the Android Marketplace for "Atari". :)
>
> I just gave them the once-over. Look promising! (Droid800 is hella slow,
> even at 75% framedrop.)
>
> -bill!

Unfortunately, it appears to have been made only for games - and only
those that use a joystick. There appear to be mappings available only
for joystick functionality, Start, Option, Select, Reset, and a total of
4 regular keyboard keys (the defaults are Q, W, E, and R).

- Trevor

4328. Re: Retro Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-01 20:18:01 UTC
From: "x=usr(1536)" <xequalsusr1536@example.org>
Message-ID: <id6ahn$i6a$1@speranza.aioe.org>
Source record: 1067

On 11/30/10 6:25 PM, Bill Kendrick wrote:

> That's not a Nintendo on a Chip, that's an actual Atari 2600 under
> the hood. The FB2 can be hacked to add a cartridge port, so you can
> play original 2600 carts on it (not just the built-in games).

Yep! If memory serves, both the Flashback and Flashback 2 were designed
by Curt Vendel at Legacy Engineering Group (http://www.legacyengineer.com/).

> The original FlashBack, as well as "Atari 2600 games on a stick"
> and "Atari 2600 games in a paddle", were all not 'real' Ataris,
> like the FB2. They were probably Nintendo on a Chip.

I have the original Flashback, and seem to recall that it is indeed a
NOAC-based device. The games play well, but anyone who spent time with
them when they were current would know that they're ports and not the
originals. The differences aren't huge, but they are noticeable.

- X.

4329. 20% OFF ALL ATARI XMAS SALES + GIFTS!

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-03 00:16:49 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1012021610010.2118@slate.spiritone.com>
Source record: 1068
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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ask for my Atari catalogs or Goto http://BensCatalogs.Atari.org My Software &
Book Catalogs are sorted alphabetically by Title so Download Catalogs, Delete
what you dont want & E-Mail the Rest Including your Shipping Address so I can
expedite your Order!Come for the Sale, Stay for the Service!24/7(503)256-9974

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http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ATARI 8 BIT BOOKS LIST
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http://www.aracnet.com/~atari/newsmags.htm 20% OFF ATARI NEWSLETTERS/MAGS
http://www.aracnet.com/~atari/8bt_hard.htm 20% OFF ATARI 8 BIT HARDWARE LIST
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http://www.aracnet.com/~atari/26007800.htm 20% OFF ATARI 2600/7800 GAME LIST
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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

4330. Re: Retro Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-03 18:51:01 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <idbe6lioe1@news.eternal-september.org>
Source record: 1069

Curt also recently helped them with the Flashback 2+ (which may in fact
be what was spotted at the store):
http://www.atari.com/game-search/platform/7800

- Trevor

On 12/1/2010 1:18 PM, x=usr(1536) wrote:
> On 11/30/10 6:25 PM, Bill Kendrick wrote:
>
>> That's not a Nintendo on a Chip, that's an actual Atari 2600 under
>> the hood. The FB2 can be hacked to add a cartridge port, so you can
>> play original 2600 carts on it (not just the built-in games).
>
> Yep! If memory serves, both the Flashback and Flashback 2 were designed
> by Curt Vendel at Legacy Engineering Group
> (http://www.legacyengineer.com/).
>
>> The original FlashBack, as well as "Atari 2600 games on a stick"
>> and "Atari 2600 games in a paddle", were all not 'real' Ataris,
>> like the FB2. They were probably Nintendo on a Chip.
>
> I have the original Flashback, and seem to recall that it is indeed a
> NOAC-based device. The games play well, but anyone who spent time with
> them when they were current would know that they're ports and not the
> originals. The differences aren't huge, but they are noticeable.
>
> - X.

4331. www.atarisales.com annual atari holiday sale

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-07 03:53:38 UTC
From: Nickname unavailable <Video61@tcq.net>
Message-ID: <d86f19c1-af23-4b70-9538-d1d843ff2eaa@u3g2000vbj.googlegroups.com>
Source record: 1070
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

please visit our web site at, www.atarisales.com click on the holiday
sale link, to view our annual atari holiday sale event.

thanks
lance
www.atarisales.com

4332. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-08 05:23:08 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1291785764@rtfm.mit.edu>
Source record: 1071
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 28, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4333. A little help

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-12 05:31:21 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <0b3c8f2f-792c-4258-935d-796d9bb38427@j19g2000prh.googlegroups.com>
Source record: 1072

If someone has the time, could you please download the ATR I attached
at
http://www.ataricorpse.com/index.php?topic=233.0

I just want to make sure it 1) Boots properly because of the
previously mentioned boot sector problem. 2) Run the program
'SHOWUNI.BAS' and see if it displays properly on an XL of something
other then Xformer 2.5? It will want to run with the ATR as drive 1.
IF for some reason you fool around with playfield editor remember
there is a bug in file I/O where something like failing to give it a
file name will corrupt DOS. I can't remember the exact nature of the
bug but I seem to recall the program would let you continue working
but when you finally tried to save your work the program would lock
up.

BTW: I mentioned on the web site too but thought I should mention it
here. I disabled registration on the web site because the spam bots
were out running real people at least 20 to 1. Not that I wouldn't
like a forem but here is good'nuff.

Rick

4334. 20% OFF ALL ATARI XMAS SALES!

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-12 16:11:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1012120754550.31338@slate.spiritone.com>
Source record: 1073
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

4335. Re: A little help

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-12 19:32:50 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <1a01aa4c-643a-4872-b482-13662e92c1d5@p11g2000vbn.googlegroups.com>
Source record: 1074

On Dec 12, 12:31 am, ricortes <ricor...@earthlink.net> wrote:
> If someone has the time, could you please download the ATR I attached
> athttp://www.ataricorpse.com/index.php?topic=233.0
>
> I just want to make sure it 1) Boots properly because of the
> previously mentioned boot sector problem. 2) Run the program
> 'SHOWUNI.BAS' and see if it displays properly on an XL of something
> other then Xformer 2.5? It will want to run with the ATR as drive 1.
> *IF* for some reason you fool around with playfield editor remember
> there is a bug in file I/O where something like failing to give it a
> file name will corrupt DOS. I can't remember the exact nature of the
> bug but I seem to recall the program would let you continue working
> but when you finally tried to save your work the program would lock
> up.
>
> BTW: I mentioned on the web site too but thought I should mention it
> here. I disabled registration on the web site because the spam bots
> were out running real people at least 20 to 1. Not that I wouldn't
> like a forem but here is good'nuff.
>
> Rick

Hi, Rick.
I couldn't find any ATR to download at that URL. As you say,
registration is disabled.

4336. Re: A little help

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-12 22:52:59 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <a558278d-22ac-43ff-aa59-eaa630470a48@s5g2000yqm.googlegroups.com>
Source record: 1075

On Dec 12, 11:32 am, russg <russg...@sbcglobal.net> wrote:
> On Dec 12, 12:31 am, ricortes <ricor...@earthlink.net> wrote:
>
>
>
>
>
> > If someone has the time, could you please download the ATR I attached
> > athttp://www.ataricorpse.com/index.php?topic=233.0
>
> > I just want to make sure it 1) Boots properly because of the
> > previously mentioned boot sector problem. 2) Run the program
> > 'SHOWUNI.BAS' and see if it displays properly on an XL of something
> > other then Xformer 2.5? It will want to run with the ATR as drive 1.
> > *IF* for some reason you fool around with playfield editor remember
> > there is a bug in file I/O where something like failing to give it a
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> > bug but I seem to recall the program would let you continue working
> > but when you finally tried to save your work the program would lock
> > up.
>
> > BTW: I mentioned on the web site too but thought I should mention it
> > here. I disabled registration on the web site because the spam bots
> > were out running real people at least 20 to 1. Not that I wouldn't
> > like a forem but here is good'nuff.
>
> > Rick
>
> Hi, Rick.
> I couldn't find any ATR to download at that URL. As you say,
> registration is disabled.- Hide quoted text -
>
> - Show quoted text -

Thanks for trying Russ. I'm not sure exactly how I set up the board
but my intention was to leave it open for reading and downloading so I
must of set something wrong. The file shows up on my old w95 notebook
off the message body in the lower left hand corner of the sceen as
'Mdos45D.ATR 180k' when I am logged in. I'll give it another shot
while logged off and see what happens.

4337. Re: A little help

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-13 00:29:15 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <6531e46a-6bab-42f0-b71b-e095128138e4@u20g2000yqh.googlegroups.com>
Source record: 1076

On Dec 12, 11:32 am, russg <russg...@sbcglobal.net> wrote:
> On Dec 12, 12:31 am, ricortes <ricor...@earthlink.net> wrote:
>
>
>
>
>
> > If someone has the time, could you please download the ATR I attached
> > athttp://www.ataricorpse.com/index.php?topic=233.0
>
> > I just want to make sure it 1) Boots properly because of the
> > previously mentioned boot sector problem. 2) Run the program
> > 'SHOWUNI.BAS' and see if it displays properly on an XL of something
> > other then Xformer 2.5? It will want to run with the ATR as drive 1.
> > *IF* for some reason you fool around with playfield editor remember
> > there is a bug in file I/O where something like failing to give it a
> > file name will corrupt DOS. I can't remember the exact nature of the
> > bug but I seem to recall the program would let you continue working
> > but when you finally tried to save your work the program would lock
> > up.
>
> > BTW: I mentioned on the web site too but thought I should mention it
> > here. I disabled registration on the web site because the spam bots
> > were out running real people at least 20 to 1. Not that I wouldn't
> > like a forem but here is good'nuff.
>
> > Rick
>
> Hi, Rick.
> I couldn't find any ATR to download at that URL. As you say,
> registration is disabled.- Hide quoted text -
>
> - Show quoted text -

You were of course right. I logged out of my account and the
attachment disappeared. Now I have to log into the wayback machine and
see if any of the stuff is accessable. I went ahead and enabled
immediate registration but I probabably left some other hurdle in the
way. I don't like what the net has become. Weakens us when we have to
spend a couple of hours a day killing spam bots rather then doing
something productive.

More bright side in an otherwise dismal post: I think I may have found
a brute force scroller I did in Acrion.

Rick

4338. Re: A little help

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-13 02:53:26 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <c4e319a0-c117-438f-9bf3-0c22ad8d1a01@v12g2000vbx.googlegroups.com>
Source record: 1077

On Dec 12, 7:29 pm, ricortes <ricor...@earthlink.net> wrote:
> On Dec 12, 11:32 am, russg <russg...@sbcglobal.net> wrote:
>
>
>
> > On Dec 12, 12:31 am, ricortes <ricor...@earthlink.net> wrote:
>
> > > If someone has the time, could you please download the ATR I attached
> > > athttp://www.ataricorpse.com/index.php?topic=233.0
>
> > > I just want to make sure it 1) Boots properly because of the
> > > previously mentioned boot sector problem. 2) Run the program
> > > 'SHOWUNI.BAS' and see if it displays properly on an XL of something
> > > other then Xformer 2.5? It will want to run with the ATR as drive 1.
> > > *IF* for some reason you fool around with playfield editor remember
> > > there is a bug in file I/O where something like failing to give it a
> > > file name will corrupt DOS. I can't remember the exact nature of the
> > > bug but I seem to recall the program would let you continue working
> > > but when you finally tried to save your work the program would lock
> > > up.
>
> > > BTW: I mentioned on the web site too but thought I should mention it
> > > here. I disabled registration on the web site because the spam bots
> > > were out running real people at least 20 to 1. Not that I wouldn't
> > > like a forem but here is good'nuff.
>
> > > Rick
>
> > Hi, Rick.
> > I couldn't find any ATR to download at that URL. As you say,
> > registration is disabled.- Hide quoted text -
>
> > - Show quoted text -
>
> You were of course right. I logged out of my account and the
> attachment disappeared. Now I have to log into the wayback machine and
> see if any of the stuff is accessable. I went ahead and enabled
> immediate registration but I probabably left some other hurdle in the
> way. I don't like what the net has become. Weakens us when we have to
> spend a couple of hours a day killing spam bots rather then doing
> something productive.
>
> More bright side in an otherwise dismal post: I think I may have found
> a brute force scroller I did in Acrion.

>
> Rick

I successfully registered and downloaded mydos45d.atr and tried it.
It won't boot and I can't get a directory of it.

4339. Re: A little help

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-13 07:48:18 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <e0bd6c81-5272-4026-921d-d1faaa856f2c@q8g2000prm.googlegroups.com>
Source record: 1078
Body handling: HTML body converted to readable text

```
russg wrote:
> On Dec 12, 7:29 pm, ricortes wrote:
> > On Dec 12, 11:32 am, russg wrote:
> >
> >
> >
> > > On Dec 12, 12:31 am, ricortes wrote:
> >
> > > > If someone has the time, could you please download the ATR I attached
> > > > athttp://www.ataricorpse.com/index.php?topic=233.0
> >
> > > > I just want to make sure it 1) Boots properly because of the
> > > > previously mentioned boot sector problem. 2) Run the program
> > > > 'SHOWUNI.BAS' and see if it displays properly on an XL of something
> > > > other then Xformer 2.5? It will want to run with the ATR as drive 1.
> > > > *IF* for some reason you fool around with playfield editor remember
> > > > there is a bug in file I/O where something like failing to give it a
> > > > file name will corrupt DOS. I can't remember the exact nature of the
> > > > bug but I seem to recall the program would let you continue working
> > > > but when you finally tried to save your work the program would lock
> > > > up.
> >
> > > > BTW: I mentioned on the web site too but thought I should mention it
> > > > here. I disabled registration on the web site because the spam bots
> > > > were out running real people at least 20 to 1. Not that I wouldn't
> > > > like a forem but here is good'nuff.
> >
> > > > Rick
> >
> > > Hi, Rick.
> > > I couldn't find any ATR to download at that URL. As you say,
> > > registration is disabled.- Hide quoted text -
> >
> > > - Show quoted text -
> >
> > You were of course right. I logged out of my account and the
> > attachment disappeared. Now I have to log into the wayback machine and
> > see if any of the stuff is accessable. I went ahead and enabled
> > immediate registration but I probabably left some other hurdle in the
> > way. I don't like what the net has become. Weakens us when we have to
> > spend a couple of hours a day killing spam bots rather then doing
> > something productive.
> >
```

> > More bright side in an otherwise dismal post: I think I may have found
> > a brute force scroller I did in Acrion.
> >
> > Rick
>
> I successfully registered and downloaded mydos45d.atr and tried it.
> It won't boot and I can't get a directory of it.

I fooled around and near as I can tell it is that problem with the
double density sectors 1-3 are only supposed to return 128 bytes on a
read but the emulators didn't get the positions in the virtual disks
right. Something like they only used the first 384 bytes for the first
3 sectors instead of 3[128, skip 128]. I downloaded XFormer 2000 and
it chokes on those ATRs too. XF25 works but nothing else does.

Thanks again for all the help. Closing in on midnight here so I think
I am going to crash. I'll switch fill a properly made ATR with the
files and get it up by monday night.

Rick

4340. Re: A little help

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-14 09:43:25 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <8c43d82a-1c32-4bd9-b276-0e49149d7a18@35g2000prb.googlegroups.com>
Source record: 1079
Body handling: HTML body converted to readable text

ricortes wrote:
> russg wrote:

> I fooled around and near as I can tell it is that problem with the
> double density sectors 1-3 are only supposed to return 128 bytes on a
> read but the emulators didn't get the positions in the virtual disks
> right. Something like they only used the first 384 bytes for the first
> 3 sectors instead of 3[128, skip 128]. I downloaded XFormer 2000 and
> it chokes on those ATRs too. XF25 works but nothing else does.
>
> Thanks again for all the help. Closing in on midnight here so I think
> I am going to crash. I'll switch fill a properly made ATR with the
> files and get it up by monday night.
>
> Rick

Lots of work for such a simple little program but I got it cornered. I
may have recovered the file that made the character set for the
picture too but I haven't quite got things set up for my 130XE I was
going to use for testing. Low on free desk space until I make a
recycle run of old VGA monitors and some slow desktops.

Rick

4341. Re: Retro Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-15 19:45:42 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <dc82a5f6-4628-48bb-96f2-e6dfc302d3e1@j32g2000prh.googlegroups.com>
Source record: 1080

Trevor Holyoak wrote:
> On 11/30/2010 4:23 PM, Bill Kendrick wrote:
> > Trevor Holyoak<trevor@holyoak.com> wrote:
> >> I just recently got an Android phone and the first two things I
> >> downloaded were Droid2600 and Droid800. Like on the PC, I had to provide
> >> my own ROMs, but they both appear to work. I haven't quite figured out
> >> how to do anything productive with them yet, due to the touchscreen
> >> interface, however. :)
> >
> > Wow! Those must've come out recently, because I occasionally
> > search the Android Marketplace for "Atari". :)
> >
> > I just gave them the once-over. Look promising! (Droid800 is hella slow,
> > even at 75% framedrop.)
> >
> > -bill!
>
> Unfortunately, it appears to have been made only for games - and only
> those that use a joystick. There appear to be mappings available only
> for joystick functionality, Start, Option, Select, Reset, and a total of
> 4 regular keyboard keys (the defaults are Q, W, E, and R).
>
> - Trevor

Drifting just a bit in an otherwise dead thread.
https://www.eglobalwireless.com/p-4333-new-7-mini-netbook-laptop-notebook-wifi-windows-black.aspx

I'm not buying one but kind of interesting. My cellphone has Windows,
a keyboard, and can make phone calls.<sic> Of course I paid almost 3x
as much for my cell phone. It's a close miss though. I wish they would
give the version number of CE they are using and blue tooth would be
nice. Only 128 megs of DRAM on anything MicroSloth is scary and they
don't give the limits of the SD reader: Many of them based on the ARM
only handle 2 or 4 gigs.

Punch line for me is IMO the ARM processor carries on much of the
tradition of the 6502 design goals. I imagine this thing could run
some flavor of an 8 bit emulator but would still need some serious
polish to compete with real iron. I kind of wish these things would
get some momentum behind them as I would much rather fool with one of
these over a Playstation or Xbox.

Rick

4342. Re: does this group update?

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-16 16:59:15 UTC
From: "Herman Samso J." <bybits@gmail.com>
Message-ID: <ac285b5a-4a8c-46fb-9f6c-9fa65f200448@s5g2000yqm.googlegroups.com>
Source record: 1081

Hello!

Seems like the World
has been 8bits partitioned,
and each partition contains
only 1 to 20 persons.

The Internet connections
are interfered and the
alien authorities (fallen from the sky)
are appearing as artificial inteligent softwares,
that confuse Robocop with Robocod.

:)

Greetings,
The BITS Club

4343. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-19 05:23:28 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1292736184@rtfm.mit.edu>
Source record: 1082
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 28, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4344. Kjmann's Atari Sales Holiday Sale. Lots of new Games!!!

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-19 13:27:33 UTC
From: "comp.sys.atari.8bit" <kjmann_atari@yahoo.com>
Message-ID: <LLnPo.3796$Mu2.1071@newsfe09.iad>
Source record: 1083

Come Check out all the New Games in the store just in time for
Christmas.

http://www.atari-sales.com

Also, All XL Systems are on sale Through the Month of December.

Happy Holidays Everyone.

=)
Kjmann

http://www.atari-sales.com

4345. 20% OFF ALL ATARI XMAS SALES!

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-20 03:37:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1012191934560.12731@slate.spiritone.com>
Source record: 1084
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

All Atari 20% Off! All Atari 20% Off! All Atari 20% Off! All Atari 20% Off!

$60 Order Gets 20% Off All Atari Games/Software /Books/ Hardware/Accessories!
$100 Order Gets Free Brand New Game & Still Gets 20% Off All Atari 8 Bit, ST,
2600/7800, Books/References & Magazines/Newsletters!E-Mail BenSells@Atari.org
ask for my Atari catalogs or Goto http://BensCatalogs.Atari.org My Software &
Book Catalogs are sorted alphabetically by Title so Download Catalogs, Delete
what you dont want & E-Mail the Rest Including your Shipping Address so I can
expedite your Order!Come for the Sale, Stay for the Service!24/7(503)256-9974

All Atari 20% Off! All Atari 20% Off! All Atari 20% Off! All Atari 20% Off!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS
http://www.aracnet.com/~atari/ftp DOWNLOAD FREE ATARI CATALOGS
http://www.aracnet.com/~atari/specials.htm ATARI CHRISTMAS HOLIDAY SPECIALS
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ATARI 8 BIT BOOKS LIST
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST
http://www.aracnet.com/~atari/newsmags.htm 20% OFF ATARI NEWSLETTERS/MAGS
http://www.aracnet.com/~atari/8bt_hard.htm 20% OFF ATARI 8 BIT HARDWARE LIST
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http://www.aracnet.com/~atari/26007800.htm 20% OFF ATARI 2600/7800 GAME LIST
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF 8 BIT SOFTWARE/GAMES LIST
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ST SOFTWARE/GAMES LIST

I've got a fast turnaround rate!Once I've received payment your order goes out
the same day! Customers love the speedy service! I have lots of Atari Software
& Books!Which I can send by Media Mail!Please Direct all Replies via E-Mail to
BenSells@Atari.org or Atari@aracnet.com! See info at the Bottom to Reach me!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

4346. "Dr. Mario" conversion for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-21 22:42:48 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d112d68$0$44003$742ec2ed@news.sonic.net>
Source record: 1085

"Atari User" magazine issue 4 has an article by a fellow
named Bobby Clark who took my "Super IRG" mode idea
(basically using VBI to flicker between two charsets in
GRAPHICS 12 mode, to get a perceived extra set of colors)
and ran with it.

I was checking out Atari User, and discovered there's
a conversion/clone of "Dr. Mario" (from the original
Nintendo Entertainment System & Gameboy) that's come out
for the 8-bit! (It has nothing to do with Super IRG or
Bobby's stuff; just happened to be in the same issue.
Though really, that kind of game would benefit from extra
colors ;^))

Anyway, I was always a fan of that kind of puzzle game,
and had even looked into trying to make my own (I think I
was looking at TurboBASIC XL, and it was just too slow to
do the game board logic), so I'm pleased. Though really,
this is asking for trouble... should've named it
"Dr. Atario" or something. :)

Video on YouTube: http://www.youtube.com/watch?v=HcdjLvxYg6A

I'm not actually sure of the official place to get it,
and am not sure I'm supposed to be sharing the Atari User URL,
since it seems to be a subscription magazine. Ah, but I
found it here:

http://www.atarimania.com/game-atari-400-800-xl-xe-dr-mario_25690.html

--
-bill!
Sent from my computer

4347. Re: "Dr. Mario" conversion for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-22 08:37:10 UTC
From: Kjmann's Atari Sales <kjmann_atari@yahoo.com>
Message-ID: <7NiQo.16331$My1.6638@newsfe16.iad>
Source record: 1086

We Are Selling it on Cartridge in the Store. =)

Page 2 in the Cartridges Section.

http://www.atari-sales.com

=)
Kjmann

4348. Re: "Dr. Mario" conversion for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-22 23:33:20 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d128ac0$0$44041$742ec2ed@news.sonic.net>
Source record: 1087

Kjmann's Atari Sales <kjmann_atari@yahoo.com> wrote:
> We Are Selling it on Cartridge in the Store. =)

> Page 2 in the Cartridges Section.

Hah, I hadn't noticed.

A few things:

(1) Down at the bottoms of pages, right below where it says "Page {X}" in big letters, the links to the other pages don't seem ot do anything. (I have to go use the tiny links up at the top left in the upper frame.)

(2) Ugh, frames! ;)

(3) Ultima on carts? Where've I been? Are the carts acting as disks (a la Steve Tucker's "MaxFlash"?)

--
-bill!
Sent from my computer

4349. Re: "Dr. Mario" conversion for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-23 03:45:15 UTC
From: Kjmann's Atari Sales and Service <kjmann_atari@yahoo.com>
Message-ID: <ea8ba5ff-0be8-424f-a390-fc47979c92b1@r16g2000prh.googlegroups.com>
Source record: 1088

> A few things:
>
> (1) Down at the bottoms of pages, right below where it says "Page {X}" in big letters,
> the links to the other pages don't seem ot do anything. (I have to go use the
> tiny links up at the top left in the upper frame.)
>
> (2) Ugh, frames! ;)
>
> (3) Ultima on carts? Where've I been? Are the carts acting as disks
> (a la Steve Tucker's "MaxFlash"?)
>
> --
> -bill!
> Sent from my computer

Try The Page Now Bill. I just Fixed the Problem With the Links on the
Pages.

The Ultima Carts are not using a standard Steve Tucker type setup.

4350. Re: "Dr. Mario" conversion for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-23 19:49:46 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d13a7da$0$44032$742ec2ed@news.sonic.net>
Source record: 1089

Bill Kendrick <bill@newbreedsoftware.com> wrote:
> I'm not actually sure of the official place to get it,
> and am not sure I'm supposed to be sharing the Atari User URL,
> since it seems to be a subscription magazine. Ah, but I
> found it here:
>
> http://www.atarimania.com/game-atari-400-800-xl-xe-dr-mario_25690.html

So Dr. Mario for Atari 8-bit was okay, but:

(1) music was kind of hard to listen to

(2) full-drop on Down was annoying; should slide, instead

(3) in two-player mode, the other player's game would freeze for a
moment when you make a match

So E for Effort, but since I own the NES version, I won't really be
booting this up except to demo it as a curiosity. :)

-bill!

4351. Re: "Dr. Mario" conversion for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-23 19:52:33 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d13a881$0$44032$742ec2ed@news.sonic.net>
Source record: 1090

Kjmann's Atari Sales and Service <kjmann_atari@yahoo.com> wrote:
>
> The Ultima Carts are not using a standard Steve Tucker type setup.

Interesting!

I'm always curious, when I see your products, how the programs were tweaked compared to the original releases (or prototypes).

For example, you sell Action! carts. Are they original carts, or ones you made? If you made them, how do they differ? Do they work exactly like the original? Or are they limited in functionality (like the disk-based Action! I've seen out in the wild)?

And for some of the games... I seem to recall you(?) saying some of them were enhanced in certain ways (music, gameplay, whatever). I could be hallucinating, of course. :)

--
-bill!
Sent from my computer

4352. Re: "Dr. Mario" conversion for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-24 09:39:39 UTC
From: Kjmann's Atari Sales <kjmann_atari@yahoo.com>
Message-ID: <NTZQo.16432$Zf2.2118@newsfe17.iad>
Source record: 1091

"Bill Kendrick" wrote in message
news:4d13a881$0$44032$742ec2ed@news.sonic.net...

-- Interesting!

-- I'm always curious, when I see your products, how the programs were
-- tweaked compared to the original releases (or prototypes).

-- For example, you sell Action! carts. Are they original carts, or ones
-- you made? If you made them, how do they differ? Do they work exactly
-- like the original? Or are they limited in functionality (like the
-- disk-based Action! I've seen out in the wild)?

The Action Carts Are Ones that We Make and They are Fully Functional. Just
like the Original.

-- And for some of the games... I seem to recall you(?) saying some of
-- them were enhanced in certain ways (music, gameplay, whatever). I
-- could be hallucinating, of course. :)

Donkey Kong is a good Example of one we Re-Vamped a Bit with New Music.
All The Sound Effects and Music Have Been Redone By Me and Implemented by a
Coder on my staff. We also Fixed a Bug in the Code that Caused Mario to get
hit by barrels on the Girder above him when jumping. We also setup the intro
animation (Donkey Kong Jumping and Bending the Girders) to play at the start
of a new game just like the arcade.

Another Good Example is Warhawk. This is a Game that Originally Would not
Run on an NTSC System. We had to do some major Re-Coding to fix that one and
While we were at it we decided to speed up the control Response so the game
would play a bit better (Your Ship can now move around the screen a bit
Faster).

Kjmann

=)

4353. Merry Christmas

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-25 11:36:22 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <Pc2dnY8Y_rurSojQnZ2dnUVZ_i2dnZ2d@giganews.com>
Source record: 1092

```
Hello everyone,

It is Christmas day and I just wanted to wish everyone
here a Merry Christmas and a Happy New Year. Since 1980
I have been an Atari user and never regretted it. Take
care all....
```

4354. Re: Merry Christmas

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-25 20:14:39 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <4d1650ae$0$15072$afc38c87@news.optusnet.com.au>
Source record: 1093

On 25/12/2010 10:36 PM, Edward S. Baiz Jr. (Gamer) wrote:
> Hello everyone,
>
> It is Christmas day and I just wanted to wish everyone
> here a Merry Christmas and a Happy New Year. Since 1980
> I have been an Atari user and never regretted it. Take
> care all....

Merry Christmas to you too, Edward. Its been a great day, kids got a Wii from Santa and it reminded me of when I got my 800XL, around 1982 I think.

Long live Atari.

Mark

4355. Re: Merry Christmas

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-25 21:47:03 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2010.12.25.21.47.03.55046@suddenlink.net>
Source record: 1094

On Sat, 25 Dec 2010 05:36:22 -0600, Edward S. Baiz Jr. wrote:

> Hello everyone,
>
> It is Christmas day and I just wanted to wish everyone
> here a Merry Christmas and a Happy New Year. Since 1980
> I have been an Atari user and never regretted it. Take
> care all....

Amen, brother! Atarian since 1982 and I feel exactly the
same way.

Merry Christmas one and all! :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

4356. Re: Merry Christmas

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-26 04:02:42 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <592f8658-6f1b-447d-92a9-a7e74d7be021@21g2000prv.googlegroups.com>
Source record: 1095

Gamer Edward S. Baiz Jr. wrote:
> Hello everyone,
>
> It is Christmas day and I just wanted to wish everyone
> here a Merry Christmas and a Happy New Year. Since 1980
> I have been an Atari user and never regretted it. Take
> care all....

Back at you! I had a lot to be thankful for this year.

Rick

4357. Re: Merry Christmas

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-26 05:35:07 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d16d40b$0$44003$742ec2ed@news.sonic.net>
Source record: 1096

Edward S. Baiz Jr. (Gamer) <edbaizjr@comcast.net> wrote:
> It is Christmas day and I just wanted to wish everyone
> here a Merry Christmas and a Happy New Year. Since 1980
> I have been an Atari user and never regretted it. Take
> care all....

I was a wee little'un back in the day, but I, too, have
been an Atarian (2600, then soon after 8-bit, and after
college I added Jaguar & Lynx to the line-up) since
1980 or 81 or so.

Or wait, maybe that Pong we had before the 2600 was an
Atari, too. ;)

--
-bill!
Sent from my computer

4358. 20% OFF ALL ATARI AFTER XMAS SALES!

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-26 13:55:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1012260546010.7477@slate.spiritone.com>
Source record: 1097
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

All Atari 20% Off! All Atari 20% Off! All Atari 20% Off! All Atari 20% Off!

$60 Order Gets 20% Off All Atari Games/Software /Books/ Hardware/Accessories!
$100 Order Gets Free Brand New Game & Still Gets 20% Off All Atari 8 Bit, ST,
2600/7800, Books/References & Magazines/Newsletters!E-Mail BenSells@Atari.org
ask for my Atari catalogs or Goto http://BensCatalogs.Atari.org My Software &
Book Catalogs are sorted alphabetically by Title so Download Catalogs, Delete
what you dont want & E-Mail the Rest Including your Shipping Address so I can
expedite your Order!Come for the Sale, Stay for the Service!24/7(503)256-9974

All Atari 20% Off! All Atari 20% Off! All Atari 20% Off! All Atari 20% Off!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS
http://www.aracnet.com/~atari/ftp DOWNLOAD FREE ATARI CATALOGS
http://www.aracnet.com/~atari/specials.htm ATARI CHRISTMAS HOLIDAY SPECIALS
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ATARI 8 BIT BOOKS LIST
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST
http://www.aracnet.com/~atari/newsmags.htm 20% OFF ATARI NEWSLETTERS/MAGS
http://www.aracnet.com/~atari/8bt_hard.htm 20% OFF ATARI 8 BIT HARDWARE LIST
http://www.aracnet.com/~atari/st_hard.htm 20% OFF ATARI ST HARDWARE LIST
http://www.aracnet.com/~atari/26007800.htm 20% OFF ATARI 2600/7800 GAME LIST
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF 8 BIT SOFTWARE/GAMES LIST
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ST SOFTWARE/GAMES LIST

I've got a fast turnaround rate!Once I've received payment your order goes out
the same day! Customers love the speedy service! I have lots of Atari Software
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BenSells@Atari.org or Atari@aracnet.com! See info at the Bottom to Reach me!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

4359. Kjmann's Atari Sales New Game Releases

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-28 00:28:01 UTC
From: Kjmann's Atari Sales <kjmann_atari@yahoo.com>
Message-ID: <raaSo.17603$Zf2.13126@newsfe17.iad>
Source record: 1098

Website: http://www.atari-sales.com

Here are the New Game Releases for January 2011.

A Bit Early I know, but what the heck. =)

Featured Cart Releases:

The Eidolon
Koronis Rift

Standard Cart Releases:

Arkanoid
Astro Chase
Attack the Mutant Camels
Bombay
Bounty Bob Strikes Back
Countermeasure
Deluxe Invaders
Dr.Mario
Dreadnaught Factor
Espial
FireBird
Galaxian
Grid Runner
Hardball
Joust
Jungle Hunt
Kaboom!
Karateka
MegaMania
Miner 2049er
Missile Command
Mountain King
Mr. Do's Castle
Ms.Pac-Man
Platter Mania
Popeye
Q*Bert
Robotron: 2084
Space Dungeon
Star Island
Star Raiders
Star Wars - Arcade (Domark Version)
Star Wars - Return of the Jedi - Death Star Battle

Star Wars - The Arcade Game (Parker Bros.)
Super Breakout
Super Cobra
Super Zaxxon
Tutankham
Xevious
Yoomp!
Zenji

All In Stock and Ready to Ship. =)
Website: http://www.atari-sales.com

Happy Holidays
Kjmann --

4360. Re: "Dr. Mario" conversion for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-29 14:36:05 UTC
From: Tin Lunchbox <no@spam.thx>
Message-ID: <sihmh6p53usti4fd51kmu0rj16ek2t60n9@4ax.com>
Source record: 1099

Nice looking game. The game itself is not my cup of tea though I see
its appeal as a cute Tetris variant with Super Mario styling.

Tin Lunchbox

On 21 Dec 2010 22:42:48 GMT, bill@newbreedsoftware.com (Bill Kendrick)
wrote:

>"Atari User" magazine issue 4 has an article by a fellow
>named Bobby Clark who took my "Super IRG" mode idea
>(basically using VBI to flicker between two charsets in
>GRAPHICS 12 mode, to get a perceived extra set of colors)
>and ran with it.
>
>I was checking out Atari User, and discovered there's
>a conversion/clone of "Dr. Mario" (from the original
>Nintendo Entertainment System & Gameboy) that's come out
>for the 8-bit! (It has nothing to do with Super IRG or

<text clipped for brevity>

4361. Too Cool Store, Kjmann! Actual Physical "Store," Too?!

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-29 15:41:48 UTC
From: Tin Lunchbox <no@spam.thx>
Message-ID: <tjkmh61p4jum13ntvno7g1tbmsqc65r7fc@4ax.com>
Source record: 1100

Trying not to sound like a overly-enthused fanboy, but that's a great selection of new carts and a very cool Atariesque website (love the tunes). As well, says the website, that you have a "store" that is open weekends!

It's unlikely I'll get to Oregon soon, but if I get anywhere near, I'd have to check that out! Can you perhaps post some photos of the interior?

Do all your carts have nice labels? Sinistar, Space Dungeon, Star Island?! Man, I had forgotten the early vectrex Star Island stand-up arcade machine, it's definitely cool to see an 8bit cart of it! The Ultima series (you're not the first to offer IV though).

Praise aside, I must say that I think you should include a statement that you're willing to take down any ancient software entry on notification by the author that's its unwelcome. I hope that in the case of Yoomp and ones like that that you're sending a royalty, however infinitesimal, to the authors.

Tin Lunchbox

4362. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-30 05:19:35 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1293686364@rtfm.mit.edu>
Source record: 951
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 28, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4363. Painting ideas

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-30 08:09:24 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d1c3e34$0$43993$742ec2ed@news.sonic.net>
Source record: 952

I bought my wife a copy of "Art Academy" for her Nintendo DS (which has a stylus-based non-pressure-sensitive touch screen), and am intrigued by how well things can come out with, basically, the same input as we have on the Atari with a Touch Tablet or Koala Pad (the only difference being the buttons needed to tell a program when you really want to paint, vs. when you are simply positioning the cursor) or Light Pen.

See: http://artacademy.nintendo.com/

which has a video, and:

http://artacademy.nintendo.com/gallery/

which is a gallery of some example art.

The things it really seems to need to do something like this is:

1. Blending of previous pixels with pixels from the new stroke
2. Randomized (or faux-randomized, via a set of 'frames' that are cycled through) pixelization of the brush area
3. Fade-out of brushes
4. Angled brushes; i.e., if you stroke left to right, the pixels come out like this: ||||| If you stroke up to down, like this: =
=
=

#1 could be ignored due to the pixelization from #2 and #3, though the results would simply look like a really carefully drawn bitmap in, say, 4 colors. Yuck. :)

#2 and #3 could be handled with a set of pre-rendered brush shapes at varying degrees of solidness. i.e., for a fade-out effect as you paint, it would go from a shape like:

#
to: # ### to: # # # to:
#
#

And for randomization, simply have a handful of these fade-out sequences that you cycle or randomly-pick from.

For #4, that's trickier, I think. It might be possible to have a set of, say, 180 bitmap masks, one for each angle you'd have to draw at:

If we only cared about 4 angles (0, 45, 90, 135), they'd
be something like:

```
----- ---### --#-- ###---
###### --###- --#-- -###--
###### -###-- --#-- --###-
----- ###--- --#-- ---###
```

Really, you only need 1/2 as many masks as angles you
want to support, since you can re-use the ones for
<90 degrees, flipped over, for >90 degrees.

Getting back to #1, I had an idea for a VBI-driven
graphics mode that doesn't do any DLI tricks; it
simply takes 2x memory and 2x time to produce an
image. You could have Red, Green, Blue and Black.

When you draw some red across the screen, it would
draw on both frames, but the randomization and
fade-out effects would cause them to hit different
spots in each frame. [*] It'd be solid red,
interspersed with dark red (red+black VBI flipped)
and black.

```
-RRRRRRrRrrRRr-r--r-r-----------
RRRRRRRRRrRrRrRr-r-r--rr---r----
RRRRRRRRRRrrRrrRr-r---r--rr-r---
RRRRRRRRRrR-RRrr-rr-r--rr-r-----
-RRRRRRrrRrRrrR--r--rr-r--r-----
```

And imagine the same when you paint other colors
on top of each other (e.g., blue over red;
you'll get some red pixels next to blue, as
well as some VBI-driven purple pixels).

I'm kind of tempted to whip up a little
libSDL-based app on my Linux laptop to demonstrate
how this would work & what it would look like
(including flicker). :)

--
-bill!
Sent from my computer

4364. Photo viewing idea

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-30 08:20:01 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d1c40b1$0$43993$742ec2ed@news.sonic.net>
Source record: 953

Ever since long, long, long, long ago... back when
I first learned about APAC and ColorView modes,
I thought it would be really handy to have a program
(e.g., on a fast, modern computer) which would
create an interlaced bitmap image (like an APAC or
ColorView mode), but which also includes palette
information.

In other words, every vertical row of pixels
(scanline), determine the best palette to use,
rather than _always_ using red/green/blue.

Imagine 160x192 APAC mode where, instead of
64 colors total, you have the potential for
64 colors _per scanline_.

Take this photo, for example:

http://upload.wikimedia.org/wikipedia/commons/a/a6/Knysnasunset.jpg
(thumbnail here: http://en.wikipedia.org/wiki/File:Knysnasunset.jpg)

It goes from dark blues into some blues & purples,
then to golds and browns, then golds, browse and blacks,
etc., as you go down the picture.

The Atari has 128 (or 256 if in GTIA modes) native colors to choose
from, so it seems reasonable to be able to use more than just 7 of
them (red, dark red, blue, dark blue, green, dark green, black) to
make a nice picture, no? :)

This could also lead to a hybrid mode, somewhat like the mode
I mentioned in my "Painting ideas" post from a moment ago,
where you could use a pair of 160x192 screens (rather than three
of them), with per-scanline palette choices blended together.
That'd allow for 16 perceived colors per scanline, which is
still a hell of a lot better than 4... and it'd be less flickery
than a Colorview(-style) mode.

My problem is: I'm not that good with the analysis stuff.
It might be possible to cobble together output from tools
like NetPBM or ImageMagick to construct a pair or trio of
images, and colors.

The hard part is insisting that it quantize down to 16 or 64
of the 16,000+ _possible_ colors. Emphasis on "possible."

So who's up to it? :)

--
-bill!
Sent from my computer

4365. Re: Painting ideas

Newsgroup: comp.sys.atari.8bit
Date: 2010-12-30 08:55:25 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d1c48fd$0$43993$742ec2ed@news.sonic.net>
Source record: 954

Bill Kendrick <bill@newbreedsoftware.com> wrote:
> Getting back to #1, I had an idea for a VBI-driven
> graphics mode that doesn't do any DLI tricks; it
> simply takes 2x memory and 2x time to produce an
> image. You could have Red, Green, Blue and Black.

Well, it's been done. Not too surprising. :)
Thanks to Bobby Clark for pointing it out.

See "XL Paint Max", here:

http://madteam.atari8.info/index.php?prod=uzytki

It seems to come in two flavors... 6502 & 65816!

It giving you 16 colors to choose from.
The default colors it comes up with are:

* Black
* Dark Grey
* Medium Grey
* Light Grey

and:

* Black
* Red
* Green
* Blue

MAD TEAM also created a Win32 app called
"Atari Interlace Studio" for manipulating
bitmaps and converting them into the interlaced
mode for the Atari.

--
-bill!
Sent from my computer

4366. Old systems & modern TVs

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-03 03:54:34 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d21487a$0$44039$742ec2ed@news.sonic.net>
Source record: 955
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

So I inherited a modern CRT-based HDTV a while back; a Philips 27PT832025
(man, that's a mouthful).

It has some features which make older game systems & computers look
worse that they would on an olderr TV or, e.g. Commodore monitor.
One day, I'll need or want to replace this TV and I'd like to get
something that can do a reasonable job with things like:

* Atari 7800 via RF
* Atari XL via composite (I should do S-video some day)
* Atari Jaguar (via S-video)
* Sega Genesis (via S-video, IIRC)
* Nintendo (NES) via composite

Particularly annoying are artifacts (usually stripes of horizontal lines)
when things flicker. e.g., some of the higher-color or -resolution
software-driven modes on the XL, or player/missile (sprite) re-use in
2600 games (e.g., Asteroids).

Another thing I've noticed reminds me of a scaling feature I've seen
used in emulators to provide a smoothed, cartoon-like effect when the
emulator window is enlarged beyond the emulated system's natural
resolution; as opposed to simply throwing up big blocky square pixels.
It seems to detect when there's stair stepping (e.g. in a / shaped sprite)
and adds in-between pixels. Sometimes... not very weel, and not very
appropriately. :-(

I downloaded the manual for the TV (*) and it lists some features which
I think are to blame:

* ActiveControl TM - auto-corrects picture (sharpness, etc.)
* Eye Fidelity (aka Digital Options) - for Progress Scan vs Interlaced

Switching around various options, I've never been able to get my older
systems to look very good. The Jaguar, mostly doing VLM these days,
certainly looks a lot nicer since I bought an S-video cable. Mostly
it's the older Ataris that have trouble.

Fortunately, it seems to be okay accepting the PAL output of my 800XL
(just swapped ANTIC chips), which is nice. Other TVs haven't done that;
mormally what I'd use was the C= monitor, and fiddle with its V-Hold knob.

So, to the other gamers & Atarians out there... what kind of TV 'features'
should be avoided? Our next TV will probably be a non-CRT flatscreen
HDTV who-haw, since they're finally coming down in price.
Any recommendations? I wonder how a Fry's or BestBuy would deal with me

brining a 7800 and/or 800XL into their store... ;)

(*) A Google search lead me to numerous sites that'd sell me a PDF of the manual for ~$10. Simply going to Philips' website & entering the TV's model in their search brought up the manual at no cost. I feel sorry for the naiive web users. :-/

--
-bill!
Sent from my computer

4367. Re: Too Cool Store, Kjmann! Actual Physical "Store," Too?!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-03 08:20:55 UTC
From: Kjmann's Atari Sales <kjmann_atari@yahoo.com>
Message-ID: <PFfUo.7875$z06.1366@newsfe08.iad>
Source record: 956

Thanks For the Compliment Tin. =)
I worked on That Website For Quite a while till I got it the way I wanted it.

I'll Take Some Photos of the Store When I get My New Battery for My Camera.

=)
Sal (Kjmann)

"Tin Lunchbox" wrote in message news:tjkmh61p4jum13ntvno7g1tbmsqc65r7fc@4ax.com...

Trying not to sound like a overly-enthused fanboy, but that's a great selection of new carts and a very cool Atariesque website (love the tunes). As well, says the website, that you have a "store" that is open weekends!

It's unlikely I'll get to Oregon soon, but if I get anywhere near, I'd have to check that out! Can you perhaps post some photos of the interior?

Do all your carts have nice labels? Sinistar, Space Dungeon, Star Island?! Man, I had forgotten the early vectrex Star Island stand-up arcade machine, it's definitely cool to see an 8bit cart of it! The Ultima series (you're not the first to offer IV though).

Praise aside, I must say that I think you should include a statement that you're willing to take down any ancient software entry on notification by the author that's its unwelcome. I hope that in the case of Yoomp and ones like that that you're sending a royalty, however infinitesimal, to the authors.

Tin Lunchbox

4368. Re: Old systems & modern TVs

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-03 08:28:53 UTC
From: Kjmann's Atari Sales <kjmann_atari@yahoo.com>
Message-ID: <hNfUo.38340$uS7.30079@newsfe23.iad>
Source record: 957

Bill, Send Me An Email (kjmann_atari@yahoo.com) and I Will Ship you one of
my S-Video Kits For the Atari 8-Bit.

=)
Sal (kjmann)

"Bill Kendrick" wrote in message
news:4d21487a$0$44039$742ec2ed@news.sonic.net...

So I inherited a modern CRT-based HDTV a while back; a Philips 27PT832025
(man, that's a mouthful).

It has some features which make older game systems & computers look
worse that they would on an olderr TV or, e.g. Commodore monitor.
One day, I'll need or want to replace this TV and I'd like to get
something that can do a reasonable job with things like:

* Atari 7800 via RF
* Atari XL via composite (I should do S-video some day)
* Atari Jaguar (via S-video)
* Sega Genesis (via S-video, IIRC)
* Nintendo (NES) via composite

Particularly annoying are artifacts (usually stripes of horizontal lines)
when things flicker. e.g., some of the higher-color or -resolution
software-driven modes on the XL, or player/missile (sprite) re-use in
2600 games (e.g., Asteroids).

Another thing I've noticed reminds me of a scaling feature I've seen
used in emulators to provide a smoothed, cartoon-like effect when the
emulator window is enlarged beyond the emulated system's natural
resolution; as opposed to simply throwing up big blocky square pixels.
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So, to the other gamers & Atarians out there... what kind of TV 'features'
should be avoided? Our next TV will probably be a non-CRT flatscreen
HDTV who-haw, since they're finally coming down in price.
Any recommendations? I wonder how a Fry's or BestBuy would deal with me
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(*) A Google search lead me to numerous sites that'd sell me a PDF of
the manual for ~$10. Simply going to Philips' website & entering the TV's
model in their search brought up the manual at no cost. I feel sorry for
the naiive web users. :-/

--
-bill!
Sent from my computer

4369. Re: Painting ideas

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-04 19:00:26 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <fbed1058-fa84-4f55-ae81-493591bed82c@t8g2000prh.googlegroups.com>
Source record: 958
Body handling: HTML body converted to readable text

On Dec 30 2010, 12:55 am, b...@newbreedsoftware.com (Bill Kendrick)
wrote:
> Bill Kendrick wrote:
> > Getting back to #1, I had an idea for a VBI-driven
> > graphics mode that doesn't do any DLI tricks; it
> > simply takes 2x memory and 2x time to produce an
> > image. You could have Red, Green, Blue and Black.
>
> Well, it's been done. Not too surprising. :)
> Thanks to Bobby Clark for pointing it out.
>
> See "XL Paint Max", here:
>
> http://madteam.atari8.info/index.php?prod=uzytki
>
> It seems to come in two flavors... 6502 & 65816!
>
> It giving you 16 colors to choose from.
> The default colors it comes up with are:
>
> * Black
> * Dark Grey
> * Medium Grey
> * Light Grey
>
> and:
>
> * Black
> * Red
> * Green
> * Blue
>
> MAD TEAM also created a Win32 app called
> "Atari Interlace Studio" for manipulating
> bitmaps and converting them into the interlaced
> mode for the Atari.
>
> --
> -bill!
> Sent from my computer

Honestly I think you came up with the killer app for an Atari in the
new milenium: Let <10 year olds play Pong and Pac Man. I've been

breaking in my grandkids and they love the old games. Makes sense that a 4 year old would prefer Pac Man over Halo or WoW.

Something that will never get off the ground but I have been thinking on video hardware hack. Your probably familiar with some of the video hack$$$ but I was thinking about something Cortese'esk. There's a ~20¢ IC, 74LS166, that loads an 8 bit byte and clocks it out serially. They were used in everything from Timex to Jupiter to IBM PC computers to output video. Bob Wooley used them in at least one of his video designs too, his 6545 80 column hack IIRC.

What I was thinking is there are at least two ways to 'cheap load' the chip with data. You could use the address line toggle like the OSS carts or use decoding like the bank switched carts. The thing to do instead of activating the toggle with the 6502 you make it active when the ANTIC is in control. The '166 would need its own RAM, something like a 8 bit by 8k would be plenty. All you would have to do is have the ANTIC address lines drive both the existing memory and the 8kx8 chip. This would make 16k available w/o any flicker so you could do 320X4 shades or 160X16 shades. It could be done for less then $10 but the standard 'it will cost and arm and a leg if custom boards need to be made' applies.

Rick

4370. Wow! After all these years!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-07 14:07:00 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <ig76m4$3uv$1@news.xmission.com>
Source record: 959

For some reason, I decided to peek in here to see if this was still in use! I can't believe my eyes. Some of the same names are still out there tinkering with the 8bits. I've managed to maintain two of mine, but they've not seen the outside of a box in years.

What's everybody doing with their 8bit these days?

4371. Re: Wow! After all these years!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-07 15:01:20 UTC
From: Oliver Jaksch <ojaksch@gmx.de>
Message-ID: <ig79s2$ke9$1@newsreader5.netcologne.de>
Source record: 960

> What's everybody doing with their 8bit these days?

...the same as in the last decades: gaming! :) Star Raiders & Blue Max
are still my favorite games. Uh, and pimping the old hardware is very
funny. We now have capabilities we're dreaming of back in the 80s *sigh*

-
Oliver

4372. Re: Wow! After all these years!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-08 01:06:07 UTC
From: phsstpok <stephensheppard@hotmail.com>
Message-ID: <a14b78af-cc22-4607-aa93-25cc8c8159dc@m37g2000vbn.googlegroups.com>
Source record: 961

On Jan 7, 9:07 am, jam...@ATxmissionDOT.com (James King) wrote:
> For some reason, I decided to peek in here to see if this was still in use! I can't believe my eyes. Some of the same names are still out there tinkering with the 8bits. I've managed to maintain two of mine, but they've not seen the outside of a box in years.
>
> What's everybody doing with their 8bit these days?

About six years ago I after having discovered A8 emulators I stumbled my way in here just as you are now.

I found enjoyment from all kinds of new software and hardware and I rediscovered my old favorites.

The first thing of note would be an SIO2PC cable. With this and a disk emulator which will run on just about any contemporary computer I was freed from the A8 floppy disk!

later on I learned that many mass storage devices have appeared since the days of MIO and Blackbox. Actually both of those arrived after my prime Atari days. If you are handy with a soldering iron these are some of the newer options. IDEa and MyIDE IDE hard disk interface. These connect to the bus but only IDEa is a proper PBI device. Both work great with CompactFlash adapters. On the SIO bus we have SIO2IDE, SIO2SD, SDrive. SIO2IDE and SDI2SD are exactly what their names imply. SDrive is also an SD interface for SIO. I have a MyIDE kit and SDrive kit and an SDrive I built from scratch (ok that's a barebones adaptation which I built for less than $10). I love them all

Here's a partial list of great software that has appeared or has been revised since my return to this wonderful hobby.

Games

- Jelly Beans
- Flowers Mania
- Yoomp!
- Tempest Xtreem
- Xenophobe (complete prototype)
- Super Pacman (completed/fixed by author)
- Crownland (PAL only)
- His Dark Majesty (RPG/strategy)
- varioos ports from other platforms
- fantastic works in progress
- hundreds of new, previously unreleased, or rediscovered lost games

Utilities

- SpartaDOS X revisions
- Real.DOS
- FC (recursive file copier)
- high speed SIO driver (up to 6X)
- A8 cross assemblers and compilers for Windows and Linux
- The Last Word (new word processor)
- alternate ROM OSes
- contiki (OS)

Here's some more of the new hardware available.

- VBXE(advanced graphics enhancer)
- user programmable multicarts (Atarimax flashcart is the grandfather of these and still one of the best)
- RAM upgrades (classic DRAM, static RAM, SIMM mods, more)
- Turbo Freezer 2005 (save states, emulate carts, more)
- stereo sound
- video enhancements and adapters
- USB cartridge (connect some USB game controllers)
- SIO2USB (connect USB thumb drive)
- ethernet cartridge (work in progress. works with contiki?)
- 32-in-1 OS (also DIY multi-OSes)
- XL7 accelerator (work in progress?)

Most of the hardware is DIY. Some can be purchased. There are also people who build and install the upgrades for modest fees.

I'm sure I left out a lot.

-Steve Sheppard

4373. Re: Wow! After all these years!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-08 01:47:27 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d27c22f$0$43988$742ec2ed@news.sonic.net>
Source record: 962

James King <jamesk@atxmissiondot.com> wrote:
> For some reason, I decided to peek in here to see if this was still
> in use! I can't believe my eyes. Some of the same names are still out
> there tinkering with the 8bits. I've managed to maintain two of mine,
> but they've not seen the outside of a box in years.
>
> What's everybody doing with their 8bit these days?

Mostly gaming. Not much time for else. Last year and the year before
(and hopefully this year, too) I've done an Atari party out here in
Davis, Calif:

http://www.newbreedsoftware.com/atariparty/

:)

--
-bill!
Sent from my computer

4374. Re: Wow! After all these years!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-08 12:14:40 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <5sOdnVQbYqfGyLXQnZ2dnUVZ876dnZ2d@telenor.com>
Source record: 963

"James King" <jamesk@ATxmissionDOT.com> skrev i melding
news:ig76m4$3uv$1@news.xmission.com...
> For some reason, I decided to peek in here to see if this was still in
> use! I can't believe my eyes. Some of the same names are still out there
> tinkering with the 8bits. I've managed to maintain two of mine, but
> they've not seen the outside of a box in years.
>
>
> What's everybody doing with their 8bit these days?

I am waiting for my VBXE 2 board :-) Can't wait to test this beauty. And
Star Raiders, Rescue on Fractalus, Ballblazer, Bounty Bob, M.U.L.E. are
still among the best games ever.

Long live Atari

Take Atarian care

4375. Re: On the wireless tonight...

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-09 04:45:49 UTC
From: Carlo Ponzi <abuse@gmail.com>
Message-ID: <d7fii6l00devnc33eo4v6c9v7fgclnutqn@4ax.com>
Source record: 964
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.oric,comp.sys.atari.8bit,comp.sys.amstrad.8bit

On Sat, 13 Nov 2010 03:10:19 +0100, "dott.Piergiorgio"
<dott.PiergiorgioNIHON@KAIGUN.fastwebnet.it> wrote:

>I can point that the last paragraph was in *X-POST* between the two
>comp.sys.* ? as usual....

Two?!?! When I called up the headers, I counted *five* groups (all
comp.sys.*) in the header...

>Personally, every 8-bit machine has his strongness and weaknesses, and I
>guess that it's time for starting the talks for the peace treaty closing
>this thirty year flamewar :)

It's simple really; the best 8-bit machine is -- whichever one you
happened to own. :-)

4376. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-09 05:25:02 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/vendev_1294550693@rtfm.mit.edu>
Source record: 965
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: January 6, 2011

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

This document is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

The latest version of this document is posted to the following Usenet
newsgroups every 60 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

You may also request my latest working version at: michael@mcurrent.name

**********************************************************************
* For other 8-bit Atari related FAQs please see the "Welcome FAQ": *
* ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome *
* http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html *
**********************************************************************

UPDATES SINCE PREVIOUS POSTING:
2011.01.06 added: Oliver Schmidt (Contiki 2.x port for Atari)
2011.01.06 added: Mark Dusko
(Atari 8-Bit Ethernet Project, Simple Atari Telnet)
2011.01.06 Jan Johnsen: Dracula Lives (1.65 final)
2011.01.06 Kendallsoft: Gorilla Warfare (2009), Gwobby Strikes Back (2010)
2010.12.28 added: Diggerbonk
2010.12.28 added: Igor's Software Labs
2010.12.22 added: Llamasoft
2010.12.18 added: ArSoft
2010.12.18 added: Akop Karapetyan (Atari800 PSP v2.1.0.1)
```

2010.12.18 updated: Atari800 Development Team
2010.12.18 Ludovic Jacomme: PSPAtari v1.1.3, Wiz-ATARI v1.1.2,
GP2X-Atari v.1.1.0, Dingux-Atari v1.1.0, Pandora-Atari v1.1.0
2010.12.15 HiassofT: 512k SRAM extension for Atari XL/XE V1.3 (2010-12-14)
2010.11.28 Jonathan Halliday: The Last Word 3.21
2010.11.26 HiassofT:
Highspeed SIO patch for XL/XE OS and MyIDE OS V1.30 (2010-11-25)
2010.11.26 HiassofT: MyPicoDos V4.05 (2010-11-25)
2010.11.11 added: Christian Krueger (CMI08 PS/2 Mouse Interface)
2010.11.10 IK+ C64 to Atari 8-bit Conversion Project: IK+ Build 0284

Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry should contain a valid postal address or web page address.

Entries do not include an email address due to the overwhelming amount of spam that would result.

Internation Reply Coupons

The following is from: (2010.09.12)

http://www.upu.int/en/activities/international-reply-coupons/about-irc.html

About International Reply Coupons
When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country; however, if they are from different countries, the enclosed postage stamp will not be valid.

All member countries
This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. As the service began before the days of airmail, the earliest coupons could only be redeemed for a single-rate ordinary postage stamp to a foreign country. In terms of today's UPU Convention, International reply coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

Mandatory to exchange
The UPU's International Bureau processes several million coupons each year and deals with of all accounting aspects. The International Bureau does not sell IRCs directly to customers; they must buy them from their local post office. Although Posts are not obliged to sell IRCs, it is mandatory for Posts to exchange the coupons. If a Post does not sell IRCs, it is possible to purchase them in a post office located in a neighbouring country.

DISCLAIMER

Appearance in this list does not constitute a recommendation or endorsement of the business, individual, product, or service listed.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS Video Games (Jay Colen) 5/10
519 W 4th St
Antioch CA 94509-1246
USA
http://4jays.net/store/
Vendor: new and used hardware and commercial software

8-Bit Classics (Mr. Corey Koltz) 4/06
302 W Dewey St
Cassville WI 53806-9733
USA
Phone: 608-725-2137
http://www.8bitclassics.com/
Vendor: new and used hardware and commercial software

A-ONE Online Magazine 2/07
See: Dana P. Jacobson

ABBUC HAR -- Hannoverschen ABBUC Regionalgruppe 2/07
Hanover
Germany
http://www.bertelmann.org/har/
Vendor: XF351 Upgrade-Kit includes Floppy + Cable + EPROM + Bootdisc,
Used Atari 800 XL PAL, Speedy1050 TDS. Not all items online available--
Ask for more information. Additionally vendor of:
- all items from Frank Heuser Shop
- all items from Wolfram Fischer
Special lower prices for ABBUC members available.

ABBUC Regionalgruppe Frankfurt / Main (RAF) 5/07
Dillenburgerstrabe 61
60439 Frankfurt / Main
Germany
http://www.abbuc-raf.de/
Vendor: MultiJoy8 cable and adapter
Developer: SIO2PC, Network Interface, 2 computer interface (automatic
2 computer switch for use the same peripherie), Schaltnetzteil
(Power supply), 8 channel digital voltmeter, SIO2USB

Alhart Enterprises Presents (AEP) 8/06
c/o Paul V. Alhart
524 N Z St
Lompoc CA 93436-5019
USA
tel: (805) 736-4624
"encoded" email: OOOp.alhartOOO@OOOverizonOOO.OOOnetOOO
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12
Repair shop: Atari disk drives

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru

tel: (51)(1) 429-4298
Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module,
TV/Computer Switch

Ambery 9/08
12335 Denholm Dr Ste E
El Monte CA 91732-3654
USA
tel: 626-350-8956 or 626-698-6739 Mon ~ Fri (10:00AM to 4:00PM PST)
FAX: 626-771-0060
http://www.ambery.com/
Developer: various Video to VGA/RGBHV converter scalers, see
http://www.ambery.com/vitovgcosc.html. Connect your Atari to your PC monitor!

ArSoft (Arkadiusz Lubaszka) 12/10
Poland
http://www.arsoft.netstrefa.pl/
Developer: Pajaki, Przekladanka, Arkadia, Life, ArLogo, Pojedynek, Inwazja,
Wojenne ABC, Zycie Maklera, Poszukiwacze, Smok, BASIC Editor +3M,
Bitwa Morska, RAMbo+, Super Biorytmy, Auto-'B'-Test, Pole Minowe II, Gielda,
ARK Operating System, Supgen, Koala-FWA Konwerter, Kolo Fortuny, CMC Player,
Pajaki II, The Multi-Lotek Maker, Hard Copy Text, SupGen 2000 1.00,
Odwracanka, Boot Config XF551, BCXF551.COM, Super Multi Filecopy, Hektor,
LineKiler, FontSelector, Atari Reader, SupGen 2000 2.00, EAN, Pingwinek,
Pingwinek Idzie Do Szkoly, Klony, Parachute, Parachute Deja vu, LarkaNoid,
ATASCII Squad, Integrator 2.1, Integrator 3.01, PAC-TXT, Kolony 2106,
Klony 2010

Art Transfair Berlin (Andre Motzkus) 2/07
Brunsbuetteler Damm 223d
13581 Berlin
Germany
http://www.art-transfair.de/
Vendor: Computer, expansion, Floppy, memory-upgrades up to 16 mb,
Audio A/D changer, additional many other Atari items (16/32/64bit).
Special lower prices for ABBUC members.

Atari800 Development Team 12/10
See also: Mark Grebe
See also: Christian Groessler
See also: Piotr Fusik
See also: Kostas Nakos
See also: Vasyl Tsvirkunov

Petr Stehlik (maintainer), Perry McFarlane (core developer), Piotr Fusik (core developer), Mark Grebe (Mac OSX), Kostas Nakos (Windows CE), James Wilkinson (DOS, BeOS, Win32), Christian Groessler (Sega Dreamcast)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 v2.1.0 (2009-03-30)--Atari 800/800XL/130XE/5200 emulator for: all 32-bit MS Windows (95/98/NT/2000/XP), all POSIX (Linux/BSD/UNIX-like OSes), AmigaOS, BeOS, MS-DOS, Sega Dreamcast, Sony Playstation 2, WinCE

Atari8Warez (Ray) 10/07
Toronto, Ontario
Canada
http://atari8warez.for-the.biz/
Developer: SIO2PC serial interface cable,
10502PC / ProSystem Serial Interface cable

AtariAge (Albert Yarusso, Alex Bilstein) 4/06
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware (includes homebrew project supplies by Pixels Past)
Developer: Beef Drop cartridge (by Ken Siders)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX) titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort, Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill, Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match, Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics Package, Solitaire, Source Code For Eastern Front (1941), Letterman, Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc, Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage, Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt, Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show, Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing, BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!, Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy, Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler, Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze

Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atari Fan Store (Irek) 7/08
New York NY
USA
http://afs.atari.org/
Vendor: Polish hardware products, including: SIO2IDE, SIO2SD, KMK/JZ/IDEa IDE Interface

Atarimax (Steven J. Tucker) 9/09
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v3.0.2 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS 32-in-1 Switchless Upgrade (2 versions: XL/XE except 1200XL/XEGS; 1200XL), Imagic 1.06 95/NT - Atari Disk Image Conversion System (ATR/XFD/DCM/SCP), Imagic 1.06 DOS, Atari Terminal Simulator ATS 2.0 (SR2) - ATASCII Telnet/Serial Terminal & Break Movie Player 95/NT, Break Movie Screensaver 95/NT, Maxflash Flash Cartridges (1mbit or 8mbit), Maxflash USB Cartridge Programmer, Maxflash Studio Software for Windows 1.0, SIO2PC/ProSystem Universal Interface (6 versions:
USB Interface w/ SIO Jack or w/ Terminals; Serial Interface w/ SIO Jack or w/ Terminals; Dual Port USB Interface w/ SIO Connectors; Dual Port RS232 Interface w/ SIO Connectors), Atarimax/ABBUC USB Cartridge, MyIDE+FLASH IDE Interface Cartridge for XL/XE Computers, MyIDE Internal Interface (3 versions: XL/XE except 1200XL/XEGS; 1200XL; XEGS)

Atari Online News, Etc. 2/07
See: Dana P. Jacobson

The Atari Shop (Sandra) 1/07
The Netherlands
http://www.atari-shop.nl/
Vendor: new/used hardware, new/used commercial software

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atlantis Games Group 6/10
(Sal "Kjmann" Esquivel, TJ "Damage X" Edmister, Gary "Rybags" Ryan,
Zdenek "Psuedografx" Eisenhammer, Peter "peteofborg" Meyer)
See also: Kjmann's Atari Sales and Service
USA
http://www.atlantisgamesgroup.com/
Developer: Tempest Xtreem. In progress: Venture, OutRun

AV Toolbox 6/10
2791 Circleport Dr
Erlanger KY 41018-1080
USA
Phone: 800-235-3280 or 859-647-1077
Fax: 859-282-8225
http://www.avtoolbox.com/
Developer: various video scalers (up-converters). Connect your Atari to
your modern high-resolution video display television or monitor!

Fatih Ayguen (cyco130) 2/10
http://aspeqt.sourceforge.net
Developer: AspeQt (Atari Serial Peripheral Emulator for Qt) 0.5.1 -
Windows and Linux versions available

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 6/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 2.2 (Interactive 6502 Disassembler for Win32,
designed to specifically support Atari binary files)

Matthew Bacon 11/09
UK
http://www.myatari.net/

Publisher: MyAtari online magazine (published October 2000 - February 2005)

BAKTRA Software (Michael Kalous) 5/08
Czech republic
http://www.baktra.wz.cz/
Developer: TURGEN SYSTEM (converts data to various turbo formats, produces sound or cassette images), Caverns of the lost miner (Game for atari written in C, open source), mmSAP 2 (SAP player for GNU/Linux), DTX Manager (Editor of Atari DOS 2 executables), libataricas (library for atari cassette image manipulation with turbo support)

Richard Bannister 5/10
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.7 Atari 800 Series Emulator for Mac OS X (port of Rainbow 1.4 by Chris Lam), Emulator Enhancer v2.3.2

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced) SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz (Uz) 3/10
Germany
http://www.cc65.org/
Developer: cc65 2.13.2 - a complete cross development package for 65(C)02 systems, including a macro assembler, a C compiler, linker, librarian and several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 4/07
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out), IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10, MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0, CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"), ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Brian Berlin 8/09
http://kat5200.jillybunch.com/
Developer: kat5200 0.6.2 -- Atari 5200 and 8-bit computers emulator for PC

Best Electronics (Brad Koda) 6/07
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: (408) 278-1070 (M-F 1:30pm to 5:00pm PST)
FAX: (408) 278-1092
E-FAX: (815) 364-3703
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch keyboard upgrade for XE computers, Best Light Gun, Best Gold CX40 Joystick PCB, Atari CX40 Joystick Rebuild Kit with Atari Upgraded CX40 Handle and Best Gold CX40 PCB, Atari CX40 Joysticks upgraded with the Best Gold CX40 PCB, Atari Jaguar Power Pad to Other Atari Systems Adapter Cable, Sega Genesis Controllers To Atari Systems Adapter Cable

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 8/06
USA
http://www.bigfivesoftware.com/
Developer: Bounty Bob Emulator for Windows NT, 2000, 98, and ME

BITS (SOLO)(Herman Samso J.) 9/10
http://bits.atari.org/ or http://thebitsclub.tripod.com/
Developer: intros & demos: #1502 (v20080314), #1503 (20100607), #1504 (20100820). tools & utilities: #1501 (v20080312)

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenek Burian 4/10
Marie Majerove 33
Prostejov 6
798 11
Czech Republic
Tel. 582 360 714
http://flop.atari.org/
Publisher: FLOP disk magazine (annual; FLOP #53 published April 2010)

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 8/06
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

Mario Caillahuz ("Allas") 10/10
Lima
Peru
http://atari.limitevisual.com/
Developer: Plague Attack, Voyage to Home, Accion, MULE Wars, Animal Party,
Jewel Bits

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart
(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/07
1350 Buffalo Rd Ste 2
Rochester NY 14624-1829
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems (include a hard disk, Black Box, power supply,
controller, cables, and software), SIO cables, hard disk controllers:
Adaptec 4000 SCSI, Adaptec 4070 (RLL) SCSI, Xebec S1410a SASI
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer

Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Nick Coplin 9/08
Perth, Western Australia
Australia
http://www.64hdd.com/
Developer: 64JPX - JoyPad eXpander - Use your favourite Sega, SNES, NES or
PCanalog controller with your Commodore or Atari compatible system

Cosine Systems (Exin [Sebastian], Intensity [Arman], Odie [Sean], 1/06
Sack [Adam], Magic Roundabout [Jason])
United Kingdom
http://www.cosine.org.uk/
Developer: demos: C.G.M. UKScene Radio Intro, 1K Party. game: Reaxion

C.P.U. (Radek Sterba (Raster) & Robert Petruzela (Bob!k)) 4/09
See also: Radek Sterba
Czech Republic
http://raster.infos.cz/atari/homepage.htm
Developer: S/XEGS RAMCart 128KB version "G1.04 FIX3+",
STEREO upgrade for XL/XE, SDrive - connects to Atari XL/XE's serial (SIO)
port and simulates an Atari floppy disk drive with full read/write access to
programs and data stored on a Secure Digital flash memory card (SD),
SDrive Control Program v01 20090403

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file
analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS
or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory
tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4
(written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel
Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor
and more)

CSW-Verlag 2/07
Weidenstrabe 13/1
71364 Winnenden
Germany
tel/FAX: +49 (0) 71 95/6 11 20
http://www.retro-magazin.de/

Publisher: RETRO magazine. Themes: Retro-computing for all systems.
Atari part: approx. 10%. (Not only 8bit) 9.90 euro per magazine, 4
magazines per year for 35 euro.

Jorge Cwik 8/08
http://www.fxatari.com/
Developer: VAPI Atari 8-bits Imaging & Preservation format (.ATX) and
tools: Patched Emulator (based on Atari800Win PLus 4.0 Beta 3) +
VAPI DLL 0.3a, VAPI2SIO (SIO2PC for VAPI) 0.2a

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine
(1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques (Dan Dotson and Marilyn Saul) 9/06
PO Box 40751
Tucson AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Device Side Data 4/10
USA
http://www.deviceside.com/
Developer: FC5025 (USB 5.25" floppy controller - as of Feb. 2010 included
software (Linux/Mac/Windows) supports reading Atari DOS 2 disks)

DGS (Dean Garraghty Software) 8/04
United Kingdom
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from Germany;
Commercial Software Collection CD-ROM includes: Quick (programming language)
V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM)
V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer
(DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper,
Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues
1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from
Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain
Software Collection CD-ROM includes 191 mostly double-sided disks plus some
bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)

File Transfer Service: transfers files between Atari and PC

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?,
What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS,
D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2,
Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5,
Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system:
Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Diggerbonk 12/10
http://www.appbrain.com/app/droid800%3A-atari-8-bit-emulator/com.droid800
Developer: Droid800 v.3 (port of Atari800 emulator for Android phones)

DigitalDinos (Thomas McLaren) 6/10
BUSINESS: SHIPPING:
6087 Hopkins Rd P.O. Box 472
Mentor OH 44060-2207 Mentor OH 44061-0472
USA USA
(440) 339-8538
http://www.digitaldinos.com/
Vendor: used hardware, used commercial software

Digital Force (Mario Trams) 1/07
Germany
http://www.digital-force.net/
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler (Flo) 12/08
Germany
http://www.akk.org/~flo/
Developer: Ice-Hockey (for MultiJoy interface, March/April 2002),
Sheep-Race (for MultiJoy interface, Aug 2002),
CardGrabber (for MultiJoy interface, May-Aug 2002),
Peripheral Test 2.0 (Hardwaretester) (Dec.2008)

DLT Ltd. (trub, drac030) 1/09
See also: trub
See also: Draco
http://sdx.atari8.info/
Developer: SpartaDOS X Version 4.42 (December 2008)

Draco (Konrad M. Kokoszkiewicz, KMK, drac030) 9/10
See also: DLT Ltd.
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: for SpartaDOS: SpartaDOS Commander v.0.8.2, CleanUp X 1.7b,
Eddy v.1.12, SpartaDOS TAR v.1.5, SD-Load 16.XI.2009, HDSC 1.5.

for VBXE: "S:" driver v.0.99. SysInfo v.2.21.
65C816 XL OS: 65C816 XL OS v. 2.35 (15.VIII.2008.), FastRAM Test,
QE for Warp/F7, SD-Load, D2D v.0.5, grep, LPOKE/LPEEK. MultiBASIC v.0.33.
"KMK/JZ IDE" ATA Interface: Utility disk (updated 16.XI.2009),
User's manual (revised 8.XI.2009), IDE BIOS 1.11 (updated 12.V.2006)
Utilities for the Atari: DEMON, EYE, RW-Test.
Utilities for the PC: SIO2BSD

Mark Dusko 1/11
http://www.atari8ethernet.com/
Developer: Atari 8-Bit Ethernet Project, Simple Atari Telnet

Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 1/07
PO Box 3365
Spring Hill FL 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware, used commercial software

Emulators (Derek Mihocka) 8/06
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit & Atari ST & Apple
Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 -
8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 -
8-bit Atari emulator for MS-DOS

Energy (online zine) 11/09
See: Taquart

Epi (Adrian Matoga) 11/09
See also: FAIL (First Atari Image Library)
See also: O.S.
See also: Tristesse
Adrian Matoga
ul. Jezdziecka 11
30-698 Krakow
Poland
http://epi.atari8.info/
Developer: NeoTracker 1.8, NeoTracker Winamp plugin v0.2, TipConv 1.1.0,
TIP Tools 0.3.1 includes TipView 1.0 and BMP2TIP 0.21, xunzip 2.1,
sapemu v0.2 (simple SAP (Slight Atari Player) file player),
HardCore Assembler (hcasm) 1.0, brULlwurFeL, TDC Hack Demou,
Sztab Malopolska #3 Invitation

Raphael Espino 8/07
United Kingdom

http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility), Atari 8-bit
JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface",
JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg",
JpegShow 0.1 (07Aug01) "A slideshow version",
CpegView 0.5 (18Aug07) "The colour JPEG viewer for Atari 8-bit computers"

Subject: F

Fandal (Frantisek Houra) 10/10
Czech Republic
http://atari.fandal.cz/stuff.php
Developer: Sturbon Intro, FreeCellXE, TriPeaksXE, HexxagonXE, Astro Road,
Cubico, The Storm, A Tribute to Quorthon, Bombex, The Steam Train,
Astro4 Road, Mysterion Preview, Mind Blast, Outlaw, Swapz,
Who Lost the Wallet?, Space Arena, Pokey Demo, Music Disk Stereo Edition,
MJ-R.I.P., Diamondz, Prototype, Milk Nuts

FAIL (First Atari Image Library) 8/10
Piotr Fusik, Adrian Matoga
See also: Piotr Fusik
See also: Epi
http://fail.sourceforge.net/
Developer: FAIL (First Atari Image Library) 1.0.1 (2010-08-25)

Wolfram Fischer (Mega-Hz) 10/10
See also: ABBUC HAR
Dorfstrasse 1a
28870 Ottersberg
Germany
"encoded" email: OOOmega-hzOOO@OOOt-onlineOOO.OOOdeOOO
http://mega-hz.no-ip.com/Angebote/angebote.html
Vendor: SIO2SD rev.1, SIO2SD rev.2, SIO2PC interface
Developer: ABBUC SIO Connector Board (ASCB), ASCB-MINI,
Stereo Small 2010 (Stereo Erweiterung rev.2.1), MEGAMAX Modul V1.2

FLOP disk magazine 5/05
See: Zdenek Burian

Foundation Two 1/07
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks,
N!ne)
Germany
http://www.foundationtwo.de/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut,
Bremspunkt (Brems.)

Ron Fries 4/07
http://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" / "0xF" 2/10
See also: Atari800 Development Team
See also: Infinity
See also: FAIL (First Atari Image Library)
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Taquart
See also: Yoomp!
Poland
http://xasm.atari.org/ or http://atariarea.krap.pl/x-asm/
http://asap.sourceforge.net/
Developer: Atari utilities: Professional Copy 2.1, FlashPack 2.1,
PowerGraph 1.0, GR8 Logoser 1.1.
PC utilities: ASAP (Another Slight Atari Player) 2.1.0, xasm 3.0.2,
SAP Maker 5.0, unsap

Subject: G

Bostjan Gorisek (Firemover, Firemover/Diomedes, Gury) 6/10
Poland
http://gury.atari8.info/ http://gury.atari8.info/effectus/
Developer: Sprite Engine v.1.0.4, Effectus 0.0.14 (Windows/Linux Atari
cross-compiler/parser for Action! language)

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force,
Zero War, Menace, Pacland, Moonbase

GR8 Software (Arek "nosty" Staworzynski) 5/10
Poland
http://gr8.atari.pl/
Publisher: Hobgoblin, Robbo Forever, Bomb Jake, Isora & Loops DX

Mark Grebe 8/09
See also: Atari800 Development Team
USA
http://www.atarimac.com/
Developer: Atari800MacX 4.0.1 (version of Atari800 emulator for Mac OS X),
Sio2OSX 2.1.1 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 5/08
See Also: Atari800 Development Team
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
http://contiki.cvs.sourceforge.net/contiki/contiki-atari/
Developer: Atari800DC 0.77 (Atari800 emulator for SEGA Dreamcast),
Contiki 1.0 for Atari (a working release of the Contiki web browser for the
Atari 8bit systems)

Subject: H

Steve Hales 5/09
Palo Alto, CA 94301
USA
http://www.igorlabs.com/etc/games/
Developer: Slime, Fort Apocalypse, Dimension X

Jonathan Halliday (flashjazzcat, RIF Software) 11/10
145 Wenlock Road
South Shields
Tyne & Wear
NE34 9AL
England
http://www.atari8.co.uk/
Developer: The Last Word 3.21 (word processor; and 4.0 Beta 1 for VBXE),
RIF SpartaDOS Utilities (@.COM, CALL.COM, DESEG.COM, EDIT.COM, FD.COM,
FLASH.COM, IF.COM, LPRINT.COM, MOVE.COM, QC.COM, XKEY.COM, XKED.COM),
MA65 Macro Assember 1.6 for SpartaDOS, XEDIT Text Editor,
D65 (database management system), QCD: SpartaDOS X Quick Change Directory

Lee Hanken 1/07
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atascii/
Developer: ATASCIIView Version 1.3 (ATASCII file viewer for MS-Windows).
web-based Atari 8-bit ATASCII file viewer:
http://www.leehanken.pwp.blueyonder.co.uk/atari/

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,
VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,
CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA

tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase, Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye, Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

Frank Heuser 2/07
Kappelstrasse 10
67269 Gruenstadt
Germany
http://www.asselheim.de/
Vendor: new hardware expansion items, including: SIO2PC (internal/external), 1050PC, Midi, Voicebox (Atari Magazin), Function keys, 16-OS-switch, AKI, RAM Expansion, Audio/Video cable and adapter, Videobox. Special lower prices for ABBUC members.

HiassofT 12/10
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30 for Linux (2004-08-31; package contains: a Linux kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC or APE; atarixfer - a small tool to read/write ATR images to an Atari disk drive connected by a 1050-2-PC or ProSystem cable), Atari Tools for Win32 V0.30-101002 (dir2atr, adir, and ataricom from AtariSIO package, compiled as a Win32 console application), AtariDsk V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (2003-07-24; write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPicoDos V4.05 (2010-11-25; small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks), MyIDE Tool V0.30 (2007-11-11; direct access to harddrives in MyIDE format on your Linux/Windows PC), Highspeed SIO patch for XL/XE OS and MyIDE OS V1.30 (2010-11-25; extends the SIO routine of the OS to support: Ultra speed (Happy 1050, Speedy, SIO2PC, ...) up to 126kbit/sec, 1050 Turbo, XF551, and Warp speed (Happy 810)), 512k SRAM extension for Atari XL/XE V1.3 (2010-12-14), Turbo Freezer XL/XE 2005

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 2/07
USA
http://cth.dtdns.net/
Developer: The Armorizer (file corruption detector), ATOS (graphical desktop environment), BrainFork (programming language), Check CRC32, Disk Fragmentation Utility, The Long Integer Library (CC65 and Action! versions), M.T.O.S. (Multi-Tasking Operating System), Micro BASIC, Mouse (programming language), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell (for SpartaDOS), Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet),

Stephen James Hurd (deuce) 8/08
http://sourceforge.net/projects/syncterm/ and http://syncterm.bbsdev.net/
Developer: SyncTERM 0.9.2. A cross-platform ANSI-BBS terminal designed to connect to remote BBSs via telnet, rlogin, or SSH.
Full Atari 8-bit ATASCII support.

Chris Hutt (Sheddy) 8/07
UK
http://www.sheddyshack.co.uk/
Developer: Space Harrier Conversion Project

Subject: I

IEC "Innovative Electronics & Computing" 4/07
6185 E 56th Ave
Commerce City CO 80022-3959
USA
Phone: +1-303-288-5000
(USA) 800-765-4432 Mon-Fri, 8:00AM-6:00PM MT
Fax: +1-303-288-5099
http://www.iec-usa.com/
Developer: Atari connectors: Atari 13 Position Buss Connector for Atari 400 and Atari 800 Computers. Atari cables:
(http://www.connectworld.net/cgi-bin/iec/05MCOlderAtari.html)
Atari Color Monitor Cable 5', Atari Monochrome Monitor Cable 5',
Atari Color Monitor Cable With 2 RCA Plugs 5',
Atari Monitor Cable With 2 RCA Plugs 5', Atari Lefty Joystick Adapter,
Atari IF850 and IF860 Parallel Cable 6', Atari IF850 and IF860 Modem Cable 6',
Atari IF850 and IF860 to Serial Printer Cable 6',
Atari 400 and 800 Bus (SIO) Cable 6'

Igor's Software Labs (Steve Hales) 12/10
Palo Alto CA
USA
http://www.igorlabs.com/classic-games/
Developer: Slime, Fort Apocalypse, Dimension X

IK+ C64 to Atari 8-bit Conversion Project
(Pawel Rosowski, Tomasz Mazur) 11/10
Poland
http://uce.pl/ikplus/
Developer: IK+ Build 0284 (October 2010)

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari
MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class
(combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000),
Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik,
Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Ingo (tuxie) 8/08
Germany
http://mega-hz.no-ip.com/Angebote/SIO2IDE33/SIO2IDE33.html
Vendor: SIO2IDE 3.3

Integrated Logic Systems (ILS - Stephen J. Carden) 3/10
See also: Rasterline.com
USA
http://www.tcpipexpress.com/ (site temporarily down)
http://www.rasterline.com/mux.html
http://www.atariage.com/forums/topic/158254-realdos-is-shareware/
Developer: Multiplexer (MUX) board Version 1.1 July 21, 2006,
TurBoss O/S (Atari XL/XE O/S Replacement Module), TCPIP Express BBS,
Real.dos Build 0026: RealDOS Ver 1.0a 12-Feb-10

Subject: J

Jeff Jackson 8/06
USA
http://www.jeff-jackson.com

Developer: JLS BASIC - Jackson Languange System BASIC compiler

Dana P. Jacobson 2/07
USA
http://www.atarinews.org/ or http://people.delphiforums.com/dpj/a-one.htm
Publisher: Atari Online News, Etc. -- A-ONE Online Magazine. weekly

Ludovic Jacomme (Zx-81) 12/10
France
http://zx81.zx81.free.fr/
Developer: PSPAtari v1.1.3 (2/12/2008; port of Atari800 emulator for Sony PlayStation Portable), Wiz-ATARI v1.1.2 (9/29/2009; port of PSPAtari for GP2X Wiz), GP2X-Atari v.1.1.0 (10/4/2009; port of PSPAtari for GP2X), Dingux-Atari v1.1.0 (10/30/2009; port of PSPAtari for Dingoo/Dingux), Pandora-Atari v1.1.0 (8/4/2010; port of Wiz-Atari for Pandora)

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Shawn Jefferson 11/07
Victoria, BC
Canada
http://www.jeffersonsauctioneering.com/atari/
Developer: MyIDE Config 4.0, MyIDE Image Manager 4.1,
MyIDE Image Batcher 1.0

Jan Johnsen 1/11
http://home.gethome.no/grelocax/
Developer: Dracula Lives (1.65 final)

Subject: K

Cameron Kaiser 2/09
http://www.floodgap.com/retrotech/xa/
Developer: xa 2.3.5 (two-pass portable cross-assembler for NMOS 6502s (such as 6502A, 6504, 6507, 6510, 7501, 8500, 8501, 8502 ...), CMOS 6502s (65C02 and Rockwell R65C02) and the 65816

Akop Karapetyan 12/10
http://psp.akop.org/atari800
Developer: Atari800 PSP version 2.1.0.1 (August 11, 2009; port of the Atari800 emulator to the Sony PlayStation Portable platform)

Kendallsoft (Jason P. Kendall) 1/11
http://www.gwobby.webs.com/
Developer: Kendallsoft Klassics Volume I: Flikin' Football,
Bouncing Boneheads, Runnaway Van 2, Grand Theft Auto Atari, Trolley Trouble,

Skyhawk, The Number Game, Rumpelstiltskin, Alien Blaster, Tron Bike, Millionaire, Wiggler, Drum Kit, Satellite Struggle, Quasi's Revenge, Minipacs, Jungle Journey. newer: Gwobby Jr., Car Crash, Mite, Gwobby's Adventure (2008), Gorilla Warfare (2009), Gwobby Strikes Back (2010)

Nick Kennedy 5/07
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://pages.suddenlink.net/wa5bdu/
Developer: SIO2PC 4.21 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari Drive to PC Interface): software, hardware plans, cables, parts (not for Windows-XP), HAM Terminal for Atari, The WA5BDU Computer Keyer 1.5 (morse code keyer program)

Kjmann's Atari Sales and Service (Sal Esquivel) 12/10
See also: Atlantis Games Group
Oregon
USA
http://www.atari-sales.com/
Vendor: new hardware (joysticks), commercial/PD/freeware (on cartridge, including many titles not originally released on cartridge), Multi-Carts, 320k Atari XL System Package, 64k Atari XL System Package
Developer: original cartridge conversions: Donkey Kong Arcade, Moon Patrol (fixed for all 800/XL/XE), Megablast, Pac-Man Arcade, Warhawk (NTSC).
hardware: 8-Bit Evolution Power Converter, Internal S-Video Upgrade kit.

Komires (Miroslaw Koziol, Slawomir Koziol) 7/07
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Tomasz Krasuski (kr0tki) 7/10
Poland
http://a8cas.sourceforge.net/
Developer: A8CAS (liba8cas 1.2.0 shared library, a8cas-tools 1.2.0, and Atari800 patch 1.1.1)

Krishna Software (Krishnasoft) 1/07
173 Prestwick Way
Edison NJ 08820-4680
USA
http://www.krishnasoft.com/sps.htm
Developer: Multi-platform Distributive Operating System (MPDOS) Standard (version 1.00. simulate joystick, mouse, keyboard with a PC), MPDOS Professional for Atari (version 1.00. simulate Atari disk drive and cassette program recorder), Sound Processing Software (SPS) 1.00 (software for Windows suitable for creating sounds for the Atari)

Miro Kropacek (MiKRO) 9/05
Slovakia

http://mikro.atari.org/ or http://mikro.umpc.sk/
Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Christian Krueger 11/11
Germany
http://www.atariage.com/forums/topic/134949-advance-orders-for-cmi08-ps2-mouse-interface/
Developer: CMI08 PS/2 Mouse Interface for the Atari (5 modes supported: absolute (CX77 compatible), relative (CX20 similar), Paddle (CX30 compatible), Atari ST mouse, Amiga mouse

Jakub Kruszona-Zawadzki 8/10
See also: Wolfram Fischer
Poland
http://sio2sd.gucio.pl/ and http://sio2sd.sourceforge.net
Developer: SIO2SD 2.5

Rudla Kudla 9/10
Czech Republic
http://atalan.kutululu.org/
http://www.facebook.com/pages/Atalan/105900742774765
Developer: Atalan (high level programming language for 6502 microprocessors)

Subject: L

Chris Lam 5/10
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple Mac Classic (PowerPC and 680x0), Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to connect an 8-bit Atari computer (or any device with a serial port) directly to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

LaResistance (born, NoiD, powrooz, pr0be, stryker) 3/07
Poland
http://laresistance.pigwa.net/

Developer: edict (intro), Silly Venture 2k4 Invitation, polymatrix (demo),
the shrine (demo)

Derek Ledbetter 8/05
540 Canal St Apt 9
San Rafael CA 94901-4145
USA
Home Phone (415) 256-1931
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator 1.0.7 developement release 3 for MacOS 8.6 and
later, and OS X

Avery Lee (phaeron) 9/10
http://www.virtualdub.org/altirra.html
Developer: Altirra 1.7 (Atari 8-bit emulator for Windows)

Legacy Engineering Group (Curt Vendel) 10/08
117 Duke Dr
Carmel NY 10512-1598
USA
Phone:(1) 914-509-4570
http://www.legacyengineer.com/
Developer: Classic USB Joystick Controller

Marcin Lewandowski (Jaskier/Taquart) 8/05
See also: Taquart
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
http://atariarea.krap.pl/PLus/index_pl.htm
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM,
MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1,
Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM
(Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2,
3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick
Assembler to PC X-Asm), Atari800Win PLus 4.0 (for Windows, based on
Atari800)

Llamasoft (Jeff Minter) 12/10
UK
http://minotaurproject.co.uk/
Developer: Attack of the Mutant Camels, Gridrunner, Hover Bovver

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MadTeam 10/10
(active: Tebe, Pajero. inactive: Profi, Rage, Psychol, Rocky, KAMM)
Poland
http://madteam.atari8.info/ http://g2f.atari8.info/ http://mads.atari8.info/
Developer: demos: Happy Demo, MadTeam Intro, The Muppet Movie Show, IGOR,
FAJER, SINTRO, Running Cow, Orneta RealTime 1996-1997, LAJF, Journey, Vasco,
X, Splash, TIT, ANI, SAMAR Graphics Collection, Kaszel #1, Syzygy #8,
Dupland Slideshow, Happy Easter 2007, Martial Arts vs Modern Arts, Ilusia.
games: Droga Do Duplandu, Mental Age, Dyna Blaster, Getris, Nibbly,
Mario Bros 2007.
Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5,
Audio Master 1.0, Mathaf****r Editor 3.1, Mathaf****r Reader 1.1,
Turbo 2000F, Visage 2.7, XL-Paint 2.5MaX, 2.6MaX, Rip2Max,
2xMPT 8Channel Stereo Project 1.0, Atari Commander 1.81, Via Copy 4.4,
SAMAR Hi-res Interlace with Map of Colours (SHIMC) Editor 1.0, LZW Pack 4.2,
Squash 1.5, AtrWcx Total Commander ATR Plugin v1.9, DisAsembler 6502 v2.2,
Deflater 7z v2.6, XRLoader v1.2, TIP Animator v2.3, Check XEX, Build 1.1,
Super Packer v3.2, Atari Interlace Studio 1.2.7, RLE Eecoder 1.2.
for VBXE: i480, Jet Set Willy, Night Shade, Night Driver, Plasma, Mr Proper,
Mission Shark (Misja).
PC utilities: Graph2Font 3.8.8.4 (convert graphics to Atari chars and design
multicolor graphics for the Atari), G2F Creator v1.4, v2.3,
G2F Extractor v1.4, MADS 1.8.9 (Mad-Assembler: 4-pass crossassembler designed
for 6502 and 65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989),
Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

MatoSimi (Martin Simecek) 10/10
Slovakia
http://matosimi.atari.org/ or http://matosimi.websupport.sk/atari/
Developer: utilities: CMC MSX Extractor, T2K decoder v.021 (convert programs
from cassette tape to disk), Atari FontMaker v1.2 (create ATARI font on PC).
demos: CMC Musix 1, Plasma4, Music From Zeus Intro, Summertime Demo.
games: Laser Blaster, Monex v1.1, Light Up!, Belljumper 1k, Fireball 1k,
h3x0r 1k, h3x0r deluxe

MCM, an InOne company 5/06
650 Congress Park Dr
Centerville OH 45459-4000
USA
Phone: 1-800-543-4330
Fax: 1-800-765-6960
http://www.mcminone.com/
Developer: 9 Pin Jack For Atari, AC Adaptor Atari 3.5mm 9V DC 500mA

The MESS Team 1/07
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS)-- an emulator of a large number of systems, including the 8-bit Atari computers -- downloads available for Windows, *nix, Mac OS, and DOS

MicroUSB Project 5/10
(Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann)
Germany
http://microusb.org/ or http://microusb.sf.net or
http://atariwiki.strotmann.de/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart Hardware USBN9602, AtariUSBCart Hardware Cypress SL811, USB Device Driver Development Kit 1.2.0, AtariXLKeyboard 0.1 BETA, USB HID Base Driver Version 2.0, AtariXLJoypad Logitech Rumblepad 2 USB Version 2.0, AtariXLJoystick Competition Pro USB 1.0, AtariXLMouse Logitech USB Mouse, AtariXLWheel Thrustmaster Nascar Pro Digital 2, AtariXLWheel Logitech Formula GP 1.0, AtariXLWheel Logitech Vibration Feedback, USB End User Driver Disk USBTEST Version 0.6, USBDOS 0.1

Mirage Interactive 6/05
See also: Rewindgames (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 11/07
Gdansk
Poland
http://www.atariarea.krap.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 3.3a, 4.4, 4.4a (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 7/10
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://morethangames.a8maestro.com/
Vendor: hardware including power supplies, floppy disks, 1020 printer paper, SWP ATR-8000, Super Sketch Graphics Tablet W/cart(PPI), CX-85 Numeric Keypad

Developer: Atari 850 R: 9 to 25 adapter, Atari 850 R: 9 to 25 adapter,
Atari 850 P: 15 to 25 adapter, AV Break Out Box(BOB), AV Cable 6',
AV Cable 12', U-JACK SIO to USB Power Adapter LEFT for 800,
U-JACK SIO to USB Power Adapter RIGHT for XL/XE,
ATR-8000 P: Adapter, ATR-8000 R: Adapter, EASI/O 18in "S" Adapter cable,
EASI/O 36in "S" Adapter cable, EASI/O "P" Adapter cable,
SPEEDIER: 19.2K EASI/O Adapter, SPEEDIER: T2 19.2K EASI/O Adapter,
SDrive Standard (Assembled+Tested or kit forms), SDrive Bay Mount version,
EASI/O Spider, SIO BOB & PEEKER, AGDA GameLink I adapter,
AGDA GameLink II Cable, AGDA GameLink II adapter,
130 XE mem Upgrade Type 1 (Kit-EZ), 130 XE mem Upgrade Type 2 (Kit-EZ),
600XL Memory Upgrade (Kit-EZ)

Motelsoft 11/07
Germany
http://www.motelsoft.de/
Developer: Caveman II - Caves of Osum (also developed: Der Hexenmeister,
Labyrinth, Panzer, Smack-Jack

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

Stefan C. Mueller 11/09
Germany
http://www.electromaniac.de/
Developer: Electro Maniac!

MyAtari 2/07
See: Matthew Bacon

Subject: N

Kostas Nakos 1/06
See also: Atari800 Development Team
Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/
Developer: Pocket Atari 2.0.1

New Breed Software 9/09
c/o Bill Kendrick
1132 Drummond Ave
Davis CA 95618-4967
USA
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Go Go Garbage Truck, Sludge.
utilities: Colorizer, File Selector, MuxChat, SIFE - Super-IRG Font Editor

Nelson Nieves 8/06
USA

http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree, TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

Subject: O

Odsiecz Sobieskiego -- O.S. 3/07
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik
See also: Epi
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
Developer: xunzip v2.1 (18 September 2006 -- a ZIP, TAR, GZ and TGZ (TAR.GZ) archives depacker) http://www.atari8.info/stuff/xz21.zip

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit rom dumps

Outland Quest Software 6/06
USA
http://www.outlandquestsoftware.com/
Developer: Ally Attack, Black Sea Silver Fishing, Desert Crossfire, Dungeons of Oti, Empire, Golf Tees, Graphics 8 Painter, Hoss Racing, Korellian Conflict, Lite Show, Mad Libs, Motions Variable, Scattergories, Space Regent, Starbase Alpha, Standoff, Star Maze, Terror Fair, Three-D Force Tic-Tac-Toe, T.I.A.K. - Taking In Accurate Knowledge, Uncle Milton's Million Dollar Mystery Mansion

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Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989), Page 6 Atari User (1989), New Atari User (1989-1998)

Eric Parent (Joyful Coder) 11/07
http://joyfulcoder.com/
Developer: Memo Pad for Windows Release 6 (November 12, 2007) - read ATASCII files

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr

Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

Michal Pasiecznik / "Pasiu" 1/08
Poland
http://hardware.atari8.info/ and http://pasiu.krap.pl/
Developer: 576 kB - 1 MB RAM expansions (based on the Amiga 500 and Amiga 600 RAM expansion modules), 1 MB - 2 MB SIMM Expansion, ROM Changer, AutoStereo, XF551 LED Track Display, intSDX (an internal SpartaDOS X upgrade), ARC (Atari Real Clock - an alternative realtime clock), IDEa Interface (100% compatible with the KMK/JZ IDE interface), Simple 65c816 Processor Adapter, Warp4 (4 MHz 65c816 accelerator card), Warp4 MegaMEMboard (1 MB of linear RAM for Warp4), Project F7 (16 MHz 65c816 accelerator card). Software: CD Audio Player 0.9 for KMK/JZ IDE and IDEa Interface.

Pecus and Pirx 6/07
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: OMC65 crossassembler - Our 5oft MaCro assember for 6502 ver. 1.3 (Win32 executable); Scorched Earth for Atari XL/XE build 114, Chip 8 & SuperChip 8 emulator v1.1

Tomasz Piorek / electron 7/07
See also: Taquart
Poland
http://vbxe.atari8.info/
Developer: VBXE - Video Board XE - project is a programmable, FPGA based graphics subsystem for Atari XE computers

Pixels Past (Joe Grand) 4/06
2907 Shelter Island Dr Ste 105-169
San Diego CA 92106-2797
USA
Telephone: 619-222-4100
Facsimile: 619-222-1797
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari), Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

PP's (Ralf Patschke) 3/08
See also: STARSOFT Berlin
Germany
http://www.ppsberlin.de/
Developer: G2F pictures: bos2002, Brandenburger Tor Sylvester, htlogo,
htlogo2005, joggingsheep, Lotus2_001, Lotus2_003, Lotus_003-1, Lotus2_004,
Lotus2_006, Lotus2_006-1, Lotus2_007, Neujahr 2007, New Year,
rasenspriesssheep, Schneemann, STARSOFT Logo, Venus Express, weihnachtsbaum.
other: Boersenspiel Version vom 11.01.1992

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: R

Werner Raetz 12/09
See also: WASEO
Postfach 16 40
D-75006 Bretten
Germany
Telefon: 07252/4827 or 07252/3058
Telefax: 07252/85565
http://www.waseo.de/ATARI/Software/software.html
http://www.waseo.de/ATARI/DISK-LINE/disk-line.html
http://www.waseo.de/ATARI/ATARImagazin/atarimagazin.html
Publisher: developed by WASEO: Der WASEO Publisher,
Die WASEO-Publisher-Designer-Diskette, Die WASEO Trilogy-Diskette,
Das WASEO Grafinoptikum, Das WASEO Labouratorium, Das WASEO Practoscope,
WASEO Demo Disk, WASEO BASIC Hits, WASEO DISK-LINE disk magazine issues 1-50.
also publisher of: ATARImagazin (back issues available?)

Burkhard Rau (HCRBurk) 5/06
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

raz0red 2/09
http://wiibrew.org/wiki/WiiXL
Developer: WiiXL v0.1 (port of Atari800 emulator for Nintendo Wii)

Ready Magazin (Sascha Leidel) 2/07
Germany
http://www.8-bits.de
Publisher: READY. Magazine. Atari part: 100%, only Atari.
2.60 euro per magazine. 6 magazines per year
Special lower prize for ABBUC members available.

READY Technologies (Thomas Smailus) 5/06
254 Nelson Dr Apt U
Baton Rouge LA 70808-5059
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital hardware systems; design, development, and production of software systems; software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering, Consulting

Red's Retro Computing (redrumloa) 8/09
USA
http://www.redsretro.com/ or http://stores.shop.ebay.com/Reds-Retro-Computing
Developer: Competition Pro Retro Joystick (by Speed-Link),
Micromys V3 Mouse Adapter (allows the use of modern mice on the Atari)

RETRO magazine 2/07
See: CSW-Verlag

Rewindgames (Fred Meijer) 4/06
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.rewindgames.com/
Vendor: new and used hardware, new and used commercial software including all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!, Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds, Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility Disk

Thomas Richter 11/09
Germany

http://www.xl-project.com/
Developer: Atari++ Emulator (800/XL/XE/5200 emulator for Unix/Linux/
Solaris/Irix) Stable Release 1.58, CVS Snapshot 1.58, atari++ 1.58 for win32

Markus Roemer / R.I.K. of Kaisersoft 10/06
An der Roehr 6a
55606 Hochstetten-Dhaun
Germany
Publisher: Top Magazin 2006

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/ or http://www.schappel.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy),
BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master,
Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings,
ROBOX, Snow Plow, Snow Plow Editor

Subject: S

Filippo Santellocco 10/09
Italy
http://www.santellocco.com/atari/
Developer: L.E.M., Cookie Monster v1.4

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire,
Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons,
zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping,
TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II.
XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint,
MultiJoy 16/2 hardware interface

Darren Schebek 6/07
Canada
http://www.schebek.ca/ or http://www.user.dccnet.com/dschebek/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Oliver Schmidt 1/11
http://contiki.cvs.sourceforge.net/viewvc/contiki/contiki-2.x/ (sources)
http://contiki.cbm8bit.com/ (Contiki Config/Disk Image Generator)
http://a2retrosystems.com/contiki.html (Contiki Config/Disk Image Generator)
Developer: official Atari 8-bit version of Contiki 2.x for use with Atari
8-Bit Ethernet Project. (Contiki is an open source, highly portable,
networked, multi-tasking operating system for memory-constrained systems)

Serious Magazine 5/05
See: Dial Group

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 9/06
The Netherlands
http://members.home.nl/stack/Atari/atari-xlxe-download.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR), XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs 9/06
Kempenlandstraat 8
5211 VN Hertogenbosch
The Netherlands
http://home.planet.nl/~ernest/
http://members.home.nl/stack/Atari/atari-pooldisk.html
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.kensclassics.org/
Developer: Emulators Utilities: ATR/DCM utilities (DOS), AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer, KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler, Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus. Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker, KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish, Circle of Richness

Sikor Soft (Pawel Sikorski) 3/10
See also: Rewindgames (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://www.atari.sikorsoft.com/
Developer: Commercial games: ABC, Tekblast, Neuroid, Sexy Six, Sexy Six Data Disk #1,#2,#3, Ketchup, Max, Cyborg, Magic of Words. Freeware games: Liner!, ATASCII Squash, Fake Frogger!, Mustak Hunters. Unrealized game: Mr Proper (preview). Sikor Soft *.ATR & *.XEX goodies (CD-ROM).

Mark l. Simonson 9/06
USA
http://www2.bitstream.net/~marksim/atarimac/

Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 1/06
http://makeatr.atari8.info/
Developer: makeATR v0.06 (software for MS-Windows)

Len Spencer 1/09
USA
http://www.lenardspencer.com/Lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely from scratch")

SquoQuo (Hopper, Bugger, Genetic Gemini, Scythoior, Yoda) 4/06
Germany?
http://squoquo.tk/
Developer: Let's Hop, Sh*t Alpin 2005, Ms.Bulimia

STARSOFT Berlin 3/08
See also: PP's
Germany
http://www.ppsberlin.de/
Developer: 1st START Berlin Demo, 2nd STARSOFT Berlin Demo, 3rd STARSOFT Berlin Demo. CCB-Club-Mag: 01/1992, 02/1992, 03/1992, 04/1991, 04/1992, 05/1991. ECS Info-Mag: 01/1991, 02/1991, 03/1991. Gamtro ABBUC-Magazin 73, GFX 0 Scrolls, Multiple GFX 12 Scrollers, New Years Disc 2007, New Years Disc 2008, STARSOFT Berlin TurboBasic Demo, STARSOFT Magazine: 01/1992, 02/1992, 02/1993, 03/1992. TIF2PIC beta, TOP-Magazin Intro

Rasterline.com (Ken Jones "MetalGuy66", Sergio Larrondo "WareRat", Stephen J. Carden) 3/10
See also: Steven J. Carden
USA
http://www.rasterline.com/
Developer: Multi I/O: The "NEW" MIO

Radek Sterba (Raster/C.P.U.) 5/09
See also: C.P.U.
Czech Republic

http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer:
Games: Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street,
Magnetit, Naturix.
Games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk,
Imagine, Gunhead.
MPE (MIDI Pattern Editor) v2.3.
utilities: HiLoader4.2, CompressCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7,
FROMT, DIRCOPY4.
More games: Head On, Speed Up!, Speed Up!! Gold Edition.
demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Search6502, Flame999,
SelfDemo, Wow1k, Fort 320, RMTdemo, Hellix, Basix, Fireworx, Forever 3000,
Plastic, Victory, Easter Night, Seawolf, Virtuoso, Fluid Chessboard,
Binary Celebration, Jozin z Bazin.
RMT1Player v1.06 (plays *.RMT (Raster Music Tracker) song files on the Atari.
Atari/PC software: ATADIM v3.05 Beta (work with XFD/ATR Atari disk images),
DRATEX 1.6 (Drop file Atari Czech text convertor), MAC2MTX (Mac65 to Text),
Raster Music Tracker (RMT) v1.28 - cross-platform tool for making Atari XE/XL
music on PC (OS Win9x), SA_POKEY (Standalone dynamic DLL library for emulation
of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for
emulation of Atari 6502 processor), Creaxin1 ("Create X in 1") v1.03 (creates
ROM image or Atari executable feeder program for X programs in one S/XEGS
RAMcart 128KB).
Atari/PC hardware: LPTJOY (connect an Atari joystick to a PC), MultiJoy4/
MultiJoy8/MultiJoy 16 (use 4/8/16 joysticks on a single Atari),
SIO D-SUB15M Standard Atariklub PV.
Games for MultiJoy: Cervi, Multris, Shot'em all (SEAL), Cervi 2, Astro4 Road.

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch),
The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Super Products 4/09
c/o James Bradford
Australia
"encoded" email: OOOjames_bradfordOOO@OOOeftelOOO.OOOnetOOO.OOOauOOO
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 1/07
Czech Republic
http://jirkasuv.duch.cz/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..." text game)

Peter Svoboda (Fly) 11/08
Czech Republic
http://fly.atari.org/
Developer: Day After One, Demo 2001, Donkey Kong Junior, Gangsters 2007,
Gangsters Intro, Indiana Jones 3 aneb Tajemstvi Svateho Gralu, K.I.,
Kolony cz, Logik, Maturita 2001, Mesta CR, Mesta SR, No Name, Podraz 2001,
Pomsta Sileneho Hulice, Ruleta, Sniper, Sniper 2007, Sniper Intro, Strategi,
Textovky, V.U. 5259 aneb Utek z Hejcina, V.U. 5259 aneb Utek z Hejcina intro.
ALSO: a large number of images created with G2F.

Subject: T

Taquart 11/09
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely'
Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru'
Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj
'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz,
Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski
See also: Tomasz Piorek
See also: Marcin Zukowski
Poland
http://numen.scene.pl/ ; http://energy.scene.pl/
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995),
Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag,
1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro,
Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996),
Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997),
Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997),
Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)
Publisher: Energy (online zine)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan) 4/09
See also: Epi
Poland
http://atariki.krap.pl/index.php/Tristesse
Developer: SROLL-demo, TRS-Desktop 0.9d alpha:
http://www.atari8.info/trsdesktop.php (screenshots)
http://trub.atari8.info/sdx_files/TRS_desktop_v09d_alfa.zip (download)

trub 2/08
See also: DLT Ltd.
Poland
http://trub.atari8.info/ or http://trub.sys.net.pl/
Developer: for SDX 4.x: TDPL 2.0 / TD 2.0 (enhanced TD.COM, Polish/
English), XEP.SYS 0.1F (XEP80 device driver), FSTRUCT, RUNEXT 0.5, QE 2.0
(Continuation of the famous Quick Edit - E: and CON: accelerator by KMK).
for SDX+65C816: RAMD816.SYS. for SDX+QMEG OS: OSSIO.SYS. for SDX+SIO2IDE:
S2I Commands 0.8. for SIO2IDE: S2I JukeBox 4.0a. for MS Windows: FIXATR.
for SDX+KMK/JZ IDE: CDPLAY 0.4a. more: ED 2.9, ABASIC, YOGI/YELLYSTONE PARK
Multidrive, XLDisk. SRAMCharger and Indus CP/M project for Atari Indus GT,
LDW Super 2000, and CA-2001 disk drives.

Vasyl Tsvirkunov 2/07
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

TurntableNeedles.com 7/10
(checks payable to "AVCR Electronics")
1335 NW 9th St
Corvallis OR 97330-4508
USA
http://www.turntableneedles.com/
Developer: replacement belts for the Atari 410 program recorder

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Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: new hardware, new commercial software (cassette format)

Subject: V

Dan Vernon 4/07
http://retrobits.net/
Developer: Atari810 1.4d -- software for emulating an Atari 8-bit floppy
drive or hard disk on your PC (Windows NT/2000/XP)

Video 61 & Atari Sales (Lance Ringquist) 11/09
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
"We service, sell and publish hardware and software"
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: CARTRIDGES: Animated Puzzle (Atari proto),

Berzerk (Atari proto), Commando (Atari proto), Crystal Castles (Atari 16K proto), Deflektor (Atari proto), Jr. Pac-Man (Atari proto), Letter Tutor (Atari proto), MIDI Maze (Atari proto), Montezuma's Revenge (proto cart vers), Mr. Do's Castle (proto cart version), Stargate (Atari proto), Superman III (Atari proto), Tower Toppler (Atari proto), Xenophobe (Atari proto).
LATEST: Jinx, Nibbler, Clowns And Balloons, Bubble Trouble, Pacific Coast Highway, DropZone, S.A.G.A. Mission Secret, S.A.G.A. Strange Odyssey, S.A.G.A. Pirates Adventure, Sling Shot, Star Flite, TRON, H.A.C. (Heavy Armor Combat), Tempest Xtreem. MORE CARTRIDGES:
Amazing Maze, Arkanoid, AtarTris II, Bumpers, Checkers, Clash of the Kings, Concentration, Cosmos Pinball, Crystal Raider, Dan Strikes Back, Dandy, Desmond's Dungeons, Dinky Do, Dungeon Lords, Dynakillers, Elevator Repairman, Firebug, Getaway, Hearts Card Game, Jailbreak, Jigsaw Puzzles, Lights Out, Lord of the Orb, Mah Jong, Maze War, Midas Maze, Monopoly, Montana Solitaire Card Game, Mr. Robot, MyDOS 4.5, Paddle Pack Pong, Paddle Wars, Plaqueman, Preppie, Preppie II, Puzzled (Jigsaw Puzzles), Quest for Quintana Roo, Rally Speedway, Ricochet, Rocks, Sharp Shooters, Smush, Solitaire Card Game, Spaceball, Spaceshot Pinball, SpartaDOS 3.3C, Speed-O RPM Drive Tester, Tetris II, Turbo BASIC, Ultra-Translator (800 OS) Twilight World, Twin Pack (Battleship/Jump the Pegs), Video Poker Card Game, Video Slots, Whomper Stomper, Zybex.
CD-ROM: Atari 8-Bit Public Domain-Shareware Software CD-ROM.
hardware: V-61's Cassette Data Storage & Maintenance/Service Pack (for Atari 410, 1010, XC11, XC12 and compatible), CX-40 Evolved (joystick controller), CX-30 Evolved (paddle controllers pair)

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12), commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
USA
http://www.videogametrader.com/
Vendor: new and used commercial software

Steve Vigneau (c0nsumer) 7/09
Michigan
USA
http://nuxx.net/wiki/SDrive_NUXX
Developer: SDrive NUXX PCB & End Panel Set, Complete SDrive NUXX

Vintage Computer Cables 8/07
Fort Lauderdale FL
USA

http://www.vintagecomputercables.com/
Developer: Atari Gold Video Cable, Atari Gold Video Cable (stereo with Y),
Atari Gold S-Video Cable (stereo with Y)

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

WASEO (Thorsten Helbing, Michael Probst) 2/10
(Walkenrieder Anwender-Software Entwicklungs-Organisation)
See also: Werner Raetz
c/o Thorsten Helbing
Koenigsberger Str. 9
30916 Isernhagen
Germany
tel: +49 175 9982360
FAX: +49 121 258 409 3729
http://www.waseo.de/ (Thorsten Helbing)
http://www.mipro-online.de/waseo/ (Michael Probst)
http://www.atari-computing.de/software/waseo/dictionary/startup.html
Developer: published by Werner Raetz:
Der WASEO Publisher (desktop publishing [DTP] software),
Die WASEO-Publisher-Designer-Diskette, Die WASEO Trilogy-Diskette
(Geburtstagskalenderdrucker, Lettermaster, Kurzbriefdrucker),
Das WASEO Grafinoptikum (Textskalierer, GIAZ-Konverter, Symmetriker),
Das WASEO Labouratorium (Photocolorant, Graphics 0/12-Maskenersteller,
Notizuhr), Das WASEO Practoscope (Briefumschlagdrucker, Scrollfarbeditor,
Bildmassmaster), WASEO Demo Disk (Traffic Demo, Water Tap Demo, DisShot Demo,
Kleines Ballerspiel, The Rainbow Worm), WASEO BASIC Hits (Games, Applications,
Utilities, Demos), WASEO DISK-LINE disk magazine issues 1-50,
Dictionary++ 1.03.
audio CDs: The 20 best ATARI Hits, The 20 most inventive ATARI Songs,
The Best of Music Non Stop, The Best of ATARI Game Music,
The ATARI Super Soundmix.
software for Windows PC: ATARI XL-Viewer 3.8 [10/5/2001 - view the ATARI
formats PIC (GR 8), PHO (WASEO Publisher), MIC (Micro Painter, GR.15) and
FNT (Create a font on your PC)], PiXLator 2.6.1 (9/6/2009- work with Atari
graphics, fonts, texts, and listings), ATARI-Clock 1.6.9 (10/13/2009 - Atari

style desktop clock)

B. Watson (Urchlay) 12/08
http://rogue3.homeip.net/~urchlay/fujichat.html
Developer: FujiChat v0.4: An IRC (Internet Relay Chat) client for the Atari
8-bit, based on the uIP TCP/IP stack, using a SLIP connection

Mark Watson 1/08
http://www.scrameta.net/a800.html
Developer: Atari800 emulator ports: 0.8 for GP32, 1.2 for GP2X,
1.2 for Gizmondo

Jim Wilkinson 8/08
https://sourceforge.net/projects/atarilauncher/
Developer: Atari Launcher (A front end for the various Atari hardware
emulators, primarily the Atari800WinPlus emulator)

Wordmark Systems (Charles Marslett) 7/08
USA
http://www.wordmark.org/
Developer: for Atari 8 Bit Computers: MyDOS 4.51 (w/ R. Puff; 6/14/89),
A65 assembler 1.2 (7/4/89). PC Utility: ATUTIL (UTIL)(6/15/89)

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

WUDSN 8/10
Peter Dell
Weinhechstrasse 40
66822 Lebach
Germany
Telefon: (0177) 8993513
http://www.wudsn.com/
Developer: Visdom Demo (1991),
Dieter und Gisela ... wie die wilden Tiere in Nachbars Whirlpool (2007),
ABBUC Magazin Issue 99 Intro (2009), HomeCon 5 Invitation (2010),
WUDSN IDE 1.4.3 (integrated Atari 8-bit development plugin for Eclipse;
2010)

Subject: X

Xport 1/04
http://xport.xbox-scene.com/atarixlbox.php
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

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Subject: Y

Yoomp! 7/08
Marcin "Eru" Zukowski, Lukasz "X-Ray" Sychowicz,
Bartek "BeWu" Wasiel, Piotr "0xF" Fusik
See also: Marcin Zukowski
See also: Piotr Fusik
http://yoomp.atari.pl/
Developer: Yoomp! version 1.1

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Subject: Z

Marcin Zukowski (eru/tqa) 5/07
See also: Taquart
See also: Yoomp!
The Netherlands
http://lepix.sourceforge.net/
Developer: LePix v.0.2.0

================================================================
End of atari-8-bit/vendev
================================================================
```

4377. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-09 05:25:21 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1294550693@rtfm.mit.edu>
Source record: 966
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 28, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4378. "Project-M" (Wolfenstein 3D)

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-10 06:26:51 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d2aa6ab$0$44012$742ec2ed@news.sonic.net>
Source record: 967

Don't have links handy, but search for "Project-M" by NRV. It's a game engine utilizing artwork from Wolf3D (from MSDOS, and the frst 3D FPS (first-person shooter) by id Software, who made Doom & Quake) & even remade music.

It uses APAC mode (narrow mode, so 64x(something)x256 colors) and runs at a good framerate (15-22fps on my NTSC 800XL that happens to have a PAL ANTIC inside). Controlled by joystick, or keyboard; includes strafing. ;) Nothing to shoot at yet, but some invisible (til you grab them) keys let you open doors & explore more rooms. (Look for hidden doors, too, just like Wolf3D ;))

Vids on YouTube, files at AtariAge. Enjoy!

--
-bill!
Sent from my computer

4379. Re: "Project-M" (Wolfenstein 3D)

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-10 09:00:08 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <GqCdnVwBPfASV7fQnZ2dnUVZ876dnZ2d@telenor.com>
Source record: 968

"Bill Kendrick" <bill@newbreedsoftware.com> skrev i melding
news:4d2aa6ab$0$44012$742ec2ed@news.sonic.net...
> Don't have links handy, but search for "Project-M" by NRV. It's a game
> engine utilizing artwork from Wolf3D (from MSDOS, and the frst 3D FPS
> (first-person shooter) by id Software, who made Doom & Quake) & even
> remade
> music.
>
> It uses APAC mode (narrow mode, so 64x(something)x256 colors) and runs at
> a good framerate (15-22fps on my NTSC 800XL that happens to have a PAL
> ANTIC inside). Controlled by joystick, or keyboard; includes strafing. ;)
> Nothing to shoot at yet, but some invisible (til you grab them) keys
> let you open doors & explore more rooms. (Look for hidden doors, too,
> just like Wolf3D ;))
>
> Vids on YouTube, files at AtariAge. Enjoy!
>
> --
> -bill!
> Sent from my computer

http://www.youtube.com/watch?v=DuZywAxfGkw

Version 2.0 and it looks damn amazing if this is non-modded (no VBXE) ...
They should make an RPG with this. In awe :-)

Take Atarian care

4380. Re: "Project-M" (Wolfenstein 3D)

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-10 16:34:00 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <ec79ddd9-8c05-471f-b3c1-f7a24e35c6ce@r40g2000prh.googlegroups.com>
Source record: 969
Body handling: HTML body converted to readable text

On Jan 10, 1:00 am, "Vidar Olavesen" wrote:
> "Bill Kendrick" skrev i meldingnews:4d2aa6ab$0$44012$742ec2ed@news.sonic.net...
>
>
>
> > Don't have links handy, but search for "Project-M" by NRV. It's a game
> > engine utilizing artwork from Wolf3D (from MSDOS, and the frst 3D FPS
> > (first-person shooter) by id Software, who made Doom & Quake) & even
> > remade
> > music.
>
> > It uses APAC mode (narrow mode, so 64x(something)x256 colors) and runs at
> > a good framerate (15-22fps on my NTSC 800XL that happens to have a PAL
> > ANTIC inside). Controlled by joystick, or keyboard; includes strafing. ;)
> > Nothing to shoot at yet, but some invisible (til you grab them) keys
> > let you open doors & explore more rooms. (Look for hidden doors, too,
> > just like Wolf3D ;))
>
> > Vids on YouTube, files at AtariAge. Enjoy!
>
> > --
> > -bill!
> > Sent from my computer
>
> http://www.youtube.com/watch?v=DuZywAxfGkw
>
> Version 2.0 and it looks damn amazing if this is non-modded (no VBXE) ...
> They should make an RPG with this. In awe :-)
>
> Take Atarian care

I wish SSI would have ported the Pools of Radiance series to the
Atari. The first installment were written in Pascal and you could
play the game off a single 1.4 meg floppy. IIRC that 1.4 meg floppy
was a full install with both CGA and EGA graphics and sound files. IMO
could have easily been done on an Atari in a tighter language or ML on
a couple of disks. The C64 got it anyway and game play was essentially
identical to the IBM.

Probably only me but ST/EGA level graphics i.e. 320X200 in 16 colors &
640X200 in 4 colors would have held my Atari interest better. Not that
many people seem to be into old ST or EGA games at the momment but I
still boot them up from time to time..

Rick

4381. Re: "Project-M" (Wolfenstein 3D)

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-10 17:58:36 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2011.01.10.17.58.36.857255@suddenlink.net>
Source record: 970

On Mon, 10 Jan 2011 08:34:00 -0800, ricortes wrote:

> I wish SSI would have ported the Pools of Radiance series to the
> Atari. The first installment<s> were written in Pascal and you could
> play the game off a single 1.4 meg floppy. IIRC that 1.4 meg floppy
> was a full install with both CGA and EGA graphics and sound files. IMO
> could have easily been done on an Atari in a tighter language or ML on
> a couple of disks. The C64 got it anyway and game play was essentially
> identical to the IBM.

I'll take anything on my old 8bit. :)

> Probably only me but ST/EGA level graphics i.e. 320X200 in 16 colors &
> 640X200 in 4 colors would have held my Atari interest better. Not that
> many people seem to be into old ST or EGA games at the momment but I
> still boot them up from time to time..
>
> Rick

I have to disagree here - from my perspective, there are a lot of people
who are "into" old ST games. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

4382. Plans surfacing for Atari Party 2011 in Davis, California

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-11 18:10:37 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d2c9d1d$0$44000$742ec2ed@news.sonic.net>
Source record: 971

I'm hoping to do Atari Party 2011 some weekend in May, out here in Davis, California. (About 1-2hr east of points in the greater SF Bay Area, and about 20 mins west of the I-80/I-5/99 interchange in Sacramento.)

I'm planning on using the same venue we had in 2009, a large meeting room at the local public library. We were unable to use it last year, and had to pay $$$ to rent space from the City, due to rennovations that were taking place. Now, the room we'd be using is larger, has a built-in ceiling-mounted video projector, and has a small conference room in the back. This opens up some fun possibilities.

Last year, we rented and screened the original "Tron" (thanks also to some cash donations), and we may screen it, or some other movie, again.

For more on 2009 & 2010 parties, see:

http://www.newbreedsoftware.com/atariparty/2009/
http://www.newbreedsoftware.com/atariparty/2010/

--
-bill!
Sent from my computer

4383. Re: Wow! After all these years!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-15 06:03:22 UTC
From: Bobby Clark <synthetikfm@gmail.com>
Message-ID: <8159478a-7776-4c39-9c61-d94f6f1763ee@o14g2000yqe.googlegroups.com>
Source record: 972

Ok, guess I should post here ...

I used to tinker around with the lovely Atari 130XE back in the day, even wrote a few BASIC games, one of them is called Sky Scraper, a 40 level platformer which I think you can download from the Atarionline.pl site ...

In 2009 I discovered Atari 8 bit emulation and have gotten back into it ... and what else have I done? Umm, discovered 18 new Graphics modes for the old Atari ... all of these inspired by that Super IRG mode that Bill Kendrick used in his Gem Drop game ... I took that idea, expanded it, and we now have an APAC text mode (Graphics 0 but with APAC characters), a HIP text mode, and a couple of CIN text modes which will let you display ANITC 4 characters in as many as 80 colors.

Also writing a font editor which will edit in Super IRG and these other 18 modes. I've actually got a few Beta versions ready but they probably still have a few landmines in them.

This is what happens when you have a lot of free time on your hands. :)

4384. ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-16 13:51:33 UTC
From: Lloyd Hearsewave <sore_printer@yahoo.com>
Message-ID: <igut59$4e2$1@speranza.aioe.org>
Source record: 973
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

I don't understand why people are still using crappy doorstoppers like the Sinclair Spectrum and ugly black and white heaps of trash like the ATARI 800 XL.

Both of these computers failed in the 80s and look at the graphics of the Spectrum - ugly, monochrome, no scrolling and no sprites.

The ATARI has only 3 ugly colors, ugly sprites and bad scrolling. 99% of ATARI games are crap.

All the games are MUCH superior on the C64 and the C64 truly is the king of home computers!

So please throw away your ATARIs and Spectrums and buy a C64 on ebay!

4385. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-16 14:31:03 UTC
From: spike1@freenet.co.uk
Message-ID: <72cb08-90a.ln1@librarian.sky.com>
Source record: 975
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

```
And verily, didst Lloyd Hearsewave <sore_printer@yahoo.com> hastily babble thusly:
> I don't understand why people are still using crappy doorstoppers like the
> Sinclair Spectrum and ugly black and white heaps of trash like the ATARI 800
> XL.
>
> Both of these computers failed in the 80s and look at the graphics of the
> Spectrum - ugly, monochrome, no scrolling and no sprites.
>
> The ATARI has only 3 ugly colors, ugly sprites and bad scrolling. 99% of
> ATARI games are crap.
>
> All the games are MUCH superior on the C64 and the C64 truly is the king of
> home computers!
>
> So please throw away your ATARIs and Spectrums and buy a C64 on ebay!
>
>
>
Very poor, 1/10.
Hints on improving your trollery...
1: restrict your trolling to a single computer and group. Including both
atari and sinclair in a single post just smacks of laziness.
2: Stick to the facts. Lies never did the trick.
3: on second thoughts, just give up, you've not got the nack and you never
will...

--
| spike1@freenet.co.uk | "I'm alive!!! I can touch! I can taste! |
| Andrew Halliwell BSc | I can SMELL!!! KRYTEN!!! Unpack Rachel and |
| in | get out the puncture repair kit!" |
| Computer Science | Arnold Judas Rimmer- Red Dwarf |
```

4386. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-16 14:32:06 UTC
From: Guesser <alistair@alistairsserver.no-ip.org>
Message-ID: <iguvh6$fk9$1@news.eternal-september.org>
Source record: 974
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

```
On 16/01/2011 13:51, Lloyd Hearsewave wrote:
> I'm a moron and I can't even be bothered to troll properly

yawn.
```

4387. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-16 17:58:57 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d3331e1$0$44026$742ec2ed@news.sonic.net>
Source record: 976
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

In comp.sys.atari.8bit Lloyd Hearsewave <sore_printer@yahoo.com> wrote:
> The ATARI has only 3 ugly colors, ugly sprites and bad scrolling.

Considering the Atari 8-bits can do 9 paletted colors (or 5 paletted via sprites, plus 16 shades) per scanline, you must be confusing it with Atari Pong. ;)

I admit, I've been jealous of the C=64 for the sheer number of games that kept coming out long after the 16-bits showed up, but honestly, if I were to 'upgrade' from my 800XL and 1200XL, it'd be an Amiga of some sort. I could never stand the C=64 BASIC & OS... so clunky. (Being an Atari guy made the switch to Unix/Linux easy ;))

--
-bill!
Sent from my computer

4388. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-16 22:07:17 UTC
From: Chris Young <chris.usenet@mail-filter.com>
Message-ID: <4D336C15.MD-1.4.17.chris.young@unsatisfactorysoftware.co.uk>
Source record: 978
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Sun, 16 Jan 2011 15:53:47 -0800 da kidz on comp.sys.sinclair were rappin'
to MC Angry Dove:

> You can't play Star Raiders on Commodore!!!!!!!!!!

You can't EAT Star Raiders on a commode. No, hold on, I'm thinking of
Space Raiders. And you can, but it perhaps isn't "socially
acceptable".

Chris

--
+---+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactorysoftware.co.uk |
| Your Sinclair: A Celebration |
+- http://www.yoursinclair.co.uk -----------+

DISCLAIMER: I may be making all this stuff up again.

4389. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-16 22:43:49 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <8phal5FpsrU1@mid.uni-berlin.de>
Source record: 979
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Am 16.01.2011 23:07, schrieb Chris Young:
> On Sun, 16 Jan 2011 15:53:47 -0800 da kidz on comp.sys.sinclair were rappin'
> to MC Angry Dove:
>
>> You can't play Star Raiders on Commodore!!!!!!!!!!
>
> You can't EAT Star Raiders on a commode. No, hold on, I'm thinking of
> Space Raiders. And you can, but it perhaps isn't "socially
> acceptable".

There were times when trolls bothered and at least tried to get their facts straight (well, except for Sinclap, that is) when starting a flame war.

But this one is way too late, as all thes obsolete computers are dirt cheap nowadays and can easily be tested on emulators as well as Youtube videos.

The C64 has a very good sprite engine for it's time (best of the three), and good sound (also presumably the best of the three).

The A8 had less freely distributable colours (usually just 4 per line except for mode 10 with only 80 pixels horizontal resolution and 9 colours and mode 12/13 - multi-colour text modes with the inverted bit generating a fifth colour - mode 9 and 11 each have 16 colours), but can change graphics modes, colour and player/missile registers between lines (a capability inherited from the VCS, but relegated to ANTIC) and has great scrolling and overscan capabilities. The sound isn't too bad also, but good results apparently require more CPU cycles than than the C64 needs to achive good sound with the SID. It also has a significantly faster CPU, which helps a lot in games like Rescue on Fractalus.

Depending on the programmers' talents and game type, either one may have the better version of a game, but the C64 has the much larger library due to it's greater success.

The Sinclair has no sprites, bad sound, only two colours on any 8x8 pixel grid, yet it is astounding what programmers achieved on such humble hardware (the Speccy version of Starglider e.g. looks incredibly fast for an 8-bit computer). One should also not forget that the Speccy was created as a no-frills, entry-level computer for a bargain price, while the A8 were very expensive when first published in 1979 and the C64 had the advantage of vertical integration with MOS - resulting in the better price/performance ratio.

Thorsten

4390. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-16 22:49:17 UTC
From: david lightman <david.lightman@gmx.de>
Message-ID: <igvsld$c9s$00$1@news.t-online.com>
Source record: 980
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

```
This is how war begins...

Am 16.01.2011 18:58, schrieb Bill Kendrick:
> In comp.sys.atari.8bit Lloyd Hearsewave<sore_printer@yahoo.com> wrote:
>> The ATARI has only 3 ugly colors, ugly sprites and bad scrolling.
>
> Considering the Atari 8-bits can do 9 paletted colors (or 5 paletted via
> sprites, plus 16 shades) per scanline, you must be confusing it with
> Atari Pong. ;)
>
> I admit, I've been jealous of the C=64 for the sheer number of games
> that kept coming out long after the 16-bits showed up, but honestly,
> if I were to 'upgrade' from my 800XL and 1200XL, it'd be an Amiga of
> some sort. I could never stand the C=64 BASIC& OS... so clunky.
> (Being an Atari guy made the switch to Unix/Linux easy ;) )
>
```

4391. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-16 23:53:47 UTC
From: Angry Dove <no@mail.net>
Message-ID: <MPG.279d24e93c85ece69896bf@shawnews>
Source record: 977
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

```
In article <4d3331e1$0$44026$742ec2ed@news.sonic.net>,
bill@newbreedsoftware.com says...
> In comp.sys.atari.8bit Lloyd Hearsewave <sore_printer@yahoo.com> wrote:
> > The ATARI has only 3 ugly colors, ugly sprites and bad scrolling.
>
> Considering the Atari 8-bits can do 9 paletted colors (or 5 paletted via
> sprites, plus 16 shades) per scanline, you must be confusing it with
> Atari Pong. ;)
>
> I admit, I've been jealous of the C=64 for the sheer number of games
> that kept coming out long after the 16-bits showed up, but honestly,
> if I were to 'upgrade' from my 800XL and 1200XL, it'd be an Amiga of
> some sort. I could never stand the C=64 BASIC & OS... so clunky.
> (Being an Atari guy made the switch to Unix/Linux easy ;) )
>
>
You can't play Star Raiders on Commodore!!!!!!!!!!
```

4392. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-17 03:34:29 UTC
From: Daniel Mandic <daniel_mandic@hotmail.com>
Message-ID: <4d33b8c5$0$19915$91cee783@newsreader03.highway.telekom.at>
Source record: 981
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Thorsten Gï¿½nther wrote:

> But this one is way too late, as all thes obsolete computers are dirt
> cheap nowadays and can easily be tested on emulators as well as
> Youtube videos.

A scroller of the speccy (e.g. from 'digital brains' software) is
scrolling as smooth as a scroller of the amiga (e.g. from any intro),
when using emulators on PC.
I have that another way within my recollection ;-)

Emulators.... tsk

> The C64 has a very good sprite engine for it's time (best of the
> three), and good sound (also presumably the best of the three).

Big sprites

and (also presumably) no shift-s!

> The Sinclair has no sprites, bad sound, only two colours on any 8x8
> pixel grid, yet it is astounding what programmers achieved on such
> humble hardware (the Speccy version of Starglider e.g. looks
> incredibly fast for an 8-bit computer).

I was impressed by the XL and the C64 at that time, too.

With an one year timeout from my 'm.i.a.' Atari VCS, it became a Speccy
48K plus 8 Cassettes ~1983. Always like/d its high-res...

Spellbound, Jet-Pac, Dragons Bane and many more... Manic Miner, Knight
Lore, Cascade Cassette 50 etc.

The atmosphere in many games is unique to me. Sound-FX are ok and
differentiable.

--
Daniel Mandic

4393. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-17 09:31:55 UTC
From: Brian Gaff <Briang1@blueyonder.co.uk>
Message-ID: <ih12abld1@news.eternal-september.org>
Source record: 982
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

I don't understand why people still fall for troll posts like this one when
they could be out there learning how to create denial of service attacks
andreally screwing up the internet.

grin
Brian

--
Brian Gaff - briang1@blueyonder.co.uk
Note:- In order to reduce spam, any email without 'Brian Gaff'
in the display name may be lost.
Blind user, so no pictures please!
"Lloyd Hearsewave" <sore_printer@yahoo.com> wrote in message
news:igut59$4e2$1@speranza.aioe.org...
>I don't understand why people are still using crappy doorstoppers like the
>Sinclair Spectrum and ugly black and white heaps of trash like the ATARI
>800 XL.
>
> Both of these computers failed in the 80s and look at the graphics of the
> Spectrum - ugly, monochrome, no scrolling and no sprites.
>
> The ATARI has only 3 ugly colors, ugly sprites and bad scrolling. 99% of
> ATARI games are crap.
>
> All the games are MUCH superior on the C64 and the C64 truly is the king
> of home computers!
>
> So please throw away your ATARIs and Spectrums and buy a C64 on ebay!
>
>
>

4394. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-17 10:31:30 UTC
From: ec429 <ec429@cam.ac.uk>
Message-ID: <ih15q0$p6a$1@news.eternal-september.org>
Source record: 983
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

```
On 17/01/11 09:31, Brian Gaff wrote:
> I don't understand why people still fall for troll posts like this one when
> they could be out there learning how to create denial of service attacks
> andreally screwing up the internet.
>
> grin
> Brian
Surely troll posts are distributed denial of service attacks in a broad
sense - the more people feed the troll, the more crap piles up in
people's spools thus slowing down the process of reading Usenet.
also grin
-Edward

--
'sane', adj.: see 'unimaginative'
on the web - http://jttlov.no-ip.org
```

4395. denial of service and crap posts wasRe: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-17 11:09:27 UTC
From: Brian Gaff <Briang1@blueyonder.co.uk>
Message-ID: <ih181aac1@news.eternal-september.org>
Source record: 984
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Well I suppose if we all changed the sub line and made it clear then people
would not actually bother to read stuff which is both off topic and rubbish.
I would advise anyone reading via a web interface to get themselves a news
reader, Even Microsofts clients are better then web interfaces. One can
just move down a line and look at what interests them and the rubbish simply
does not matter if its here or not.

Brian

--
Brian Gaff....Note, this account does not accept Bcc: email.
graphics are great, but the blind can't hear them
Email: briang1@blueyonder.co.uk

"ec429" <ec429@cam.ac.uk> wrote in message
news:ih15q0$p6a$1@news.eternal-september.org...
> On 17/01/11 09:31, Brian Gaff wrote:
>> I don't understand why people still fall for troll posts like this one
>> when
>> they could be out there learning how to create denial of service attacks
>> andreally screwing up the internet.
>>
>> grin
>> Brian
> Surely troll posts are distributed denial of service attacks in a broad
> sense - the more people feed the troll, the more crap piles up in people's
> spools thus slowing down the process of reading Usenet.
> also grin
> -Edward
>
> --
> 'sane', adj.: see 'unimaginative'
> on the web - http://jttlov.no-ip.org

4396. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-17 15:07:34 UTC
From: Clocky <notgonn@happen.com>
Message-ID: <4d345a53$0$29991$c3e8da3$5496439d@news.astraweb.com>
Source record: 985
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Daniel Mandic wrote:
> Thorsten G&#65533;nther wrote:
>
>> But this one is way too late, as all thes obsolete computers are dirt
>> cheap nowadays and can easily be tested on emulators as well as
>> Youtube videos.
>
> A scroller of the speccy (e.g. from 'digital brains' software) is
> scrolling as smooth as a scroller of the amiga (e.g. from any intro),
> when using emulators on PC.
> I have that another way within my recollection ;-)
>
> Emulators.... tsk
>
>> The C64 has a very good sprite engine for it's time (best of the
>> three), and good sound (also presumably the best of the three).
>
> Big sprites
>
> and (also presumably) no shift-s!
>
>> The Sinclair has no sprites, bad sound, only two colours on any 8x8
>> pixel grid, yet it is astounding what programmers achieved on such
>> humble hardware (the Speccy version of Starglider e.g. looks
>> incredibly fast for an 8-bit computer).
>
> I was impressed by the XL and the C64 at that time, too.
>
> With an one year timeout from my 'm.i.a.' Atari VCS, it became a
> Speccy 48K plus 8 Cassettes ~1983. Always like/d its high-res...
>
> Spellbound, Jet-Pac, Dragons Bane and many more... Manic Miner, Knight
> Lore, Cascade Cassette 50 etc.
>
> The atmosphere in many games is unique to me. Sound-FX are ok and
> differentiable.

I like the ZX, because it took little space in my bin and left plenty for the STfm that followed it.

4397. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-17 17:03:33 UTC
From: BruceMcF <agila61@netscape.net>
Message-ID: <c5fca449-59d9-4990-9f94-b2942ada1432@u13g2000prd.googlegroups.com>
Source record: 986
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Jan 16, 12:58 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
"I am bored. I would like y'all to engage in a flamewar for my
amusement."

Sadly, to get a full-on Atari-vs-C64 flame war, its necessary to got
into the archives.

4398. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-17 17:23:31 UTC
From: Kjmann's Atari Sales and Service <kjmann_atari@yahoo.com>
Message-ID: <eb9f2915-2d54-4434-b0c9-0962e15f5952@o9g2000pre.googlegroups.com>
Source record: 987
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

This Guy (Lloyd Hearsewave) Apparently has nothing better to do while he sits in his parents basement and dreams about the day that he wont be a 35 year old virgin anymore.

I suggest that we all report his post as "Abuse" and get the post removed. In my opinion, It's abusive to enter a discussion area about a specific things, just to bash them and the people that use them.

Sal (kjmann)

4399. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-17 17:47:34 UTC
From: spike1@freenet.co.uk
Message-ID: <mube08-90a.ln1@librarian.sky.com>
Source record: 989
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

```
And verily, didst BruceMcF <agila61@netscape.net> hastily babble thusly:
> On Jan 16, 12:58ï¿œpm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> "I am bored. I would like y'all to engage in a flamewar for my
> amusement."
>
> Sadly, to get a full-on Atari-vs-C64 flame war, its necessary to got
> into the archives.

So atarians and commodes have flamewars too eh?
Seem to be a thoroughly disagreeable lot, the commode users.
Speccy users have never had any beef with the atari users.
:)
--
| spike1@freenet.co.uk | |
| Andrew Halliwell BSc | "ARSE! GERLS!! DRINK! DRINK! DRINK!!!" |
| in | "THAT WOULD BE AN ECUMENICAL MATTER!...FECK!!!! |
| Computer Science | - Father Jack in "Father Ted" |
```

4400. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-17 17:50:15 UTC
From: BruceMcF <agila61@netscape.net>
Message-ID: <12c6f24d-5610-42b6-99ad-d756d328cb05@i25g2000prd.googlegroups.com>
Source record: 988
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Jan 17, 10:07 am, "Clocky" <notg...@happen.com> wrote:
> I like the ZX, because it took little space in my bin and left plenty for
> the STfm that followed it.

I would agree that the Timex-Sinclair 1000 (the slightly modified
ZX-81 sold in the US) was the only entirely closet-compatible computer
I ever owned.

4401. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-17 18:18:29 UTC
From: BruceMcF <agila61@netscape.net>
Message-ID: <9e47ed8d-6de2-4080-b3f9-7553c0a67516@z26g2000prf.googlegroups.com>
Source record: 990
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Jan 17, 12:47 pm, spi...@freenet.co.uk wrote:
> So atarians and commies have flamewars too eh?

Wrong tense ~ had flamewars. It's Usenet after all, everyone had
flamewars. But that is decades in the past.

4402. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-17 18:35:28 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <Vo6dnRB7S8JEFqnQnZ2dnUVZ876dnZ2d@telenor.com>
Source record: 991
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"Lloyd Hearsewave" <sore_printer@yahoo.com> skrev i melding
news:igut59$4e2$1@speranza.aioe.org...
>I don't understand why people are still using crappy doorstoppers like the
>Sinclair Spectrum and ugly black and white heaps of trash like the ATARI
>800 XL.
>
> Both of these computers failed in the 80s and look at the graphics of the
> Spectrum - ugly, monochrome, no scrolling and no sprites.
>
> The ATARI has only 3 ugly colors, ugly sprites and bad scrolling. 99% of
> ATARI games are crap.
>
> All the games are MUCH superior on the C64 and the C64 truly is the king
> of home computers!
>
> So please throw away your ATARIs and Spectrums and buy a C64 on ebay!

Yeah, like Rescue on Fractalus, Star Raiders, Bounty Bob Strikes Back (ok, C64 version was okay, but I think the Atari one is better) and Ballblazer ... And M.U.L.E. (4 port Atari 800 rules) ... And Dropzone ... Oh, hell, most of my favourite games are superior on the Atari. I do have C64, C128, Vic20, +4, C16, but they are not the same to me.

One thing that is better on the C64 is George Feil's Synth Sample 3 (the spacey tune) ... That's brilliant, but strangely enough, I don't play many games on the C64

For me, it's Atari, always (old Atari, not the crappy company they are now)

4403. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-17 20:02:22 UTC
From: lizardb0y <andrew.stephen@gmail.com>
Message-ID: <febb2ef9-b1c5-4a13-b68b-e515312f402a@m20g2000prc.googlegroups.com>
Source record: 992
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Jan 18, 6:47 am, spi...@freenet.co.uk wrote:
> And verily, didst BruceMcF <agil...@netscape.net> hastily babble thusly:
>
> > On Jan 16, 12:58 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> > > "I am bored. I would like y'all to engage in a flamewar for my
> > > amusement."
>
> > > Sadly, to get a full-on Atari-vs-C64 flame war, its necessary to got
> > > into the archives.
>
> So atarians and commodes have flamewars too eh?

You call this a flamewar? Pah!

> Seem to be a thoroughly disagreeable lot, the commode users.

Actually, I quite like the Commode. It had a good version of
Ghostbusters - well, the theme music was cool. In fact, I might just
go fire up one of the C64s now...

hang on...

Damn. It's not working - it looks like the power supply failed.
Wait, I'll find another PSU. ...

Nope. I think that one fried too. I'm sure I've got another one...

Damn. That one seems to be fried.

Oh well. Back the the +2.

--
Andrew

4404. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-17 20:18:58 UTC
From: BruceMcF <agila61@netscape.net>
Message-ID: <d1a3204c-84b8-460d-bc33-9910fe286514@o11g2000prf.googlegroups.com>
Source record: 993
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Jan 17, 3:02 pm, lizardb0y <andrew.step...@gmail.com> wrote:
> You call this a flamewar? Pah!

I said he *wanted* a flamewar, I didn't say he had the slightest hope
of getting his wish.

Why, back in the day, that inability to decipher my opaque statement
could in and of itself have been enough to get a flamewar started.

Ah, the eighties. Usenet flamewars and girl bands with eighties hair.
sigh

http://www.youtube.com/watch?v=FGYNvx9lqDQ

4405. ATARI WANTLIST:

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-17 22:10:41 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1101171404530.11228@slate.spiritone.com>
Source record: 994
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Looking for Rare Treasure But Left High and Dry?Checking my WebSite, Searched Through my Catalogs and Still Havent Found it?Please Send Your Atari WantList by E-Mail to BenSells@Atari.org or Atari@aracnet.com Using The Subject Matter of "ATARI WANTLIST:" or use the WebLink below! Not All Atari Treasures are on my WebSite and in my Catalogs! I have Much Atari Not Listed on my Site! So Please E-Mail Your Atari WantList And I'll Get Back To You as soon as I Can!

I cant read your mind so fill out the survey so I can get to know you better! It helps to figure out your Atari Interests and Needs! Feel free to fill out the Atari Survey on my Contact Page! Goto my Link Below.

http://www.aracnet.com/~atari/maillist.htm ATARI SURVEYS AND WANT LISTS!

Use this HotLink & make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs! Make a list of HardWare, Games/Software, Books/References And Accessories!Classic Atari 8 Bit And the Atari ST Computer Lines, Plus Atari 2600 & 7800 Games & Hardware!

Please Direct Replies Via E-Mail to: BenSells@Atari.org or Atari@aracnet.com! If you can't reach me, see info at the Bottom or Call Ben 24/7@(503)256-9974!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References! FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

4406. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-17 23:24:05 UTC
From: Daniel Mandic <daniel_mandic@hotmail.com>
Message-ID: <4d34cf95$0$19914$91cee783@newsreader03.highway.telekom.at>
Source record: 995
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

lizardb0y wrote:

> Actually, I quite like the Commode. It had a good version of
> Ghostbusters - well, the theme music was cool. In fact, I might just
> go fire up one of the C64s now...

Hmmm, bad choice... Not that the commodoe didn't have any good
conversions, but Ghostbusters is better with the XL Version by miles.
Even the sound is, in that case, more atmospheric (funky). M.U.L.E. is
an other game (also with better sound) and many more games.
Four channels is definetely more than three ;-)

Spending CPU time for sound can deliver fantastic effects (e.g. Hall),
not to forget the vacuum-cleaner like out of phase (standard) sound.

Nice computer! Expensive though...

> Oh well. Back the the +2.

Have fun!

--
Daniel Mandic

4407. Convert GIF to Super IRG 2 and other character flip text modes

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-18 06:02:56 UTC
From: Bobby Clark <synthetikfm@gmail.com>
Message-ID: <ab4a36de-dfd6-45f8-b1e9-ff602c8d34af@t35g2000yqj.googlegroups.com>
Source record: 996

Hi everyone ...

As you may know, I have been doing some work with 18 new characterflip display modes that I came up with, based on Bill Kendrick's Super IRG. One thing I am wanting to do, is to convert GIF and other PC graphics formats to some of these new modes. For right now, I am concentrating on trying to come up with some way to display GIFs using Super IRG 2 and Super CIN, as these seem to be the best of the 18 new modes.

Super CIN looks to be the easiest of the two. It's basically the text equivalent of the CIN bitmap (160x192x64 color) mode. This is an ANTIC 4 based mode, which flips the GTIA between normal and Graphics 11 every VBLANK, flips COLBK between 0 and 4, and also flips the display list between ANTIC 4 and ANTIC 2, so that the ANTIC 2 shows everytime the screen is in Graphics 11. The result is, characters that can display any of 64 colors at 4x8 resolution, and a total 80 colors displayable.

What we would need is a means to come up with a monochrome 160x192 Gif file at 5 shades, and maybe use G2F to convert it, and save a character set. The other half of this display is a Graphics 11 bitmap derived from a color version of the same GIF file. I have a means of converting this picture into character fonts from BASIC.

The idea is, I will be setting up a display list interrupt every 3 lines (4 lines if using narrow playfield) with each DLI change pointing to the next character set. These get flipped every VBLANK along with the GTIA, COLBK, and display list. You can get 15 character rows of display on normal playfield, and 20 rows if you use narrow playfield.

I believe that I can do a decent GIF display in Super CIN ... thanks to Graph2Font.

The tricky mode, however, is Super IRG 2. This is like Bill Kendrick's Super IRG, except for playfield registers 708-711 getting flipped every VBLANK, allowing 23 colors (16 per character cell) at ANTIC 4 resolution. This should theoretically allow you (using the DLI method above) display 12 character rows of a GIF in normal screen and 16 in narrow playfield. Decreasing your color resolution by flipping fewer regsiters (or maybe not using the ANTIC 4 5th color and sticking with 16 colors) will allow for more rows.

My questions is this: Is there an algorithm by which a GIF file can be converted down to 160x192x23 colors, with those 23 colors being

composites of the 4 atari playfield registers (708 through 711). Keeping in mind, there are 16 colors in ATASCII 0-127 in Super IRG 2, while in inverse characters (ATASCII 128-255), colors 17-23 will replace colors 10-16 (these are all composites of PF2 for normal and PF3 for inverse). So there is the added provision that colors 10-16 cannot occupy the same 4x8 character grid as colors 17-23.

I did some calculating, and believe that there is a palette of 8,256 colors you can choose from in Super IRG and Super IRG 2. This is based on 128+127+126+ ..... +2+1. So each one of these colors will have two composites from the 128 colors in the non-GTIA Atari palette.

A lot of my polish Atari friends are excited by Super IRG 2 and were looking to prepare some pics for display in this mode, and some of my other ones ... but it is an interesting puzzle, trying to come up with composite Atari colors to make up these 23 from any GIF. So, the question is: Any enterprising programmers want to give this a go? :)

Sorry if any of this goes over anybody's heads. I really think this is virgin territory as far as Atari 8-bit graphics are concerned.

4408. Re: Plans surfacing for Atari Party 2011 in Davis, California

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-18 06:04:24 UTC
From: Bobby Clark <synthetikfm@gmail.com>
Message-ID: <eb11b714-d3ef-45f2-a9e6-1f0f19d55552@w2g2000yqb.googlegroups.com>
Source record: 997

On Jan 11, 1:10 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> I'm hoping to do Atari Party 2011 some weekend in May, out here in
> Davis, California. (About 1-2hr east of points in the greater SF Bay Area,
> and about 20 mins west of the I-80/I-5/99 interchange in Sacramento.)
>
> I'm planning on using the same venue we had in 2009, a large meeting room
> at the local public library. We were unable to use it last year, and had
> to pay $$$ to rent space from the City, due to rennovations that were
> taking place. Now, the room we'd be using is larger, has a built-in
> ceiling-mounted video projector, and has a small conference room in the
> back. This opens up some fun possibilities.
>
> Last year, we rented and screened the original "Tron" (thanks also to
> some cash donations), and we may screen it, or some other movie, again.
>
> For more on 2009 & 2010 parties, see:
>
> http://www.newbreedsoftware.com/atariparty/2009/
> http://www.newbreedsoftware.com/atariparty/2010/
>
> --
> -bill!
> Sent from my computer

Shame I don't live closer, or I'd pop by and give a lecture on the
joys of Super IRG, the new CIN text modes, and other interesting
things :)

4409. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-18 18:19:04 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d35d997$0$44038$742ec2ed@news.sonic.net>
Source record: 998
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

In comp.sys.atari.8bit Thorsten Gï¿½nther <guenther@dilgar.de> wrote:
> the C64 had the advantage of vertical integration with MOS - resulting in
> the better price/performance ratio.

I don't know much about the history of C=64, so I didn't know that.
Thanks for sharing! :) (That reminds me, I have a book on the 64
on my Amazon wishlist that I should finally just go ahead and purchase.)

My brother had the C=64 (and lots of games). I had the Atari (and few
games, but a powerful BASIC to keep me busy writing my own ;))

--
-bill!
Sent from my computer

4410. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-19 05:25:52 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1295414733@rtfm.mit.edu>
Source record: 999
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 28, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4411. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-20 00:16:50 UTC
From: Sean Huxter <sean.huxter@SPAMverizon.net>
Message-ID: <UtSdnXXgittl46rQnZ2dnUVZ_vudnZ2d@giganews.com>
Source record: 1000
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Sounds like someone trying to get cheap Ataris and Spectrums on eBay.

Sean.

"Lloyd Hearsewave" <sore_printer@yahoo.com> wrote in message
news:igut59$4e2$1@speranza.aioe.org...
>I don't understand why people are still using crappy doorstoppers like the
>Sinclair Spectrum and ugly black and white heaps of trash like the ATARI
>800 XL.
>
> Both of these computers failed in the 80s and look at the graphics of the
> Spectrum - ugly, monochrome, no scrolling and no sprites.
>
> The ATARI has only 3 ugly colors, ugly sprites and bad scrolling. 99% of
> ATARI games are crap.
>
> All the games are MUCH superior on the C64 and the C64 truly is the king
> of home computers!
>
> So please throw away your ATARIs and Spectrums and buy a C64 on ebay!
>
>
>

4412. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-20 19:58:37 UTC
From: BruceMcF <agila61@netscape.net>
Message-ID: <4ece1e8b-df80-4e50-ba8f-324f17dc71a4@fo10g2000vbb.googlegroups.com>
Source record: 801
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Jan 19, 7:16 pm, "Sean Huxter" <sean.hux...@SPAMverizon.net> wrote:
> Sounds like someone trying to get cheap Ataris and Spectrums on eBay.

It does, doesn't it? I wouldn't mind picking up a Spectrum if it was available cheap. Does that mean I shouldn't have been so quick to observe that the attempt to start an Atari / Spectrum vs Commie flamewar on Usenet in the 21st century is absurd (though a bit quaint)?

> "Lloyd Hearsewave" <sore_prin...@yahoo.com> wrote in message
> news:igut59$4e2$1@speranza.aioe.org...
> > So please throw away your ATARIs and Spectrums and buy a C64 on ebay!

4413. Re: Wow! After all these years!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-22 12:22:27 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <XOGdnbPMc_SeUafQnZ2dnUVZ_g-dnZ2d@giganews.com>
Source record: 802

Yes there are still Atarians out there who still use
their Atari computers. I still have my old Atari 400. It still
works, but I use a 130XE now. Have two of those. All still
work fine like they did when I first bought. Have tons of
games and apps that I enjoy loading. Take your Atari computer
out of the box and step back into time. Haver fun.

James King wrote:
>
> For some reason, I decided to peek in here to see if this was still in use!
> I can't believe my eyes. Some of the same names are still out there
> tinkering with the 8bits. I've managed to maintain two of mine, but they've
> not seen the outside of a box in years.
>
>
> What's everybody doing with their 8bit these days?
>
>

Falcon030 with 16meg of ram

4414. Re: Plans surfacing for Atari Party 2011 in Davis,

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-22 12:22:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <b8qdnY0QCdKbUafQnZ2dnUVZ_tqdnZ2d@giganews.com>
Source record: 803

Wish I could come, but I live in Indiana... Hope
it goes great...

Bill Kendrick wrote:
>
> I'm hoping to do Atari Party 2011 some weekend in May, out here in
> Davis, California. (About 1-2hr east of points in the greater SF Bay Area,
> and about 20 mins west of the I-80/I-5/99 interchange in Sacramento.)
>
> I'm planning on using the same venue we had in 2009, a large meeting room
> at the local public library. We were unable to use it last year, and had
> to pay $$$ to rent space from the City, due to rennovations that were
> taking place. Now, the room we'd be using is larger, has a built-in
> ceiling-mounted video projector, and has a small conference room in the
> back. This opens up some fun possibilities.
>
> Last year, we rented and screened the original "Tron" (thanks also to
> some cash donations), and we may screen it, or some other movie, again.
>
> For more on 2009 & 2010 parties, see:
>
> http://www.newbreedsoftware.com/atariparty/2009/
> http://www.newbreedsoftware.com/atariparty/2010/
>
> --
> -bill!
> Sent from my computer

Falcon030 with 16meg of ram

4415. Re: "Project-M" (Wolfenstein 3D)

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-22 12:22:32 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <IdednaObxMKVUafQnZ2dnUVZ_gydnZ2d@giganews.com>
Source record: 804

Sounds great Bill. Thanks for the info. I will look it up.
Any ideas as to when it will be releasd?

Bill Kendrick wrote:
>
> Don't have links handy, but search for "Project-M" by NRV. It's a game
> engine utilizing artwork from Wolf3D (from MSDOS, and the frst 3D FPS
> (first-person shooter) by id Software, who made Doom & Quake) & even remade
> music.
>
> It uses APAC mode (narrow mode, so 64x(something)x256 colors) and runs at
> a good framerate (15-22fps on my NTSC 800XL that happens to have a PAL
> ANTIC inside). Controlled by joystick, or keyboard; includes strafing. ;)
> Nothing to shoot at yet, but some invisible (til you grab them) keys
> let you open doors & explore more rooms. (Look for hidden doors, too,
> just like Wolf3D ;))
>
> Vids on YouTube, files at AtariAge. Enjoy!
>
> --
> -bill!
> Sent from my computer

Falcon030 with 16meg of ram

4416. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-22 15:12:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1101220704190.26840@slate.spiritone.com>
Source record: 805
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

4417. NEW FREE ATARI CATALOGS! 1-22-2011! All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-22 15:18:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1101220713380.26840@slate.spiritone.com>
Source record: 806
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4418. Re: "Project-M" (Wolfenstein 3D)

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-23 17:48:17 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d3c69e1$0$44013$742ec2ed@news.sonic.net>
Source record: 807

Edward S. Baiz Jr. (Gamer) <edbaizjr@comcast.net> wrote:
> Sounds great Bill. Thanks for the info. I will look it up.
> Any ideas as to when it will be releasd?

No idea. There's a work-in-progress demo that you can download and try.
http://www.atariage.com/forums/topic/174274-project-m-20/

-bill!

4419. Weird Stuff

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-24 06:54:19 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <91928c41-7911-41fa-8f2e-608a465ac527@t23g2000vby.googlegroups.com>
Source record: 808

No big thing but I went by Weird Stuff and they had a couple of Atari items. A 5200, 9 volt transformer, and an 810 drive. Someone emailed me about a 5200 a while back but I flaked out. Been spending too much time doing 'interpersonal' stuff to check my email. ;) If you happen to be traveling through SF Bay area and are looking for those items, you may want to swing by their store. I don't know if they would sell them to you off the web page or by phone.

I gotta say the recession has got the blood running in the streets. They had a row of 2+ gHz Dells for less then $100. Not a lot of directly Atari related stuff but some close misses. I spotted a Supra 14.4k fax/modem in a cardboard box full of various brands. Everything was 10% off because they are moving. Such is the Intel side of things, stuff you went w/o going on vacation to afford like 32 meg dimms<?> are going for a couple of bucks.

I still have my Commodore 1702 and will probably keep it until the day I die. The same can't be said for CRT VGA monitors! In 10 years the only way you will find them will be with a metal detector and a shovel.

Rick

4420. New group for female ATARI programmers - "ATARI Girls"

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-24 21:34:22 UTC
From: ATARI Girl <atarigirl@ymail.com>
Message-ID: <5b769ebf-aa00-4268-adaf-29ea02a8b149@w17g2000yqh.googlegroups.com>
Source record: 809
Cross-posted to: alt.atari,alt.games.video.classic,rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st

Hi,

there are still people like Tony Simsig who think that women are too
stupid to program software for computers and to prove him and other
men who think so wrong, I've created the group "ATARI Girls":

http://groups.google.com/group/atari-girls

This is a group where female programmers can show their programs,
tools and games.

Men may also join, but I don't want guys like Mr.Simsig on the group,
since I hate flame-wars.

On the group, girls may show what they're capable of. You can send
your code to atari-girls@googlegroups.com by email. You may also send
executable files and screenshots as email-attachments.

If you need more room, you can use other services for hosting your
data and you can then provide the links.

This is no dating group, so men, please do not approach girls.

And now, have fun,

ATARI Girl

4421. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-24 22:35:11 UTC
From: Bill Garber <willy46pa@garberstreet.com>
Message-ID: <qdKdnQxNUr8ZY6DQnZ2dnUVZ8gKdnZ2d@giganews.com>
Source record: 810
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"greenaum" <greenaum@yahoo.co.uk> wrote in message news:4d3ff328.606281@nntp.aioe.org...
> On Mon, 17 Jan 2011 09:23:31 -0800 (PST), "Kjmann's Atari Sales and
> Service" <kjmann_atari@yahoo.com> sprachen:
>
>>I suggest that we all report his post as "Abuse" and get the post
>>removed

I think of them more as "amuse" than 'Abuse'. They make me laugh.

> Is anyone even looking after Usenet any more?

AFAIK, Usenet never was a moderated system. Had it been moderated,
I doubt all the flaming would have had a chance to even exist.

> Never mind him. I used all sorts of 8-bits. This thread is an
> opportunity for us to come together, and finish arguments we
> had in the playground 25 years ago. Or at the very least,
> carry them on.

How about we just carry them on and forget about those losers.

> "hey let's educate the brutes, we know we are superior to them
> anyway, just through genetics, we are gentically superior to the
> working class. They are a shaved monkey. If we educate them, they
> will be able to read instructions, turn up on time and man the
> conveyor belts, sorted." #

Let them be, as this petty thing they do keeps them busy enough so
they don't indulge in escalated activity such as: rape and murder.

Bill

4422. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-24 23:15:49 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <8q6fh5Fac9U1@mid.uni-berlin.de>
Source record: 811
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Am 24.01.2011 22:46, schrieb greenaum:
> On 18 Jan 2011 18:19:04 GMT, bill@newbreedsoftware.com (Bill Kendrick)
> sprachen:
>
>> My brother had the C=64 (and lots of games). I had the Atari (and few
>> games, but a powerful BASIC to keep me busy writing my own ;))
>
> Where did you get the powerful BASIC from?

Well, I got mine from an issue of the magazine "Happy Computer", it was named "Turbo-BASIC XL 1.5"
<http://en.wikipedia.org/wiki/Turbo-Basic_XL>. Had to type it in, though. Other good BASIC dialects for the A8 usually came from OSS, but were way too expensive this side of the pond.

If you aim for power, though, nothing except 6502 assembly matches ACTION! <http://en.wikipedia.org/wiki/Action!> - sadly, this language was never ported to any other system (e.g. the C=64 or Apple II).

>But Atari BASIC was matched
> only by Commodore for being bloody useless.

ACK, the Atari BASIC wasn't good at all: slow, having a strange string handling and only few commands for graphics and sound, But what was important for Atari at the time: it only needed an 8K cartridge, and it was finished in time. You have to remember ROM and RAM were very expensive back in 1978 and MS BASIC needed more than 8K ROM on the 6502.

There is only one thing I liked about Atari BASIC, now that I think of it: the ability to use shortcuts (e.g. "G." for "GOTO" and "L." for "LIST").

Thorsten

4423. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-25 04:32:12 UTC
From: RobertB <rbernardo@iglou.com>
Message-ID: <fe2860d3-5e1a-46a5-919c-d29f4ebd428d@r40g2000prh.googlegroups.com>
Source record: 812
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Jan 24, 2:35 pm, "Bill Garber" <willy4...@garberstreet.com> wrote:

> AFAIK, Usenet never was a moderated system.

rec.arts.sf.tv.babylon5.moderated :)

And that group works very well,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
The Other Group of Amigoids
http://www.calweb.com/~rabel1/
Southern California Commodore & Amiga Network
http://www.sccaners.org

4424. Re: New group for female ATARI programmers - "ATARI Girls"

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-25 05:29:11 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <K6KdnaIufLcVwqPQnZ2dnUVZ87-dnZ2d@telenor.com>
Source record: 813
Cross-posted to: alt.atari,alt.games.video.classic,rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st

"ATARI Girl" <atarigirl@ymail.com> skrev i melding
news:5b769ebf-aa00-4268-adaf-29ea02a8b149@w17g2000yqh.googlegroups.com...
> Hi,
>
> there are still people like Tony Simsig who think that women are too
> stupid to program software for computers and to prove him and other
> men who think so wrong, I've created the group "ATARI Girls":
>
> http://groups.google.com/group/atari-girls
>
> This is a group where female programmers can show their programs,
> tools and games.
>
> Men may also join, but I don't want guys like Mr.Simsig on the group,
> since I hate flame-wars.
>
> On the group, girls may show what they're capable of. You can send
> your code to atari-girls@googlegroups.com by email. You may also send
> executable files and screenshots as email-attachments.
>
> If you need more room, you can use other services for hosting your
> data and you can then provide the links.
>
> This is no dating group, so men, please do not approach girls.
>
> And now, have fun,
>
> ATARI Girl

If they say that, ask them who programmed one of the great games called
River Raid :-) You go girls, anybody can do it, just need effort

4425. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-25 08:42:24 UTC
From: "commodorecomputerclub@googlemail.com" <commodorecomputerclub@googlemail.com>
Message-ID: <763f5b64-5a94-4917-87d5-fe9a27b57a0f@h17g2000pre.googlegroups.com>
Source record: 814
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

ZX81 is the king of 8-bits for sure ;-)

Regards,

Shaun.

4426. Re: New group for female ATARI programmers - "ATARI Girls"

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-25 09:08:15 UTC
From: Brian Gaff <Briang1@blueyonder.co.uk>
Message-ID: <ihm3tt$q5r$1@news.eternal-september.org>
Source record: 815
Cross-posted to: alt.atari,alt.games.video.classic,rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st

Should not be needed really if people were not so set in their ways I
suppose.
Personally, I've never seen why one would suggest any gender is better than
the other at programming, its just what you are interested in and grasping
concepts after all.

Maybe its just men who like playing with old stuff, or that might be seen
as daft!
Nostalgia ain't what it used to be.

Brian

--
Brian Gaff - briang1@blueyonder.co.uk
Note:- In order to reduce spam, any email without 'Brian Gaff'
in the display name may be lost.
Blind user, so no pictures please!
"ATARI Girl" <atarigirl@ymail.com> wrote in message
news:5b769ebf-aa00-4268-adaf-29ea02a8b149@w17g2000yqh.googlegroups.com...
> Hi,
>
> there are still people like Tony Simsig who think that women are too
> stupid to program software for computers and to prove him and other
> men who think so wrong, I've created the group "ATARI Girls":
>
> http://groups.google.com/group/atari-girls
>
> This is a group where female programmers can show their programs,
> tools and games.
>
> Men may also join, but I don't want guys like Mr.Simsig on the group,
> since I hate flame-wars.
>
> On the group, girls may show what they're capable of. You can send
> your code to atari-girls@googlegroups.com by email. You may also send
> executable files and screenshots as email-attachments.
>
> If you need more room, you can use other services for hosting your
> data and you can then provide the links.
>
> This is no dating group, so men, please do not approach girls.
>
> And now, have fun,
>

> ATARI Girl

4427. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-25 10:48:47 UTC
From: Peter Liebert-Adelt <peter@zschopower.de>
Message-ID: <ihm9q6fqv1@online.de>
Source record: 816
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

commodorecomputerclub@googlemail.com wrote:
> ZX81 is the king of 8-bits for sure ;-)

Nothing to add to these true words!

See what ZX-TEAM has made possible with the old black doorstopper at
15th ZX-TEAM-meeting: http://www.zx81.de

Sinclairly yours

Peter

4428. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-25 17:11:30 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <ihn082eaj2@news.eternal-september.org>
Source record: 817
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On 1/25/2011 1:42 AM, commodorecomputerclub@googlemail.com wrote:
> ZX81 is the king of 8-bits for sure ;-)

It was what I got started on. :)

- Trevor

4429. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-25 17:39:24 UTC
From: "commodorecomputerclub@googlemail.com" <commodorecomputerclub@googlemail.com>
Message-ID: <34b4d5d7-4ed3-489d-855b-e732cfcb6d63@o21g2000prn.googlegroups.com>
Source record: 818
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Jan 25, 10:48 am, Peter Liebert-Adelt <pe...@zschopower.de> wrote:
> commodorecomputerc...@googlemail.com wrote:
> > ZX81 is the king of 8-bits for sure ;-)
>
> Nothing to add to these true words!
>
> See what ZX-TEAM has made possible with the old black doorstopper at
> 15th ZX-TEAM-meeting:http://www.zx81.de
>
> Sinclairly yours
>
> Peter

3D Monster Maze, Mazogs and more recent additions like PipePanic,
Virus, MazezaM, Q-Frogger and the amazing Boulder Logic is all you
need as a gamer, and those are just a few titles, there are many more
to mention for sure!

Regards,

Shaun.

4430. Re: Weird Stuff

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-25 19:47:53 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d3f28e9$0$44022$742ec2ed@news.sonic.net>
Source record: 819

ricortes <ricortes@earthlink.net> wrote:
> I still have my Commodore 1702 and will probably keep it until the day
> I die. The same can't be said for CRT VGA monitors! In 10 years the
> only way you will find them will be with a metal detector and a
> shovel.

LOL :)

My current HD CRT, and the previous (which broke) were both free hand-me-downs
from friends who upgraded to wall-sized plasma or what-have-you.
One of the TVs I ended up salvaging for Atari Party was a old wood-grain(!)
beast that was hiding in my chiropractor's barn, cover in spiders.

I wish there were an HSC or Weird Stuff closer to where I'm at (Davis). :^/

--
-bill!
Sent from my computer

4431. Arcade sticks for Atari 8-bit / 2600 / 7800?

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-25 19:58:43 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d3f2b73$0$43976$742ec2ed@news.sonic.net>
Source record: 820
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

I'm thinking it'd be nice to have an arcade-style stick for my Atari
systems. (I currently have a few CX40s, a pair of 7800 Pro Controllers
(which really hurt to use!), and a handful of Sega Genesis 3-button gamepads.)

I'm thinking of maybe getting one of these, or some knock-off:

http://www.amazon.com/6-Button-Arcade-Stick-Sega-Genesis/dp/B00002ST86

Any Atarians out here have any experience, or recommendations?

--
-bill!
Sent from my computer

4432. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-25 20:03:12 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d3f2c80$0$43976$742ec2ed@news.sonic.net>
Source record: 821
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

In comp.sys.atari.8bit greenaum <greenaum@yahoo.co.uk> wrote:
> Where did you get the powerful BASIC from? No sprite or sound support,
> and it couldn't even draw bloody circles! And wait, it didn't even
> have proper strings! I loved the graphics and fast CPU, and Star
> Raiders is legendary, but the BASIC on the Atari 8-bits was AWFUL.

Well, compared to what I saw on the Apple II (which I basically considered to be a joke of a system, as a kid ;)) and C=64 (which had no pixel graphics or sound commands in BASIC).

Eventually, yes, the slowness and lack of a number of useful functions (more graphics, sprites, etc.) caused me to switch to TurboBASIC XL once I discovered it. It still lacked sprites, but by then I had some books that explained how to set them up (via POKEs), and TBXL had some memory move functions.

> I've used several BASICs, BBC BASIC on the Z88 being a favourite,
> nicely tied in with the OS and it's channel-based control commands. I
> suppose it wasn't bad on the BBC either. But Atari BASIC was matched
> only by Commodore for being bloody useless. If you have to enter POKEs
> to get anything done, then it's not BASIC it's slightly easier
> assembly. That doesn't actually assemble, now I think of it.

Nah nah nah. :)

```
10 GRAPHICS 8
20 SETCOLOR 2,0,0
30 SETCOLOR 1,0,15
40 COLOR 1
50 FOR X=0 TO 359 STEP 3
60 PLOT X,0
70 DRAWTO 359-X,191
80 SOUND 0,X/2,10,8
90 NEXT X
100 SOUND 0,0,0,0
```

C=64 BASIC did not make that kind of functionality accessible, from what I remember. It all had to be done with POKEs and SYS calls, no?

--
-bill!
Sent from my computer

4433. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-25 20:05:39 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d3f2d13$0$43976$742ec2ed@news.sonic.net>
Source record: 822
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

```
In comp.sys.atari.8bit Thorsten Gï¿½nther <guenther@dilgar.de> wrote:
> There is only one thing I liked about Atari BASIC, now that I think of
> it: the ability to use shortcuts (e.g. "G." for "GOTO" and "L." for "LIST").

It also provided feedback on syntax errors immediately.

10250 REM SOME SUBROUTINE THAT RARELY GETS GOSUB'D
10260 PRONT "HELLO"
10270 RETURN

would result in an error the moment you entered line 10260.

I remember being uber-frustrated by Apple II's BASIC because
it would only check syntax as the program ran. So if you have
a 1-in-a-million chance of ever landing on a line of code,
you had that much chance of knowing you made a typo. :^(

Also, I seem to recall C=64 BASIC had 2-character limits on
variable names. e.g.

10 CARS=10
20 CAT=0
30 PRINT CARS

oops :(

--
-bill!
Sent from my computer
```

4434. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-25 20:38:49 UTC
From: Joel Koltner <zapwireDASHgroups@yahoo.com>
Message-ID: <uxG%o.148512$Mg5.24137@en-nntp-06.dc1.easynews.com>
Source record: 823
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:4d3f2c80$0$43976$742ec2ed@news.sonic.net...
> C=64 BASIC did not make that kind of functionality accessible, from what
> I remember. It all had to be done with POKEs and SYS calls, no?

Correct. There were many later add-ons to expand BASIC with lots of useful new keywords, but they never really caught on that much. Commodore themselves distributed Simon's BASIC, which added a lot of much-needed commands: http://en.wikipedia.org/wiki/Simon%27s_BASIC . (A lot of utility cartridges also added commands that were meant more for use in immediate mode than in a BASIC program itself; I had a Final Cartridge III -- http://en.wikipedia.org/wiki/Final_Cartridge -- that was truly spectacular back in its day.)

> Also, I seem to recall C=64 BASIC had 2-character limits on
> variable names. e.g.

This was true of many BASICs of the day -- Apple had the same limitation.

---Joel

4435. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-26 03:01:27 UTC
From: RobertB <rbernardo@iglou.com>
Message-ID: <58e52a89-5cc1-41f0-ad68-68b497f7b935@i32g2000pri.googlegroups.com>
Source record: 824
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Jan 25, 12:03 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:

> 10 GRAPHICS 8
> 20 SETCOLOR 2,0,0
> 30 SETCOLOR 1,0,15
> 40 COLOR 1
> 50 FOR X=0 TO 359 STEP 3
> 60 PLOT X,0
> 70 DRAWTO 359-X,191
> 80 SOUND 0,X/2,10,8
> 90 NEXT X
> 100 SOUND 0,0,0,0
>
> C=64 BASIC did not make that kind of functionality accessible, from what
> I remember. It all had to be done with POKEs and SYS calls, no?

True. More functionality came with BASIC 3.5 in the
Commodore Plus/4 and BASIC 7.0 in the Commodore 128.

See you at the May Atari Party,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
The Other Group of Amigoids
http://www.calweb.com/~rabel1/
Southern California Commodore & Amiga Network
http://www.sccaners.org

4436. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-26 13:29:51 UTC
From: Clocky <notgonn@happen.com>
Message-ID: <4d4021a4$0$29884$c3e8da3$5496439d@news.astraweb.com>
Source record: 825
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

```
Bill Kendrick wrote:
> In comp.sys.atari.8bit greenaum <greenaum@yahoo.co.uk> wrote:
>> Where did you get the powerful BASIC from? No sprite or sound
>> support, and it couldn't even draw bloody circles! And wait, it
>> didn't even have proper strings! I loved the graphics and fast CPU,
>> and Star Raiders is legendary, but the BASIC on the Atari 8-bits was
>> AWFUL.
>
> Well, compared to what I saw on the Apple II (which I basically
> considered to be a joke of a system, as a kid ;) ) and C=64 (which
> had no pixel graphics or sound commands in BASIC).
>
> Eventually, yes, the slowness and lack of a number of useful functions
> (more graphics, sprites, etc.) caused me to switch to TurboBASIC XL
> once
> I discovered it. It still lacked sprites, but by then I had some
> books
> that explained how to set them up (via POKEs), and TBXL had some
> memory
> move functions.
>
>
>> I've used several BASICs, BBC BASIC on the Z88 being a favourite,
>> nicely tied in with the OS and it's channel-based control commands. I
>> suppose it wasn't bad on the BBC either. But Atari BASIC was matched
>> only by Commodore for being bloody useless. If you have to enter
>> POKEs to get anything done, then it's not BASIC it's slightly easier
>> assembly. That doesn't actually assemble, now I think of it.
>
> Nah nah nah. :)
>
> 10 GRAPHICS 8
> 20 SETCOLOR 2,0,0
> 30 SETCOLOR 1,0,15
> 40 COLOR 1
> 50 FOR X=0 TO 359 STEP 3
> 60 PLOT X,0
> 70 DRAWTO 359-X,191
> 80 SOUND 0,X/2,10,8
> 90 NEXT X
> 100 SOUND 0,0,0,0
>
```

>
> C=64 BASIC did not make that kind of functionality accessible, from
> what
> I remember.

True, but neither did the stock Atari BASIC. There where BASIC enhancements like Simon's BASIC that added similar commands to C= BASIC. Ofcourse, then there was the problem that your programs would only work for people who had the same enhanced BASIC.

It all had to be done with POKEs and SYS calls, no?

ML is really the only way to make use of graphics and sound on the old 8 bitters anyway, if you're talking games and programs that required any kind of speed.

I was spoilt in that I had a CoCo2 with Extended Colour BASIC which had a decent BASIC but it was still hampered by it's lack of speed.

4437. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-27 07:02:40 UTC
From: "winston19842005@yahoo.com" <winston19842005@yahoo.com>
Message-ID: <6fde8dff-68d5-4677-b891-8119548016dc@l22g2000pre.googlegroups.com>
Source record: 826
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

```
On Jan 26, 8:29 am, "Clocky" <notg...@happen.com> wrote:
> Bill Kendrick wrote:
> > In comp.sys.atari.8bit greenaum <green...@yahoo.co.uk> wrote:
> >> Where did you get the powerful BASIC from? No sprite or sound
> >> support, and it couldn't even draw bloody circles! And wait, it
> >> didn't even have proper strings! I loved the graphics and fast CPU,
> >> and Star Raiders is legendary, but the BASIC on the Atari 8-bits was
> >> AWFUL.
>
> > Well, compared to what I saw on the Apple II (which I basically
> > considered to be a joke of a system, as a kid ;) ) and C=64 (which
> > had no pixel graphics or sound commands in BASIC).
>
> > Eventually, yes, the slowness and lack of a number of useful functions
> > (more graphics, sprites, etc.) caused me to switch to TurboBASIC XL
> > once
> > I discovered it. It still lacked sprites, but by then I had some
> > books
> > that explained how to set them up (via POKEs), and TBXL had some
> > memory
> > move functions.
>
> >> I've used several BASICs, BBC BASIC on the Z88 being a favourite,
> >> nicely tied in with the OS and it's channel-based control commands. I
> >> suppose it wasn't bad on the BBC either. But Atari BASIC was matched
> >> only by Commodore for being bloody useless. If you have to enter
> >> POKEs to get anything done, then it's not BASIC it's slightly easier
> >> assembly. That doesn't actually assemble, now I think of it.
>
> > Nah nah nah. :)
>
> > 10 GRAPHICS 8
> > 20 SETCOLOR 2,0,0
> > 30 SETCOLOR 1,0,15
> > 40 COLOR 1
> > 50 FOR X=0 TO 359 STEP 3
> > 60 PLOT X,0
> > 70 DRAWTO 359-X,191
> > 80 SOUND 0,X/2,10,8
> > 90 NEXT X
> > 100 SOUND 0,0,0,0
>
```

> > C=64 BASIC did not make that kind of functionality accessible, from
> > what
> > I remember.
>
> True, but neither did the stock Atari BASIC. There where BASIC enhancements
> like Simon's BASIC that added similar commands to C= BASIC. Ofcourse, then
> there was the problem that your programs would only work for people who had
> the same enhanced BASIC.
>
> It all had to be done with POKEs and SYS calls, no?
>
> ML is really the only way to make use of graphics and sound on the old 8
> bitters anyway, if you're talking games and programs that required any kind
> of speed.
>
> I was spoilt in that I had a CoCo2 with Extended Colour BASIC which had a
> decent BASIC but it was still hampered by it's lack of speed.

CoCo2's Extended Colour BASIC sounds like what I grew up on - TI
Extended BASIC... had an excellent set of statements and commands, but
was pretty slow...
It did not support line-graphics, being that the graphics chip
originally used on the 99/4 had no bitmap mode - the 99/4A added
bitmap. It was a character-based graphics system, even the bitmap
mode...

But the sprite statements and sound statements were most awesome. So
were the user-defined subprograms with local variables. Too bad BASIC
was too slow to do much in...

4438. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-27 14:48:20 UTC
From: Jer <jerry.young@gmail.com>
Message-ID: <30629096-dfd8-4270-84d6-285ab99a14c0@q40g2000prh.googlegroups.com>
Source record: 827
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Jan 27, 2:02 am, "winston19842...@yahoo.com"
<winston19842...@yahoo.com> wrote:
> On Jan 26, 8:29 am, "Clocky" <notg...@happen.com> wrote:
>
>
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>
> > Bill Kendrick wrote:
> > > In comp.sys.atari.8bit greenaum <green...@yahoo.co.uk> wrote:
> > >> Where did you get the powerful BASIC from? No sprite or sound
> > >> support, and it couldn't even draw bloody circles! And wait, it
> > >> didn't even have proper strings! I loved the graphics and fast CPU,
> > >> and Star Raiders is legendary, but the BASIC on the Atari 8-bits was
> > >> AWFUL.
>
> > > Well, compared to what I saw on the Apple II (which I basically
> > > considered to be a joke of a system, as a kid ;)) and C=64 (which
> > > had no pixel graphics or sound commands in BASIC).
>
> > > Eventually, yes, the slowness and lack of a number of useful functions
> > > (more graphics, sprites, etc.) caused me to switch to TurboBASIC XL
> > > once
> > > I discovered it. It still lacked sprites, but by then I had some
> > > books
> > > that explained how to set them up (via POKEs), and TBXL had some
> > > memory
> > > move functions.
>
> > >> I've used several BASICs, BBC BASIC on the Z88 being a favourite,
> > >> nicely tied in with the OS and it's channel-based control commands. I
> > >> suppose it wasn't bad on the BBC either. But Atari BASIC was matched
> > >> only by Commodore for being bloody useless. If you have to enter
> > >> POKEs to get anything done, then it's not BASIC it's slightly easier
> > >> assembly. That doesn't actually assemble, now I think of it.
>
> > > Nah nah nah. :)
>

> > > 10 GRAPHICS 8
> > > 20 SETCOLOR 2,0,0
> > > 30 SETCOLOR 1,0,15
> > > 40 COLOR 1
> > > 50 FOR X=0 TO 359 STEP 3
> > > 60 PLOT X,0
> > > 70 DRAWTO 359-X,191
> > > 80 SOUND 0,X/2,10,8
> > > 90 NEXT X
> > > 100 SOUND 0,0,0,0
>
> > > C=64 BASIC did not make that kind of functionality accessible, from
> > > what
> > > I remember.
>
> > True, but neither did the stock Atari BASIC. There where BASIC enhancements
> > like Simon's BASIC that added similar commands to C= BASIC. Ofcourse, then
> > there was the problem that your programs would only work for people who had
> > the same enhanced BASIC.
>
> > It all had to be done with POKEs and SYS calls, no?
>
> > ML is really the only way to make use of graphics and sound on the old 8
> > bitters anyway, if you're talking games and programs that required any kind
> > of speed.
>
> > I was spoilt in that I had a CoCo2 with Extended Colour BASIC which had a
> > decent BASIC but it was still hampered by it's lack of speed.
>
> CoCo2's Extended Colour BASIC sounds like what I grew up on - TI
> Extended BASIC... had an excellent set of statements and commands, but
> was pretty slow...
> It did not support line-graphics, being that the graphics chip
> originally used on the 99/4 had no bitmap mode - the 99/4A added
> bitmap. It was a character-based graphics system, even the bitmap
> mode...
>
> But the sprite statements and sound statements were most awesome. So
> were the user-defined subprograms with local variables. Too bad BASIC
> was too slow to do much in...

I started programming on a Timex-Sinclar 1000(that I still have but
doesn't fully work, and then TI99-4a), which I wrote for and had no
way of saving the programs at first but learned a bunch about basic
before I got my Atari 800 with 410 recorder(still have but upgraded to
a 130xe). I still like to play with basic programming on the 130xe
and would like to try and convert some of my Flash games I have made
to the Atari 8 bit machines. Here is a link to some my Flash games on
my Flash gaming site. http://www.thepixelcastle.com/cat/4/Originals/newest-1.html
I am sure some I can do easily and some might take little more work,

but the challenge should be fun.

4439. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-27 17:36:17 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d41ad11$0$44039$742ec2ed@news.sonic.net>
Source record: 828
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

```
In comp.sys.atari.8bit Clocky <notgonn@happen.com> wrote:
> Bill Kendrick wrote:
<snip>
> > 10 GRAPHICS 8
> > 20 SETCOLOR 2,0,0
> > 30 SETCOLOR 1,0,15
> > 40 COLOR 1
> > 50 FOR X=0 TO 359 STEP 3
> > 60 PLOT X,0
> > 70 DRAWTO 359-X,191
> > 80 SOUND 0,X/2,10,8
> > 90 NEXT X
> > 100 SOUND 0,0,0,0
> >
> >
> > C=64 BASIC did not make that kind of functionality accessible, from
> > what
> > I remember.

> True, but neither did the stock Atari BASIC.

That, right up there, is stock Atari BASIC code. (The kind you'd get
on cartridge for the 400, 800 and 1200XL, or which was built-in on
the alter models: 600XL, 800XL, 65XE, 130XE, XEGS.)

<snip>
> ML is really the only way to make use of graphics and sound on the old 8
> bitters anyway, if you're talking games and programs that required any kind
> of speed.

Yes, truly. On the other hand, as a young kid (I was about 7 or 8 when
I got my Atari 1200XL), BASIC was _incredibly_ accessible as a programming
language, and I have hundreds of 5.25" floppies rotting in my closet with
old games and other programs I wrote for myself in BASIC.

I would have loved to known 6502 assembly, but I never ended up with any
of the books or magazines that explained it. On the other hand, I was able
to take the ML-less BASIC code from computer magazines about the C=64 and
'port' them to the Atari, to play with them. (I learned a little about
AI by programming an inference engine and Dr. Eliza game.) I could also
sit down on a C=64, Apple II, or IBM PC with BASIC and crank out little
programs pretty easily. ;)
```

As crappy as BASIC is compared to most high level languages, and as slow as BASIC is on the old 8-bit systems, it really gave me a leg-up into the programming career that I've had since before I even finished college.

And like I said, TurboBASIC XL was a nice crutch later on. (Ah, finally, I can easily blit text onto a bitmap screen. ;))

--
-bill!
Sent from my computer

4440. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-27 17:54:55 UTC
From: Joel Koltner <zapwireDASHgroups@yahoo.com>
Message-ID: <Qji0p.737758$ls6.403134@en-nntp-13.dc1.easynews.com>
Source record: 829
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

<winston19842005@yahoo.com> wrote in message
news:6fde8dff-68d5-4677-b891-8119548016dc@l22g2000pre.googlegroups.com...
On Jan 26, 8:29 am, "Clocky" <notg...@happen.com> wrote:
>Extended BASIC... had an excellent set of statements and commands, but
>was pretty slow...

...largely due to that truly bizarre graphics chip they used; like, e.g., the one in the C-128, it took a lot of machincations to actually transfer data to it...

4441. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-27 18:23:02 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <468d76f4-b94d-46c5-b977-45860b838161@x17g2000prc.googlegroups.com>
Source record: 830
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Jan 27, 9:54 am, "Joel Koltner" <zapwireDASHgro...@yahoo.com>
wrote:
> <winston19842...@yahoo.com> wrote in message
>
> news:6fde8dff-68d5-4677-b891-8119548016dc@l22g2000pre.googlegroups.com...
> On Jan 26, 8:29 am, "Clocky" <notg...@happen.com> wrote:
>
> >Extended BASIC... had an excellent set of statements and commands, but
> >was pretty slow...
>
> ...largely due to that truly bizarre graphics chip they used; like, e.g., the
> one in the C-128, it took a lot of machincations to actually transfer data to
> it...

Just a POV but if I imagine a world where there was only one low cost
entry level computer, whatever it was it would have been the greatest
thing since sliced bread. Doesn't matter if it was a Sinclair, Atari,
or Jupiter Ace, I would have still embraced it.

I grew up before the advent of pocket calculators and personal
computers. I still remember using slide rules and log tables when I
was taking tests in college. Even when I started work I thought a
~Wang 700 programable calculator the size of a bread box that anyone
in the building could use was an incredible tool.

Hmmm, next thing you know I'll start talking about how I walked
barefoot in the snow, uphill both ways, to school. :)

Rick

4442. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-27 19:46:26 UTC
From: winston19842005 <bjjlyates@NOSPAMbellsouth.net>
Message-ID: <C96735C2.1A8F0%bjjlyates@NOSPAMbellsouth.net>
Source record: 831
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On 1/27/11 12:54 PM, in article
Qji0p.737758$Is6.403134@en-nntp-13.dc1.easynews.com, "Joel Koltner"
<zapwireDASHgroups@yahoo.com> wrote:

> <winston19842005@yahoo.com> wrote in message
> news:6fde8dff-68d5-4677-b891-8119548016dc@l22g2000pre.googlegroups.com...
> On Jan 26, 8:29 am, "Clocky" <notg...@happen.com> wrote:
>> Extended BASIC... had an excellent set of statements and commands, but
>> was pretty slow...
>
> ...largely due to that truly bizarre graphics chip they used; like, e.g., the
>
> one in the C-128, it took a lot of machincations to actually transfer data to
> it...
>

That, plus the BASIC was written in another interpreted language. TI
Extended Basic had some written in assembly, but still a lot was in GPL -
there was a GPL interpreter in ROM.

4443. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-28 03:35:41 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2011.01.28.03.35.32.911700@suddenlink.net>
Source record: 832
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Thu, 27 Jan 2011 10:23:02 -0800, ricortes wrote:

<snip>

> Hmmm, next thing you know I'll start talking about how I walked
> barefoot in the snow, uphill both ways, to school. :)
>
> Rick

I'm with ya Rick - we were so far up in the head of a "holler" that our
Saturday morning cartoons came in on Sunday! :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

4444. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-28 07:31:23 UTC
From: Bill Garber <willy46pa@garberstreet.com>
Message-ID: <X4WdnVhdZOYh7d_QnZ2dnUVZ7tOdnZ2d@giganews.com>
Source record: 833
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"Ronald J. Hall" <darklord@suddenlink.net> wrote in message
news:pan.2011.01.28.03.35.32.911700@suddenlink.net...
> On Thu, 27 Jan 2011 10:23:02 -0800, ricortes wrote:
>
> <snip>
>
>> Hmmm, next thing you know I'll start talking about how I walked
>> barefoot in the snow, uphill both ways, to school. :)
>>
>> Rick
>
> I'm with ya Rick - we were so far up in the head of a "holler"
> that our Saturday morning cartoons came in on Sunday! :)

HAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHA!!!!!!!!!!!!!!!!!!!!!!!!!!!

4445. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-28 09:06:17 UTC
From: Clocky <notgonn@happen.com>
Message-ID: <4d428709$0$29986$c3e8da3$5496439d@news.astraweb.com>
Source record: 834
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

```
Bill Kendrick wrote:
> In comp.sys.atari.8bit Clocky <notgonn@happen.com> wrote:
>> Bill Kendrick wrote:
> <snip>
>>> 10 GRAPHICS 8
>>> 20 SETCOLOR 2,0,0
>>> 30 SETCOLOR 1,0,15
>>> 40 COLOR 1
>>> 50 FOR X=0 TO 359 STEP 3
>>> 60 PLOT X,0
>>> 70 DRAWTO 359-X,191
>>> 80 SOUND 0,X/2,10,8
>>> 90 NEXT X
>>> 100 SOUND 0,0,0,0
>>>
>>>
>>> C=64 BASIC did not make that kind of functionality accessible, from
>>> what
>>> I remember.
>
>> True, but neither did the stock Atari BASIC.
>
> That, right up there, is stock Atari BASIC code. (The kind you'd get
> on cartridge for the 400, 800 and 1200XL, or which was built-in on
> the alter models: 600XL, 800XL, 65XE, 130XE, XEGS.)
>
>
> <snip>
>> ML is really the only way to make use of graphics and sound on the
>> old 8 bitters anyway, if you're talking games and programs that
>> required any kind of speed.
>
> Yes, truly. On the other hand, as a young kid (I was about 7 or 8
> when
> I got my Atari 1200XL), BASIC was _incredibly_ accessible as a
> programming language, and I have hundreds of 5.25" floppies rotting
> in my closet with old games and other programs I wrote for myself in
> BASIC.
>
> I would have loved to known 6502 assembly, but I never ended up with
> any of the books or magazines that explained it. On the other hand,
> I was able to take the ML-less BASIC code from computer magazines
```

> about the C=64 and 'port' them to the Atari, to play with them. (I
> learned a little about
> AI by programming an inference engine and Dr. Eliza game.) I could
> also sit down on a C=64, Apple II, or IBM PC with BASIC and crank out
> little programs pretty easily. ;)
>

I had a lot of fun programming, and as long as you were aware of the
constraints you could still produce some interesting stuff.

> As crappy as BASIC is compared to most high level languages, and as
> slow as BASIC is on the old 8-bit systems, it really gave me a leg-up
> into the programming career that I've had since before I even
> finished college.
>
> And like I said, TurboBASIC XL was a nice crutch later on. (Ah,
> finally, I can easily blit text onto a bitmap screen. ;))

Unfortunately my programming didn't progress much past my "Shoot the Cabbage
Patch Kid" for the CoCo (which I still have a copy of) and a rather
excellent Cricket game which was just under 16K which unfortunately has been
lost. Both were written in extended BASIC.

I really only started dabbling in ML towards the end before other
distractions came along, and then again when I got into Commodore computers
a bit later.

4446. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-28 09:50:00 UTC
From: PM7500 <jburke293@comcast.net>
Message-ID: <690e181b-005b-4aee-b4e3-fceecb8b8280@f30g2000yqa.googlegroups.com>
Source record: 835
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Jan 16, 8:51 am, "Lloyd Hearsewave" <sore_prin...@yahoo.com> wrote:
> I don't understand why people are still using crappy doorstoppers like the
> Sinclair Spectrum and ugly black and white heaps of trash like the ATARI 800
> XL.
>
> Both of these computers failed in the 80s and look at the graphics of the
> Spectrum - ugly, monochrome, no scrolling and no sprites.
>
> The ATARI has only 3 ugly colors, ugly sprites and bad scrolling. 99% of
> ATARI games are crap.
>
> All the games are MUCH superior on the C64 and the C64 truly is the king of
> home computers!
>
> So please throw away your ATARIs and Spectrums and buy a C64 on ebay!

Then go the C64 newsgroups and shut the hell up you troll.

4447. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-29 02:45:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1101281834490.10169@slate.spiritone.com>
Source record: 836
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4448. NEW FREE ATARI CATALOGS! 1-22-2011! All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-29 02:52:28 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1101281847190.10169@slate.spiritone.com>
Source record: 837
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4449. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-30 05:18:35 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1296364708@rtfm.mit.edu>
Source record: 838
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 28, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4450. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-01-31 13:40:17 UTC
From: Guesser <alistair@alistairsserver.no-ip.org>
Message-ID: <ii6e3rqhu1@news.eternal-september.org>
Source record: 839
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On 16/01/2011 13:51, Lloyd Hearsewave wrote:
> So please throw away your ATARIs and Spectrums and buy a C64 on ebay!

what a rubbish flame war, dead already...

first lets annoy ATARI and speccy owners: I agree, they are rubbish...
but then they are decades out of date.
and now for the c64 owners: The C64 is also rubbish, really, it's pants.

Now for everyone: The king of home computers is clearly the IBM PC
compatible. Sure it was more expensive back in the day, and only took
hold in the business market at first, but which machine is on
everybody's desk/lap? An IBM PC AT derivative.

:p

4451. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-02 17:01:38 UTC
From: TJ <TJ@noneofyour.business>
Message-ID: <iic2li$93f$1@news.eternal-september.org>
Source record: 840
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On 01/19/2011 07:16 PM, Sean Huxter wrote:
> Sounds like someone trying to get cheap Ataris and Spectrums on eBay.
>
> Sean.
>
More like he's got a stack of C64s that he's trying to unload on
unsuspecting victims.

TJ

> "Lloyd Hearsewave"<sore_printer@yahoo.com> wrote in message
> news:igut59$4e2$1@speranza.aioe.org...
>> I don't understand why people are still using crappy doorstoppers like the
>> Sinclair Spectrum and ugly black and white heaps of trash like the ATARI
>> 800 XL.
>>
>> Both of these computers failed in the 80s and look at the graphics of the
>> Spectrum - ugly, monochrome, no scrolling and no sprites.
>>
>> The ATARI has only 3 ugly colors, ugly sprites and bad scrolling. 99% of
>> ATARI games are crap.
>>
>> All the games are MUCH superior on the C64 and the C64 truly is the king
>> of home computers!
>>
>> So please throw away your ATARIs and Spectrums and buy a C64 on ebay!
>>
>>
>>
>
>

4452. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-03 08:25:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1102030018400.27836@slate.spiritone.com>
Source record: 841
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

All Atari 20% Off! All Atari 20% Off! All Atari 20% Off! All Atari 20% Off!

20% Off All Atari Hardware, Games/Software, Books/References and Accessories!
20% Off All Classic Atari 8 Bit & Atari ST Computer Lines, Atari 2600 & 7800
Games! Minimum $60.00 Order gets 20% Off!Goto http://BensCatalogs.Atari.org or
BenSells@Atari.org ask for Atari catalogs. Software & Book Catalogs are sorted
alphabetically by Title so Cut-&-Paste your order & E-Mail your list with your
Address so I can expedite your order!Come for the Sales, Stay for the Service!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD ATARI CATALOGS LISTS!
http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm 20% OFF ATARI 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm 20% OFF ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm 20% OFF ATARI 2600/7800 GAMES LIST!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ST SOFTWARE/GAMES LIST!

I've got a fast turnaround rate!Once I've received payment your order goes out
the same day. Customers love the speedy service! I have lots of Atari Software
& Books!Which I can send by Media Mail!Please Direct all Replies via E-Mail to
BenSells@Atari.org or Atari@aracnet.com! See info at the Bottom to Reach me!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

4453. Ian Chadwick

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-05 17:31:21 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <7c64440d-d65f-4f3f-8870-2738c8063f93@s29g2000pra.googlegroups.com>
Source record: 842

What happened was: I was looking for reviews on harmonicas and a web site turned up. I start reading through the reviews and I notice "This guy's really into Tequila too." Mexico too for that matter. Then I noticed he is into vintage motorcycles too, mostly British. I am mostly into Japanese bikes but I did have a 1965 BSA twin for about 15 years. That was enough to cure me => [Japanese, Husqvarna, 1966 Aermacchi/Harley].

I finally looked at the name on the web site and it was The Ian Chadwick of Mapping the Atari fame.
http://www.ianchadwick.com/index.html
Pretty nice site. I need to work on motorcycles while drinking Tequila and playing my harmonica.

Rick

4454. Re: Ian Chadwick

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-05 17:44:07 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d4d8c67$0$10582$742ec2ed@news.sonic.net>
Source record: 843

ricortes <ricortes@earthlink.net> wrote:
> I finally looked at the name on the web site and it was The Ian
> Chadwick of Mapping the Atari fame.
> http://www.ianchadwick.com/index.html

Heh cool. Did you see this post from his blog, 5 years ago?

http://www.ianchadwick.com/forum/index.php?/blog/1/entry-60-our-past-haunts-us/

"I mean, aside from the historical value, who really uses old Ataris
these days?"

'Who uses old Ataris', indeed! :^P

--
-bill!
Sent from my computer

4455. Oregon Trail for Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-05 17:47:23 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d4d8d2b$0$10582$742ec2ed@news.sonic.net>
Source record: 844

Was Oregon Trail (famous in elementary school Apple II labs in the 1980s)
ever released for the Atari 8-bit? I've found some public domain 'sports'
(shooting) game with the same title, but it doesn't bear any resemblance to
the game I played on those ugly old Apple IIs.

Thanks to Kevin Savetz (who posted that he has cholera over on Facebook ;))
for reminding me of the game. (Though I also did recently see an article
about the _early_ history of the game... did you know that I did not know
that it was originally a board game? :) Is THAT what kids had to do before
there were Apple IIs infesting their schools? I'm not sure what's worse?
Hey, who threw that tomato? What's those hook for--)

--

____
/
\ -bill!
Sent from my computer

4456. Re: Oregon Trail for Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-05 18:01:47 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2011.02.05.18.01.47.262242@suddenlink.net>
Source record: 845

On Sat, 05 Feb 2011 17:47:23 +0000, Bill Kendrick wrote:

> Was Oregon Trail (famous in elementary school Apple II labs in the 1980s)
> ever released for the Atari 8-bit? I've found some public domain 'sports'
> (shooting) game with the same title, but it doesn't bear any resemblance to
> the game I played on those ugly old Apple IIs.
>
> Thanks to Kevin Savetz (who posted that he has cholera over on Facebook ;))
> for reminding me of the game. (Though I also did recently see an article
> about the _early_ history of the game... did you know that I did not know
> that it was originally a board game? :) Is THAT what kids had to do before
> there were Apple IIs infesting their schools? I'm not sure what's worse?
> Hey, who threw that tomato? What's those hook for--)

I swear I can sort of remember this as a type in game in some magazine. It
was a text only game, right?

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

4457. Re: Ian Chadwick

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-05 18:43:16 UTC
From: Bill Garber <willy46pa@garberstreet.com>
Message-ID: <N9idnWarq9apB9DQnZ2dnUVZ8tadnZ2d@giganews.com>
Source record: 846

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in
message news:4d4d8c67$0$10582$742ec2ed@news.sonic.net...
> ricortes <ricortes@earthlink.net> wrote:
>> I finally looked at the name on the web site and
>> it was The Ian Chadwick of Mapping the Atari fame.
>> http://www.ianchadwick.com/index.html
>
> Heh cool. Did you see this post from his blog, 5 years ago?
>
> http://www.ianchadwick.com/forum/index.php?/blog/1/entry-60-our-past-haunts-us/
>
> "I mean, aside from the historical value,
> who really uses old Ataris these days?"
>
> 'Who uses old Ataris', indeed! :^P

Uh....are there 'NEW' Atari's anywhere??? LOL

Bill G.

4458. Re: Ian Chadwick

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-05 19:26:29 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <2c1b0733-c4e5-452d-a270-0a741a0661b3@y35g2000prc.googlegroups.com>
Source record: 847

On Feb 5, 9:44 am, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> ricortes <ricor...@earthlink.net> wrote:
> > I finally looked at the name on the web site and it was The Ian
> > Chadwick of Mapping the Atari fame.
> >http://www.ianchadwick.com/index.html
>
> Heh cool. Did you see this post from his blog, 5 years ago?
>
> http://www.ianchadwick.com/forum/index.php?/blog/1/entry-60-our-past-...
>
> "I mean, aside from the historical value, who really uses old Ataris
> these days?"
>
> 'Who uses old Ataris', indeed! :^P
>
> --
> -bill!
> Sent from my computer

Thanks for the link, I hadn't seen that.

Us old geezers seem to be going through a personal inventory. Trying
to figure out what it has meant.

Rick

4459. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-07 13:14:16 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <8ra9h8Fc4fU1@mid.uni-berlin.de>
Source record: 848
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Am 31.01.2011 14:40, schrieb Guesser:
> Now for everyone: The king of home computers is clearly the IBM PC
> compatible. Sure it was more expensive back in the day, and only took
> hold in the business market at first, but which machine is on
> everybody's desk/lap? An IBM PC AT derivative.

IBTD. The original IBM PC and its clone army threw back computer development for several years. These ugly, clunky, low-tech machines flooded the market and customers chose them instead of buying better, but "incompatible" systems like those great 68K and ARM based machines from the mid 1980s, e.g. in too many cases (well, the Atari ST had a strong base in the SOHO and music market in Europe and the Commodore Amiga was great for games and video/graphics - e.g. the first seasons' CGI in both Seaquest DSV and Babylon 5 were created using Amigas, but in the end both these systems were washed away by the flood of cheap IBM clones - the only survivor being the overpriced Macintosh).

Thorsten

4460. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-07 13:54:37 UTC
From: Guesser <alistair@alistairsserver.no-ip.org>
Message-ID: <iiotitgeu1@news.eternal-september.org>
Source record: 849
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

```
On 07/02/2011 13:14, Thorsten Gï¿½nther wrote:
> Am 31.01.2011 14:40, schrieb Guesser:
>> Now for everyone: The king of home computers is clearly the IBM PC
>> compatible. Sure it was more expensive back in the day, and only took
>> hold in the business market at first, but which machine is on
>> everybody's desk/lap? An IBM PC AT derivative.
>
> IBTD
>
> <snip>
>
> but in the end both these systems were washed away by the flood of cheap IBM
> clones - the only survivor being the overpriced Macintosh).

sounds like you agree to me :)

(don't forget macs are now intel machines too!)

Guesser
```

4461. 1200XL's At Kjmann's Atari Sales and Service

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-07 14:50:21 UTC
From: Kjmann's Atari Sales <kjmann_atari@yahoo.com>
Message-ID: <4d50074a$0$22369$882e7ee2@usenet-news.net>
Source record: 850
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

Due to some good Fortune we have bought out the atari inventory of a game
store
in Southern California and we now have several 1200XL's in stock.

I have refurbished Some of them and they are ready to go out the door!!!

All Of them have had the S-Video Upgrade Installed, 800XL OS Installed for
Compatibility and Been Fully Tested.

They all come with the standard package that we always have for our systems

1 Refurbished CX40 Joystick
1 Brand New Power Supply
2 games (Pac-Man and one of your choice from the "Extras" List)
All Necessary Video Cables

Come Check them out.

=)

http://www.atari-sales.com

In The "Refurbished Systems" Section

4462. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-07 20:22:54 UTC
From: Dombo <dombo@disposable.invalid>
Message-ID: <4d5054a7$0$30714$5fc3050@news.tiscali.nl>
Source record: 851
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

```
Op 07-Feb-11 14:14, Thorsten Gï¿½nther schreef:
> Am 31.01.2011 14:40, schrieb Guesser:
>> Now for everyone: The king of home computers is clearly the IBM PC
>> compatible. Sure it was more expensive back in the day, and only took
>> hold in the business market at first, but which machine is on
>> everybody's desk/lap? An IBM PC AT derivative.
>
> IBTD. The original IBM PC and its clone army threw back computer
> development for several years. These ugly, clunky, low-tech machines
> flooded the market and customers chose them instead of buying better,
> but "incompatible" systems like those great 68K and ARM based machines
> from the mid 1980s, e.g. in too many cases (well, the Atari ST had a
> strong base in the SOHO and music market in Europe and the Commodore
> Amiga was great for games and video/graphics - e.g. the first seasons'
> CGI in both Seaquest DSV and Babylon 5 were created using Amigas, but in
> the end both these systems were washed away by the flood of cheap IBM
> clones - the only survivor being the overpriced Macintosh).

Which is nowadays also a PC clone.
```

4463. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-07 20:35:11 UTC
From: winston19842005 <bjjlyates@NOSPAMbellsouth.net>
Message-ID: <C975C1AF.1ABC1%bjjlyates@NOSPAMbellsouth.net>
Source record: 852
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On 2/7/11 3:22 PM, in article 4d5054a7$0$30714$5fc3050@news.tiscali.nl,
"Dombo" <dombo@disposable.invalid> wrote:

> Op 07-Feb-11 14:14, Thorsten Gï¿½nther schreef:
>> Am 31.01.2011 14:40, schrieb Guesser:
>>> Now for everyone: The king of home computers is clearly the IBM PC
>>> compatible. Sure it was more expensive back in the day, and only took
>>> hold in the business market at first, but which machine is on
>>> everybody's desk/lap? An IBM PC AT derivative.
>>
>> IBTD. The original IBM PC and its clone army threw back computer
>> development for several years. These ugly, clunky, low-tech machines
>> flooded the market and customers chose them instead of buying better,
>> but "incompatible" systems like those great 68K and ARM based machines
>> from the mid 1980s, e.g. in too many cases (well, the Atari ST had a
>> strong base in the SOHO and music market in Europe and the Commodore
>> Amiga was great for games and video/graphics - e.g. the first seasons'
>> CGI in both Seaquest DSV and Babylon 5 were created using Amigas, but in
>> the end both these systems were washed away by the flood of cheap IBM
>> clones - the only survivor being the overpriced Macintosh).
>
> Which is nowadays also a PC clone.

Well, I'm still using my "overpriced" "PC clone", a Mac mini I bought in
'06. Runs as good today as it did back then, and has outlasted many other
computers I've had. Only my Gateway in 2001 lasted 5 years, but it had gone
through several hard drives, several reinstalls of the OS, a processor
upgrade and was way too slow at the end (like having Abe Lincoln's hammer,
having replaced the head twice and the handle 5 times).

So for me, it was worth the $$$.

4464. Re: Plans surfacing for Atari Party 2011 in Davis,

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-07 21:57:40 UTC
From: Gunstar Hero <gunstar.hero.x@gmail.com>
Message-ID: <85328934-7997-42cd-a463-55abafc31e42@z3g2000prz.googlegroups.com>
Source record: 853

On Jan 22, 4:22 am, Edward S. Baiz Jr. (Gamer) <edbai...@comcast.net>
wrote:
> Wish I could come, but I live in Indiana... Hope
> it goes great...
>
>
>
> Bill Kendrick wrote:
>
> > I'm hoping to do Atari Party 2011 some weekend in May, out here in
> > Davis, California. (About 1-2hr east of points in the greater SF Bay Area,
> > and about 20 mins west of the I-80/I-5/99 interchange in Sacramento.)
>
> > I'm planning on using the same venue we had in 2009, a large meeting room
> > at the local public library. We were unable to use it last year, and had
> > to pay $$$ to rent space from the City, due to rennovations that were
> > taking place. Now, the room we'd be using is larger, has a built-in
> > ceiling-mounted video projector, and has a small conference room in the
> > back. This opens up some fun possibilities.
>
> > Last year, we rented and screened the original "Tron" (thanks also to
> > some cash donations), and we may screen it, or some other movie, again.
>
> > For more on 2009 & 2010 parties, see:
>
> > http://www.newbreedsoftware.com/atariparty/2009/
> > http://www.newbreedsoftware.com/atariparty/2010/
>
> > --
> > -bill!
> > Sent from my computer
>
> Falcon030 with 16meg of ram

I'd sure be there again, I had a great time last year, and having
noticed no one brought any 5200 stuff I'd bring along and set up my
5200 collection!

Dan

4465. Re: Plans surfacing for Atari Party 2011 in Davis,

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-07 22:00:58 UTC
From: Gunstar Hero <gunstar.hero.x@gmail.com>
Message-ID: <6cde412e-2e71-4c41-a476-915c2001ea0a@8g2000prb.googlegroups.com>
Source record: 854

But I must ask, why would we wait until way out in May? It seemed
really nice to have it in March last year, plus Pin-A-Go-Go is in
Dixon in May, and I'd sure hate to have to choose!

4466. Re: 1200XL's At Kjmann's Atari Sales and Service

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-08 18:37:31 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d518d6b$0$10575$742ec2ed@news.sonic.net>
Source record: 855
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

In rec.games.video.atari Kjmann's Atari Sales <kjmann_atari@yahoo.com> wrote:
> Due to some good Fortune we have bought out the atari inventory of a game
> store
> in Southern California and we now have several 1200XL's in stock.

You posted this yesterday, so I imagine by today you're sold out. ;)

-bill!

4467. Re: Oregon Trail for Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-08 18:40:16 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d518e10$0$10575$742ec2ed@news.sonic.net>
Source record: 856

Ronald J. Hall <darklord@suddenlink.net> wrote:
> I swear I can sort of remember this as a type in game in some magazine. It
> was a text only game, right?

Nah, Oregon Trail, while it did have a lot of text info & screens,
also included a lot of little graphics of wagons, bears,
streams, trees, etc.

Random screenshot via Google:
http://www.elephantjournal.com/wp-content/uploads/2010/09/oregon-trail.jpg

And a random video ("Oregon Trail in 60 seconds") from YouTube:
http://www.youtube.com/watch?v=5GH0-hr1u_k

--
-bill!
Sent from my computer

4468. Re: Plans surfacing for Atari Party 2011 in Davis,

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-08 18:42:53 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d518ead$0$10575$742ec2ed@news.sonic.net>
Source record: 857

Gunstar Hero <gunstar.hero.x@gmail.com> wrote:
> But I must ask, why would we wait until way out in May? It seemed
> really nice to have it in March last year, plus Pin-A-Go-Go is in
> Dixon in May, and I'd sure hate to have to choose!

My long-time Atarian buddy Ben Corr is busy until May, and asked
if I could put off the Atari Party.

My wife also wanted me to avoid too many distractions until
tax season was over. :)

I was asked to avoid conflicting with Pin-A-Go-Go, which is why
I specifically didn't do the weekend of May 14th.

--
-bill!
Sent from my computer

4469. Re: Plans surfacing for Atari Party 2011 in Davis,

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-08 18:43:56 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d518eec$0$10575$742ec2ed@news.sonic.net>
Source record: 858

Gunstar Hero <gunstar.hero.x@gmail.com> wrote:
> I'd sure be there again, I had a great time last year, and having
> noticed no one brought any 5200 stuff I'd bring along and set up my
> 5200 collection!

Awesome! I got your email (I think it was you). Definitely come
bring some 5200 stuff! Sign up for the volunteers mailing list,
so you can keep up-to-date on the plans!

http://lists.sonic.net/mailman/listinfo/atariparty

--
-bill!
Sent from my computer

4470. Re: Oregon Trail for Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-08 19:14:39 UTC
From: Bill Garber <willy46pa@garberstreet.com>
Message-ID: <v4qdnacRWsBhCMzQnZ2dnUVZ8g6dnZ2d@giganews.com>
Source record: 859

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:4d4d8d2b$0$10582$742ec2ed@news.sonic.net...
> Was Oregon Trail (famous in elementary school Apple II labs in the 1980s)
> ever released for the Atari 8-bit? I've found some public domain 'sports'
> (shooting) game with the same title, but it doesn't bear any resemblance to
> the game I played on those ugly old Apple IIs.
>
> Thanks to Kevin Savetz (who posted that he has cholera over on Facebook ;))
> for reminding me of the game. (Though I also did recently see an article
> about the _early_ history of the game... did you know that I did not know
> that it was originally a board game? :) Is THAT what kids had to do before
> there were Apple IIs infesting their schools? I'm not sure what's worse?
> Hey, who threw that tomato? What's those hook for--)
>
> \ -bill!
> Sent from my computer

This is in BASIC, and I have not tried it, but I did download it.
Give it a try and let me know if it is what you were looking for.

http://www.atarimania.com/game-atari-400-800-xl-xe-oregon-trail-_3819.html

Bill G.

4471. Re: Oregon Trail for Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-08 23:49:30 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d51d68a$0$10602$742ec2ed@news.sonic.net>
Source record: 860

Bill Garber <willy46pa@garberstreet.com> wrote:
> This is in BASIC, and I have not tried it, but I did download it.
> Give it a try and let me know if it is what you were looking for.
>
> http://www.atarimania.com/game-atari-400-800-xl-xe-oregon-trail-_3819.html

Nope, that's not it. Looks like it was never ported to the Atari 8-bit,
which seems a shame! :^(

http://en.wikipedia.org/wiki/The_Oregon_Trail_(video_game)

"The Oregon Trail is an educational computer game developed by Don
Rawitsch, Bill Heinemann, and Paul Dillenberger in 1971 and produced
by MECC in 1974. The game was designed to teach school children about
the realities of 19th century pioneer life on the Oregon Trail. ..."

"The Oregon Trail was created in 1971 by three student teachers at
Carleton College in Northfield, Minnesota,[1] using a mainframe
computer. ..."

"In 1978 MECC began encouraging its schools to adopt the Apple II
microcomputer. The first Apple II version of The Oregon Trail was
an Integer BASIC type-in adaptation in Creative Computing's May-June
1978 issue. The program was adapted by John Cook and provided on
A.P.P.L.E.'s PDS Disk series #108. A further version called Oregon
Trail 2 was adapted in June, 1978 by J.P. O'Malley. The game was
further released as part of MECC's Elementary series, on Elementary
Volume 6 in 1980. The game was titled simply Oregon, and featured
minimal graphics. It proved so popular that it was re-released as a
standalone game, with substantially improved graphics, in 1985."

Edition-wise, it lists:

1981 to 1985 The Oregon Trail (Apple II).
1992 The Oregon Trail Deluxe (MS-DOS).
1993-96 The Oregon Trail Ver 1.2 (Windows).
...etc.
The Oregon Trail for Facebook

So it looks like I played the improved-graphics version made
for the Apple II in 1985. (At which point it would've been
brand-new, since I was in 4th & 5th grade that year.)

Time for someone to do an Atari 8-bit conversion! ;)

--
-bill!

Sent from my computer

4472. Have I asked this? Driving Controller games?

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-08 23:56:02 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d51d812$0$10602$742ec2ed@news.sonic.net>
Source record: 861

I forget if I asked this, but I was pondering Driving Controllers
(CX20-01, used with Indy 500 on the Atari 2600) yesterday, since
I found a fun Tempest 2000 clone for Linux (and Windows) called
"Typhoon 2001". I think it'd be cool to hook a Driving Ctrl'r
to Stelladapter. :)

Are there any existing games for the 8-bits?

PS - Kjmann - Tempest Xtreme needs Driving Controller support! ;)

--
-bill!
Sent from my computer

4473. Atari 8-bit games to showcase?

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-09 00:49:02 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d51e47e$0$10572$742ec2ed@news.sonic.net>
Source record: 862

I'm doing my Atari Party in Davis in May. I'll be showcasing
a few games. (How? Could range from 'games that get to go
up on the projector', to 'games that get mentioned specifically
on website or flyers', or 'games whose histories get posted
as educational info shseets').

What titles would be good? I post a list of what I'm thinking of,
but it'd be off the top of my head (since I'm busy),
it'd be be pretty limited (since it'll be from what I own,
or are shareware or public domain), and I don't want to influence
the answers. :)

PS - (Spoiler!) This looks like a good starting point:
http://www.atarimania.com/pgemainsoft.awp?type=G&system=8

--
-bill!
Sent from my computer

4474. Re: Atari 8-bit games to showcase?

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-09 02:39:30 UTC
From: Ryan 'Gozar' Collins <usenet@nospamryancollins.org>
Message-ID: <1291920004318912055.215884usenet-nospamryancollins.org@enews.newsguy.com>
Source record: 863

Bill Kendrick <bill@newbreedsoftware.com> wrote:
> What titles would be good? I post a list of what I'm thinking of,
> but it'd be off the top of my head (since I'm busy),
> it'd be be pretty limited (since it'll be from what I own,
> or are shareware or public domain), and I don't want to influence
> the answers. :)

Castle Crisis. :-)

Btw, might I suggest Cloak & Dagger for the movie?

--
-- Ryan 'Gozar' Collins

4475. atari 2600 2 systems new sealed

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-09 03:46:20 UTC
From: ebaybrad <bradros69@gmail.com>
Message-ID: <0f1cbd98-78e1-4310-bda6-db09de9c322b@d2g2000yqn.googlegroups.com>
Source record: 864

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=290532042895&ssPageName=STRK:MESELX:IT#ht_500wt_1145

4476. Re: 1200XL's At Kjmann's Atari Sales and Service

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-09 05:39:23 UTC
From: Kjmann's Atari Sales and Service <kjmann_atari@yahoo.com>
Message-ID: <cb5770c0-0546-4dab-8113-712ba4021976@h19g2000prh.googlegroups.com>
Source record: 865
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

On Feb 8, 10:37 am, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> In rec.games.video.atari Kjmann's Atari Sales <kjmann_at...@yahoo.com> wrote:
>
> > Due to some good Fortune we have bought out the atari inventory of a game
> > store
> > in Southern California and we now have several 1200XL's in stock.
>
> You posted this yesterday, so I imagine by today you're sold out. ;)
>
> -bill!

Nope. I have a lot of them.

I go into the Shop Everyday and Refurbish a couple more. =)

4477. Re: Have I asked this? Driving Controller games?

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-09 05:42:09 UTC
From: Kjmann's Atari Sales and Service <kjmann_atari@yahoo.com>
Message-ID: <712b77fc-0555-4b93-aa1b-504b5a1fcdde@s29g2000pra.googlegroups.com>
Source record: 866

```
On Feb 8, 3:56 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> PS - Kjmann - Tempest Xtreme needs Driving Controller support! ;)
>
> -bill!
> Sent from my computer

Sorry, There is no more Room on the cart for the routine. =)
```

4478. Re: Atari 8-bit games to showcase?

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-09 07:04:41 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <8resk9Fo92U1@mid.uni-berlin.de>
Source record: 867

Am 09.02.2011 01:49, schrieb Bill Kendrick:
> I'm doing my Atari Party in Davis in May. I'll be showcasing
> a few games. (How? Could range from 'games that get to go
> up on the projector', to 'games that get mentioned specifically
> on website or flyers', or 'games whose histories get posted
> as educational info shseets').
>
> What titles would be good? I post a list of what I'm thinking of,
> but it'd be off the top of my head (since I'm busy),
> it'd be be pretty limited (since it'll be from what I own,
> or are shareware or public domain), and I don't want to influence
> the answers. :)

Using the Atarimania top 25 titles:

Rescue on Fractalus has an interesting background story as well as being one of the greatest titles for the system (both technically and in terms of gameplay). M.U.L.E. (one of the first titles by EA and one of the greatest games ever on any system) is also worth mentioning, as is Star Raiders as the system selling title esp. for the 400.

Encounter!, Dropzone, Capture the Flag, Mercenary and Schreckenstein are technically advanced and display the hardware capabilities (split screen, scrolling, colour rwegister changes between screen lines) and the fast CPU very well.

Landon Dyer's version of Donkey Kong has a very interesting background story (as well as being the first home version featuring all four screens) - check his blog.

I'd pick a modern homebrew title also (Yoomp! from that Atarimania top 25 list is a great candidate).

Thorsten

4479. Re: New group for female ATARI programmers - "ATARI Girls"

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-09 18:54:57 UTC
From: John Harbl <jharbl@harbl.com>
Message-ID: <iiuntubnp6@speranza.aioe.org>
Source record: 868
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On 1/24/11 4:34 PM, ATARI Girl wrote:

> there are still people like Tony Simsig who think that women are too
> stupid to program software for computers and to prove him and other
> men who think so wrong, I've created the group "ATARI Girls":

I don't think that women are too stupid to program, but I am curious as
to how they manage to do it all the way from the kitchen.

- J.

4480. Re: New group for female ATARI programmers - "ATARI Girls"

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-09 18:58:12 UTC
From: Guillaume Tello <houten.van@orange.fr>
Message-ID: <4d52e3ca$0$7677$ba4acef3@reader.news.orange.fr>
Source record: 869
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
Le 09/02/2011 19:54, John Harbl a ï¿½crit :
> On 1/24/11 4:34 PM, ATARI Girl wrote:
>
>> there are still people like Tony Simsig who think that women are too
>> stupid to program software for computers and to prove him and other
>> men who think so wrong, I've created the group "ATARI Girls":
>
> I don't think that women are too stupid to program, but I am curious as
> to how they manage to do it all the way from the kitchen.

:-)))
>
> - J.
```

4481. Re: Have I asked this? Driving Controller games?

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-09 21:27:38 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d5306ca$0$10577$742ec2ed@news.sonic.net>
Source record: 870

Kjmann's Atari Sales and Service <kjmann_atari@yahoo.com> wrote:
> On Feb 8, 3:56ï¿½pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> > PS - Kjmann - Tempest Xtreme needs Driving Controller support! ;)
> >
> > -bill!
> > Sent from my computer
>
> Sorry, There is no more Room on the cart for the routine. =)

Heh, was a routine ever coded / experimented with? I imagine it would've
been more of a timing issue than a space issue.

I'd give up another feature in return for a rotary controller option,
but then I'm probably one of VERY few people who have those kinds of
controllers. :^/

--
-bill!
Sent from my computer

4482. Re: Atari 8-bit games to showcase?

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-09 21:28:49 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d530711$0$10577$742ec2ed@news.sonic.net>
Source record: 871

Ryan 'Gozar' Collins <usenet@nospamryancollins.org> wrote:
>
> Castle Crisis. :-)

It's on my list. :)

> Btw, might I suggest Cloak & Dagger for the movie?

Yep, that's what I've picked. No objections so far!

--
-bill!
Sent from my computer

4483. Re: Atari 8-bit games to showcase?

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-09 23:01:40 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <iiv6cl$k6g$1@news.eternal-september.org>
Source record: 872

On 2/9/2011 2:28 PM, Bill Kendrick wrote:
> Ryan 'Gozar' Collins<usenet@nospamryancollins.org> wrote:
>>
>> Castle Crisis. :-)
>
> It's on my list. :)
>
>
>> Btw, might I suggest Cloak& Dagger for the movie?
>
> Yep, that's what I've picked. No objections so far!
>

I started watching D.A.R.Y.L. a few nights ago (haven't had time to finish yet). I was pleased to see a scene featuring the playing of Pole Position on what looked like maybe an 800XL or 1200XL.

- Trevor

4484. Re: New group for female ATARI programmers - "ATARI Girls"

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-10 03:10:12 UTC
From: Charles Richmond <frizzle@tx.rr.com>
Message-ID: <iivkujptm1@news.eternal-september.org>
Source record: 873
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
On 2/9/11 12:58 PM, Guillaume Tello wrote:
> Le 09/02/2011 19:54, John Harbl a ï¿½crit :
>> On 1/24/11 4:34 PM, ATARI Girl wrote:
>>
>>> there are still people like Tony Simsig who think that women
>>> are too
>>> stupid to program software for computers and to prove him and
>>> other
>>> men who think so wrong, I've created the group "ATARI Girls":
>>
>> I don't think that women are too stupid to program, but I am
>> curious as
>> to how they manage to do it all the way from the kitchen.
>
> :-)))

"A woman's place in in the House... and the Senate."

--
+----------------------------------------+
| Charles and Francis Richmond |
| |
| plano dot net at aquaporin4 dot com |
+----------------------------------------+
```

4485. Re: New group for female ATARI programmers - "ATARI Girls"

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-10 03:15:22 UTC
From: John Harbl <jharbl@harbl.com>
Message-ID: <iivl89emh2@speranza.aioe.org>
Source record: 874
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On 2/9/11 10:10 PM, Charles Richmond wrote:
> On 2/9/11 12:58 PM, Guillaume Tello wrote:
>> Le 09/02/2011 19:54, John Harbl a ï¿½crit :
>>> On 1/24/11 4:34 PM, ATARI Girl wrote:
>>>
>>>> there are still people like Tony Simsig who think that women
>>>> are too
>>>> stupid to program software for computers and to prove him and
>>>> other
>>>> men who think so wrong, I've created the group "ATARI Girls":
>>>
>>> I don't think that women are too stupid to program, but I am
>>> curious as
>>> to how they manage to do it all the way from the kitchen.
>>
>> :-)))
>
> "A woman's place in in the House... and the Senate."

Couldn't agree more. After all, those floors aren't going to scrub
themselves!

- J.

4486. Re: Oregon Trail for Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-10 04:16:05 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.vqn5432jgaat7c@mdc2>
Source record: 875

On Tue, 08 Feb 2011 17:49:30 -0600, Bill Kendrick
<bill@newbreedsoftware.com> wrote:

> "The Oregon Trail was created in 1971 by three student teachers at
> Carleton College in Northfield, Minnesota,[1] using a mainframe
> computer. ..."

My alma mater, cool! I had no idea.

Two more links to recent stories about the game, as captured by folks at
Carleton:

http://apps.carleton.edu/news/carleton_in_the_media/?story_id=705282

http://apps.carleton.edu/news/carleton_in_the_media/?story_id=702132

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name
8-bit Atari FAQ/Vendor Lists: htt://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

4487. Re: Atari 8-bit games to showcase?

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-10 18:27:43 UTC
From: Kjmann's Atari Sales and Service <kjmann_atari@yahoo.com>
Message-ID: <787898bf-43b7-4da4-b989-9aa31e513af0@i39g2000prd.googlegroups.com>
Source record: 876

I will have The Completed "Space Harrier" With me by that time, as well as "Dr.Mario", "Donkey Kong - Arcade", and the New "Pitfall II" with the new game save to cart system built in.

Also, if it's Ready to be shown, I will have the new "Jungle King - Arcade" to show off. it's complete with more authentic arcade sounds and the background music that was missing in the atari "Jungle Hunt". we have also changed the main character to the Tarzan type guy complete with the Tarzan Yell. All Just like the Arcade version of "Jungle King"

4488. Re: Atari 8-bit games to showcase?

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-10 19:40:31 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d543f2f$0$10587$742ec2ed@news.sonic.net>
Source record: 877

Kjmann's Atari Sales and Service <kjmann_atari@yahoo.com> wrote:
> I will have The Completed "Space Harrier" With me by that time,

Cool, is that game finally finished yet? :) I've played a couple of the demo releases, and showed them off at the past Atari Parties.

> as well as "Dr.Mario",

I tried this, and it was a fair conversion, but had a few annoyances that I talked about here a while back. (Esp. the whole-game-freeze that happened in 2-player mode...)

> "Donkey Kong - Arcade"

What's the story with "Donkey Kong - Arcade?" I have the original 400/800 DK cartridge, and it didn't seem like a very good conversion (not that I've played others... maybe Colecovision version, decades ago.)

I didn't appreciate the Apple II-like artifacts when objects went through each other (XOR'ing, I guess?) :)

--
-bill!
Sent from my computer

4489. Re: New group for female ATARI programmers - "ATARI Girls"

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-11 01:28:56 UTC
From: Charles Richmond <frizzle@tx.rr.com>
Message-ID: <ij23co$k0d$3@news.eternal-september.org>
Source record: 878
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
On 2/9/11 9:15 PM, John Harbl wrote:
> On 2/9/11 10:10 PM, Charles Richmond wrote:
>> On 2/9/11 12:58 PM, Guillaume Tello wrote:
>>> Le 09/02/2011 19:54, John Harbl a ï¿½crit :
>>>> On 1/24/11 4:34 PM, ATARI Girl wrote:
>>>>
>>>>> there are still people like Tony Simsig who think that women
>>>>> are too
>>>>> stupid to program software for computers and to prove him and
>>>>> other
>>>>> men who think so wrong, I've created the group "ATARI Girls":
>>>>
>>>> I don't think that women are too stupid to program, but I am
>>>> curious as
>>>> to how they manage to do it all the way from the kitchen.
>>>
>>> :-)))
>>
>> "A woman's place in in the House... and the Senate."
>
> Couldn't agree more. After all, those floors aren't going to scrub
> themselves!
>

Question: Why do women live longer than men???

Answer: Someone has to clean up.

--
+----------------------------------------+
| Charles and Francis Richmond |
| |
| plano dot net at aquaporin4 dot com |
+----------------------------------------+
```

4490. Re: New group for female ATARI programmers - "ATARI Girls"

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-11 01:34:26 UTC
From: John Harbl <jharbl@harbl.com>
Message-ID: <ij23n2irp1@speranza.aioe.org>
Source record: 879
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
On 2/10/11 8:28 PM, Charles Richmond wrote:
> On 2/9/11 9:15 PM, John Harbl wrote:
>> On 2/9/11 10:10 PM, Charles Richmond wrote:
>>> On 2/9/11 12:58 PM, Guillaume Tello wrote:
>>>> Le 09/02/2011 19:54, John Harbl a ï¿½crit :
>>>>> On 1/24/11 4:34 PM, ATARI Girl wrote:
>>>>>
>>>>>> there are still people like Tony Simsig who think that women
>>>>>> are too
>>>>>> stupid to program software for computers and to prove him and
>>>>>> other
>>>>>> men who think so wrong, I've created the group "ATARI Girls":
>>>>>
>>>>> I don't think that women are too stupid to program, but I am
>>>>> curious as
>>>>> to how they manage to do it all the way from the kitchen.
>>>>
>>>> :-)))
>>>
>>> "A woman's place in in the House... and the Senate."
>>
>> Couldn't agree more. After all, those floors aren't going to scrub
>> themselves!
>>
>
> Question: Why do women live longer than men???
>
> Answer: Someone has to clean up.

I'm assuming that these Atari Girls will be using XLs... You know, so
that they match the wedding dress, stove, and washing machine.

- J.
```

4491. Re: New group for female ATARI programmers - "ATARI Girls"

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-11 02:38:55 UTC
From: Bill Garber <willy46pa@garberstreet.com>
Message-ID: <F-ydne_gP-3HPMnQnZ2dnUVZ8nednZ2d@giganews.com>
Source record: 880
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"John Harbl" <jharbl@harbl.com> wrote in message news:ij23n2irp1@speranza.aioe.org...
> On 2/10/11 8:28 PM, Charles Richmond wrote:
>> On 2/9/11 9:15 PM, John Harbl wrote:
>>> On 2/9/11 10:10 PM, Charles Richmond wrote:
>>>> On 2/9/11 12:58 PM, Guillaume Tello wrote:
>>>>> Le 09/02/2011 19:54, John Harbl a ï¿½crit :
>>>>>> On 1/24/11 4:34 PM, ATARI Girl wrote:
>>>>>>
>>>>>>> there are still people like Tony Simsig who think that women
>>>>>>> are too
>>>>>>> stupid to program software for computers and to prove him and
>>>>>>> other
>>>>>>> men who think so wrong, I've created the group "ATARI Girls":
>>>>>>
>>>>>> I don't think that women are too stupid to program, but I am
>>>>>> curious as
>>>>>> to how they manage to do it all the way from the kitchen.
>>>>>
>>>>> :-)))
>>>>
>>>> "A woman's place in in the House... and the Senate."
>>>
>>> Couldn't agree more. After all, those floors aren't going to scrub
>>> themselves!
>>>
>>
>> Question: Why do women live longer than men???
>>
>> Answer: Someone has to clean up.
>
> I'm assuming that these Atari Girls will be using XLs... You know, so
> that they match the wedding dress, stove, and washing machine.
>
> - J.

I don't understand. Most of the XL's that I have seen were black, no?

Bill

4492. Re: New group for female ATARI programmers - "ATARI Girls"

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-11 04:04:22 UTC
From: John Harbl <jharbl@harbl.com>
Message-ID: <ij2cg6$41b$1@speranza.aioe.org>
Source record: 881
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
On 2/10/11 9:38 PM, Bill Garber wrote:
>
> "John Harbl" <jharbl@harbl.com> wrote in message
> news:ij23n2$irp$1@speranza.aioe.org...
>> On 2/10/11 8:28 PM, Charles Richmond wrote:
>>> On 2/9/11 9:15 PM, John Harbl wrote:
>>>> On 2/9/11 10:10 PM, Charles Richmond wrote:
>>>>> On 2/9/11 12:58 PM, Guillaume Tello wrote:
>>>>>> Le 09/02/2011 19:54, John Harbl a ï¿½crit :
>>>>>>> On 1/24/11 4:34 PM, ATARI Girl wrote:
>>>>>>>
>>>>>>>> there are still people like Tony Simsig who think that women
>>>>>>>> are too
>>>>>>>> stupid to program software for computers and to prove him and
>>>>>>>> other
>>>>>>>> men who think so wrong, I've created the group "ATARI Girls":
>>>>>>>
>>>>>>> I don't think that women are too stupid to program, but I am
>>>>>>> curious as
>>>>>>> to how they manage to do it all the way from the kitchen.
>>>>>>
>>>>>> :-)))
>>>>>
>>>>> "A woman's place in in the House... and the Senate."
>>>>
>>>> Couldn't agree more. After all, those floors aren't going to scrub
>>>> themselves!
>>>>
>>>
>>> Question: Why do women live longer than men???
>>>
>>> Answer: Someone has to clean up.
>>
>> I'm assuming that these Atari Girls will be using XLs... You know, so
>> that they match the wedding dress, stove, and washing machine.
>>
>> - J.
>
> I don't understand. Most of the XL's that I have seen were black, no?
>
> Bill
```

Yeah, even I'll admit that that one was a stretch. I was going for the white part of the XL matching the usual color of the dress and appliances, but it didn't really work.

So here's something I didn't expect to find on Amazon instead: http://www.amazon.com/Atari-1010-Program-Recorder/dp/B001VO7WDC .

- J.

4493. Re: New group for female ATARI programmers - "ATARI Girls"

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-11 04:35:52 UTC
From: Bill Garber <willy46pa@garberstreet.com>
Message-ID: <VtudnXfGtMVeIcnQnZ2dnUVZ8k6dnZ2d@giganews.com>
Source record: 882
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
"John Harbl" <jharbl@harbl.com> wrote in message news:ij2cg6$41b$1@speranza.aioe.org...
> On 2/10/11 9:38 PM, Bill Garber wrote:
>>
>> "John Harbl" <jharbl@harbl.com> wrote in message
>> news:ij23n2$irp$1@speranza.aioe.org...
>>> On 2/10/11 8:28 PM, Charles Richmond wrote:
>>>> On 2/9/11 9:15 PM, John Harbl wrote:
>>>>> On 2/9/11 10:10 PM, Charles Richmond wrote:
>>>>>> On 2/9/11 12:58 PM, Guillaume Tello wrote:
>>>>>>> Le 09/02/2011 19:54, John Harbl a ï¿½crit :
>>>>>>>> On 1/24/11 4:34 PM, ATARI Girl wrote:
>>>>>>>>
>>>>>>>> there are still people like Tony Simsig who think that women
>>>>>>>> are too
>>>>>>>> stupid to program software for computers and to prove him and
>>>>>>>> other
>>>>>>>> men who think so wrong, I've created the group "ATARI Girls":
>>>>>>>>
>>>>>>>> I don't think that women are too stupid to program, but I am
>>>>>>>> curious as
>>>>>>>> to how they manage to do it all the way from the kitchen.
>>>>>>>
>>>>>>> :-)))
>>>>>>
>>>>>> "A woman's place in in the House... and the Senate."
>>>>>
>>>>> Couldn't agree more. After all, those floors aren't going to scrub
>>>>> themselves!
>>>>>
>>>>
>>>> Question: Why do women live longer than men???
>>>>
>>>> Answer: Someone has to clean up.
>>>
>>> I'm assuming that these Atari Girls will be using XLs... You know, so
>>> that they match the wedding dress, stove, and washing machine.
>>>
>>> - J.
>>
>> I don't understand. Most of the XL's that I have seen were black, no?
>>
>> Bill
>
```

> Yeah, even I'll admit that that one was a stretch. I was going for the
> white part of the XL matching the usual color of the dress and
> appliances, but it didn't really work.
>
> So here's something I didn't expect to find on Amazon instead:
> http://www.amazon.com/Atari-1010-Program-Recorder/dp/B001VO7WDC .
>
> - J.

Aw.....didn't Atari make just the cutest little peripherals? 8^)

Bill

4494. Games Korner

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-11 06:27:21 UTC
From: Riz Lee <cricketingspot@gmail.com>
Message-ID: <580c9ca6-488b-489b-a805-ae2eb580f99f@o8g2000vbq.googlegroups.com>
Source record: 883

High Quality Computer Games, free downloads, game reviews, 3d games,
game demos, arcade games, action games, racing games, puzzle games,
adventure games, fighting games,logical games, card games, and more
for games lovers.
visit: http://www.games-korner.blogspot.com

4495. Re: New group for female ATARI programmers - "ATARI Girls"

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-11 07:45:58 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <cac99e08-9e0d-462e-87c7-bc744da1c18f@l11g2000yqb.googlegroups.com>
Source record: 884
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
On Feb 10, 8:35 pm, "Bill Garber" <willy4...@garberstreet.com> wrote:
> "John Harbl" <jha...@harbl.com> wrote in messagenews:ij2cg6$41b$1@speranza.aioe.org...
> > On 2/10/11 9:38 PM, Bill Garber wrote:
>
> >> "John Harbl" <jha...@harbl.com> wrote in message
> >>news:ij23n2$irp$1@speranza.aioe.org...
> >>> On 2/10/11 8:28 PM, Charles Richmond wrote:
> >>>> On 2/9/11 9:15 PM, John Harbl wrote:
> >>>>> On 2/9/11 10:10 PM, Charles Richmond wrote:
> >>>>>> On 2/9/11 12:58 PM, Guillaume Tello wrote:
> >>>>>>> Le 09/02/2011 19:54, John Harbl a crit :
> >>>>>>>> On 1/24/11 4:34 PM, ATARI Girl wrote:
>
> >>>>>>>>> there are still people like Tony Simsig who think that women
> >>>>>>>>> are too
> >>>>>>>>> stupid to program software for computers and to prove him and
> >>>>>>>>> other
> >>>>>>>>> men who think so wrong, I've created the group "ATARI Girls":
>
> >>>>>>>> I don't think that women are too stupid to program, but I am
> >>>>>>>> curious as
> >>>>>>>> to how they manage to do it all the way from the kitchen.
>
> >>>>>>> :-)))
>
> >>>>>> "A woman's place in in the House... and the Senate."
>
> >>>>> Couldn't agree more. After all, those floors aren't going to scrub
> >>>>> themselves!
>
> >>>> Question: Why do women live longer than men???
>
> >>>> Answer: Someone has to clean up.
>
> >>> I'm assuming that these Atari Girls will be using XLs... You know, so
> >>> that they match the wedding dress, stove, and washing machine.
>
> >>> - J.
>
> >> I don't understand. Most of the XL's that I have seen were black, no?
>
> >> Bill
>
```

> > Yeah, even I'll admit that that one was a stretch. I was going for the
> > white part of the XL matching the usual color of the dress and
> > appliances, but it didn't really work.
>
> > So here's something I didn't expect to find on Amazon instead:
> >http://www.amazon.com/Atari-1010-Program-Recorder/dp/B001VO7WDC.
>
> > - J.
>
> Aw.....didn't Atari make just the cutest little peripherals? 8^)
>
> Bill

Cassette lore: I remember one of the criteria for what was a serious or modern computer was: If it ever had a cassette interface it couldn't be modern. By that definition the IBM PC which came stock with a cassette interface was classified as previous generation.

I loved my Atari cassette! My first was one of the GE types but I picked up a bunch of 1010s after that. I was doing a lot of programing for other people which meant me doing M/L programs for them to call from BASIC mostly. I must of stepped on DOS a 1000 times rendering it incapable of saving my work. Heck, couldn't even load a utility to step through memory.

Before I got Omnimon and developed better programming practices, like save before you run or compile, the cassettes saved my bacon dozens of times. I can remember getting in arguments with ROM vs. loadable binary for DOS mainly on my experience with how when everything else went south on an Atari you could always count on the ROM cassette routines to still be there after an errant pointer.

Just my op but every computer should have a routine in ROM that is bullet proof. Just something that comes in maybe as an interrupt and watches for a key combination. It would only need to be big enough to write out a memory snap shot so you could figure out what happened.

Rick

4496. Re: Atari 8-bit games to showcase?

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-11 09:20:49 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <8rkdbiFs0mU1@mid.uni-berlin.de>
Source record: 885

Am 10.02.2011 20:40, schrieb Bill Kendrick:
>> "Donkey Kong - Arcade"
>
> What's the story with "Donkey Kong - Arcade?" I have the original
> 400/800 DK cartridge, and it didn't seem like a very good conversion
> (not that I've played others... maybe Colecovision version, decades ago.)

<http://www.dadhacker.com/blog/?s=donkey+kong>

"Donkey Kong and Me" is the most interesting article.

Thorsten

BTW: Does anyone know whether the Atari software used for the computers
inside the space station in "Enemy Mine" is available anywhere? IIRC
Christoph Schulte-Vennbur wrote at least one of these.

4497. Re: Atari 8-bit games to showcase?

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-11 16:32:17 UTC
From: John Harbl <jharbl@harbl.com>
Message-ID: <ij3oae$75h$1@speranza.aioe.org>
Source record: 886

On 2/8/11 7:49 PM, Bill Kendrick wrote:

> What titles would be good?

Demo D039b, item 1 on the menu.

Seriously, though, I'm out of ideas. Zybex? Draconus?

- J.

4498. Zapping DOS, cassette to the rescue (Was annoying thread re: New group for female ATARI programmers - "ATARI Girls")

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-11 17:02:36 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d556bac$0$10525$742ec2ed@news.sonic.net>
Source record: 887

```
In comp.sys.atari.8bit ricortes <ricortes@earthlink.net> wrote:
> Before I got Omnimon and developed better programming practices, like
> save before you run or compile, the cassettes saved my bacon dozens of
> times. I can remember getting in arguments with ROM vs. loadable
> binary for DOS mainly on my experience with how when everything else
> went south on an Atari you could always count on the ROM cassette
> routines to still be there after an errant pointer.

So did you have a copy of DOS.SYS and DUP.SYS on cassette? ;)

--
-bill!
Sent from my computer
```

4499. Re: Zapping DOS, cassette to the rescue (Was annoying thread re: New group for female ATARI programmers - "ATARI Girls")

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-11 18:50:20 UTC
From: Bill Garber <willy46pa@garberstreet.com>
Message-ID: <24adneSQp-KZGMjQnZ2dnUVZ8q-dnZ2d@giganews.com>
Source record: 888

```
"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:4d556bac$0$10525$742ec2ed@news.sonic.net...
> In comp.sys.atari.8bit ricortes <ricortes@earthlink.net> wrote:
>> Before I got Omnimon and developed better programming practices, like
>> save before you run or compile, the cassettes saved my bacon dozens of
>> times. I can remember getting in arguments with ROM vs. loadable
>> binary for DOS mainly on my experience with how when everything else
>> went south on an Atari you could always count on the ROM cassette
>> routines to still be there after an errant pointer.
>
> So did you have a copy of DOS.SYS and DUP.SYS on cassette? ;)
>
> --
> -bill!
> Sent from my computer

Ooh-Ooh!!!, I did, I did. LOL

Bill
```

4500. Re: New group for female ATARI programmers - "ATARI Girls"

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-11 21:19:53 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <ij495q$t95$1@news.eternal-september.org>
Source record: 889
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
On 2/10/2011 7:38 PM, Bill Garber wrote:
>
> "John Harbl" <jharbl@harbl.com> wrote in message
> news:ij23n2$irp$1@speranza.aioe.org...
>> On 2/10/11 8:28 PM, Charles Richmond wrote:
>>> On 2/9/11 9:15 PM, John Harbl wrote:
>>>> On 2/9/11 10:10 PM, Charles Richmond wrote:
>>>>> On 2/9/11 12:58 PM, Guillaume Tello wrote:
>>>>>> Le 09/02/2011 19:54, John Harbl a ï¿½crit :
>>>>>>> On 1/24/11 4:34 PM, ATARI Girl wrote:
>>>>>>>
>>>>>>>> there are still people like Tony Simsig who think that women
>>>>>>>> are too
>>>>>>>> stupid to program software for computers and to prove him and
>>>>>>>> other
>>>>>>>> men who think so wrong, I've created the group "ATARI Girls":
>>>>>>>
>>>>>>> I don't think that women are too stupid to program, but I am
>>>>>>> curious as
>>>>>>> to how they manage to do it all the way from the kitchen.
>>>>>>
>>>>>> :-)))
>>>>>
>>>>> "A woman's place in in the House... and the Senate."
>>>>
>>>> Couldn't agree more. After all, those floors aren't going to scrub
>>>> themselves!
>>>>
>>>
>>> Question: Why do women live longer than men???
>>>
>>> Answer: Someone has to clean up.
>>
>> I'm assuming that these Atari Girls will be using XLs... You know, so
>> that they match the wedding dress, stove, and washing machine.
>>
>> - J.
>
> I don't understand. Most of the XL's that I have seen were black, no?
>
> Bill
>
>
```

Most of the case was white. Only the keyboard portion was black.

- Trevor

4501. Re: Zapping DOS, cassette to the rescue (Was annoying thread re: New group for female ATARI programmers - "ATARI Girls")

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-11 22:03:45 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <66f1b166-7e7f-4c44-8ca5-0dc11a30b056@j9g2000prj.googlegroups.com>
Source record: 890

On Feb 11, 9:02 am, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> In comp.sys.atari.8bit ricortes <ricor...@earthlink.net> wrote:
>
> > Before I got Omnimon and developed better programming practices, like
> > save before you run or compile, the cassettes saved my bacon dozens of
> > times. I can remember getting in arguments with ROM vs. loadable
> > binary for DOS mainly on my experience with how when everything else
> > went south on an Atari you could always count on the ROM cassette
> > routines to still be there after an errant pointer.
>
> So did you have a copy of DOS.SYS and DUP.SYS on cassette? ;)
>
> --
> -bill!
> Sent from my computer

No but my crutch was typical of the adding 2+2 in a way to blunder the answer 5 and putting in a decrement routine i.e. "IF RESULT=5 THEN RESULT==RESULT-1" kind of style.<grin>

I used to have a lot of goofy cassette routines for manipulating dumps. I seem to recall doing stuff like holding down reset and plugging in an ASM/ED cart to look for what was lost, loading files from cassette into Speedscript and saving them to disk. Sheesh! Just so much simpler to save every so often. I don't know what I was thinking.

We also had IMNSHO a lot of bad advice back then. For instance: Use a ram disk to save your source code because "Compiles/assembly from ram disk are lightning fast!" Yeah right, and so were unrecoverable crashes! I do recall figuring that one out the first night I had my Rambo plugged in.

The trial by fire actually helped. It encouraged me to write better code with comments and formatting such that the code could be understood at least by myself. The slow assed Atari I/O taught me to stop assembling after every PLA or DEX so I actually developed a little more complete of a subroutine or function concept before each compile.

Heck, I'm probably too old to program now. Firmly in the [loose shoes, grandchildren] faze. The grandkids would much rather I tickle them then my Atari keyboard.

Rick

4502. Re: Zapping DOS, cassette to the rescue (Was annoying thread re: New group for female ATARI programmers - "ATARI Girls")

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-11 23:06:41 UTC
From: John Harbl <jharbl@harbl.com>
Message-ID: <ij4fe1$1dh$2@speranza.aioe.org>
Source record: 891

```
On 2/11/11 1:50 PM, Bill Garber wrote:
>
> "Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
> news:4d556bac$0$10525$742ec2ed@news.sonic.net...
>> In comp.sys.atari.8bit ricortes <ricortes@earthlink.net> wrote:
>>> Before I got Omnimon and developed better programming practices, like
>>> save before you run or compile, the cassettes saved my bacon dozens of
>>> times. I can remember getting in arguments with ROM vs. loadable
>>> binary for DOS mainly on my experience with how when everything else
>>> went south on an Atari you could always count on the ROM cassette
>>> routines to still be there after an errant pointer.
>>
>> So did you have a copy of DOS.SYS and DUP.SYS on cassette? ;)
>>
>> --
>> -bill!
>> Sent from my computer
>
> Ooh-Ooh!!!, I did, I did. LOL
> Bill

I will also admit to this, and even went so far as to keep copies of
them from multiple versions of DOS.

Except for DOS3, which just flat-out blew chunks.

- J.
```

4503. Re: Zapping DOS, cassette to the rescue (Was annoying thread re: New group for female ATARI programmers - "ATARI Girls")

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-12 02:08:32 UTC
From: Bill Garber <willy46pa@garberstreet.com>
Message-ID: <Ep-dnbcJatUrdsjQnZ2dnUVZ8iednZ2d@giganews.com>
Source record: 892

```
"John Harbl" <jharbl@harbl.com> wrote in message news:ij4fe1$1dh$2@speranza.aioe.org...
> On 2/11/11 1:50 PM, Bill Garber wrote:
>>
>> "Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
>> news:4d556bac$0$10525$742ec2ed@news.sonic.net...
>>> In comp.sys.atari.8bit ricortes <ricortes@earthlink.net> wrote:
>>>> Before I got Omnimon and developed better programming practices, like
>>>> save before you run or compile, the cassettes saved my bacon dozens of
>>>> times. I can remember getting in arguments with ROM vs. loadable
>>>> binary for DOS mainly on my experience with how when everything else
>>>> went south on an Atari you could always count on the ROM cassette
>>>> routines to still be there after an errant pointer.
>>>
>>> So did you have a copy of DOS.SYS and DUP.SYS on cassette? ;)
>>>
>>> --
>>> -bill!
>>> Sent from my computer
>>
>> Ooh-Ooh!!!, I did, I did. LOL
>> Bill
>
> I will also admit to this, and even went so far as to
> keep copies of them from multiple versions of DOS.
>
> Except for DOS3, which just flat-out blew chunks.
> - J.

I will have to admit now that I sold out all of my Atari
gear in the late 1980's, and have been trying to recoup
some of it over the past 10 years. I will never be able
to recoup it all as I had over a dozen computer systems
and more than half/dozen video game systems, as well.

Bill
```

4504. Re: New group for female ATARI programmers - "ATARI Girls"

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-12 02:13:16 UTC
From: Bill Garber <willy46pa@garberstreet.com>
Message-ID: <OYWdnaRBSOZMccjQnZ2dnUVZ8tudnZ2d@giganews.com>
Source record: 893
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Trevor Holyoak" <trevor@holyoak.com> wrote in mess
age news:ij495q$t95$1@news.eternal-september.org...
> On 2/10/2011 7:38 PM, Bill Garber wrote:
>>
>> I don't understand. Most of the XL's that I have
>> seen were black, no?
>>
>> Bill
>
> Most of the case was white. Only the keyboard
> portion was black.
>
> - Trevor

After surfing for pics of them, I stand corrected.

Bill

4505. Re: New group for female ATARI programmers - "ATARI Girls"

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-12 08:27:06 UTC
From: PM7500 <jburke293@comcast.net>
Message-ID: <1e525fb4-a807-4e19-bb97-bf9fc5f7752b@y26g2000yqd.googlegroups.com>
Source record: 894
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Feb 10, 11:04 pm, John Harbl <jha...@harbl.com> wrote:
> On 2/10/11 9:38 PM, Bill Garber wrote:
>
>
>
>
>
> > "John Harbl" <jha...@harbl.com> wrote in message
> >news:ij23n2irp1@speranza.aioe.org...
> >> On 2/10/11 8:28 PM, Charles Richmond wrote:
> >>> On 2/9/11 9:15 PM, John Harbl wrote:
> >>>> On 2/9/11 10:10 PM, Charles Richmond wrote:
> >>>>> On 2/9/11 12:58 PM, Guillaume Tello wrote:
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> >>>>>>>> men who think so wrong, I've created the group "ATARI Girls":
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> >>>>>> :-)))
>
> >>>>> "A woman's place in in the House... and the Senate."
>
> >>>> Couldn't agree more. After all, those floors aren't going to scrub
> >>>> themselves!
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> >>> Question: Why do women live longer than men???
>
> >>> Answer: Someone has to clean up.
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> >> I'm assuming that these Atari Girls will be using XLs... You know, so
> >> that they match the wedding dress, stove, and washing machine.
>
> >> - J.
>
> > I don't understand. Most of the XL's that I have seen were black, no?

>
> > Bill
>
> Yeah, even I'll admit that that one was a stretch. I was going for the
> white part of the XL matching the usual color of the dress and
> appliances, but it didn't really work.
>
> So here's something I didn't expect to find on Amazon
instead:http://www.amazon.com/Atari-1010-Program-Recorder/dp/B001VO7WDC.
>
> - J.

The XL might not match the color of the wedding dress, but it might
match the size. :P

4506. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-12 20:03:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1102121158530.17056@slate.spiritone.com>
Source record: 895
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Address so I can expedite your order!Come for the Sales, Stay for the Service!

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http://www.aracnet.com/~atari/26007800.htm 20% OFF ATARI 2600/7800 GAMES LIST!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF 8 BIT SOFTWARE/GAMES LIST!
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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

4507. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-15 02:38:13 UTC
From: Lloyd Hearsewave <sore_printer@yahoo.com>
Message-ID: <ijcoujajc1@speranza.aioe.org>
Source record: 896
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Mon, 07 Feb 2011 15:35:11 -0500, winston19842005 wrote:

> On 2/7/11 3:22 PM, in article 4d5054a7$0$30714$5fc3050@news.tiscali.nl,
> "Dombo" <dombo@disposable.invalid> wrote:
>
>> Op 07-Feb-11 14:14, Thorsten Gï¿½nther schreef:
>>> Am 31.01.2011 14:40, schrieb Guesser:
>>>> Now for everyone: The king of home computers is clearly the IBM PC
>>>> compatible. Sure it was more expensive back in the day, and only took
>>>> hold in the business market at first, but which machine is on
>>>> everybody's desk/lap? An IBM PC AT derivative.
>>>

Bump

4508. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-15 09:51:07 UTC
From: Matthew Westcott <gasman@raww.org>
Message-ID: <8rv0k9Fnh5U1@mid.individual.net>
Source record: 897
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On 15/02/2011 02:38, Lloyd Hearsewave wrote:

> Bump

Oh, put some bloody effort into it. What's Usenet coming to when even
the trolls can't be arsed to do it properly?

4509. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-15 10:30:54 UTC
From: WinstonSmith6079 <winstonsmith6079@gmail.com>
Message-ID: <82aa9845-65e4-443f-bbb0-ca77bd3f5c76@q7g2000vbd.googlegroups.com>
Source record: 898
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Jan 16, 8:51 am, "Lloyd Hearsewave" <sore_prin...@yahoo.com> wrote:
> [Blah, blah, blah, yadda, yadda, sloppy and lazy trolling crapola]

Aw, Christ! Why don't you give it a rest, would ya!

4510. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-15 20:14:07 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d5ade8f$0$10581$742ec2ed@news.sonic.net>
Source record: 899
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

```
In comp.sys.atari.8bit Bill Kendrick <bill@newbreedsoftware.com> wrote:
> > True, but neither did the stock Atari BASIC.

> That, right up there, is stock Atari BASIC code. (The kind you'd get
> on cartridge for the 400, 800 and 1200XL, or which was built-in on
> the alter models: 600XL, 800XL, 65XE, 130XE, XEGS.)

BTW, that reminds me, the Atari OS _itself_ included things like
line drawing routines, trigonometric functions, and even an admittedly
odd, kind of hard-to-use flood fill routine.

So really, BASIC just happened to make these routines available using simple
BASIC commands (PLOT, DRAWTO, COS(), SIN(), etc.), but it was, I imagine,
trivial for other languages or straight machine-language games & apps to
utilize them.

Atari BASIC's:

10 GRAPHICS 7:COLOR 1:PLOT 0,0:DRAWTO 159,95

and Action!'s:

Proc Main()
Graphics(7)
Color(1)
Plot(0,0)
Drawto(159,95)
Return

are both just wrappers to the OS routines. Things like the OS's
"S:" (screen), "E:" (editor) and "P:" (printer) device were nice
abstractions.

You can "LIST" your program source in BASIC to the screen, but you
could also do 'LIST "D:SOURCE.LST"' to save the BASIC program as
plain-text (not tokenized, like when you do 'SAVE "D:PROGRAM.BAS"'),
or 'LIST "P:"' to print your BASIC source out to the printer.

Under DOSes, you could, for example, copy "D:MEMO.TXT" to "S:" to view
it on the screen, or to "P:" to get a hard copy. And since additional
devices could be added to the OS ("D:" driver is usually bootloaded off
of a boot disk, though there were cartridges like SpartaDOS, too), 3rd
parties could invent new devices that could be talked to using the
standard I/O functions (e.g., what BASIC provided via wrappers:
"OPEN", "GET", "PUT", "PRINT", "INPUT", "CLOSE", "LOAD", "SAVE",
```

"ENTER", "LIST", "NOTE", "POINT" and "XIO"). The "R-Time 8" battery-backed-up realtime clock cartridge was an example... or special printer drivers.

Ugh, I'm reminiscing & bragging too much. :) Basically, Atari's device abstractions are cool, and it's kind of the same way in Linux with /dev, /proc, etc. :)

-bill!

4511. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-15 22:32:18 UTC
From: John Harbl <jharbl@harbl.com>
Message-ID: <ijeutetdq1@speranza.aioe.org>
Source record: 900
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

```
On 1/16/11 8:51 AM, Lloyd Hearsewave wrote:
> I don't understand why people are still using crappy doorstoppers like the
> Sinclair Spectrum and ugly black and white heaps of trash like the ATARI 800
> XL.

I know, right? Anyone who knew their shit when it came to computers had
a Mattel Aquarius, naturally.

- J.
```

4512. FS: MINT MICROPROSE GAMES 4 ATARI!

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-16 03:01:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1102151855520.26363@slate.spiritone.com>
Source record: 751
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

FS: MINT MICROPROSE GAMES 4 ATARI 8 BIT!

Conflict in Vietnam; Crusade in Europe; Decision in the Desert; F-15 Strike Eagle; Kennedy Approach; Silent Service; Top Gunner Collection;

FS: MINT MICROPROSE GAMES 4 ATARI ST!

The Ancient Art of War in the Skies; B17 Flying Fortress; Sid Meier's Civilization; DogFight 80 years of Aerial Warfare; F-15 Strike Eagle; F-19 Stealth Fighter; Fire and Brimstone; Grand Prix; Greens The Ultimate 3-D Golf Simulation; Gunship; Knights of the Sky; M1 Tank Platoon; Sid Meier's Railroad Tycoon; Red Storm Rising; Silent Service; Silent Service II;

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http://www.aracnet.com/~atari/specials.htm DETAILS ON SALES!
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http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm ATARI 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ATARI ST HARDWARE LIST!
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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!

4513. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-16 05:32:45 UTC
From: "winston19842005@yahoo.com" <winston19842005@yahoo.com>
Message-ID: <908d2070-c87b-410d-be3d-280f15a8e656@y26g2000yqd.googlegroups.com>
Source record: 752
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

```
On Feb 15, 5:32 pm, John Harbl <jha...@harbl.com> wrote:
> On 1/16/11 8:51 AM, Lloyd Hearsewave wrote:
>
> > I don't understand why people are still using crappy doorstoppers like the
> > Sinclair Spectrum and ugly black and white heaps of trash like the ATARI 800
> > XL.
>
> I know, right? Anyone who knew their shit when it came to computers had
> a Mattel Aquarius, naturally.
>

And most likely had just bought part in a timeshare! ;)
```

4514. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-16 05:43:46 UTC
From: "winston19842005@yahoo.com" <winston19842005@yahoo.com>
Message-ID: <d33c4079-c705-4ac6-9680-2c60454d649e@y26g2000yqd.googlegroups.com>
Source record: 753
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Feb 15, 3:14 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:

>
> Ugh, I'm reminiscing & bragging too much. :) Basically, Atari's
> device abstractions are cool, and it's kind of the same way in Linux
> with /dev, /proc, etc. :)
>

Probably - even the TI-99 had abstractions - everything was treated as a file. You open a file to disk devices, serial ports, parallel ports, everything is communicated to by records. Even the screen and keyboard was treated as a file in BASIC (but this was only in BASIC).

Devices were easily added using Device Service Routines (DSR's) in add-on cards or command modules (cartridges in TI-speak). Subprograms could be added similarly. The CALL FILES routine, for specifying # of open files allowed at once, was a subprogram in the disk controller card, for example.

The ROM/GROM had trig routines, floating point math, cassette I/O, keyboard scan (with support for multiple mappings, including "split keyboard" for games), an interrupt-driven sound list routine, an interrupt-driven sprite movement routine, and tucked in the ROM was a subroutine that moved a small assembly program to hi-speed RAM that rotated characters around the y-axis... always thought that was weird.

LIST could write to the screen, to a device (printer, disk), even to a DSR added by the TE-II cartridge - so you could do a LIST "SPEECH" and have it speak your program to you...

4515. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-16 06:09:08 UTC
From: John Harbl <jharbl@harbl.com>
Message-ID: <ijfpm4vcg1@speranza.aioe.org>
Source record: 754
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On 2/16/11 12:32 AM, winston19842005@yahoo.com wrote:
> On Feb 15, 5:32 pm, John Harbl <jha...@harbl.com> wrote:
>> On 1/16/11 8:51 AM, Lloyd Hearsewave wrote:
>>
>>> I don't understand why people are still using crappy doorstoppers like the
>>> Sinclair Spectrum and ugly black and white heaps of trash like the ATARI 800
>>> XL.
>>
>> I know, right? Anyone who knew their shit when it came to computers had
>> a Mattel Aquarius, naturally.
>>
>
> And most likely had just bought part in a timeshare! ;)

Oddly enough, that was actually how I got mine. More accurately, my parents sat in on the timeshare presentation to get the computer but never actually bought into the timeshare.

Thankfully, they subsequently realised their mistake and I ended up with an 800XL 18 months or so later. About the best thing the Aquarius was capable of was using FOR/NEXT loops to bog down the CPU in such a way that the RFI with an AM radio placed next to the computer would make 'music'.

- J.

4516. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-16 06:31:42 UTC
From: "winston19842005@yahoo.com" <winston19842005@yahoo.com>
Message-ID: <a01e80c9-5cee-42d4-9aa3-d54410680187@x18g2000yqe.googlegroups.com>
Source record: 755
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Feb 16, 1:09 am, John Harbl <jha...@harbl.com> wrote:
> On 2/16/11 12:32 AM, winston19842...@yahoo.com wrote:
>
> > On Feb 15, 5:32 pm, John Harbl <jha...@harbl.com> wrote:
> >> On 1/16/11 8:51 AM, Lloyd Hearsewave wrote:
>
> >>> I don't understand why people are still using crappy doorstoppers like the
> >>> Sinclair Spectrum and ugly black and white heaps of trash like the ATARI 800
> >>> XL.
>
> >> I know, right? Anyone who knew their shit when it came to computers had
> >> a Mattel Aquarius, naturally.
>
> > And most likely had just bought part in a timeshare! ;)
>
> Oddly enough, that was actually how I got mine. More accurately, my
> parents sat in on the timeshare presentation to get the computer but
> never actually bought into the timeshare.
>
> Thankfully, they subsequently realised their mistake and I ended up with
> an 800XL 18 months or so later. About the best thing the Aquarius was
> capable of was using FOR/NEXT loops to bog down the CPU in such a way
> that the RFI with an AM radio placed next to the computer would make
> 'music'.
>

Yes, I remember the ad for the 'free computer'. I asked my parents to
go, but they somehow found out it was a gimmick for the timeshare...

Another good one was a promotion Texas Instruments did where you'd get
a free TI-99 if you bought carpet and had it installed...

4517. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-17 02:15:52 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d5c84d8$0$10594$742ec2ed@news.sonic.net>
Source record: 756
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

In comp.sys.atari.8bit winston19842005@yahoo.com <winston19842005@yahoo.com> wrote:
> Probably - even the TI-99 had abstractions - everything was treated as
> a file. You open a file to disk devices, serial ports, parallel ports,
> everything is communicated to by records. Even the screen and keyboard
> was treated as a file in BASIC (but this was only in BASIC).
<snip>
> LIST could write to the screen, to a device (printer, disk), even to a
> DSR added by the TE-II cartridge - so you could do a LIST "SPEECH" and
> have it speak your program to you...

Cool! I know practically nothing about the TI-99, so that was
fascinating.

--
-bill!
Sent from my computer

4518. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-17 03:22:46 UTC
From: John Harbl <jharbl@harbl.com>
Message-ID: <iji4a5$lj7$1@speranza.aioe.org>
Source record: 757
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

```
On 2/16/11 9:15 PM, Bill Kendrick wrote:
> In comp.sys.atari.8bit winston19842005@yahoo.com <winston19842005@yahoo.com> wrote:
>> Probably - even the TI-99 had abstractions - everything was treated as
>> a file. You open a file to disk devices, serial ports, parallel ports,
>> everything is communicated to by records. Even the screen and keyboard
>> was treated as a file in BASIC (but this was only in BASIC).
> <snip>
>> LIST could write to the screen, to a device (printer, disk), even to a
>> DSR added by the TE-II cartridge - so you could do a LIST "SPEECH" and
>> have it speak your program to you...
>
> Cool! I know practically nothing about the TI-99, so that was
> fascinating.

IIRC, much of this could also be done with Atari Basic using the OPEN
command. It's been a *long* time since I've used it, but my
recollection is that devices other than disks, cassette drives,
printers, etc. could be accessed that way. I don't believe it applied
to audio, though; that could only be done via the SOUND command.

- J.
```

4519. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-17 17:22:40 UTC
From: Joel Koltner <zapwireDASHgroups@yahoo.com>
Message-ID: <CPc7p.400152$Ph5.56646@en-nntp-07.dc1.easynews.com>
Source record: 758
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

<winston19842005@yahoo.com> wrote in message
news:a01e80c9-5cee-42d4-9aa3-d54410680187@x18g2000yqe.googlegroups.com...
>Yes, I remember the ad for the 'free computer'. I asked my parents to
>go, but they somehow found out it was a gimmick for the timeshare...

There's still a VIC-20 at my parents' house that we got from attending a timeshare. We already have a C-64 at the time, so while we did plug it into a TV and play with it a bit, I doubt it was used for more than 10 hours in its entire life.

My mother came to actually start enjoying dickering with the timeshare salesmen -- she must have gone to at least a half-dozen of them, collecting those 5" black & white TVs that were also a popular giveaway, a cheezy "boat" (rubber raft with a small electric trolling motor), the VIC-20, and a few other things.

4520. Re: ATARI and Spectrum are rubbish - The C64 is the king of home-computers!

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-17 19:20:28 UTC
From: VanessaE <vaDEneLEssTEaezeTHkoISwitz@gmail.com>
Message-ID: <20110217132028.7f792064@rainbird>
Source record: 759
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Thu, 17 Feb 2011 14:32:58 GMT
greenaum@yahoo.co.uk (greenaum) wrote:

> On Wed, 16 Feb 2011 22:22:46 -0500, John Harbl <jharbl@harbl.com>
> sprachen:
>
> >IIRC, much of this could also be done with Atari Basic using the OPEN
> >command.
>
> And on the Spectrum, which had a system of streams and channels. I
> think you connected a channel to a stream, or something. Channels were
> #1 - #15, and channels were the screen, the edit-line, microdrives,
> serial port etc. So you could do the same sort of thing on that, if
> you had the hardware.

The C64 has a similar facility. One usually accesses tape, IEC bus devices
(disk, printer, some memory card devices), and Expansion Port storage devices
through BASIC's I/O normal commands. The stock RS232 code works that way
too, though few use it anymore. I seem to remember that the screen and
keyboard are accessible through that method also, though obviously most would
rather use the regular non-file PRINT/INPUT/GET commands.

It opens/closes files and does I/O in a pretty common way, and has the "CMD"
command to redirect LIST, PRINT, etc. to a stream (as long as it has already
been opened for writing).

> Which most people didn't, just having cassette tape. But loading 48K in
> 3 1/2 minutes from cassette tape was fast enough for most people.
>
> You could write your own stream drivers easily enough, poke a couple of
> bytes somewhere, and they'd fit into the system fine.

Vectors are provided in the C64's "system" RAM area to allow supplemental
drivers and command extensions to insert themselves in ahead of the stock
Kernel or BASIC code. The 1541 drive came with such a driver on disk that
one could load, which added a set of drive command shortcuts, the so-called
"DOS Wedge". The 17xx RAM Expansion Units came with a similar driver that
would set those devices up as RAM disks, in addition to adding the
aforementioned shortcuts.

--
"There are some things in life worth obsessing over. Most
things aren't, and when you learn that, life improves."
http://starbase.globalpc.net/~ezekowitz

Vanessa E <vaDEneLEssaTEezekTHowISitz@gmail.com>

4521. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-18 13:37:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1102180537400.17481@slate.spiritone.com>
Source record: 760
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4522. Anyone heard of a Centurian Enterprises 5 1/4 disk drive for an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-18 20:45:35 UTC
From: Robby
Message-ID: <bjmtl6pl990ep9j8h7pk8ju7hll2dc3tkg@4ax.com>
Source record: 761

A friend has some Atari related hardware, and while I know little to nothing about them, I offered to see if I can find out anything for him. Also if this stuff is of interest to anyone, or should he just strip them for parts - something he doesn't want to do if they can be used as designed.

Okay, he has 4 - 5 1/4 floppy drives. There are no model/SN stickers on any of them, but they are labeled "Centurian Enterprises" over the disk slot, and "Limited Edition" below it. They have a pair of 13 pin Atari peripheral connectors on the rear panel that match a connector type I've seen on his Atari 130XE.

Sorry I don't know more about them. He has other stuff, but he hasn't given me a list yet of what he has. I know there looks like quite a bit of stuff related to 400's, 800's and who knows what else. Should I bother posting about them after I get the information, or is there no interest?

Thanks for your time and patience,
Robby
(an old ZX81 and TI99/4A user)

4523. Re: Anyone heard of a Centurian Enterprises 5 1/4 disk drive for an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-18 22:14:52 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <FMmdnYh72uDGcsPQnZ2dnUVZ876dnZ2d@telenor.com>
Source record: 762

At least some interest ... Did you post it on AtariAge.com too? More people
there nowaydays. I'd sure like to see what you got there.

Take care

<Robby> skrev i melding news:bjmtl6pl990ep9j8h7pk8ju7hll2dc3tkg@4ax.com...
>A friend has some Atari related hardware, and while I know little to
>nothing
> about them, I offered to see if I can find out anything for him. Also if
> this
> stuff is of interest to anyone, or should he just strip them for parts -
> something he doesn't want to do if they can be used as designed.
>
> Okay, he has 4 - 5 1/4 floppy drives. There are no model/SN stickers on
> any of
> them, but they are labeled "Centurian Enterprises" over the disk slot, and
> "Limited Edition" below it. They have a pair of 13 pin Atari peripheral
> connectors on the rear panel that match a connector type I've seen on his
> Atari
> 130XE.
>
> Sorry I don't know more about them. He has other stuff, but he hasn't
> given me a
> list yet of what he has. I know there looks like quite a bit of stuff
> related to
> 400's, 800's and who knows what else. Should I bother posting about them
> after I
> get the information, or is there no interest?
>
> Thanks for your time and patience,
> Robby
> (an old ZX81 and TI99/4A user)

4524. Re: Anyone heard of a Centurian Enterprises 5 1/4 disk drive for an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-19 21:22:55 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <cd482357-ef95-40e8-91de-7277ae986cf2@u3g2000vbe.googlegroups.com>
Source record: 763

On Feb 18, 12:45 pm, Robby wrote:
> A friend has some Atari related hardware, and while I know little to nothing
> about them, I offered to see if I can find out anything for him. Also if this
> stuff is of interest to anyone, or should he just strip them for parts -
> something he doesn't want to do if they can be used as designed.
>
> Okay, he has 4 - 5 1/4 floppy drives. There are no model/SN stickers on any of
> them, but they are labeled "Centurian Enterprises" over the disk slot, and
> "Limited Edition" below it. They have a pair of 13 pin Atari peripheral
> connectors on the rear panel that match a connector type I've seen on his Atari
> 130XE.
>
> Sorry I don't know more about them. He has other stuff, but he hasn't given me a
> list yet of what he has. I know there looks like quite a bit of stuff related to
> 400's, 800's and who knows what else. Should I bother posting about them after I
> get the information, or is there no interest?
>
> Thanks for your time and patience,
> Robby
> (an old ZX81 and TI99/4A user)

Given the Centurians were the ~elite guards of Rome the drives were
probably part of a commercial disk duplicating system. *IF* this is
right then they will probably function as at least SSSD Atari disk.
You can't tell much else w/o doing some detective work. You can use
something like MyDOS to try different configuration to see what they
will accept as a configuration block and if they can format a disk in
that mode.

You can can also get some of this by popping the hood. i.e. If the
contoller is a 1793 then it is single density, a 2793 or 2797 implies
double density. Likewise any ram chip greater then 128 bytes implies
extra functionality.

If the processor is a 6502 or derivative and you can do a ROM dump it
may be easy to tell what if any the extra commands are. IIRC most
commands are in a single block.

Rick

4525. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-22 01:22:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1102211718340.26996@slate.spiritone.com>
Source record: 764
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4526. Re: Anyone heard of a Centurian Enterprises 5 1/4 disk drive for an Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-22 17:45:09 UTC
From: Trevor <trevor@holyoak.dotcom>
Message-ID: <ik0sn6ujh1@news.eternal-september.org>
Source record: 765

On 2/18/2011 1:45 PM, Robby wrote:
> A friend has some Atari related hardware, and while I know little to nothing
> about them, I offered to see if I can find out anything for him. Also if this
> stuff is of interest to anyone, or should he just strip them for parts -
> something he doesn't want to do if they can be used as designed.
>
> Okay, he has 4 - 5 1/4 floppy drives. There are no model/SN stickers on any of
> them, but they are labeled "Centurian Enterprises" over the disk slot, and
> "Limited Edition" below it. They have a pair of 13 pin Atari peripheral
> connectors on the rear panel that match a connector type I've seen on his Atari
> 130XE.
>
> Sorry I don't know more about them. He has other stuff, but he hasn't given me a
> list yet of what he has. I know there looks like quite a bit of stuff related to
> 400's, 800's and who knows what else. Should I bother posting about them after I
> get the information, or is there no interest?
>
> Thanks for your time and patience,
> Robby
> (an old ZX81 and TI99/4A user)

It sounds a little like the first disk drive we got, but it says
something like "San Jose Special Edition." It is basically an 810 drive
in a metal case with the Archiver chip added.

I'd probably be interested in at least one if the price is right and
he's just going to strip them for parts otherwise.

- Trevor

4527. Re: Cart Chart

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-22 21:51:48 UTC
From: POLLYPierce33 <user@compgroups.net/>
Message-ID: <iuudna2TeZdpsvnQnZ2dnUVZ_uWdnZ2d@giganews.com>
Source record: 766

freelance writer

4528. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-23 13:19:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1102230518240.27898@slate.spiritone.com>
Source record: 767
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4529. FS: MINT MICROPROSE GAMES 4 ATARI!

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-23 13:24:15 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1102230519250.27898@slate.spiritone.com>
Source record: 768
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4530. New vendor for the vendor list ?

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-25 04:29:53 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <ea31dafa-4f6d-4e84-8002-03ddd3945cdd@u6g2000vbh.googlegroups.com>
Source record: 769

I'm pretty sure M. Current reads c.s.a.8.
I found a new vendor while searching for a new RF switch for my 800XL.
Those switches are probably available at B&C and/or Best, maybe.
Here's the URL.

http://estoreoutwest.com/index.php?main_page=product_info&products_id=1456

Estoreoutwest.com

4531. Re: New vendor for the vendor list ?

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-25 22:39:16 UTC
From: Trevor <trevor@holyoak.dotcom>
Message-ID: <ik9b2l$g0m$1@news.eternal-september.org>
Source record: 770

Wow - they've got Combat in the box for $7.50! :)

Seriously though, it looks like a good source for parts. Too bad the
board-mounted I/O connectors are out of stock.

- Trevor

On 2/24/2011 9:29 PM, russg wrote:
> I'm pretty sure M. Current reads c.s.a.8.
> I found a new vendor while searching for a new RF switch for my 800XL.
> Those switches are probably available at B&C and/or Best, maybe.
> Here's the URL.
>
> http://estoreoutwest.com/index.php?main_page=product_info&products_id=1456
>
> Estoreoutwest.com

4532. Re: New vendor for the vendor list ?

Newsgroup: comp.sys.atari.8bit
Date: 2011-02-26 02:53:59 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.vrhoz9nsgaat7c@mdc2>
Source record: 771

On Thu, 24 Feb 2011 22:29:53 -0600, russg <russgilb@sbcglobal.net> wrote:

> I'm pretty sure M. Current reads c.s.a.8.
> I found a new vendor while searching for a new RF switch for my 800XL.
> Those switches are probably available at B&C and/or Best, maybe.
> Here's the URL.
>
> http://estoreoutwest.com/index.php?main_page=product_info&products_id=1456
>
> Estoreoutwest.com

Added, thanks Russ!

-Michael

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

4533. hi to all OLD friend from The Netherlands, Amsterdam

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-06 22:40:52 UTC
From: Bernard <bernard@the.world.com>
Message-ID: <a1a62$4d740d88$5f60ca46$1188@news.chello.nl>
Source record: 772

Hi alll,

maybe some of you know me and other maybe not ;-)

I want te say Hello.....

from amsterdam, the netherl;ands......

And yes it Sysop Bernard of Becotel BBS.... from years a go ;-)

Yep i'm still a live and kicking ;-)

See you maybe soon.....well how soon i don't know.....

Gtx. Sysop Bernard

4534. Rainy Boring Sunday so...

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-07 00:35:33 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <1c3d641c-09dc-43e1-862b-591df3abe337@f31g2000pri.googlegroups.com>
Source record: 773

I think I have had about 5 computers in the last 4 months. 3/5ths my fault trying to run 10 year old equipment but I don't take credit for having my Thinkpad stolen out of my truck last month or my netbook being tossed off my boat into SF Bay. Back to semi current system with XP but still old enough to have a serial port Dell 600m. Exact same model as bit the dust on me last year so I had to have it cause I have a drawer full of spares like CDROM drives and PS.

Fooling around running Atari800Win Plus 4.0 I check artifacting and I seem to recall I could get this to work in Gr.0 and look just as good as Gr.12. No big thing but gives me an excuse to see how bad the newsgroup tosser will truncate and butcher stuff.

```
5 POKE 106,152:GRAPHICS 12:MSC=PEEK(88)+256*PEEK(89)
7 POKE 709,33:POKE 710,14
9 ? "Filling Playfield"
10 FOR N=0 TO 799:READ BYTE:POKE MSC+N,BYTE:NEXT N
15 ? "Redefining Font"
20 FOR N=0 TO 1023:READ BYTE:POKE 38912+N,BYTE:POKE MSC,BYTE:NEXT N
30 POKE 756,152
200 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
201 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
202 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
203 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
204 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
205 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,2,1,1,1,1,1
206 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
207 DATA 1,1,1,1,1,1,1,1,1,3,4,5,6,1,1,1,1,1,1,1,1,1,1,1
208 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
209 DATA 1,4,5,5,7,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
210 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,2,8,5,9,10,5,5,11,1,1,1
211 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
212 DATA 1,1,1,1,1,12,5,5,5,5,5,13,14,15,1,1,1,1,1,1,1,1,1,1
213 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,16,17
214 DATA 18,19,20,21,22,23,24,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
215 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,25,26,27,28,29,30,31,32
216 DATA 33,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
217 DATA 1,1,1,1,1,1,1,1,34,35,36,37,38,0,39,40,41,1,1,1,1,1,1,1
218 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
219 DATA 1,42,43,44,45,46,47,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
220 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,48,49,50,5,5,5,51,52
221 DATA 53,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
222 DATA 1,1,1,1,1,1,1,54,4,55,56,57,58,59,60,61,62,1,1,1,1,1,1,1
223 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
224 DATA 63,64,56,56,56,65,66,67,68,69,1,1,1,1,1,1,1,1,1,1,1,1,1,1
```

```
225 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,70,71,72,73,74,75,76,77
226 DATA 78,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
227 DATA 1,1,1,1,1,1,1,2,79,80,81,82,83,84,85,41,1,1,1,1,1,1,1,1
228 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,2,86,87,88,89,90
229 DATA 91,92,93,94,95,96,97,98,99,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
230 DATA
1,1,1,1,1,1,1,1,1,1,100,35,0,0,0,101,102,103,104,105,106,107,28,0
231 DATA 0,108,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
232 DATA
1,1,109,110,111,112,113,112,114,1,1,115,116,117,118,119,120,121,1,1,1,1,1,1
233 DATA
1,1,1,1,1,1,1,1,255,255,255,255,255,255,255,255,136,51,136,51,136,51,136,51
234 DATA
136,51,136,51,136,51,136,48,136,51,136,48,128,0,128,0,128,0,0,0,0,0,0,0
235 DATA 0,0,0,0,0,0,0,0,136,51,136,51,8,3,8,3,0,3,0,3,0,3,0,3
236 DATA
136,48,128,0,128,0,0,0,136,3,0,0,0,0,0,0,0,0,128,0,128,48,0,48
237 DATA
0,3,8,3,8,3,8,51,136,48,136,48,136,48,136,51,0,0,0,3,3,3,15,15
238 DATA
0,0,252,252,255,255,255,255,136,51,8,51,8,3,192,204,0,0,128,48,136,51,136,51
239 DATA 0,0,0,0,0,0,136,51,0,0,0,0,0,0,128,0,0,0,0,0,0,3,15,63
240 DATA
0,0,0,0,192,240,252,252,15,15,15,63,63,63,63,63,255,255,255,252,252,252,252,252
241 DATA 252,252,63,12,12,12,12,12,8,51,8,3,8,3,8,3,0,0,0,0,3,3,131,3
242 DATA
63,255,255,255,255,252,243,255,255,255,255,207,63,63,207,207,63,255,255,255,255,255,255,25
5
243 DATA
252,252,252,252,255,255,255,255,12,12,15,15,63,255,255,255,8,3,8,51,255,255,255,255
244 DATA
136,48,0,240,240,240,252,255,8,3,0,3,0,3,8,51,131,51,131,51,136,48,136,51
245 DATA
255,255,255,255,255,255,255,63,243,240,243,252,252,252,255,255,255,255,63,63,143,163,40,20
2
246 DATA
255,255,255,255,255,255,255,3,255,255,255,255,255,255,255,252,255,252,240,243,200,51,8,51
247 DATA
8,51,136,51,136,51,136,51,131,48,128,48,128,0,128,0,252,252,15,0,0,0,0,0
248 DATA
202,242,60,63,15,0,0,0,168,170,170,42,192,255,15,0,3,140,140,48,240,192,0,0
249 DATA
192,51,136,51,8,3,0,0,136,48,136,48,128,48,128,0,0,0,0,3,0,3,8,3
250 DATA 0,0,0,0,128,0,16,20,0,0,0,0,0,0,1,1,5,8,3,16,83,84,84,85,85
251 DATA
136,51,136,51,136,51,8,51,136,51,136,51,136,48,128,48,8,48,8,49,129,5,5,5
252 DATA
85,85,85,85,85,85,85,85,64,80,85,85,85,85,85,85,0,0,0,80,85,85,85,85
253 DATA
0,0,0,5,85,87,87,87,5,21,85,85,245,253,253,253,85,125,255,255,255,255,255,255
```

```
254 DATA
72,67,72,67,72,67,72,19,0,48,136,51,136,48,129,48,5,21,21,21,69,85,85,21
255 DATA
87,87,87,87,85,85,85,85,253,253,253,253,245,85,85,85,255,125,85,85,85,85,85,85
256 DATA
16,20,84,84,85,85,84,84,136,51,136,51,8,51,136,51,133,49,136,51,136,51,136,51
257 DATA
64,85,84,16,128,0,128,0,85,5,1,0,0,0,1,1,85,85,85,85,21,69,81,84
258 DATA
85,85,85,21,69,80,80,83,85,85,85,85,84,1,129,48,85,85,69,21,85,85,84,0
259 DATA
85,85,85,85,84,83,8,3,80,83,72,51,136,51,136,51,136,48,128,48,128,0,0,0
260 DATA
0,0,0,0,0,3,8,51,0,51,8,51,136,51,136,48,84,5,128,3,136,3,8,51
261 DATA
72,3,8,51,136,51,136,51,136,51,136,48,128,48,128,0,0,0,0,0,0,3,0,3
262 DATA
136,51,128,3,15,63,63,63,136,51,0,252,255,255,255,255,136,51,136,51,0,252,255,255
263 DATA
136,51,136,51,128,3,240,255,136,48,0,48,48,252,63,3,0,0,0,0,12,12,240,195
264 DATA
8,51,136,51,136,48,136,48,128,51,128,3,8,51,136,51,136,51,136,51,143,15,63,255
265 DATA
136,48,143,63,60,60,207,207,128,0,0,0,0,0,3,255,8,3,8,51,136,51,200,195
266 DATA
136,51,136,51,136,0,63,255,136,51,136,51,136,51,192,252,136,48,131,51,128,48,128,48
267 DATA
240,255,255,255,255,255,255,255,8,243,200,243,248,240,252,252,128,3,8,51,8,51,136,51
268 DATA
136,48,136,51,136,51,136,51,255,255,255,63,63,63,63,15,243,252,255,255,255,255,255,255
269 DATA
255,0,255,255,255,255,255,255,8,195,200,195,240,243,240,195,8,3,128,48,136,51,136,51
270 DATA
63,63,63,15,128,48,136,51,255,255,255,255,255,0,136,51,255,255,255,255,252,0,136,51
271 DATA
255,255,255,255,0,48,136,51,240,243,192,3,8,51,136,51,143,51,136,51,136,51,136,51
272 DATA
255,255,255,15,128,51,136,51,255,255,255,255,63,0,136,51,255,255,255,255,255,255,0,51
273 DATA
255,255,255,255,255,192,8,51,255,255,255,252,192,51,136,51,200,51,8,51,136,51,136,51
274 DATA
255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,25
5,255
275 DATA
255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,25
5,255
```

4535. BEN'S BIRTHDAY SALES! ALL ATARI 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-09 23:58:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1103091557520.31176@slate.spiritone.com>
Source record: 774
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4536. 20% OFF ALL ATARI BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-10 00:01:33 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1103091558360.31176@slate.spiritone.com>
Source record: 775
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4537. BEN'S BIRTHDAY SALES! ALL ATARI 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-10 15:39:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1103100736140.10338@slate.spiritone.com>
Source record: 776
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Newsgroup: comp.sys.atari.8bit
Date: 2011-03-10 15:42:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1103100739200.10338@slate.spiritone.com>
Source record: 777
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4539. FS: MINT MICROPROSE GAMES 4 ATARI!

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-10 15:47:29 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1103100742440.10338@slate.spiritone.com>
Source record: 778
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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FS: MINT MICROPROSE GAMES 4 ATARI 8 BIT!

Conflict in Vietnam; Crusade in Europe; Decision in the Desert; F-15 Strike Eagle; Kennedy Approach; Silent Service; Top Gunner Collection;

FS: MINT MICROPROSE GAMES 4 ATARI ST!

The Ancient Art of War in the Skies; B17 Flying Fortress; Sid Meier's Civilization; DogFight 80 years of Aerial Warfare; F-15 Strike Eagle; F-19 Stealth Fighter; Fire and Brimstone; Grand Prix; Greens The Ultimate 3-D Golf Simulation; Gunship; Knights of the Sky; M1 Tank Platoon; Sid Meier's Railroad Tycoon; Red Storm Rising; Silent Service; Silent Service II;

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4540. ATARI WANTLIST:

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-10 15:50:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1103100750430.10338@slate.spiritone.com>
Source record: 779
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Looking for Rare Treasure But Left High and Dry?Checking my WebSite, Searched Through my Catalogs and Still Havent Found it?Please Send Your Atari WantList by E-Mail to BenSells@Atari.org or Atari@aracnet.com Using The Subject Matter of "ATARI WANTLIST:" or use the WebLink below! Not All Atari Treasures are on my WebSite and in my Catalogs! I have Much Atari Not Listed on my Site! So Please E-Mail Your Atari WantList And I'll Get Back To You as soon as I Can!

I cant read your mind so fill out the survey so I can get to know you better! It helps to figure out your Atari Interests and Needs! Feel free to fill out the Atari Survey on my Contact Page! Goto my Link Below.

http://www.aracnet.com/~atari/maillist.htm ATARI SURVEYS AND WANT LISTS!

Use this HotLink & make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs! Make a list of HardWare, Games/Software, Books/References And Accessories!Classic Atari 8 Bit And the Atari ST Computer Lines, Plus Atari 2600 & 7800 Games & Hardware!

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4541. Re: Rainy Boring Sunday so...

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-12 23:10:22 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <3aabda7f-bcc1-4e5d-84e2-9e24870a8892@k15g2000prk.googlegroups.com>
Source record: 780

Ha ha ha ha. Alrighty. Gotta delete the auto-wrap of the DATA so
that the numbers come on same line as DATA,
like change:

275 DATA
255,255,255,255,etc

to

275 DATA 255,255,255,etc.
Then translate to ATASCII.

just takes one DELETE and one SPACE on each line where DATA is on a
separate line.

A nice surprise.

4542. Re: Rainy Boring Sunday so...

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-13 19:56:31 UTC
From: phsstpok <stephensheppard@hotmail.com>
Message-ID: <5f1a8511-c048-49e4-8071-15131e0dd2ea@11g2000prf.googlegroups.com>
Source record: 781

Cute.

I tried it in GR.0 with artifacting. Picture is still recognizable
but sort of inversed video.

4543. Re: Rainy Boring Sunday so...

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-14 18:35:38 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <2b53acad-bc71-41f8-9330-d4af8eea56dc@n2g2000prj.googlegroups.com>
Source record: 782

On Mar 13, 12:56 pm, phsstpok <stephenshepp...@hotmail.com> wrote:
> Cute.
>
> I tried it in GR.0 with artifacting. Picture is still recognizable
> but sort of inversed video.

I'll give it another look on a real Atari. I seem to remember being able to set color registers such that I got a 4 color artifact mode similar to Ultima III but brain cells are not quite firing after such a long layoff. Refesh wasn't active!<grin>

It could have been something else like I modified a GR. 0 display list to use ANTIC mode 4 and that is where I am getting the mode 0 from.

This was from back in my days before I moved to the internet. On CIS in the mid 80s I had gotten in debates with people using bitmap modes over going with Atari's strength of redefined character sets. I made the statement "pixels and colors in Gr. 15 were identical to GR. 12 " and Bob Puff chimed in ~You're wrong, you don't know what you are talking about. So I wrote an Action! program to convert GR 15 bitmaps to the fewest possible characters. It would search through the character set to make sure a pattern wasn't already defined before adding it and keep a list of what went where on the screen.

It wasn't really useful other then proving my point. The complexity of the picture was really limited before you have to start using multiple character sets, I barely got Mickey in one set. But resulting picture and screen map only required 1800 bytes for storage w/o compression. Funny thing is if you put the original 7,680 byte bit mapped mode or the 1,800 byte character mode through arc or zip they end up about the same size. I looked briefly at Graphics to Font and the author seems to have defaulted to adding however many character sets it takes. It's probably the right approach.

Russ, I fooled around a little more with uploading. At least for using the google reader it doesn't break lines with no spaces. Something like
10DATA200,232,234,...
appears as one line. I fed a line created like that into Atari BASIC on the emulator and it expanded it just fine. I *know* I am beating a dead horse but every once in a while I think it would be useful to exchange files/programs/binaries in the newsgroup.
I had started doing a conversion of Pools of Radiance graphics to Atari fonts when my laptop got stolen. I was doing Dungeon Master graphics when my previous laptop bit the dust. Everything sucked bananas of course on the 8 bit.I'm trying to find meaning in random

events! Like the Gods of the Screaming Electron are trying to give me a message I can't decipher.<grin> Well, once more into the fray. I think the message may be ~start over from scratch instead of hitching my wagon to someone's elses horse.

Rick

4544. where to upload file

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-16 08:01:12 UTC
From: Stanley Hunt <stanley_hunt@shawRemoveThis.ca>
Message-ID: <i7_fp.27148$FA.6664@newsfe15.iad>
Source record: 783

Hi everybody!

I was just wondering where would be the best place to upload files that I would like to share.
I have a few ATR files of programs I made, such as an Atari port of the Apple II's Lemonade Stand.
There are also some jpeg wallpapers I did of Atari screens, complete with scanline and phosphor-dot effects.

Stan,
Atari user since 1986

4545. Re: where to upload file

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-16 20:22:39 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <4qSdnV5XF9iYgRzQnZ2dnUVZ876dnZ2d@telenor.com>
Source record: 784

"Stanley Hunt" <stanley_hunt@shawRemoveThis.ca> skrev i melding
news:i7_fp.27148$FA.6664@newsfe15.iad...
> Hi everybody!
>
> I was just wondering where would be the best place to upload files that I
> would like to share.
> I have a few ATR files of programs I made, such as an Atari port of the
> Apple II's Lemonade Stand.
> There are also some jpeg wallpapers I did of Atari screens, complete with
> scanline and phosphor-dot effects.
>
> Stan,
> Atari user since 1986

Hi!

You should and could send it to www.atarimania.com and
http://atari.fandal.cz/ and maybe even me : http://pokeysoft.no/games/

Take Atarian care

4546. Re: where to upload file

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-17 21:25:17 UTC
From: RoyE <RoyE@gme.com>
Message-ID: <iltu80hcr1@speranza.aioe.org>
Source record: 785

"Stanley Hunt" wrote in message news:i7_fp.27148$FA.6664@newsfe15.iad...

Hi everybody!

I was just wondering where would be the best place to upload files that I
would like to share.
I have a few ATR files of programs I made, such as an Atari port of the
Apple II's Lemonade Stand.
There are also some jpeg wallpapers I did of Atari screens, complete with
scanline and phosphor-dot effects.

Stan,
Atari user since 1986

You could join the Atari Age forums here:
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/
and download your stuff there.

Regards,
RoyE

4547. BEN'S BIRTHDAY SALES! ALL ATARI 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-18 01:25:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1103171824570.28767@slate.spiritone.com>
Source record: 786
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Newsgroup: comp.sys.atari.8bit
Date: 2011-03-18 01:27:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1103171827010.28767@slate.spiritone.com>
Source record: 787
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4549. FS: MINT MICROPROSE GAMES 4 ATARI!

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-18 01:29:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1103171827210.28767@slate.spiritone.com>
Source record: 788
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4550. Re: where to upload file

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-18 06:36:05 UTC
From: Stanley Hunt <stanley_hunt@shawRemoveThis.ca>
Message-ID: <q3Dgp.3530$bd5.3151@newsfe02.iad>
Source record: 789

Minor correction:
Wallpapers are png files, not jpegs.

I also zipped 104 gifs (400x240 each) as an index of the actual wallpapers.
The wallpapers were made from enlarging them 4x5 times:
1600x1200 including Atari border
1280x960 inside border (320x192 Atari pixels)

Stan

"Stanley Hunt" <stanley_hunt@shawRemoveThis.ca> wrote in message
news:i7_fp.27148$FA.6664@newsfe15.iad...
> Hi everybody!
>
> I was just wondering where would be the best place to upload files that I
> would like to share.
> I have a few ATR files of programs I made, such as an Atari port of the
> Apple II's Lemonade Stand.
> There are also some jpeg wallpapers I did of Atari screens, complete with
> scanline and phosphor-dot effects.
>
> Stan,
> Atari user since 1986
>
>
>

4551. BEN'S BIRTHDAY SALES! ALL ATARI 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-18 11:02:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1103180402400.3694@slate.spiritone.com>
Source record: 790
Cross-posted to:
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Date: 2011-03-18 11:04:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1103180402590.3694@slate.spiritone.com>
Source record: 791
Cross-posted to:
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4553. FS: MINT MICROPROSE GAMES 4 ATARI!

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-18 11:06:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1103180404350.3694@slate.spiritone.com>
Source record: 792
Cross-posted to:
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4554. Re: New group for female ATARI programmers - "ATARI Girls"

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-22 19:11:02 UTC
From: Hannah Fontana <hannahfontana69@gmail.com>
Message-ID: <91947a32-23c7-409d-8085-0d51c4b90cdc@glegroupsg2000goo.googlegroups.com>
Source record: 793

The Atari community is so small that it doesn't make any sense to target only women (or gays like another poster wanted to do for the Commodore 64).

Seriously, how many active Atari programmers are there left? Maybe 50? That's probably stretching it.

When was the last "major" piece of software released for the Atari? I'm guessing at LEAST 20 years ago.

4555. Re: New group for female ATARI programmers - "ATARI Girls"

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-22 22:01:09 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2011.03.22.22.01.09.94616@suddenlink.net>
Source record: 794

On Tue, 22 Mar 2011 12:11:02 -0700, Hannah Fontana wrote:

> When was the last "major" piece of software released for the Atari? I'm
> guessing at LEAST 20 years ago.

Way off - new stuff is released for the 8bit and 16/32 bit machines quite
often.

Perhaps you should actually research before posting (in other words,
engage brain before engaging mouth)? :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

4556. Re: New group for female ATARI programmers - "ATARI Girls"

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-22 23:43:54 UTC
From: Hannah Fontana <hannahfontana69@gmail.com>
Message-ID: <8e3e58ce-2dee-481a-95fb-ff963644b3e9@glegroupsg2000goo.googlegroups.com>
Source record: 795

Did you notice I did say MAJOR? Can you provide one example of a MAJOR release made in the last decade?

4557. Re: New group for female ATARI programmers - "ATARI Girls"

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-23 00:20:38 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <UOydnUOavp9ToRTQnZ2dnUVZ876dnZ2d@telenor.com>
Source record: 796

"Hannah Fontana" <hannahfontana69@gmail.com> skrev i melding
news:8e3e58ce-2dee-481a-95fb-ff963644b3e9@glegroupsg2000goo.googlegroups.com...
> Did you notice I did say MAJOR? Can you provide one example of a MAJOR
> release made in the last decade?

Tempest Xtreem?

4558. Re: New group for female ATARI programmers - "ATARI Girls"

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-23 04:52:33 UTC
From: "J. Robertson" <jkr7@juno.com>
Message-ID: <81vio69r2fc5bpahcn4i0ishd9it9fbfug@4ax.com>
Source record: 797

On Wed, 23 Mar 2011 01:20:38 +0100, "Vidar Olavesen"
<olavese@online.no> wrote:

>"Hannah Fontana" <hannahfontana69@gmail.com> skrev i melding
>news:8e3e58ce-2dee-481a-95fb-ff963644b3e9@glegroupsg2000goo.googlegroups.com...
>> Did you notice I did say MAJOR? Can you provide one example of a MAJOR
>> release made in the last decade?
>
>Tempest Xtreem?

I'd think Yoomp![1] would count as well.

Jason

[1] http://yoomp.atari.pl/

4559. Re: New group for female ATARI programmers - "ATARI Girls"

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-23 10:43:13 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <rdudnTz7IfQkUxTQnZ2dnUVZ876dnZ2d@telenor.com>
Source record: 798

"J. Robertson" <jkr7@juno.com> skrev i melding
news:81vio69r2fc5bpahcn4i0ishd9it9fbfug@4ax.com...
> On Wed, 23 Mar 2011 01:20:38 +0100, "Vidar Olavesen"
> <olavese@online.no> wrote:
>
>>"Hannah Fontana" <hannahfontana69@gmail.com> skrev i melding
>>news:8e3e58ce-2dee-481a-95fb-ff963644b3e9@glegroupsg2000goo.googlegroups.com...
>>> Did you notice I did say MAJOR? Can you provide one example of a MAJOR
>>> release made in the last decade?
>>
>>Tempest Xtreem?
>
> I'd think Yoomp![1] would count as well.
>
> Jason
>
> [1] http://yoomp.atari.pl/

Hobgoblin was a decent one too

4560. BEN'S BIRTHDAY SALES! ALL ATARI 20% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-25 06:46:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1103242346470.31552@slate.spiritone.com>
Source record: 799
Cross-posted to:
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From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1103242347040.31552@slate.spiritone.com>
Source record: 800
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4562. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-25 06:54:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1103242350170.31552@slate.spiritone.com>
Source record: 901
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Mailing List sent by E-Mail From Bravo Sierra Computers! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974! Sent on my
Atari Computer

4563. FS: MINT MICROPROSE GAMES 4 ATARI!

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-25 07:01:16 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1103250001060.31552@slate.spiritone.com>
Source record: 902
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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The Ancient Art of War in the Skies; B17 Flying Fortress; Sid Meier's Civilization; DogFight 80 years of Aerial Warfare; F-15 Strike Eagle; F-19 Stealth Fighter; Fire and Brimstone; Grand Prix; Greens The Ultimate 3-D Golf Simulation; Gunship; Knights of the Sky; M1 Tank Platoon; Sid Meier's Railroad Tycoon; Red Storm Rising; Silent Service; Silent Service II;

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http://www.aracnet.com/~atari/st_hard.htm ATARI ST HARDWARE LIST!
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4564. BITS1504 Demostration Intro. Atari XL.

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-26 19:06:18 UTC
From: "Herman Samso J." <bybits@gmail.com>
Message-ID: <62ae67ea-e2e5-43f1-9cb4-6cf0e5ac25d4@j13g2000pro.googlegroups.com>
Source record: 903

```
Hello!

he demostration intro
BITS1504 has been fixed
to run in NTSC television.

For Atari XL computers:

BITS1504

Download:
http://thebitsclub.tripod.com/demo/BITS1504-XL-20110326.ZIP

Visit:
http://thebitsclub.tripod.com/

BITS 1504
.---------------------.
| ******************* |
| * BB III TTT SS * |
| * B B I T S * |
| * BB I T S * |
| * B B I T S * |
| * BB III T SS * |
| *~~~~~~~~~~~~~~~~~* |
| * bb iii t ss * |
| * b b i t s * |
| * bb i t s * |
| * b b i t s * |
| * bb iii ttt ss * |
| ******************* |
'---------------------'
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EMail:
byBITS@gmail.com
WWW:
thebitsclub.tripod.com
www.hermansamso.com

Goodbye,
SOLO BITS
```

4565. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-31 13:37:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1103310634170.29504@slate.spiritone.com>
Source record: 905
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4566. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2011-03-31 13:40:04 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1103310637530.29504@slate.spiritone.com>
Source record: 904
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4567. Re: New vendor for the vendor list ?

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-01 17:18:01 UTC
From: Doctor Clu <drclu@blah.swbell.net>
Message-ID: <in5ged$8iq$8@speranza.aioe.org>
Source record: 907

```
Trevor wrote:
> Wow - they've got Combat in the box for $7.50! :)
>
> Seriously though, it looks like a good source for parts. Too bad the
> board-mounted I/O connectors are out of stock.
>
> - Trevor

Didn't Atarimax make a replacement I/O connector?

. . Doctor Clu (of...)
)\,,/ =PRISON BOARD BBS=
/(O _O) 972-329-0781
( \____ ) telnet://rdfig.net
|_\
```

4568. Re: Oregon Trail for Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-01 17:22:12 UTC
From: Doctor Clu <drclu@blah.swbell.net>
Message-ID: <in5gee$8iq$9@speranza.aioe.org>
Source record: 906

Bill Kendrick wrote:
> 1981 to 1985 The Oregon Trail (Apple II).
> 1992 The Oregon Trail Deluxe (MS-DOS).
> 1993-96 The Oregon Trail Ver 1.2 (Windows).
> ....etc.
> The Oregon Trail for Facebook
>
>
> So it looks like I played the improved-graphics version made
> for the Apple II in 1985. (At which point it would've been
> brand-new, since I was in 4th & 5th grade that year.)
>
>
> Time for someone to do an Atari 8-bit conversion! ;)

Hmmm... I agree, but while a person could convert the graphics and text
with little problem, I would want the mechanics of the game somehow.

Anyone disassemble this game yet? I have heard a lot about it though
never played it.

. . Doctor Clu (of...)
)\,,/ =PRISON BOARD BBS=
/(O _O) 972-329-0781
(____) telnet://rdfig.net
|_\

4569. Re: 1200XL's At Kjmann's Atari Sales and Service

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-01 17:23:01 UTC
From: Doctor Clu <drclu@blah.swbell.net>
Message-ID: <in5gef$8iq$10@speranza.aioe.org>
Source record: 908
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

Kjmann's Atari Sales and Service wrote:
> On Feb 8, 10:37 am, b...@newbreedsoftware.com (Bill Kendrick) wrote:
>> In rec.games.video.atari Kjmann's Atari Sales <kjmann_at...@yahoo.com> wrote:
>>
>>> Due to some good Fortune we have bought out the atari inventory of a game
>>> store
>>> in Southern California and we now have several 1200XL's in stock.
>> You posted this yesterday, so I imagine by today you're sold out. ;)
>>
>> -bill!
>
> Nope. I have a lot of them.
>
> I go into the Shop Everyday and Refurbish a couple more. =)

How about now?

. . Doctor Clu (of...)
)\,,/ =PRISON BOARD BBS=
/(O _O) 972-329-0781
(____) telnet://rdfig.net
|_\

4570. Re: Rainy Boring Sunday so...

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-01 21:57:07 UTC
From: Doctor Clu <drclu@blah.swbell.net>
Message-ID: <in5hnf$b53$4@speranza.aioe.org>
Source record: 909

Was cool seeing a Atari basic list. I think I spent about 10% of my
time on Ataris typing those in.

. _ . Doctor Clu (member of...)
/{_}{} THE PRISON BOARD BBS 972-329-0781 / telnet://rdfig.net
/(- _O) VISIT ATARI COMPUTERS ONLINE VISITED BY OTHER ATARI COMPUTERS
(____) /|\ ATARI Computer BBS list /|\ (X at main menu then A)

4571. Re: New group for female ATARI programmers - "ATARI Girls"

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-01 21:57:11 UTC
From: Doctor Clu <drclu@blah.swbell.net>
Message-ID: <in5hnj$b53$5@speranza.aioe.org>
Source record: 910

Vidar Olavesen wrote:
>>> "Hannah Fontana" <hannahfontana69@gmail.com>
>>>> Did you notice I did say MAJOR? Can you provide one example of a MAJOR
>>>> release made in the last decade?

>>> Tempest Xtreem?

>> I'd think Yoomp![1] would count as well.

Well, I would love to see what the "ATARI Girls" come up with.
WARLORDS for the 2600 was written by Carla Meninsky and that is my
favorite game on the 2600. (4 players is just fun and vicious!)

As for major releases lately? I am more of a hardware and telecom guy
myself and happen to like the older games. But of the newer stuff I
think there have been cool developments in term programs, Contiki
(telnet, FTP, etc). The IRC chat program. Various emulators that run
ON the Atari computer (like the Apple 2 emulator!) It seems like every
week on Atariage something new is being released.

. _ . Doctor Clu (member of...)
/{_}{} THE PRISON BOARD BBS 972-329-0781 / telnet://rdfig.net
/(- _O) VISIT ATARI COMPUTERS ONLINE VISITED BY OTHER ATARI COMPUTERS
(____) /|\ ATARI Computer BBS list /|\ (X at main menu then A)

4572. Re: New group for female ATARI programmers - "ATARI Girls"

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-01 21:57:16 UTC
From: Doctor Clu <drclu@blah.swbell.net>
Message-ID: <in5hno$b53$6@speranza.aioe.org>
Source record: 911
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

PM7500 wrote:

>>>> I'm assuming that these Atari Girls will be using XLs... You know, so
>>>> that they match the wedding dress, stove, and washing machine.
>>>> - J.
>>> I don't understand. Most of the XL's that I have seen were black, no?
>>> Bill

> The XL might not match the color of the wedding dress, but it might
> match the size. :P

That is what I got out of that! :P

. _ . Doctor Clu (member of...)
/{_}{} THE PRISON BOARD BBS 972-329-0781 / telnet://rdfig.net
/(- _O) VISIT ATARI COMPUTERS ONLINE VISITED BY OTHER ATARI COMPUTERS
(____) /|\ ATARI Computer BBS list /|\ (X at main menu then A)

4573. Re: hi to all OLD friend from The Netherlands, Amsterdam

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-01 21:57:23 UTC
From: Doctor Clu <drclu@blah.swbell.net>
Message-ID: <in5hnv$b53$7@speranza.aioe.org>
Source record: 912

Bernard wrote:
> Hi alll,
>
> maybe some of you know me and other maybe not ;-)
>
> I want te say Hello.....
>
> from amsterdam, the netherl;ands......
>
> And yes it Sysop Bernard of Becotel BBS.... from years a go ;-)

Hey fire up that BBS and put it on telnet!

. _ . Doctor Clu (member of...)
/{_}{} THE PRISON BOARD BBS 972-329-0781 / telnet://rdfig.net
/(- _O) VISIT ATARI COMPUTERS ONLINE VISITED BY OTHER ATARI COMPUTERS
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4574. Re: New vendor for the vendor list ?

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-01 23:31:49 UTC
From: Trevor <trevor@holyoak.dotcom>
Message-ID: <in5n95$p4r$1@dont-email.me>
Source record: 913

On 4/1/2011 11:18 AM, Doctor Clu wrote:

> Didn't Atarimax make a replacement I/O connector?
>
> . . Doctor Clu (of...)
>)\,,/ =PRISON BOARD BBS=
> /(O _O) 972-329-0781
> (____) telnet://rdfig.net
> |_\

Hey, is that actually a BBS with a telephone number? I thought those
were extinct! ;)

I guess I need to update the BBS list again.

- Trevor

4575. Re: New vendor for the vendor list ?

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-02 19:18:53 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <9aef6d09-9aa3-4e4c-b421-a890273501ee@i39g2000prd.googlegroups.com>
Source record: 914

On Apr 1, 4:31 pm, Trevor <tre...@holyoak.dotcom> wrote:
> On 4/1/2011 11:18 AM, Doctor Clu wrote:
>
> > Didn't Atarimax make a replacement I/O connector?
>
> > . . Doctor Clu (of...)
> >)\,,/ =PRISON BOARD BBS=
> > /(O _O) 972-329-0781
> > (____) telnet://rdfig.net
> > |_\
>
> Hey, is that actually a BBS with a telephone number? I thought those
> were extinct! ;)
>
> I guess I need to update the BBS list again.
>
> - Trevor

Not exactly at least for some of them. It is much more convenient for everyone involved, and cheaper too, to have the BBS available through telenet. Steve Tucker has it integrated into APE so your PC does all the work and the Atari end thinks it is hooked up to a RS232 type modem. Instead of dialing from the command. If I have it right instead of
ATDT 555-1212<hit return>
you just
telnet://rdfig.net<hit return>

The experience for me was almost like a time machine. You start remembering control sequences and posts you made more then two decades ago. I would still like to see the space shuttle graphic from Itsy Bitsy taking off one more time.

Rick

PS: A quote from Jeff Bell, Itsy Bitsy SYOP back in the day. Times have changed.

"I named my BBS 'Itsy Bitsy' because I wanted people to know that it's not a big system with main frames or 30 MB hard drives. It started as a one-drive system that was itsy and had lots of bitsies."

4576. Re: 1200XL's At Kjmann's Atari Sales and Service

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-02 22:21:59 UTC
From: Kjmann's Atari Sales and Service <kjmann_atari@yahoo.com>
Message-ID: <3fcc9142-d43a-423b-8458-6af4d868f1b4@a11g2000pro.googlegroups.com>
Source record: 915
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

On Apr 1, 10:23 am, Doctor Clu <dr...@blah.swbell.net> wrote:
>
> How about now?
>

I'm down to the last one. =)

4577. Re: New vendor for the vendor list ?

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-04 21:31:54 UTC
From: Doctor Clu <drclu@blah.swbell.net>
Message-ID: <inddc3$7d5$2@speranza.aioe.org>
Source record: 916

```
Trevor wrote:
> On 4/1/2011 11:18 AM, Doctor Clu wrote:
>
>> Didn't Atarimax make a replacement I/O connector?
>>
>> . . Doctor Clu (of...)
>> )\,,/ =PRISON BOARD BBS=
>> /(O _O) 972-329-0781
>> ( \____ ) telnet://rdfig.net
>> |_\
>
> Hey, is that actually a BBS with a telephone number? I thought those
> were extinct! ;)
>
> I guess I need to update the BBS list again.
>
> - Trevor

There are about 30-40 dialup BBSs in existence.

None are run on Ataris at this time.

However the Prison Board at least has a way to be dialed in and gives a
TELNET out point to the current Atari BBSs out there.

. _ . Doctor Clu (of...)
/{_}{} =PRISON BOARD BBS=
/(- _O) 972-329-0781
( \____ ) telnet://rdfig.net
```

4578. Re: 1200XL's At Kjmann's Atari Sales and Service

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-04 21:33:11 UTC
From: Doctor Clu <drclu@blah.swbell.net>
Message-ID: <inddef$7d5$3@speranza.aioe.org>
Source record: 917
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

```
Kjmann's Atari Sales and Service wrote:
> On Apr 1, 10:23 am, Doctor Clu <dr...@blah.swbell.net> wrote:
>> How about now?
>>
>
>
> I'm down to the last one. =)

Hmmm... don't want it. :P

. _ . Doctor Clu (of...)
/{_}{} =PRISON BOARD BBS=
/(- _O) 972-329-0781
( \____ ) telnet://rdfig.net

(1200 is cool, but could never replace my beige 800...)
```

4579. Re: 1200XL's At Kjmann's Atari Sales and Service

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-04 21:39:38 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d9a3a9a$0$10606$742ec2ed@news.sonic.net>
Source record: 918
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

In comp.sys.atari.8bit Doctor Clu <drclu@blah.swbell.net> wrote:
> (1200 is cool, but could never replace my beige 800...)

Best. Keyboard. Ever. And not just among the 8-bit Ataris. :)

--
-bill!
Sent from my computer

4580. 800 Emulation xl/xe

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-05 02:03:09 UTC
From: RoyE <RoyE@gme.com>
Message-ID: <indt8u$9tf$1@speranza.aioe.org>
Source record: 919

upgraded emu for the Atari

http://sourceforge.net/projects/atari800/files/atari800/2.2.0/

version 2.20 of Atari800. Some great features also.

4581. ATARI ADOPTION AGENCY! SPRING CLEANING!

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-05 07:34:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1104050029070.3066@slate.spiritone.com>
Source record: 920
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have some Atari Computers and Disk Drives looking for a NEW Home! Atari 800xls, 520ST, 1040ST, Mega ST2 & the Mega ST4 Plus Disk Drives for both Atari 8 Bit and Atari ST! So what do I want in exchange? Buy Hardware for your Atari 8 Bit or Atari ST and receive a Gift, an Atari Fixer-Upper!

I've got a fast turnaround rate!Once I've received payment your order goes out the same day. Customers love the speedy service! I have lots of Atari Software & Books!Which I can send by Media Mail!Please Direct all Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com! See info at the Bottom to Reach me!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References! FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974! Sent on my Atari Computer

4582. [Local/Event] Atari Party 2011, June 11th in Davis, California

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-05 18:01:56 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d9b5914$0$10593$742ec2ed@news.sonic.net>
Source record: 921
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

Please help spread the word! The 3rd annual "Atari Party" in Davis, California has been scheduled for Saturday, June 11th, 2011, from 12pm-5pm.

http://www.newbreedsoftware.com/atariparty/2011/

Join other Atarians and the curious/nostalgic public for a day of video games on a variety of Atari systems: Pong, 2600, 5200, 7800, 400/800/XL/XE, ST/TT, Lynx and Jaguar, plus emulated arcade games on GameBoy Advance & PlayStation2.

We'll also be screening the documentary file "Once Upon Atari" during the event, and the 1984 spy-thriller-with-Atari-game "Cloak & Dagger" at the end of the event.

Finally, there'll be a free prize give-away where you could win anything from Atari-themed t-shirts and playing cards to actual Atari systems!

This event is completely free, and open to the public. (This includesd the movies and prize give-away! Yes: just show up, and you may walk away with an Atari 1200XL or Flashback 2+!)

Davis is located just west of Sacramento, along Interstate 80; about 1hr east of San Francisco.

--
-bill!
Sent from my computer

4583. Re: [Local/Event] Atari Party 2011, June 11th in Davis, California

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-05 19:24:37 UTC
From: Ryan 'Gozar' Collins <gozarcollins@hotmailNoSpam.com>
Message-ID: <1126607407323724184.717033gozarcollins-hotmailNoSpam.com@enews.newsguy.com>
Source record: 922

Bill Kendrick <bill@newbreedsoftware.com> wrote:
> Please help spread the word! The 3rd annual "Atari Party" in Davis, California
> has been scheduled for Saturday, June 11th, 2011, from 12pm-5pm.
>
> http://www.newbreedsoftware.com/atariparty/2011/
>

That sounds so cool! I wish I could go!

4584. Re: [Local/Event] Atari Party 2011, June 11th in Davis, California

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-06 14:00:44 UTC
From: John Harbl <jharbl@harbl.com>
Message-ID: <inhrmb$66o$1@speranza.aioe.org>
Source record: 923

On 4/5/11 3:24 PM, Ryan 'Gozar' Collins wrote:
> Bill Kendrick <bill@newbreedsoftware.com> wrote:
>> Please help spread the word! The 3rd annual "Atari Party" in Davis, California
>> has been scheduled for Saturday, June 11th, 2011, from 12pm-5pm.
>>
>> http://www.newbreedsoftware.com/atariparty/2011/
>>
>
> That sounds so cool! I wish I could go!

Are they gonna kick me out if I bring my B83 with me? I've had trouble
with that in Davis before.

- J.

4585. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-07 12:44:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1104070539480.19951@slate.spiritone.com>
Source record: 925
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

All Atari 20% Off! All Atari 20% Off! All Atari 20% Off! All Atari 20% Off!

20% Off All Atari Hardware, Games/Software, Books/References and Accessories!
20% Off All Classic Atari 8 Bit & Atari ST Computer Lines, Atari 2600 & 7800
Games! Minimum $60.00 Order gets 20% Off!Goto http://BensCatalogs.Atari.org or
BenSells@Atari.org ask for Atari catalogs. Software & Book Catalogs are sorted
alphabetically by Title so Cut-&-Paste your order & E-Mail your list with your
Address so I can expedite your order!Come for the Sales, Stay for the Service!

All Atari 20% Off! All Atari 20% Off! All Atari 20% Off! All Atari 20% Off!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/ftp DOWNLOAD FREE ATARI CATALOGS!
http://specials.Atari.org DAILY SPECIALS! DETAILS ON SALES!
http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
http://www.aracnet.com/~atari/microprose.htm THE BEST SIMMS GAMES FOR ATARI!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm 20% OFF ATARI 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm 20% OFF ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm 20% OFF ATARI 2600/7800 GAMES LIST!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ST SOFTWARE/GAMES LIST!

I've got a fast turnaround rate!Once I've received payment your order goes out
the same day. Customers love the speedy service! I have lots of Atari Software
& Books!Which I can send by Media Mail!Please Direct all Replies via E-Mail to
BenSells@Atari.org or Atari@aracnet.com! See info at the Bottom to Reach me!

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FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974! Sent on my
Atari Computer

4586. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-07 12:47:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1104070544370.19951@slate.spiritone.com>
Source record: 924
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

All Atari 20% Off! All Atari 20% Off! All Atari 20% Off! All Atari 20% Off!

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you Great New stuff! I'll sell you hard to find 2nd Hand Goods, because I'm the guy Giving Orphaned Ataris A NEW Home!Managing The Atari Adoption Agency! Saving Atari's from Oblivion!E-Mail: BenSells@Atari.org or Call Ben@(503)256-9974! Satisfied Customers Made One Sale at a Time! Come for the Sales, Stay for the Service!

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http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
http://Adoption.Atari.org Give Your Ataris a Good Home!
http://www.aracnet.com/~atari/microprose.htm THE BEST SIMMS GAMES FOR ATARI!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
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http://www.aracnet.com/~atari/26007800.htm 20% OFF ATARI 2600/7800 GAMES LIST!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ST SOFTWARE/GAMES LIST!

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Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References! FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974! Sent on my Atari Computer

4587. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-07 12:52:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1104070547590.19951@slate.spiritone.com>
Source record: 926
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Mailing List sent by E-Mail From Bravo Sierra Computers! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974! Sent on my
Atari Computer

4588. Re: 1200XL's At Kjmann's Atari Sales and Service

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-08 13:15:43 UTC
From: Doctor Clu <drclu@blah.swbell.net>
Message-ID: <inoqt6$pp0$1@speranza.aioe.org>
Source record: 931
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

Bill Kendrick wrote:
> In comp.sys.atari.8bit Doctor Clu <drclu@blah.swbell.net> wrote:
>> (1200 is cool, but could never replace my beige 800...)
>
> Best. Keyboard. Ever. And not just among the 8-bit Ataris. :)

Cheers to that!! :) What was it to you that made the keyboard the
best overall?

For the Atari 800 keyboard I think it was the response to the typing.
Not only the key click sound, but the physical response to the typing as
well. Granted, I have the type of keyboard on the 800 that when I type
at 60+ WPM an occasional key wants to go flying.

Also I think my 800 keyboard used to be more responsive, though these
days some keys take more work than others. :)

. _ . Doctor Clu (of...)
/{_}{} =PRISON BOARD BBS=
/(- _O) 972-329-0781
(____) telnet://rdfig.net

4589. Re: [Local/Event] Atari Party 2011, June 11th in Davis, California

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-08 13:18:02 UTC
From: Doctor Clu <drclu@blah.swbell.net>
Message-ID: <inoqt9$pp0$2@speranza.aioe.org>
Source record: 930

John Harbl wrote:
> On 4/5/11 3:24 PM, Ryan 'Gozar' Collins wrote:
>> Bill Kendrick <bill@newbreedsoftware.com> wrote:
>>> Please help spread the word! The 3rd annual "Atari Party" in Davis, California
>>> has been scheduled for Saturday, June 11th, 2011, from 12pm-5pm.
>>>
>>> http://www.newbreedsoftware.com/atariparty/2011/
>>>
>> That sounds so cool! I wish I could go!
>
> Are they gonna kick me out if I bring my B83 with me? I've had trouble
> with that in Davis before.

What is a B83?

. _ . Doctor Clu (of...)
/{_}{} =PRISON BOARD BBS=
/(- _O) 972-329-0781
(____) telnet://rdfig.net

4590. New Retro computing web portal

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-08 19:21:45 UTC
From: Super Marios <infoREMOVEmeplease@super-marios.tk>
Message-ID: <innn8tjbt1@ss408.t-com.hr>
Source record: 927

New Retro Computing Web Portal Super Marios ***** A L P H A ***** version
has been released.

Containing the following items:

Old computer news
Amiga
Amstrad
Atari
Commodore C64
Spectrum ZX
ZX81
MSX
Emulators Retro Remakes

Games

Amiga games
Atari games
Amstrad games
Commodore C64 games
Spectrum games
ZX81 games
Remake games
Atari 8 bit games

Etc...

Daily update !

Please visit us:

http://super-marios.tk/

4591. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-08 19:51:23 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1302292266@rtfm.mit.edu>
Source record: 928
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 28, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4592. "Delta Drawing" manual?

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-08 22:44:35 UTC
From: bill@newbreedsoftware.com
Message-ID: <4d9f8fd3$0$10520$742ec2ed@news.sonic.net>
Source record: 929

Is the Delta Drawing manual online anywhere? I seem to have misplaced mine.
(MIGHT be buried in a box, but might be lost forever :^/)

Part of the reason is because over a year ago I started work on a
modern clone of the program, and want to make sure I'm not missing any
obivous features or UI concerns...

--
-bill!
Sent from my computer

4593. Re: 1200XL's At Kjmann's Atari Sales and Service

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-09 12:40:07 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2011.04.09.12.40.07.516203@suddenlink.net>
Source record: 932

On Fri, 08 Apr 2011 08:15:43 -0500, Doctor Clu wrote:

> Also I think my 800 keyboard used to be more responsive, though these
> days some keys take more work than others. :)

Sure that's not just you Doc? We're not getting any younger ya know...I've
noticed the same thing with my Mega ST's keyboard! :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

4594. Re: 1200XL's At Kjmann's Atari Sales and Service

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-09 17:53:12 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <2b44db33-c6de-4c3d-9fa7-785122e5afe1@l30g2000vbn.googlegroups.com>
Source record: 933
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

On Apr 8, 6:15 am, Doctor Clu <dr...@blah.swbell.net> wrote:
> Bill Kendrick wrote:
> > In comp.sys.atari.8bit Doctor Clu <dr...@blah.swbell.net> wrote:
> >> (1200 is cool, but could never replace my beige 800...)
>
> > Best. Keyboard. Ever. And not just among the 8-bit Ataris. :)
>
> Cheers to that!! :) What was it to you that made the keyboard the
> best overall?
>
> For the Atari 800 keyboard I think it was the response to the typing.
> Not only the key click sound, but the physical response to the typing as
> well. Granted, I have the type of keyboard on the 800 that when I type
> at 60+ WPM an occasional key wants to go flying.
>
> Also I think my 800 keyboard used to be more responsive, though these
> days some keys take more work than others. :)
>
> . _ . Doctor Clu (of...)
> /{_}{} =PRISON BOARD BBS=
> /(- _O) 972-329-0781
> (____) telnet://rdfig.net

If I have it right all 800 keyboards actually had metal contacts. When you pushed a key in the plastic piece holding them apart would get out of the way, allowing contact. Really nice IMHO too. No clicks but reliable and ~3/4 of what is considered a full movement keyboard.

1200XL was also 3/4 movement but the first to use goofy contact mylar sheets. Damn fine keyboard with springs and good wrist angle so not a lot of carpel tunnel syndrome.

800XL reputed to have been made by 3 manufacturers, all of them bad. The contacts don't seem as bad when it comes to corrosion compared to the 1200XL but still less then perfect. It's only a 1/2 stroke keyboard which is OK but I'm a bit old school.

XE series, rubber pads that made contact and acted as a spring. I didn't like my ST keyboard with the same feel. They are OK compared to the junk coming out for the PC of late.

My favorite keyboard of all time would be the IBM PC AT, I finally ran out of them though. Click, springs, and full stroke. I preferred it to even the defacto standards like IBM Selectic typewriter. I still have all kinds of dongles so I could plug them into PS3 type din

connectors.

Rick

4595. Re: [Local/Event] Atari Party 2011, June 11th in Davis, California

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-09 20:10:39 UTC
From: bill@newbreedsoftware.com
Message-ID: <4da0bd3f$0$10603$742ec2ed@news.sonic.net>
Source record: 934

Doctor Clu <drclu@blah.swbell.net> wrote:
> > Are they gonna kick me out if I bring my B83 with me? I've had trouble
> > with that in Davis before.

> What is a B83?

Google answers all. Also, Davis is a nuclear-free zone. ;)

-bill!

4596. Re: 1200XL's At Kjmann's Atari Sales and Service

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-09 20:13:29 UTC
From: bill@newbreedsoftware.com
Message-ID: <4da0bde9$0$10603$742ec2ed@news.sonic.net>
Source record: 935
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

In comp.sys.atari.8bit ricortes <ricortes@earthlink.net> wrote:

Rick sums up why the 1200XL keyboard is good, in far more technical
detail than I ever could.

Though I do also remember laughing at a Computer Chronicle episode where
Apple or someone was showing off these fancy 'new' "wrist-rests" below
the keyboard.

I stared at my TV, then looked down at my 1200XL, and was like: "so? I've
had that for years!"

And yeah, my laptop PC is not only very flat, very soft, very typo-prone keys,
but it's at a completely flat angle.

<snip>
> My favorite keyboard of all time would be the IBM PC AT, I finally ran
> out of them though. Click, springs, and full stroke. I preferred it to
> even the defacto standards like IBM Selectic typewriter. I still have
> all kinds of dongles so I could plug them into PS3 type din
> connectors.

PC AT keyboard was good too, but waaay too noisy. ;)

--
-bill!
Sent from my computer

4597. Re: 1200XL's At Kjmann's Atari Sales and Service

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-10 12:35:17 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2011.04.10.12.35.16.812054@suddenlink.net>
Source record: 936

On Sat, 09 Apr 2011 10:53:12 -0700, ricortes wrote:

> My favorite keyboard of all time would be the IBM PC AT, I finally ran
> out of them though. Click, springs, and full stroke. I preferred it to
> even the defacto standards like IBM Selectic typewriter. I still have
> all kinds of dongles so I could plug them into PS3 type din
> connectors.
>
> Rick

Amen, Rick! I've got 2, one on my son's comp, and one on mine, with a couple of "spares". SysAdmin at a local library helped me stock up a bit on spares for them, so we're good for awhile yet.. Love going clackety-clack, and really dread the day I'm forced to use a "modern" keyboard.

These keyboards are so good (and heavy, tank-like even) that they make me want to open up a Konsole on my Linux box and go command line. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

4598. HxC floppy drive

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-16 19:55:51 UTC
From: Jack Tseng <tseng4@gmail.com>
Message-ID: <41f78b4d-ede0-4cc4-8dc8-45e5108c8805@x8g2000prh.googlegroups.com>
Source record: 937

I see HxC floppy drive works with Atari ST, Amiga, PC, etc... I am
wondering if the drive works with Atari 8bit, Atari XF551 has the 3.5
PC drive with Bob Woolley's ROM. Does it work ?

4599. EPROM programmer

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-17 23:00:55 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <14e2614c-d189-4ce4-a2b3-959f80e199cf@o15g2000prn.googlegroups.com>
Source record: 938
Body handling: HTML body converted to readable text

After a 15 year layoff I finally burned an EPROM again. It's been trying, had 30 gigs of development software including stuff for my Needham when it crashed and burned.

Bought one of those cheapo USB programmers off FleaBay. Turns out my UV erasure still works but only had two EPROMs left after the deluge. One programmed fine, the other gets about 1/4 way through and bails out. First thing I programmed was ED/ASM revision B. Back when San Jose Computers was still in business they had ED/ASM revision B carts for $20 and populated board revision A carts for $5. You can guess the way I went. Long time to upgrade.

I know, I should be using flash rams. I will switch. I have been fooling with GAL chips too. I think the older I get the dumber I get because I a really having trouble wading in. Took several hour just to get an example compiled, then I had trouble with the simulator! I know I'm the problem, not the software.

I have to make sure that 5200 is running. Seems like it would be a good platform to make a one off 8 bit with 32k of cart space.

Rick

4600. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-19 04:22:02 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1303186896@rtfm.mit.edu>
Source record: 939
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 28, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4601. Atari 400 USB keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-21 19:50:27 UTC
From: bill@newbreedsoftware.com
Message-ID: <4db08a83$0$10572$742ec2ed@news.sonic.net>
Source record: 940

Blog posts about this are apparently popping up all over the place,
despite the fact that this was release a while ago, and is discontinued,
and the company selling it (geekstuff4u) is out of stock.

http://www.geekstuff4u.com/computers/peripherals/keyboard-mouse/niyari-vintage-keyboard.html

I still want a USB 1200XL keyboard, anyway. :^P

--
-bill!
Sent from my computer

4602. Re: Atari 400 USB keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-22 02:34:24 UTC
From: Tin Lunchbox <no@spam.thx>
Message-ID: <13q1r6t257vtnc2t52r4k0lk6rms0b0uur@4ax.com>
Source record: 941

That is an amazing item. How strange it is to see an influence from
your past reinterpreted from retro from a different culture's
implementation that you never really knew of.

TiN[]BoX

On 21 Apr 2011 19:50:27 GMT, bill@newbreedsoftware.com (Bill Kendrick)
wrote:

>Blog posts about this are apparently popping up all over the place,
>despite the fact that this was release a while ago, and is discontinued,
>and the company selling it (geekstuff4u) is out of stock.
>
>http://www.geekstuff4u.com/computers/peripherals/keyboard-mouse/niyari-vintage-keyboard.h
tml
>
>I still want a USB 1200XL keyboard, anyway. :^P

4603. Re: Atari 400 USB keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-22 20:37:00 UTC
From: Trevor <trevor@holyoak.dotcom>
Message-ID: <iosotcbpp1@dont-email.me>
Source record: 942

Looks like a pretty sick April Fool's joke. ;)

- Trevor

On 4/21/2011 1:50 PM, Bill Kendrick wrote:
> Blog posts about this are apparently popping up all over the place,
> despite the fact that this was release a while ago, and is discontinued,
> and the company selling it (geekstuff4u) is out of stock.
>
> http://www.geekstuff4u.com/computers/peripherals/keyboard-mouse/niyari-vintage-keyboard.html
>
> I still want a USB 1200XL keyboard, anyway. :^P
>

4604. Re: Atari 400 USB keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-23 05:39:27 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <6b88f7e4-a4f1-458d-8697-13c47a281f06@e25g2000prf.googlegroups.com>
Source record: 943

On Apr 22, 1:37 pm, Trevor <tre...@holyoak.dotcom> wrote:
> Looks like a pretty sick April Fool's joke. ;)
>
> - Trevor
>
> On 4/21/2011 1:50 PM, Bill Kendrick wrote:
>
> > Blog posts about this are apparently popping up all over the place,
> > despite the fact that this was release a while ago, and is discontinued,
> > and the company selling it (geekstuff4u) is out of stock.
>
> >http://www.geekstuff4u.com/computers/peripherals/keyboard-mouse/niyar...
>
> > I still want a USB 1200XL keyboard, anyway. :^P

I've been doing a lot of retro the last 2 months. Only about a third of it is Atari because I have been jerking around with things like Warcraft Orcs vs. Humans. I saw one of those WinCE laptops at Walgreens for $99 and managed to escape w/o buying it. The CE emulator sucks.

I saw they had a Sega Genesis emulator for $20 too. Motion sensing joysticks and SD card interface. Things are looking up, IIRC the Sega was just a bit stronger then an ST with respect to colors and built in graphics chip. I tired of writing software for my hand held NES emulator after getting a simple cart image to run. I wish the market would settle down to a single platform so people could get busy with it.

I was looking at 'modern' storage solutions for the 8 bit and while they are functional I think they may have missed a certain market segment i.e. Cheap like me! No way I am going to spend a hundred bucks for a hardware solution that doesn't do much beyond what you get with SIO2PC.

What should'a had'a happened is instead of using PORT B bits for bank switching someone should have built a bit banging SD card interface. I think the only thing you would need is a 3.3V regulator and an SD socket. It would be slow, probably no faster then a real disk drive, but being flash it would be just as secure. For that matter you could hang one on a joystick port.

Rick

4605. Re: Atari 400 USB keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-23 07:18:51 UTC
From: Brian Gaff <Briang1@blueyonder.co.uk>
Message-ID: <iotugp$bm7$1@dont-email.me>
Source record: 944

Talking of April Fools, back in the day does anyone recall the little
program called Paperweight? grin

Brian

--
Brian Gaff - briang1@blueyonder.co.uk
Note:- In order to reduce spam, any email without 'Brian Gaff'
in the display name may be lost.
Blind user, so no pictures please!
"ricortes" <ricortes@earthlink.net> wrote in message
news:6b88f7e4-a4f1-458d-8697-13c47a281f06@e25g2000prf.googlegroups.com...
On Apr 22, 1:37 pm, Trevor <tre...@holyoak.dotcom> wrote:
> Looks like a pretty sick April Fool's joke. ;)
>
> - Trevor
>
> On 4/21/2011 1:50 PM, Bill Kendrick wrote:
>
> > Blog posts about this are apparently popping up all over the place,
> > despite the fact that this was release a while ago, and is discontinued,
> > and the company selling it (geekstuff4u) is out of stock.
>
> >http://www.geekstuff4u.com/computers/peripherals/keyboard-mouse/niyar...
>
> > I still want a USB 1200XL keyboard, anyway. :^P

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Warcraft Orcs vs. Humans. I saw one of those WinCE laptops at
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emulator after getting a simple cart image to run. I wish the market
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for a hardware solution that doesn't do much beyond what you get with
SIO2PC.

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Rick

4606. Any ideas on how much this would be worth?

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-23 19:33:40 UTC
From: jmmhooper <jmm.hooper@gmail.com>
Message-ID: <12fc9201-3988-4052-9ed0-24427fb24528@glegroupsg2000goo.googlegroups.com>
Source record: 945

1- (1) Atari 800 unit

2- (1) model 410 program recorder in original box. (interface cable and power cable are part of the unit) See warning note below.

3- (1) Atari 800 power supply part number CO17945

4- (1) computer/TV switch box.

5- (1) Basic computer language cartridge

6- (1) game cartridge “Gorf”

7- (1) game cartridge “Deluxe Invaders”

8- (1) game cartridge “Submarine commander” Sad to see this one go. It was once my favorite game. L

9- (1) game cassette tape “Snookers and Billiards” See warning below

10- (1) game cassette tape “ Zaxon” See warning note below.

11- (1) book “Games for your Atari computer” By Paul Bunn

12- (1) book “Inside Atari basic” By Bill Carris.

13- (1) manual with holes not in binder Atari 400/800 basic ref. manual

14- (1) Atari home computer product catalog

15- (1) Atari 800 home computer owners guide.

4607. Re: Any ideas on how much this would be worth?

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-23 23:58:58 UTC
From: Tin Lunchbox <no@spam.thx>
Message-ID: <mdp6r659sce3evcp2lkp7rnqqfi2jqcicn@4ax.com>
Source record: 946

On Sat, 23 Apr 2011 12:33:40 -0700 (PDT), jmmhooper
<jmm.hooper@gmail.com> wrote:

>1- (1) Atari 800 unit

>[etc.]

Sold as a single lot on the dominant auction website, you might get
$90 for it. A little more depending on cosmetics and how much RAM is
in the 800.

Piece it out and list it one-by-one you'd get somewhat more I think,
but it'll be more work to do the individual photos and listings.

There's a sales website ecrater DOT com that I sort of like. You can
list the stuff there and let it sit until it sells. But it'll take
longer, maybe a lot longer. Some of it'll sit there indefinitely
because ecrater doesn't bring the buyers like the other site does.

What's the warning regarding the 410?

TiN[]BoX

4608. Re: Atari 400 USB keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-24 11:36:52 UTC
From: Yo$$1960 <brad@yoss1960.ukfsn.org>
Message-ID: <pan.2011.04.24.11.36.52.950629@yoss1960.eternal-september.org>
Source record: 947

On Sat, 23 Apr 2011 08:18:51 +0100, Brian Gaff wrote:

> Talking of April Fools, back in the day does anyone recall the little
> program called Paperweight? grin

Oh yes. And didn't it cause a stink?

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"
We don't give a damn
One Chord Wonders - The Adverts

4609. On Super Breakout

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-24 13:24:12 UTC
From: Tin Lunchbox <no@spam.thx>
Message-ID: <r668r69q44afb1smnmvaubrr4bh5brcp5l@4ax.com>
Source record: 948

We were discussing the colored-brick-busting-w.-pong-paddle Breakout games on an IRC channel yesterday.

I am of the opinion that more angles should be available. When your paddle can only rebound the ball at four angles I think it diminishes the play value. You can also find yourself unable to hit the brick you want. I would like to see Breakout with six rebound angles, and maybe a straight-vertical as well, which would be seven angles.

I don't think I've ever owned Super Breakout for the 8bit. I watched some videos of it, and it looks just okay. It looks kind of uninspired with the blocky text, but it does get the colored separated bricks right. The playfield takes up about 3/5 of the screen. It's not as large as it could be. I'd like to see the full-screen used. I think a game can have its dimensions adjusted for the screen it's on, and still be true to the arcade. Does anyone know if Super Breakout for the 8bit has additional-balls-in-cavities and advancing-walls modes?

I recall the standard Breakout and the later Super Breakout for the Atari 2600. The standard one had good play value like most of the early 2600 games. Sears called it "Breakaway IV." It didn't have the cavities or advancing walls features. It had artificial characteristic of the sixth rebound sending off the ball at a sharp angle no matter how you hit it. It used almost the entire screen, which is a good thing in my opinion. Now Super Breakout for the 2600 was a stylish affair. It looked and sounded good, and had the advancing walls and IIRC the cavities. The sounds were chime-like, metallic yet melodic. However there were only the four angles. It did not have separated bricks, i.e. it displayed the walls as ribbons until you started picking off bricks. It's not quite like the arcade, the colors are also different, but nevertheless it is a memorable and very good Breakout variant.

The 5200 version, based on a video I watched, has the cavities and looks slightly better than the 8bit version. It has an unnecessary "dissolve" effect for each busted brick. The 5200 version is utterly impaired though, because it must be played with the joystick (or possibly the trackball, the video said). Breakout in my opinion must be played with a paddle controller.

There was also Arkanoid for the XL/XE. That's sort of a Breakout-like game with power-ups and much more advanced graphics. It adds so much stuff and is different enough in style that I do not consider it a Breakout game in the sense of the ones I discussed above. However it is good and quite advanced in its own right.

What then would the ideal Super Breakout be? In my opinion, it would take up the entire screen, have options for advancing walls and additional balls in cavities, have the authentic arcade color schemes and separated bricks, and last but not least have more rebound angles for depth of gameplay. I would also not object to an option for the charming chimes sounds of 2600 Super Breakout.

TiN[]BoX

4610. Re: Any ideas on how much this would be worth?

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-24 13:52:34 UTC
From: jmmhooper <jmm.hooper@gmail.com>
Message-ID: <b51c2a11-27b8-4f8f-b60f-1280372edc5e@e21g2000vbz.googlegroups.com>
Source record: 949

On Apr 23, 5:58 pm, Tin Lunchbox <n...@spam.thx> wrote:
> On Sat, 23 Apr 2011 12:33:40 -0700 (PDT), jmmhooper
>
> <jmm.hoo...@gmail.com> wrote:
> >1- (1) Atari 800 unit
> >[etc.]
>
> Sold as a single lot on the dominant auction website, you might get
> $90 for it. A little more depending on cosmetics and how much RAM is
> in the 800.
>
> Piece it out and list it one-by-one you'd get somewhat more I think,
> but it'll be more work to do the individual photos and listings.
>
> There's a sales website ecrater DOT com that I sort of like. You can
> list the stuff there and let it sit until it sells. But it'll take
> longer, maybe a lot longer. Some of it'll sit there indefinitely
> because ecrater doesn't bring the buyers like the other site does.
>
> What's the warning regarding the 410?
>
> TiN[]BoX

The person did not know if the 410 works, so then would be worthless I
guess

4611. Re: Atari 400 USB keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-24 14:09:48 UTC
From: jmmhooper <jmm.hooper@gmail.com>
Message-ID: <cc81815c-b1c3-4de8-a1a8-ce4b832e77b0@glegroupsg2000goo.googlegroups.com>
Source record: 950

Speaking of keyboards, I have an Atari 400 I would love to upgrade the keyboard. Was there a replacement keyboard available way back when or do you just retrofit a certain type of keyboard to them?

Thanks

4612. Re: Atari 400 USB keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-25 00:09:29 UTC
From: Jeremy J Starcher <r3jjs@yahoo.com>
Message-ID: <ip2e3o$ob5$1@dont-email.me>
Source record: 701

On Sat, 23 Apr 2011 08:18:51 +0100, Brian Gaff wrote:

> Talking of April Fools, back in the day does anyone recall the little
> program called Paperweight? grin
>
> Brian

I remember paperweight!

Back when I was in High School, we had just gotten in some new 800XL machines and I ran paperweight on them in front of the "computer admin."

His reaction was priceless, yet he trusted me not to have destroyed the equipment.

Ah.. that brings back memories.

We had some educational software *on cassette* for the Atari and I remember that with a single POKE you could activate the 410's motor and just let the speech play through, while you were secretly playing.

4613. Re: Atari 400 USB keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-25 04:07:32 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <soqdnQYNStUdbinQnZ2dnUVZ_tqdnZ2d@posted.pioneerinternet2>
Source record: 702

There was at least one and maybe two replacement 400 keyboards; one was the
BKey or a
name very similar..

-Jess

"jmmhooper" <jmm.hooper@gmail.com> wrote in message
news:cc81815c-b1c3-4de8-a1a8-ce4b832e77b0@glegroupsg2000goo.googlegroups.com...
> Speaking of keyboards, I have an Atari 400 I would love to upgrade the
> keyboard. Was there a replacement keyboard available way back when or do
> you just retrofit a certain type of keyboard to them?
>
> Thanks

4614. Re: Atari 400 USB keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-25 11:28:44 UTC
From: Yo$$1960 <brad@yoss1960.ukfsn.org>
Message-ID: <pan.2011.04.24.16.52.31.94640@yoss1960.eternal-september.org>
Source record: 703

On Sun, 24 Apr 2011 07:09:48 -0700, jmmhooper wrote:

> Speaking of keyboards, I have an Atari 400 I would love to upgrade the
> keyboard. Was there a replacement keyboard available way back when or do
> you just retrofit a certain type of keyboard to them?

Yes there was. They weren't on the market for long, IIRC. I can't
remember who made them or their approximate cost, either.

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"
Where will you be when the bodies burn?
The Gasman Cometh - Crass

4615. Re: Atari 400 USB keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-25 14:27:46 UTC
From: Yo$$1960 <brad@yoss1960.ukfsn.org>
Message-ID: <pan.2011.04.25.14.27.46.754652@yoss1960.eternal-september.org>
Source record: 704

On Sun, 24 Apr 2011 23:07:32 -0500, RetroJess wrote:

> the BKey or a

That's the one I was thinking of. Couldn't remember the name for the
life of me.

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"
But they didn't tell him the first two didn't count
Tin Soldiers - Stiff Little Fingers

4616. Re: Any ideas on how much this would be worth?

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-26 12:53:50 UTC
From: jmmhooper <jmm.hooper@gmail.com>
Message-ID: <a2cfdb89-54f6-4254-a41d-158c33da1b3d@n10g2000yqf.googlegroups.com>
Source record: 705

On Apr 23, 5:58 pm, Tin Lunchbox <n...@spam.thx> wrote:
> On Sat, 23 Apr 2011 12:33:40 -0700 (PDT), jmmhooper
>
> <jmm.hoo...@gmail.com> wrote:
> >1- (1) Atari 800 unit
> >[etc.]
>
> Sold as a single lot on the dominant auction website, you might get
> $90 for it. A little more depending on cosmetics and how much RAM is
> in the 800.
>
> Piece it out and list it one-by-one you'd get somewhat more I think,
> but it'll be more work to do the individual photos and listings.
>
> There's a sales website ecrater DOT com that I sort of like. You can
> list the stuff there and let it sit until it sells. But it'll take
> longer, maybe a lot longer. Some of it'll sit there indefinitely
> because ecrater doesn't bring the buyers like the other site does.
>
> What's the warning regarding the 410?
>
> TiN[]BoX

I see the cart games alone are going for at least $10 each. I offered the person $50 total which includes UPS shipping and he accepted. I think I got a good deal. He was trying to sell the lot for $20 locally and no takers. I was surprised.

4617. Re: Atari 400 USB keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-26 16:13:58 UTC
From: Trevor <trevor@holyoak.dotcom>
Message-ID: <ip6r08$97m$2@dont-email.me>
Source record: 706

You could also rewire a standard keyboard for it. I recall my dad doing
that with ours.

- Trevor

On 4/24/2011 10:07 PM, RetroJess wrote:
> There was at least one and maybe two replacement 400 keyboards; one was the
> BKey or a
> name very similar..
>
> -Jess
>
> "jmmhooper"<jmm.hooper@gmail.com> wrote in message
> news:cc81815c-b1c3-4de8-a1a8-ce4b832e77b0@glegroupsg2000goo.googlegroups.com...
>> Speaking of keyboards, I have an Atari 400 I would love to upgrade the
>> keyboard. Was there a replacement keyboard available way back when or do
>> you just retrofit a certain type of keyboard to them?
>>
>> Thanks
>
>

4618. A. G. Lisi's E8 model may be showing us what both our space & time really are.

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-26 20:34:26 UTC
From: fitz <zeusrdx@yahoo.com>
Message-ID: <649259b0-e405-497b-94fb-456d5d99dd8d@j26g2000yqa.googlegroups.com>
Source record: 707

A. G. Lisi's E8 model may be showing us what both our space & time really are.

(Click link below.)

http://www.amperefitz.com/e8.htm

Crystals and chemical compounds are tied up with group theory which best explains (mathematically) exactly why they form the particular way they do.

Lisi's E8 model is a group theory model that may be showing us why our space forms the way it does via frequencies that cannot be directly measured from inside of our particular space-time realm (Wheeler - Feynman).

Click link below for MORE:

http://www.amperefitz.com/e8.htm

4619. Re: Atari 400 USB keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-27 12:16:54 UTC
From: jmmhooper <jmm.hooper@gmail.com>
Message-ID: <76a866fd-2c6f-4976-8f1a-af0a018bf088@s4g2000yql.googlegroups.com>
Source record: 708

On Apr 26, 10:13 am, Trevor <tre...@holyoak.dotcom> wrote:
> You could also rewire a standard keyboard for it. I recall my dad doing
> that with ours.
>
> - Trevor
>
> On 4/24/2011 10:07 PM, RetroJess wrote:
>
>
>
>
>
>
>
>
> > There was at least one and maybe two replacement 400 keyboards; one was the
> > BKey or a
> > name very similar..
>
> > -Jess
>
> > "jmmhooper"<jmm.hoo...@gmail.com> wrote in message
> >news:cc81815c-b1c3-4de8-a1a8-ce4b832e77b0@glegroupsg2000goo.googlegroups.com...
> >> Speaking of keyboards, I have an Atari 400 I would love to upgrade the
> >> keyboard. Was there a replacement keyboard available way back when or do
> >> you just retrofit a certain type of keyboard to them?
>
> >> Thanks

Really?, I will have to look into that. Wonder how hard that would
be. Would be nice to hook some cable up for a cheap PC keyboard

4620. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-29 04:22:14 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1304050903@rtfm.mit.edu>
Source record: 709
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 28, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4621. Re: Atari 400 USB keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-30 03:44:09 UTC
From: RetroJess <rjhamilton@pldi.net>
Message-ID: <y-OdnYPT2NofGCbQnZ2dnUVZ_t6dnZ2d@posted.pioneerinternet2>
Source record: 710

I think the BKey was in the $50-$70 range in 1983 dollars.

=Jess

"Yo$$1960" <brad@yoss1960.ukfsn.org> wrote in message
news:pan.2011.04.24.16.52.31.94640@yoss1960.eternal-september.org...
> On Sun, 24 Apr 2011 07:09:48 -0700, jmmhooper wrote:
>
>> Speaking of keyboards, I have an Atari 400 I would love to upgrade the
>> keyboard. Was there a replacement keyboard available way back when or do
>> you just retrofit a certain type of keyboard to them?
>
> Yes there was. They weren't on the market for long, IIRC. I can't
> remember who made them or their approximate cost, either.
>
> --
> Regards _
> /) "The blindingly obvious is
> / _)rad never immediately apparent"
> Where will you be when the bodies burn?
> The Gasman Cometh - Crass
>

4622. Re: Atari 400 USB keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2011-04-30 18:45:51 UTC
From: Yo$$1960 <brad@yoss1960.ukfsn.org>
Message-ID: <pan.2011.04.30.18.34.11.794658@yoss1960.eternal-september.org>
Source record: 711

On Fri, 29 Apr 2011 22:44:09 -0500, RetroJess wrote:

> I think the BKey was in the $50-$70 range in 1983 dollars.

In UKP they would have been close to £100. I remember thinking they were
too expensive. OTOH, I had an 800 so I wasn't too worried. :-)

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"
A friend of a friend he got beaten
I Predict A Riot - Kaiser Chiefs

4623. JPG loader for VBXE?

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-04 01:33:51 UTC
From: pcuser45@yahoo.com
Message-ID: <8dd874a6-03f2-483a-bb4c-5eb7fffa2b7e@p13g2000yqh.googlegroups.com>
Source record: 712

I am looking for JPG or BMP loader program for VBXE support. Can you help?

Thanks!
JT

4624. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-06 01:56:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1105051853020.14922@slate.spiritone.com>
Source record: 713
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
http://www.aracnet.com/~atari/microprose.htm THE BEST SIMMS GAMES FOR ATARI!
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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974! Sent on my
Atari Computer

4625. FS: MINT MICROPROSE GAMES 4 ATARI!

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-06 13:01:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1105060558400.23670@slate.spiritone.com>
Source record: 714
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

MICROPROSE, The Best Military Simulations for Atari Computers Ever!

FS: MINT MICROPROSE GAMES 4 ATARI 8 BIT!

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Limited Copies of games to go around for the ST! 1, 2 or a few each!

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http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
http://Adoption.Atari.org Give Your Ataris a Good Home!
http://www.aracnet.com/~atari/microprose.htm THE BEST SIMMS GAMES FOR ATARI!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm 20% OFF ATARI 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm 20% OFF ATARI ST HARDWARE LIST!
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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974! Sent on my
Atari Computer

4626. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-09 04:26:07 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1304915147@rtfm.mit.edu>
Source record: 715
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 28, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
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The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
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Today, the Atari computer intellectual property rights, along with the
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Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4627. Something for 16k MS BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-09 20:17:46 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <72f8c03a-7e19-4d4d-b0f3-db6cd218a659@35g2000prp.googlegroups.com>
Source record: 716

I was fooling around looking for some docs on my Jupiter Ace and came across a listing for and Adventure game. IIRC the author had hacked MS BASIC to run on his terminal based SBC. I tried it with the Atari800 emulator using MS 16k ROM image and it seems to run just fine w/o modification.

```
1 REM *** Discovered circa 1980 on a Commodore PET
3 REM *** at Hereford Technical College
4 REM *** Resurrected & bugfixed By Jon Bradbury / micro_brain
5 REM *** from a yellowing 31 year old dot matrix printout
6 REM *** http://forum.6502.org
7 REM *** For UK101 8k BASIC, 71 character lines but should work on
all.
10 PRINT"Wait till the coast is clear...":PRINT
100 DIM R$(3,3,3),RZ(6),T$(3),MZ(5),M$(5),F$(7),G$(7)
112 DIM C$(7),B$(3),BZ(3),Z$(20),S$(3),W$(3)
120 DATA "W0rough","01carved","02stone","$3square"
130 DATA "\1decorated","03child's"," 1misty","L0lamp-lit"
140 DATA "\1decorated","00mossy","&3pink","L1grey"
150 DATA "X3poster","02dark","81gloomy","(2round"
160 DATA "E1armoured","P0icy","53peacock","$0octagonal"
170 DATA "X2crystal","&3tumble-down","L0slimy","H1magnificent"
180 DATA "T3tilted",",0treacly","Y1humped","$2whispering"
190 DATA "J0echoing","X1medical"," 2lace","H3glass"
200 DATA "T2vast","%2vast","D0hermit's","D1boulder-strewn"
210 DATA "H2vast","H0sloping","L1narrow","L2silken"
220 DATA "T0littered","01vaulted",":2smoky","(3frog"
230 DATA "Y1musty","02rich","03glittering"," 0bone-strewn"
240 DATA "P3tattered","40jewelled","00jewelled"," 2torture"
250 DATA "E0silver","X1splendid","02doctor's","$3waiting"
260 DATA "\1flickering","02music","03bear",",0eerie"
270 DATA "X2bird"," 3tiny","P0foul-smelling","(1mouldy"
280 FOR L=0 TO 3:FOR J=0 TO 3:FOR K=0 TO 3:READ R$(J,K,L)
282 NEXT K:NEXT J:NEXT L
290 DATA "cave","hall","chamber","room"
300 FOR J=0 TO 3:READ T$(J):NEXT J
310 DATA -16,16,4,-4,1,-1
320 DATA "up","down","north","south","east","west"
330 FOR X=0 TO 5:READ MZ(X):NEXT X:FOR X=0 TO 5:READ M$(X):NEXT X
340 DATA "/01mean","dwarf","#41nasty little","gnome"
350 DATA "942blood sucking","vampire","244fearsome","ogre"
352 DATA "G00huge and smelly","wumpus"
360 DATA "M13gibbering","orc","_25deadly","manticore"
362 DATA "Q40fiery","dragon"
```

```
370 FOR X=0 TO 7:READ F$(X):READ G$(X):NEXT X
380 DATA "#1silver coins","+1doubloons","32dollars",">2sovereigns"
390 DATA "N3pieces of eight","G4byzantine coins","R6gold pieces"
392 DATA "^9treasure coins"
400 FOR X=0 TO 7:READ C$(X):NEXT X
401 DATA " Daylight filters down from above.."
402 DATA ",There are travel posters all over the walls."
403 DATA "0Rusted suits of armour line the walls."
404 DATA "'Water drips down from above..."
405 DATA "5The stairs are broken and dangerous."
406 DATA "9The going gets sticky..."
407 DATA "EBroken stairs hang out of reach above."
408 DATA "<Something belches... belches... belches..."
409 DATA "1Rubble chokes a downward tunnel.","1It's cold..."
410 DATA "6..watch your step!"
411 DATA "JSign - 'Folding stairs / One way only'"
412 DATA "ZAn empty bear cage is bolted to the wall"
413 DATA "OSome bones look recent..","Q** NO SMOKING **"
414 DATA "RA large treasure chest stands open."
415 DATA "\Exotic birds flit overhead."
416 DATA "SIncome tax forms are strewn about."
417 DATA "SGhostly screams are heard..","DA clogged tunnel lies
below."
418 DATA "KI hear croaking... ribbit... ribbit..."
419 FOR J=0 TO 20:READ Z$(J):NEXT J
420 DATA "%doll","=bottle of ointment","Fring","[sword"
422 FOR X=0 TO 3:READ B$(X):NEXT X
430 DATA ",A poster says 'Travel",";A voice says 'Sleep"
440 DATA "BA scrawled note says 'Battle","VA diploma reads 'Healing"
450 X=RND(10):FOR X=0 TO 3:READ S$(X):W$(X)="X"
460 FOR J=1 TO X+2:Z$=CHR$(RND(1)*15+65):W$(X)=W$(X)+Z$:NEXT J,X
470 V=20
480 IF V<15 THEN V=15:PRINT "Vitality restored to 15."
490 J=0:K=0:L=-1:D$=">":R$="You are above ground over a cave.":GOTO
520
500 D$=LEFT$(R$,1):T=VAL(MID$(R$,2,1)):H$=T$(T)
510 RR$=MID$(R$,3):R$="You are in a":LR=ASC(LEFT$(RR$,1))
512 IF LR=97 OR LR=101 OR LR=105 OR LR=111 OR LR=117 THEN RG$="n"
514 R$=R$+RG$+" "+RR$+" "+H$+"."
520 PRINT R$:A=J*4+K+L*16
530 R=-1:D=ASC(D$):D1=1:FOR X=0 TO 5:IF (D AND D1)>0 THEN GOSUB 1320
540 D1=D1*2:NEXT X:A1=A+32
542 IF (R=0) AND (RZ(0)+M2=0) THEN PRINT "== DEAD END =="
545 FOR X=0 TO 20:IF ASC(Z$(X))=A1 THEN PRINT MID$(Z$(X),2)
546 NEXT X
550 FOR X=0 TO 3:IF ASC(S$(X))=A1 THEN 570
560 NEXT X:GOTO 580
570 IF (X<>3) OR (BZ(1)=1) THEN 572
571 GOTO 580
572 PRINT MID$(S$(X),2);" spell word is ";W$(X);"'."
```

```
580 B1=0:FOR X=0 TO 3:IF ASC(B$(X))=A1 THEN 600
590 NEXT X:GOTO 620
600 B$=MID$(B$(X),2):B1=1:B2=X
610 PRINT "There is a ";B$;" here."
620 C1=0:FOR X=0 TO 7
622 IF C$(X)="" THEN C$(X)=" ":GOTO 630
624 IF ASC(C$(X))=A1 THEN 640
630 NEXT X:GOTO 660
640 C1=VAL(MID$(C$(X),2,1))*100:C$=MID$(C$(X),3)
642 PRINT "There are ";C1;C$;" here."
650 C2=X
660 G$="":FOR X=0 TO 7
662 IF F$(X)="" THEN F$(X)=" ":GOTO 670
664 IF ASC(F$(X))=A1 THEN 680
670 NEXT X:GOTO 710
680 G$=G$(X):PRINT "A ";MID$(F$(X),4);" ";G$;" bars your way!"
690 G1=VAL(MID$(F$(X),2,1)):G2=VAL(MID$(F$(X),3,1))*100
692 IF G2=0 THEN G2=1E9
700 G3=INT(X+1)*INT(X/3+1):G5=X
710 REM INPUT MOVE
720 INPUT "Move :";Y$:Z$=LEFT$(Y$,1)
730 J1=0:K1=0:L1=0
740 IF Z$="D" OR Z$="d" THEN L1=1
750 IF Z$="U" OR Z$="u" THEN L1=-1
760 IF Z$="N" OR Z$="n" THEN J1=1
770 IF Z$="S" OR Z$="s" THEN J1=-1
780 IF Z$="E" OR Z$="e" THEN K1=1
790 IF Z$="W" OR Z$="w" THEN K1=-1
795 IF (Z$="L" OR Z$="l") AND L=-1 THEN 490
796 IF (Z$="L" OR Z$="l") THEN 870
797 IF Z$="Q" OR Z$="q" THEN 1440
800 M1=K1+4*J1+16*L1:IF M1=0 THEN 880
810 FOR X=0 TO R:IF M1=RZ(X) THEN 830
820 NEXT X:PRINT "You can't go that way.":GOTO 720
830 IF (G$<>"") AND (M1+M2<>0) THEN 834
832 GOTO 840
834 PRINT "The ";G$;" won't let you pass!":GOTO 720
840 M9=M9+1:M2=M1:J=J+J1:K=K+K1:L=L+L1
850 IF (L=-1) AND (J+K=0) THEN 480
860 IF L=-1 THEN 1440
870 R$=R$(J,K,L):GOTO 500
880 IF (Z$="F") OR (Z$="B") OR Z$="f" OR Z$="b" THEN 1120
890 IF Z$="T" OR Z$="t" THEN 1030
900 IF Z$="X" OR Z$="x" THEN 930
910 ?:?"North South East West Up Down Fight Bargain Take":?
920 GOTO 720
930 FOR X=0 TO 3:IF Y$=W$(X) THEN 960
940 NEXT X
950 PRINT "?? Nothing happens ??":GOTO 720
960 IF (L=3) AND (X=2) THEN 950
```

```
970 IF X=0 THEN J=3:K=3:M2=3:GOTO 850
980 IF (X>0) AND (X<3) AND (G$="") THEN 950
990 S$(X)="":W$(X)=""
1000 IF X=1 THEN PRINT "The ";G$;" falls asleep.":G$="":GOTO 720
1010 IF X=2 THEN PRINT "The ";G$;" vanishes!":G$="":F$(G5)="a":GOTO
720
1020 V=20:PRINT "Vitality restored to 20":GOTO 720
1030 IF B1+C1=0 THEN PRINT "?? Nothing here ??":GOTO 720
1040 IF G$<>"" THEN PRINT "The ";G$;" won't let you have it!":GOTO 720
1050 IF B1=0 THEN GOTO 1110
1060 BZ(B2)=1:B1=0:B$(B2)="a"+MID$(B$(B2),2)
1070 PRINT "You now have:";:Z=C$(L*2)=C$(L*2+1)
1072 FOR X=0 TO 3:IF BZ(X)=0 THEN 1090
1080 PRINT:PRINT ".. A ";MID$(B$(X),2);"."
1090 NEXT X:IF Z THEN PRINT:PRINT "** All treasure in level ";L+1;
1100 PRINT:PRINT ".. ";V1;"coins.":GOTO 720
1110 E=E+1:V1=V1+C1:C1=0:C$(C2)="a":T9=T9+1:GOTO 1070
1120 IF G$="" THEN PRINT "?? Nobody here ??":GOTO 720
1130 IF Z$="B" OR Z$="b" THEN 1210
1140 PRINT "The ";G$;" ";:G4=5:IF G3<=5 THEN G4=G3:GOTO 1170
1150 PRINT "is wounded!";
1160 GOTO 1180
1170 PRINT "is dead!";:G$="":F$(G5)="a":E=E+1
1180 V=V-INT(G4*10/(10+E+8*BZ(2)))
1182 IF V<=0 THEN PRINT " - BUT YOU'VE BEEN KILLED TOO!":GOTO 1480
1190 PRINT:PRINT "Your vitality is reduced to ";V
1192 IF V<5 THEN PRINT "I think you need magical assistance.."
1200 G3=G3-G4:GOTO 720
1210 IF G2>V1 THEN 1240
1220 PRINT "The greedy swine of a ";G$;" wants ";G2;"coins - OK?";
1222 INPUT Z$:IF LEFT$(Z$,1)="N" OR LEFT$(Z$,1)="n" THEN 1240
1230 V1=V1-G2:GOTO 1290
1240 IF G1>3 THEN 1310
1250 IF BZ(G1)=0 THEN 1310
1260 PRINT "The ";G$;" will take the ";MID$(B$(G1),2);" - OK?";
1270 INPUT Z$:IF LEFT$(Z$,1)="N" OR LEFT$(Z$,1)="n" THEN 1310
1280 BZ(G1)=0
1290 PRINT"It's a deal! The ";G$;" is gone."
1300 E=E+1:G$="":F$(G5)="a":GOTO 1070
1310 PRINT "No deal - looks like a smackdown is in order..":GOTO 720
1320 R=R+1:M=MZ(X):RZ(R)=M:M$=M$(X)
1330 X$="You may go":IF L<0 THEN 1430
1340 A1=A+M:IF A1<0 THEN 1430
1350 L1=INT(A1/16):A1=A1-L1*16:J1=INT(A1/4):K1=A1-J1*4
1360 T1=VAL(MID$(R$(J1,K1,L1),2,1))
1370 IF T=1 THEN X$="The "+H$+" continues":GOTO 1430
1380 IF (T<>3) AND (T1<>3) THEN 1410
1390 X$="A doorway opens":IF ABS(M)>15 THEN X$="A stairway leads"
1400 GOTO 1430
1410 IF (T=0) OR (T=1) THEN X$="A tunnel goes":GOTO 1430
```

```
1420 X$="A passage leads"
1430 PRINT X$;" ";M$;".":RETURN
1440 PRINT "You have left the cave area with ";V1;"coins."
1460 FOR X=0 TO 7
1462 IF LEFT$(C$(X),1)<>"a" THEN PRINT "You missed the ";MID$(C$(X),3)
1470 NEXT X
1480 PRINT:PRINT "Your score is ";
1490 IF M9=0 THEN PRINT V*2:END
1495 PRINT INT(V1*24/M9+V*2)
1497 END
```

4628. Re: Something for 16k MS BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-10 11:21:17 UTC
From: Katzy <katzy@noname.at.all>
Message-ID: <TIqdnXURE8XeglTQnZ2dnUVZ8jKdnZ2d@giganews.com>
Source record: 717

Hello.

ricortes wrote in message
<72f8c03a-7e19-4d4d-b0f3-db6cd218a659@35g2000prp.googlegroups.com>...
>I was fooling around looking for some docs on my Jupiter Ace and came
>across a listing for and Adventure game. IIRC the author had hacked MS
>BASIC to run on his terminal based SBC. I tried it with the Atari800
>emulator using MS 16k ROM image and it seems to run just fine w/o
>modification.

<snip>

Nice work but I think something went wrong with converting the listing.
Like on this line:
460 FOR J=1 TO X:Z$=CHR$(RND(1)*15):W$(X)=W$(X)$:NEXT J,X
Do you still have the original? I like to try it out too.

Later, Katzy.

4629. Re: Something for 16k MS BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-10 14:19:16 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <ooydnbfHhIPI1FTQnZ2dnUVZ8gidnZ2d@giganews.com>
Source record: 718

"ricortes" <ricortes@earthlink.net> wrote in message news:72f8
c03a-7e19-4d4d-b0f3-db6cd218a659@35g2000prp.googlegroups.com...
> I was fooling around looking for some docs on my Jupiter Ace
> and came across a listing for and Adventure game. IIRC the
> author had hacked MS BASIC to run on his terminal based SBC.
> I tried it with the Atari800 emulator using MS 16k ROM image
> and it seems to run just fine w/o modification.
>
> 1 REM *** Discovered circa 1980 on a Commodore PET
> 3 REM *** at Hereford Technical College
> 4 REM *** Resurrected & bugfixed By Jon Bradbury / micro_brain
> 5 REM *** from a yellowing 31 year old dot matrix printout
> 6 REM *** http://forum.6502.org
> 7 REM *** For UK101 8k BASIC, 71 character lines but should
> work on all.
> 10 PRINT"Wait till the coast is clear...":PRINT

I pasted this into AppleWIN with the IIe ROM, and it runs fine
but with a few things that don't compute. For example, if I just
make a move in the beginning, it tells me that I left the cave
without any coins, and lists a bunch of stuff that was available.

If I attempt to TAKE anything on the list, it says ?nothing here?.

Perhaps there are instructions somewhere that help you play?

Bill

4630. Re: Something for 16k MS BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-10 19:48:34 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <8143bb3d-f022-43df-bfc9-a4e7c18c94b3@z7g2000prh.googlegroups.com>
Source record: 719

On May 10, 4:21 am, "Katzy" <ka...@noname.at.all> wrote:
> Hello.
>
> ricortes wrote in message
>
> <72f8c03a-7e19-4d4d-b0f3-db6cd218a...@35g2000prp.googlegroups.com>...
>
> >I was fooling around looking for some docs on my Jupiter Ace and came
> >across a listing for and Adventure game. IIRC the author had hacked MS
> >BASIC to run on his terminal based SBC. I tried it with the Atari800
> >emulator using MS 16k ROM image and it seems to run just fine w/o
> >modification.
>
> <snip>
>
> Nice work but I think something went wrong with converting the listing.
> Like on this line:
> 460 FOR J=1 TO X:Z$=CHR$(RND(1)*15):W$(X)=W$(X)$:NEXT J,X
> Do you still have the original? I like to try it out too.
>
> Later, Katzy.

The author is still active. You can reach him/reply to his thread
here.

http://forum.6502.org/viewtopic.php?t=1819

He just did a name change

http://forum.6502.org/viewtopic.php?p=14483&highlight=#14483

BUT it could be a problem with the MS BASIC version you are using.
I'm not up on all the versions, the one I am using is labeled
MicrosoftBASIC2.bin created 2001 and is a 16k image. I can't remember
where I got it from. You may be able to use the 8k Microsoft BASIC
with the disk based extensions but I haven't tried it yet.

If you need the 16k version of MS BASIC let me know. I can UUENCODE it
or maybe put it up for ftp somewhere.

Rick

4631. Re: Something for 16k MS BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-10 19:54:15 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <9442d955-293a-4408-992c-581449df0a20@18g2000prd.googlegroups.com>
Source record: 720

```
On May 10, 7:19 am, "Bill Garber" <willy4...@comcast.net> wrote:
> "ricortes" <ricor...@earthlink.net> wrote in message news:72f8
>
> c03a-7e19-4d4d-b0f3-db6cd218a...@35g2000prp.googlegroups.com...
>
> > I was fooling around looking for some docs on my Jupiter Ace
> > and came across a listing for and Adventure game. IIRC the
> > author had hacked MS BASIC to run on his terminal based SBC.
> > I tried it with the Atari800 emulator using MS 16k ROM image
> > and it seems to run just fine w/o modification.
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> > 1 REM *** Discovered circa 1980 on a Commodore PET
> > 3 REM *** at Hereford Technical College
> > 4 REM *** Resurrected & bugfixed By Jon Bradbury / micro_brain
> > 5 REM *** from a yellowing 31 year old dot matrix printout
> > 6 REM ***http://forum.6502.org
> > 7 REM *** For UK101 8k BASIC, 71 character lines but should
> > work on all.
> > 10 PRINT"Wait till the coast is clear...":PRINT
>
> I pasted this into AppleWIN with the IIe ROM, and it runs fine
> but with a few things that don't compute. For example, if I just
> make a move in the beginning, it tells me that I left the cave
> without any coins, and lists a bunch of stuff that was available.
>
> If I attempt to TAKE anything on the list, it says ?nothing here?.
>
> Perhaps there are instructions somewhere that help you play?
>
> Bill

No instructions but I think 1st move is always DOWN to enter.

If you are still having trouble you could maybe add

735 PRINT Z$ REM DEBUG MOVE

in the following section.

710 REM INPUT MOVE
720 INPUT "Move :";Y$:Z$=LEFT$(Y$,1)
730 J1=0:K1=0:L1=0
740 IF Z$="D" OR Z$="d" THEN L1=1
750 IF Z$="U" OR Z$="u" THEN L1=-1
760 IF Z$="N" OR Z$="n" THEN J1=1
770 IF Z$="S" OR Z$="s" THEN J1=-1
```

```
780 IF Z$="E" OR Z$="e" THEN K1=1
790 IF Z$="W" OR Z$="w" THEN K1=-1
795 IF (Z$="L" OR Z$="l") AND L=-1 THEN 490
796 IF (Z$="L" OR Z$="l") THEN 870
797 IF Z$="Q" OR Z$="q" THEN 1440
```

Rick

4632. Re: Something for 16k MS BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-10 20:13:49 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <-Z6dnSEdncvwAVTQnZ2dnUVZ8lOdnZ2d@giganews.com>
Source record: 721

"ricortes" <ricortes@earthlink.net> wrote in message news:9442
d955-293a-4408-992c-581449df0a20@18g2000prd.googlegroups.com...
On May 10, 7:19 am, "Bill Garber" <willy4...@comcast.net> wrote:
> "ricortes" <ricor...@earthlink.net> wrote in message news:72f8
>
> c03a-7e19-4d4d-b0f3-db6cd218a...@35g2000prp.googlegroups.com...
>
> > I was fooling around looking for some docs on my Jupiter Ace
> > and came across a listing for and Adventure game. IIRC the
> > author had hacked MS BASIC to run on his terminal based SBC.
> > I tried it with the Atari800 emulator using MS 16k ROM image
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>>
>> I pasted this into AppleWIN with the IIe ROM, and it runs fine
>> but with a few things that don't compute. For example, if I just
>> make a move in the beginning, it tells me that I left the cave
>> without any coins, and lists a bunch of stuff that was available.
>>
>> If I attempt to TAKE anything on the list, it says ?nothing here?.
>>
>> Perhaps there are instructions somewhere that help you play?
>>
>> Bill
>
> No instructions but I think 1st move is always DOWN to enter.
> If you are still having trouble you could maybe add
>
> 735 PRINT Z$ REM DEBUG MOVE

Thanks Rick, that helps lots. There are a few string errors in
the later sections, but I can fix those. I'm just surprised that
it works at all in the Apple IIe version of BASIC, usually known
as Applesoft II. It was written by MS back in the early 80's, or
even earlier. Thanks again.

Bill

4633. Re: Something for 16k MS BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-10 21:34:06 UTC
From: Katzy <katzy@noname.at.all>
Message-ID: <Ya6dnc4X0-ZxM1TQnZ2dnUVZ8mSdnZ2d@giganews.com>
Source record: 722

Hello.

ricortes wrote in message
<8143bb3d-f022-43df-bfc9-a4e7c18c94b3@z7g2000prh.googlegroups.com>...

If you need the 16k version of MS BASIC let me know. I can UUENCODE it
or maybe put it up for ftp somewhere.

Rick

When you want you can ftp it anonymous:

ftp.nostalgia8.nl

Thanks.

Later, Katzy.

4634. Re: Something for 16k MS BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-10 21:50:27 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <697d41a0-8bc2-4913-8fa6-bf11fbf2a591@y27g2000prb.googlegroups.com>
Source record: 723

On May 10, 2:34 pm, "Katzy" <ka...@noname.at.all> wrote:
> Hello.
>
> ricortes wrote in message
>
> <8143bb3d-f022-43df-bfc9-a4e7c18c9...@z7g2000prh.googlegroups.com>...
>
> If you need the 16k version of MS BASIC let me know. I can UUENCODE it
> or maybe put it up for ftp somewhere.
>
> Rick
>
> When you want you can ftp it anonymous:
>
> ftp.nostalgia8.nl
>
> Thanks.
>
> Later, Katzy.

OK, I *THINK* I did it right. It will be in your upload directory.
Shows as 16,384 bytes so it should be good. Let me know if you have
trouble with the ROM image and I will give it another shot.

Rick

4635. Re: Something for 16k MS BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-11 10:28:04 UTC
From: Katzy <katzy@noname.at.all>
Message-ID: <qMGdnWCPnf76-VfQnZ2dnUVZ8tmdnZ2d@giganews.com>
Source record: 724

Hello.

ricortes wrote in message
<697d41a0-8bc2-4913-8fa6-bf11fbf2a591@y27g2000prb.googlegroups.com>...

OK, I *THINK* I did it right. It will be in your upload directory.
Shows as 16,384 bytes so it should be good. Let me know if you have
trouble with the ROM image and I will give it another shot.

Rick

Got it and am going to try to use it. In between I found a way to play the
game as it is, with FirstBasic for DOS, which you can download at
ProgrammersHeaven.

It looks like this:

A doorway opens north.
A doorway opens west.
There are 100 silver coins here.
A nasty little gnome bars your way!
Move :? t
The gnome won't let you have it!
Move :? f
The gnome is dead!
Your vitality is reduced to 19
Move :? t
You now have:
.. 100 coins.
Move :? q
You have left the cave area with 100 coins.
You missed the doubloons
You missed the dollars
You missed the sovereigns
You missed the pieces of eight
You missed the byzantine coins
You missed the gold pieces
You missed the treasure coins

Your score is 630

@Bill. You have to find your way in the cave, collecting treasure and fighting
the monsters. Besides the normal commands for the several directions you can
use L for Look.

Later, Katzy.

4636. Re: Something for 16k MS BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-11 16:44:48 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <IdadnVlmR-l3IVfQnZ2dnUVZ8vOdnZ2d@giganews.com>
Source record: 725

"Katzy" <katzy@noname.at.all> wrote in message news:qMGdnWCPnf76-VfQnZ2dnUVZ8tmdnZ2d@giganews.com...
> Hello.
>
> ricortes wrote in message
> <697d41a0-8bc2-4913-8fa6-bf11fbf2a591@y27g2000prb.googlegroups.com>...
>
> OK, I *THINK* I did it right. It will be in your upload directory.
> Shows as 16,384 bytes so it should be good. Let me know if you have
> trouble with the ROM image and I will give it another shot.
>
> Rick
>
> Got it and am going to try to use it. In between I found a way to play the
> game as it is, with FirstBasic for DOS, which you can download at
> ProgrammersHeaven.
>
> It looks like this:
>
> A doorway opens north.
> A doorway opens west.
> There are 100 silver coins here.
> A nasty little gnome bars your way!
> Move :? t
> The gnome won't let you have it!
> Move :? f
> The gnome is dead!
> Your vitality is reduced to 19
> Move :? t
> You now have:
> .. 100 coins.
> Move :? q
> You have left the cave area with 100 coins.
> You missed the doubloons
> You missed the dollars
> You missed the sovereigns
> You missed the pieces of eight
> You missed the byzantine coins
> You missed the gold pieces
> You missed the treasure coins
>
> Your score is 630
>
> @Bill. You have to find your way in the cave,

> collecting treasure and fighting the monsters.
> Besides the normal commands for the several
> directions you can use L for Look.
>
> Later, Katzy.

Ah, thank you so much. Not being an adventure gamer,
I always forget to 'L'ook or check inventory. Have
you happened to find a command for that one? :)

Bill

4637. Re: Something for 16k MS BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-11 19:39:13 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <3c9ae2f1-a434-457e-aad4-8138ed132537@q14g2000prh.googlegroups.com>
Source record: 726

```
On May 11, 9:44 am, "Bill Garber" <willy4...@comcast.net> wrote:
> "Katzy" <ka...@noname.at.all> wrote in
messagenews:qMGdnWCPnf76-VfQnZ2dnUVZ8tmdnZ2d@giganews.com...
> > Hello.
>
> > ricortes wrote in message
> > <697d41a0-8bc2-4913-8fa6-bf11fbf2a...@y27g2000prb.googlegroups.com>...
>
> > OK, I *THINK* I did it right. It will be in your upload directory.
> > Shows as 16,384 bytes so it should be good. Let me know if you have
> > trouble with the ROM image and I will give it another shot.
>
> > Rick
>
> > Got it and am going to try to use it. In between I found a way to play the
> > game as it is, with FirstBasic for DOS, which you can download at
> > ProgrammersHeaven.
>
> > It looks like this:
>
> > A doorway opens north.
> > A doorway opens west.
> > There are 100 silver coins here.
> > A nasty little gnome bars your way!
> > Move :? t
> > The gnome won´t let you have it!
> > Move :? f
> > The gnome is dead!
> > Your vitality is reduced to 19
> > Move :? t
> > You now have:
> > .. 100 coins.
> > Move :? q
> > You have left the cave area with 100 coins.
> > You missed the doubloons
> > You missed the dollars
> > You missed the sovereigns
> > You missed the pieces of eight
> > You missed the byzantine coins
> > You missed the gold pieces
> > You missed the treasure coins
>
> > Your score is 630
>
```

> > @Bill. You have to find your way in the cave,
> > collecting treasure and fighting the monsters.
> > Besides the normal commands for the several
> > directions you can use L for Look.
>
> > Later, Katzy.
>
> Ah, thank you so much. Not being an adventure gamer,
> I always forget to 'L'ook or check inventory. Have
> you happened to find a command for that one? :)
>
> Bill

Me thinks in the best tradition of BASIC hacks this program the very definition of spaghetti code. Only one GOSUB in the entire program, everything else is a GOTO. Even for BASIC it is pretty bad. IMHO it was at least partially due to the platform and the times. I think a Commodore PET had a maximum of 32k memory<?>. It's been ~30 years since I last fooled around with one. People were always trying to save a byte or two by using one letter variable names like I$ instead of INVENTORY$.

That being said, when you get all the treasure on a level the program lets you know so you can start looking for a way to go deeper. In the finest traditions of the day, you are expected to map out the dungeon on paper with all the locations labeled so you can get a strategy going: Get the heal potion before the big fight for instance. I used to have literally reams of paper from taking notes and making maps for RPGs and Adventures of the day. Soon as auto-mapping became the norm so they would appeal to lessor geeks I left all that behind.

Rick

4638. Re: Something for 16k MS BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-11 20:13:18 UTC
From: Katzy <katzy@noname.at.all>
Message-ID: <AJmdnRxHfcHhc1fQnZ2dnUVZ8mGdnZ2d@giganews.com>
Source record: 727

Hello Bill.

Bill Garber wrote in message ...

>> @Bill. You have to find your way in the cave,
>> collecting treasure and fighting the monsters.
>> Besides the normal commands for the several
>> directions you can use L for Look.
>>
>> Later, Katzy.
>
>Ah, thank you so much. Not being an adventure gamer,
>I always forget to 'L'ook or check inventory. Have
>you happened to find a command for that one? :)
>
>Bill

In textadventure games it is I of Inv or Inventory. This one has not such a command.

I did level 1.

You can play the game in GWBASIC too, though you'll have to adjust the listing on three places (when the line breaks): 417 - below belongs to it; 490 - 520 belongs to it (goto 520); 1010 - 720 belongs to it (goto 720).

Later, Katzy.

4639. Re: Something for 16k MS BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-11 20:19:10 UTC
From: Katzy <katzy@noname.at.all>
Message-ID: <eaydnVyiEJRNc1fQnZ2dnUVZ8qmdnZ2d@giganews.com>
Source record: 728

Hello.

ricortes wrote in message
<697d41a0-8bc2-4913-8fa6-bf11fbf2a591@y27g2000prb.googlegroups.com>...

OK, I *THINK* I did it right. It will be in your upload directory.
Shows as 16,384 bytes so it should be good. Let me know if you have
trouble with the ROM image and I will give it another shot.

Rick

When I tried the rom I got a crc error, can you upload it again, maybe zip it?

Later, Katzy.

4640. Re: Something for 16k MS BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-11 21:36:55 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <e35f2eb3-bec6-46e6-bc0c-8158b9735d0d@f15g2000pro.googlegroups.com>
Source record: 729

On May 11, 1:19 pm, "Katzy" <ka...@noname.at.all> wrote:
> Hello.
>
> ricortes wrote in message
>
> <697d41a0-8bc2-4913-8fa6-bf11fbf2a...@y27g2000prb.googlegroups.com>...
>
> OK, I *THINK* I did it right. It will be in your upload directory.
> Shows as 16,384 bytes so it should be good. Let me know if you have
> trouble with the ROM image and I will give it another shot.
>
> Rick
>
> When I tried the rom I got a crc error, can you upload it again, maybe zip it?
>
> Later, Katzy.

I sent the zip too. Got 13,165 bytes on my computer, as bytes sent,
and on yours with ls -l command.

I am using it with Atari800Win.exe emulator.

Rick

4641. Re: Something for 16k MS BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-11 22:21:37 UTC
From: Katzy <katzy@noname.at.all>
Message-ID: <2OidnZJd49ERllbQnZ2dnUVZ8nmdnZ2d@giganews.com>
Source record: 730

Hello.

ricortes wrote in message ...

I sent the zip too. Got 13,165 bytes on my computer, as bytes sent,
and on yours with ls -l command.

I am using it with Atari800Win.exe emulator.

Rick

Thanks again; the rom works fine now.

Katzy.

4642. Re: Something for 16k MS BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-12 00:48:06 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <reOdnelqmKezs1bQnZ2dnUVZ8sednZ2d@giganews.com>
Source record: 731

"Katzy" <katzy@noname.at.all> wrote in message
news:2OidnZJd49ERllbQnZ2dnUVZ8nmdnZ2d@giganews.com...
> Hello.
>
> ricortes wrote in message ...
>
> I sent the zip too. Got 13,165 bytes on my computer, as bytes sent,
> and on yours with ls -l command.
>
> I am using it with Atari800Win.exe emulator.
>
> Rick
>
> Thanks again; the rom works fine now.
>
> Katzy.

Is this a cartridge binary?, or an 'Built-In' ROM?

Bill

4643. Re: Something for 16k MS BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-12 12:57:03 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <pan.2011.05.12.12.57.03.305505@suddenlink.net>
Source record: 732

On Wed, 11 May 2011 12:39:13 -0700, ricortes wrote:
> In the finest traditions of the day, you are expected to map out the
> dungeon on paper with all the locations labeled so you can get a strategy
> going: Get the heal potion before the big fight for instance. I used
> to have literally reams of paper from taking notes and making maps for
> RPGs and Adventures of the day. Soon as auto-mapping became the norm
> so they would appeal to lessor geeks I left all that behind.
>
> Rick

I'm with Rick! When I first played Ultima III: Exodus, I had each one of
the towns hand-mapped out in a small journal I kept. I kept that up all
the way through Ultima V (on my ST), even recording the conversations of
the NPCs in each town.

The *only* way to truly play an RPG. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

4644. Re: Something for 16k MS BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-12 17:28:41 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <8b9234a4-29d8-4e0f-8eb5-fb38ab4d82e4@x38g2000pri.googlegroups.com>
Source record: 733

On May 11, 5:48 pm, "Bill Garber" <willy4...@comcast.net> wrote:
> "Katzy" <ka...@noname.at.all> wrote in
messagenews:2OidnZJd49ERllbQnZ2dnUVZ8nmdnZ2d@giganews.com...
> > Hello.
>
> > ricortes wrote in message ...
>
> > I sent the zip too. Got 13,165 bytes on my computer, as bytes sent,
> > and on yours with ls -l command.
>
> > I am using it with Atari800Win.exe emulator.
>
> > Rick
>
> > Thanks again; the rom works fine now.
>
> > Katzy.
>
> Is this a cartridge binary?, or an 'Built-In' ROM?
>
> Bill

I am using it as an "attached" 16k cart in the emulator.

Foggy memories but I thought MS BASIC I & II on the Atari only came as
8k carts with a disk supplement. I'm not sure if this is a hack or
not. I took a look at it with a file viewer and it looks like it takes
up the full 16k.

Rick

4645. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-13 00:43:16 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1105121738580.11805@slate.spiritone.com>
Source record: 734
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm 20% OFF ATARI 8 BIT HARDWARE LIST!
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http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ST SOFTWARE/GAMES LIST!

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974! Sent on my
Atari Computer

4646. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-13 00:45:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1105121743310.11805@slate.spiritone.com>
Source record: 735
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Mailing List sent by E-Mail From Bravo Sierra Computers! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974! Sent on my
Atari Computer

4647. FS: MINT MICROPROSE GAMES 4 ATARI!

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-13 00:47:41 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1105121745270.11805@slate.spiritone.com>
Source record: 736
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974! Sent on my
Atari Computer

4648. Re: Something for 16k MS BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-13 22:05:04 UTC
From: Trevor <trevorREMOVE@holyoak.com>
Message-ID: <iqk9ug$231$1@dont-email.me>
Source record: 737

I remember trying to map out Alternate Reality 2 on graph paper.

- Trevor

On 5/12/2011 6:57 AM, Ronald J. Hall wrote:
> On Wed, 11 May 2011 12:39:13 -0700, ricortes wrote:
>> In the finest traditions of the day, you are expected to map out the
>> dungeon on paper with all the locations labeled so you can get a strategy
>> going: Get the heal potion before the big fight for instance. I used
>> to have literally reams of paper from taking notes and making maps for
>> RPGs and Adventures of the day. Soon as auto-mapping became the norm
>> so they would appeal to lessor geeks I left all that behind.
>>
>> Rick
>
> I'm with Rick! When I first played Ultima III: Exodus, I had each one of
> the towns hand-mapped out in a small journal I kept. I kept that up all
> the way through Ultima V (on my ST), even recording the conversations of
> the NPCs in each town.
>
> The *only* way to truly play an RPG. :)
>

4649. Re: Any ideas on how much this would be worth?

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-14 10:45:21 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <Ft-dnQtp4M3cwFPQnZ2dnUVZ_vOdnZ2d@giganews.com>
Source record: 738

I never had an old 800 unit. I bought the 400 and went from there. To
me, what you haave below is priceless. I would think most people would
ay about $150-$200.

jmmhooper wrote:
>
> 1- (1) Atari 800 unit
>
> 2- (1) model 410 program recorder in original box. (interface cable
> and power cable are part of the unit) See warning note below.
>
> 3- (1) Atari 800 power supply part number CO17945
>
> 4- (1) computer/TV switch box.
>
> 5- (1) Basic computer language cartridge
>
> 6- (1) game cartridge Gorf
>
> 7- (1) game cartridge Deluxe Invaders
>
> 8- (1) game cartridge Submarine commander Sad to see this one go.
> It was once my favorite game. L
>
> 9- (1) game cassette tape Snookers and Billiards See warning below
>
> 10- (1) game cassette tape Zaxon See warning note below.
>
> 11- (1) book Games for your Atari computer By Paul Bunn
>
> 12- (1) book Inside Atari basic By Bill Carris.
>
> 13- (1) manual with holes not in binder Atari 400/800 basic ref. manual
>
> 14- (1) Atari home computer product catalog
>
> 15- (1) Atari 800 home computer owners guide.

Falcon030 with 16meg of ram

4650. Re: Any ideas on how much this would be worth?

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-14 14:44:41 UTC
From: jmmhooper <jmm.hooper@gmail.com>
Message-ID: <49533fca-44f1-4714-a808-e7f66c4a0e44@z19g2000yqz.googlegroups.com>
Source record: 739

On May 14, 4:45 am, Edward S. Baiz Jr. (Gamer) <edbai...@comcast.net>
wrote:
> I never had an old 800 unit. I bought the 400 and went from there. To
> me, what you haave below is priceless. I would think most people would
> ay about $150-$200.
>
>
>
>
>
>
>
>
>
> jmmhooper wrote:
>
> > 1- (1) Atari 800 unit
>
> > 2- (1) model 410 program recorder in original box. (interface cable
> > and power cable are part of the unit) See warning note below.
>
> > 3- (1) Atari 800 power supply part number CO17945
>
> > 4- (1) computer/TV switch box.
>
> > 5- (1) Basic computer language cartridge
>
> > 6- (1) game cartridge Gorf
>
> > 7- (1) game cartridge Deluxe Invaders
>
> > 8- (1) game cartridge Submarine commander Sad to see this one go.
> > It was once my favorite game. L
>
> > 9- (1) game cassette tape Snookers and Billiards See warning below
>
> > 10- (1) game cassette tape Zaxon See warning note below.
>
> > 11- (1) book Games for your Atari computer By Paul Bunn
>
> > 12- (1) book Inside Atari basic By Bill Carris.
>
> > 13- (1) manual with holes not in binder Atari 400/800 basic ref. manual
>

> > 14- (1) Atari home computer product catalog
>
> > 15- (1) Atari 800 home computer owners guide.
>
> Falcon030 with 16meg of ram

I lucked out and got it all shipped to me for $50

4651. ISO: Pinball Construction Set disk image

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-18 04:49:07 UTC
From: bill@newbreedsoftware.com
Message-ID: <4dd34fc3$0$1928$742ec2ed@news.sonic.net>
Source record: 740

I have Pinball Construction Set on floppy, from when I was a kid. I'd like to have it available to play at my Atari Party this year, but would prefer to boot entirely from SD2SIO or MaxFlash cart., so I'm looking for an ATR disk image.

I found one via AtariMania, but it has graphical glitches ("junk" next to some shapes, the balls leave trails of red rectangles, etc.)

Does anyone have one handy? (Consider my need "archival"... I don't know how much longer my floppy will last, assuming it even still works... and I don't have any means of creating or using a copyprotected duplicate (e.g., a .pro disk image).)

Thanks!

PS: My 4yo likes pinball (we went to Pin-A-Go-Go last weekend, and he enjoys pinball when we go to California Extreme), and he seemed to understand & enjoy what little I showed him of PCS on my 800Xl, despite the gfx glitches. ;)

--
-bill!
Sent from my computer

4652. Re: ISO: Pinball Construction Set disk image

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-18 20:59:57 UTC
From: RoyE <RoyE@gme.com>
Message-ID: <ir1c0i$p2k$1@speranza.aioe.org>
Source record: 741

"Bill Kendrick" wrote in message
news:4dd34fc3$0$1928$742ec2ed@news.sonic.net...

I have Pinball Construction Set on floppy, from when I was a kid. I'd like
to have it available to play at my Atari Party this year, but would
prefer to boot entirely from SD2SIO or MaxFlash cart., so I'm looking
for an ATR disk image.

I found one via AtariMania, but it has graphical glitches ("junk" next
to some shapes, the balls leave trails of red rectangles, etc.)

Does anyone have one handy? (Consider my need "archival"... I don't know
how much longer my floppy will last, assuming it even still works... and
I don't have any means of creating or using a copyprotected duplicate
(e.g., a .pro disk image).)

Thanks!

PS: My 4yo likes pinball (we went to Pin-A-Go-Go last weekend, and he
enjoys pinball when we go to California Extreme), and he seemed to
understand & enjoy what little I showed him of PCS on my 800Xl,
despite the gfx glitches. ;)

--
-bill!
Sent from my computer
==

I found this on the Holmes CD#1 at:

http://ftp.pigwa.net/stuff/collections/holmes%20cd/Holmes%201/ATR%20Games/Games%20M-Z/index.html

I don't know if the wrap on the news reader program will display the link
properly..

4653. Re: ISO: Pinball Construction Set disk image

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-18 21:05:58 UTC
From: bill@newbreedsoftware.com
Message-ID: <4dd434b6$0$1854$742ec2ed@news.sonic.net>
Source record: 742

RoyE <RoyE@gme.com> wrote:
> I found this on the Holmes CD#1 at:

> http://ftp.pigwa.net/stuff/collections/holmes%20cd/Holmes%201/ATR%20Games/Games%20M-Z/index.html

> I don't know if the wrap on the news reader program will display the link
> properly..

Thanks, I also just found a copy (a 1.5D disk, versus the SD disk I had)
here:

ftp://ftp.pigwa.net/stuff/collections/atari_forever/Tools%20-%20atr/

Aside from the lack of graphical glitches (at least in Atari800 emu
on Linux... and the other copy I had had graphical glitches on both
Atari800 emu and my real 800XL), and the fact that the disk image is
larger, the only other thing I've noticed (so far) is that the screen border
is black. On the (glitchy) version, it's pinkish.

Oh, the disk you pointed to seems to be the same as the one I found
via Atarimania.

In any case, I found one that looks like it'll work. Maybe I should make
a PBCS verison of Bally's "Star-Jet", which my son really enjoyed at
Pin-A-Go-Go. :)

--
-bill!
Sent from my computer

4654. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-20 04:23:38 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1305865398@rtfm.mit.edu>
Source record: 743
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 28, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4655. New Retro Computing Web Portal

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-20 06:05:33 UTC
From: Super Marios <info_REMOVE_@super-marios.tk>
Message-ID: <ir50be$8pt$2@ss408.t-com.hr>
Source record: 744

New Retro Computing Web Portal Super Marios ***** A L P H A ***** version
has been released.

Containing the following items:

Old computer news
Amiga
Amstrad
Atari
Commodore C64
Spectrum ZX
ZX81
MSX
Emulators Retro Remakes

Games

Amiga games
Atari games
Amstrad games
Commodore C64 games
Spectrum games
ZX81 games
Remake games
Atari 8 bit games

Etc...

Daily update !

Please visit us:

http://super-marios.tk/

4656. Re: New Retro Computing Web Portal

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-20 10:45:09 UTC
From: Nomen Nescio <nobody@dizum.com>
Message-ID: <6735434f59a61e25364436a236e931ee@dizum.com>
Source record: 745

Thanks, it's a good site!

4657. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-21 18:24:45 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1105211121180.29498@slate.spiritone.com>
Source record: 746
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://specials.Atari.org DAILY SPECIALS! DETAILS ON SALES!
http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
http://www.aracnet.com/~atari/microprose.htm THE BEST SIMMS GAMES FOR ATARI!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
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http://www.aracnet.com/~atari/26007800.htm 20% OFF ATARI 2600/7800 GAMES LIST!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF 8 BIT SOFTWARE/GAMES LIST!
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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974! Sent on my
Atari Computer

4658. MAGPUL INDUSTRIES has paid to allow everyone to read Fitzpatrick's books FREE.

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-22 11:15:11 UTC
From: fitz <zeusrdx@yahoo.com>
Message-ID: <e909c8f8-eb9d-4d15-8c5c-de786e22f585@v8g2000yqb.googlegroups.com>
Source record: 747

MAGPUL INDUSTRIES has paid to allow everyone to read Fitzpatrick's books FREE.

(Click blue link to read Fitzpatrick's books absolutely FREE.}

http://www.rbduncan.com/4.decades.htm

4659. AD: E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-22 17:16:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1105221012590.13970@slate.spiritone.com>
Source record: 749
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Mailing List sent by E-Mail From Bravo Sierra Computers! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 8 Bit and ST Games/Software, Hardware/Accessories and Books/References!
FREE Catalogs @ http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!
Sent on my Atari Computer

4660. FS: MINT MICROPROSE GAMES 4 ATARI!

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-22 17:20:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1105221016150.13970@slate.spiritone.com>
Source record: 748
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

MICROPROSE, The Best Military Simulations for Atari Computers Ever!

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Conflict in Vietnam; Crusade in Europe; Decision in the Desert; F-15 Strike Eagle; Kennedy Approach; Silent Service; Top Gunner Collection;

Plenty of Copies (100 Copies) for the Atari 8 Bit to go around!

FS: MINT MICROPROSE GAMES 4 ATARI ST!

The Ancient Art of War in the Skies; B17 Flying Fortress; Sid Meier's Civilization; DogFight 80 years of Aerial Warfare; F-15 Strike Eagle; F-19 Stealth Fighter; Fire and Brimstone; Grand Prix; Greens The Ultimate 3-D Golf Simulation; Gunship; Knights of the Sky; M1 Tank Platoon; Sid Meier's Railroad Tycoon; Red Storm Rising; Silent Service; Silent Service II;

Limited Copies of games to go around for the ST! 1, 2 or a few each!

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http://specials.Atari.org DAILY SPECIALS! DETAILS ON SALES!
http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
http://Adoption.Atari.org Give Your Ataris a Good Home!
http://www.aracnet.com/~atari/microprose.htm THE BEST SIMMS GAMES FOR ATARI!
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Catalogs Requested by E-Mail at Atari@aracnet.com or BenSells@Atari.org and
Please Specify Atari 8 Bit, ST or Both! Or Call Ben anytime at (503)256-9974!
Sent on my Atari Computer

4661. MAGPUL INDUSTRIES has paid to allow everyone to read Fitzpatrick's books FREE.

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-22 19:11:10 UTC
From: fitz <zeusrdx@yahoo.com>
Message-ID: <bcf6a7d6-9a68-4d0f-a046-55f04c4a7500@gv8g2000vbb.googlegroups.com>
Source record: 750

MAGPUL INDUSTRIES has paid to allow everyone to read Fitzpatrick's
books FREE.

(Click blue link to read Fitzpatrick's books absolutely FREE.}

http://www.rbduncan.com/4.decades.htm

4662. AtariLab

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-26 02:25:49 UTC
From: bill@newbreedsoftware.com
Message-ID: <4dddba2d$0$2184$742ec2ed@news.sonic.net>
Source record: 651

So on a whim I bought the AtariLab starter set (w/ temp sensor).
I gues only one other kit (light sensor) was made. I'll prob. grab
that eventually, but in the meantime, are there any homebrew things I
could do with this thing? Thx!

--
-bill!
Sent from my computer

4663. Re: AtariLab

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-27 01:43:28 UTC
From: Ryan 'Gozar' Collins <gozarcollins@hotmailNoSpam.com>
Message-ID: <2072696229328152757.651979gozarcollins-hotmailNoSpam.com@enews.newsguy.com>
Source record: 652

Bill Kendrick <bill@newbreedsoftware.com> wrote:
> So on a whim I bought the AtariLab starter set (w/ temp sensor).
> I gues only one other kit (light sensor) was made. I'll prob. grab
> that eventually, but in the meantime, are there any homebrew things I
> could do with this thing? Thx!

Back in the 90s I used a serial interface to connect my 800xl to my OS/2 machine, sending over the temperature every few minutes to update the temperature on my website. At the time it was very cool. :-)

--
Ryan 'Gozar' Collins

4664. Re: AtariLab

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-27 15:08:50 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <374f216f-8072-4537-9db1-bc45ce3b8154@z13g2000prk.googlegroups.com>
Source record: 653

On May 25, 7:25 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> So on a whim I bought the AtariLab starter set (w/ temp sensor).
> I gues only one other kit (light sensor) was made. I'll prob. grab
> that eventually, but in the meantime, are there any homebrew things I
> could do with this thing? Thx!
>
> --
> -bill!
> Sent from my computer

Another subjective history. When micros first came out I was already 'in career' as a chemist. Boring, tedious, repetitive work: Mind numbing. I immediately saw micros as a way to automate some of the work in the lab so I bought myself an 1802 based kit and designed my own A/D daughter board. You wouldn't believe the resistance I got other people at work. Anyway shortly there after Atari came out with the 400 and 800 which made everything that had come before with the possible exception of the Apple II obsolete.

It would be another four+ years before things I had hoped for in data storage and elimination of things like transcription errors and simple errors reading and analog needle position were eliminated. It took even longer for people like HP and Beckham to start instrumenting their spectrometers and HPLC equipment. I mean you really had to be their when your working with a drug that sells for a $1/4 million/ ounce for a week and you loose the results because the ink ran dry or the paper ran out in your chart recorder! I mean you start fearing "No G.I. Joe with the Kung Fu grip for little Jimmy this Xmas!"

So anyway other then me I'll tell you up front there is a real lack of interest in anything that relates to this topic. Later I went on to J/ S switched 300 Watt 120V triac switched controllers for the Atari with more then a few relay and A/D stuff. For instance that cartridge bird nest nightmare functioned<had I wire wrapped it robust enough to survive shipping> was an 8 bit D/A converter. Thing is I still find it a fascinating topic!

OK, one of the mostly ignored <has it really been decades since the first set back thermostat was made?> is home energy smarts. It is still on average in the 1950's. All the dumb stuff like insulation and double paned windows has been done but there just isn't a lot of smarts built into the system. Since you live in Davis there is nothing I can tell you about swings in temperature from cold Tule fog in the morning to my gawd I think I am going to melt suffocating heat in the afternoon.

Now if a guy just had a simple system like a temperature sensor or two <s>he could make some automatic decisions. Minimally put one sensor outside in the sun and if air temp or radiant heat was enough to cook an egg at 7AM you may want to shut off the heater before the house goes from heater on to air conditioning on in the blink of an eye. If it shuts the heater off and hour earlier and the air conditioning comes on an hour later, well that saves money.

If you had two sensors outside, you could put one in the sun and one in the shade to give you an idea of air temp vs. radiant heat.

Of course you couldn't do it with existing construction, to much dust and bat poop in the attic, but you could put the attic to work as a solar collector and storage. Just two simple fans with the option of turning them on and off independently. One fan blows hot air out to keep the temp down while the air conditioning is running. You shut this one off an hour or so before the sun goes down to store heat. Second fan circulates hot air from the attic into the living space when and while the air in the attic is warmer the the air in the living space. If you wanted to do something a little more sophisticated, you could feed the preheated air from the attic into the furnace system to recover heat lost through the ceiling or whats left of solar. i.e. if the attic is at 50 degrees and the outside air is 40, feeding the attic air into the heater will make it do more work for heating the living space.

Ah, I still get sucked into this. If I had any sense I would have been into more sexy projects like Mega Squirt fuel injection!

Rick

4665. All Atari 20% Off!

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-28 00:42:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1105271740320.546@slate.spiritone.com>
Source record: 655
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4666. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-28 00:44:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1105271742420.546@slate.spiritone.com>
Source record: 654
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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4667. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-05-30 04:24:35 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1306729444@rtfm.mit.edu>
Source record: 656
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 28, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4668. Re: AtariLab

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-01 03:11:33 UTC
From: Doctor Clu <drclu@blah.swbell.net>
Message-ID: <is4al1$3tb$1@speranza.aioe.org>
Source record: 657

Rick, that was a very detailed account. Wow.

Gozar, how exactly did the temperature probes work with your website?
That is really really cool.

You know what would be cool? Having a Atari BBS with a temperature
probe set up like that. Select a option on the BBS and get the probe's
reading.

Heck, would be good while computing at your desk and you wanted to know
what the room temperature was.

. _ . Doctor Clu (member of...)
/{_}{} THE PRISON BOARD BBS 972-329-0781 / telnet://rdfig.net
/(- _O) VISIT ATARI COMPUTERS ONLINE VISITED BY OTHER ATARI COMPUTERS
(____) /|\ ATARI Computer BBS list /|\ (X at main menu then A)

4669. Re: Atari 400 USB keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-01 03:15:06 UTC
From: Doctor Clu <drclu@blah.swbell.net>
Message-ID: <is4arm$446$1@speranza.aioe.org>
Source record: 658

you know, I found the Atari 800 XL and the Atari 400 keyboard pinouts
were very similar. Just had to switch a wire or two. Now I was able
to get a 400 keyboard to work on a 800XL, but never tried it the other way.

. _ . Doctor Clu (member of...)
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4670. ATARI BOGO! BUY ONE GET ONE HALF PRICE SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-04 05:08:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1106032204220.5213@slate.spiritone.com>
Source record: 663
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4671. NEW FREE ATARI CATALOGS! 6-02-2011! ATARI BOGO SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-04 05:11:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1106032208400.5213@slate.spiritone.com>
Source record: 660
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've just Updated 5 Atari Catalogs: 26007800.txt, 8bt_soft.txt, st_soft.txt, 8bt_hard.txt, st_hard.txt!These Catalogs may have NEW ADDED INVENTORY! Enjoy!

NEW FREE Catalogs for NEW & USED Classic Atari 8 Bit & ST Computer Lines Plus Atari 2600 & 7800 Games! Atari Hardware, Games/Software, Books/References and Accessories! Seven Catalogs in all! View Catalogs on-line, Download them or Feel free to Request catalogs by E-Mail! Really, it's not an inconvenience! Please specify 8 Bit, ST, 2600/7800 or ALL! Then I'll send them to you by E-Mail! Let me know if I can attach files to your E-Mail! Cruise the Web at http:\\BensCatalogs.Atari.org E-Mail BenSells@Atari.org or call(503)256-9974!

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4672. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-04 05:13:26 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1106032211290.5213@slate.spiritone.com>
Source record: 661
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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4673. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-04 05:17:43 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1106032213380.5213@slate.spiritone.com>
Source record: 659
Cross-posted to:
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4674. Seattle Retro-Computing Society's inaugural meeting June 25th

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-05 05:46:08 UTC
From: SRCS Admin <searetcompsoc@gmail.com>
Message-ID: <3fe93e56-062b-4867-87eb-6914a60f5421@glegroupsg2000goo.googlegroups.com>
Source record: 662

I am pleased to announce... the Seattle Retro-Computing Society's
inaugural meeting, on Saturday, June 25th, 2011!

Do you do any of the following with old computers near Seattle?

+ Use them
+ Collect them
+ Play games on them
+ Write programs for them
+ Develop new hardware for them
+ Help other people do any of the above

If your answer was "yes," as I expect it will be if you're reading this
near Seattle, then the SRCS is for you! We exist so you can show off
your awesome stuff, bounce ideas off of fellow enthusiasts, and be
inspired by one another's achievements, plans and aspirations.

No idea is too big or too small, and we're not picky about what flavor
of vintage machine you prefer! Come on down and tell us about it!

The meeting is graciously hosted by the Living Computer Museum, a
relatively new organization which is building a computer museum in
Seattle's SODO neighborhood. There will be refreshments, presentations
on various vintage topics of interest, and enough table space & power to
set up anything you may want to show off!

For further details, please see our page at http://srcs.nfshost.com/.
Hope to see you there!

4675. Wanted SpartaDos X cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-07 00:55:42 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4ded7710$0$1978$bbae4d71@news.suddenlink.net>
Source record: 664

Greetings,

Looking to purchase a original ICD SpartaDos X cartridge.
Version of cartridge isn't important to me, as long as it works.

If by chance you have a damaged one, I may be interested it
it as well, as I do circuit board repair among other things.

I have original SDX Manual and the reference manual.
As well as disk based Sparta Dos and manuals, ToolKit,
FlashBack and etc.

Need SDX cart for use with My ICD Multi I/O for a project.
Surely somone has a extra one that there not using.
I've some cool 8-bit software and some hardware for a nice
trade.

Will pay resonable price, or trade Atari 8-bit, ST,STe,Falcon hardware,
software, books/manuals of equal value.

Contact me at: phantomm@suddenlink.net
Will provide phone number so we can discuss.

Sincerely,
Barry
phantomm@suddenlink.net

4676. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-09 04:24:49 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1307593460@rtfm.mit.edu>
Source record: 665
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 28, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4677. For Sale Atari XEP 80

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-09 23:45:32 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4df15b1f$0$1928$bbae4d71@news.suddenlink.net>
Source record: 666

Greetings,

I have a like new Atari XEP 80 for sale.
Allows 80 columns on your Atari 8-bit.

Price is $135.00 shipped anywhere in the USA.
Or Trade to a SpartaDOS X cartridge.

Contact me at phantomm@suddenlink.net

4678. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-11 02:35:55 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <uqk5v657brisjiib8p30a78d6s2a7q8svf@4ax.com>
Source record: 667

On 08 Jun 2011 01:54:23 GMT, Michael Current <michael@mcurrent.name> wrote:

>Archive-name: atari-8-bit/faq

Sorry for the two postings of the FAQ in quick succession. I won't bore you
with the full explanation.

On the bright side, I think we have all the pieces of the faq posting tools
working properly again, so hopefully things will go smoothly for a while.

Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

4679. Photos from Atari Party 2011 in Davis, CA!

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-16 01:06:41 UTC
From: bill@newbreedsoftware.com
Message-ID: <4df95721$0$2154$742ec2ed@news.sonic.net>
Source record: 668

Here are some photos from last Saturday's Atari Party, that I held
(with tons of help from friends) in Davis, California:

http://www.newbreedsoftware.com/atariparty/2011/photos/

It was mentioned ahead of time in a couple local papers
(Sacramento News & Review, The Davis Dirt, and I think also the
Davis Entperirse).

PLUS, a few of us got to hang out in CW31 TV's green room during that
morning's live broadcast of "Good Day Sacramento" to play games and
talk about the event. I got my butt kicked at Mario Bros. on live TV. :^P

Links to even more photos, plus the video, can be found under
the "Latest News" section of the 2011 event's home page:

http://www.newbreedsoftware.com/atariparty/2011/

Enjoy! And thanks to everyone who came to show off their game systems
and computers, the volunteers who helped us set things up and clean up
afterwards, and of course the many sponsors who helped pay for the event
and donated lots of give-aways.

BTW, we had over 100 people show up (based on raffle ticket counts, there
were at least 100 people; though we stopped giving them out when we did the
raffle, about 3.5hrs before the event ended, so it could've been closer
to 120 or 150, for all I know!)

--
-bill!
Sent from my computer

4680. ATARI BOGO! BUY ONE GET ONE HALF PRICE SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-16 07:57:33 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1106160053150.20251@slate.spiritone.com>
Source record: 671
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

BUY ANY HARDWARE GET 2ND HARDWARE FOR HALF PRICE! BUY ANY CLASSIC ATARI 8 BIT OR ST LIKE COMPUTER HARDWARE, GET 2ND FOR HALF PRICE!

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BUY HARDWARE FOR/LIKE THE ATARI 520ST, 1040ST, MEGA ST, STe, MEGA STe, TT030 OR THE ATARI FALCON COMPUTER LINE, GET A 2ND HARDWARE ITEM FOR HALF PRICE!

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Atari 8 Bit, ST, 2600, 7800, Jaguar &/or Lynx! Call anytime at (503)256-9974! Sent on my Atari Computer

4681. NEW FREE ATARI CATALOGS! 6-02-2011! ATARI BOGO SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-16 08:00:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1106160057400.20251@slate.spiritone.com>
Source record: 669
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've just Updated 5 Atari Catalogs: 26007800.txt, 8bt_soft.txt, st_soft.txt, 8bt_hard.txt, st_hard.txt!These Catalogs may have NEW ADDED INVENTORY! Enjoy!

NEW FREE Catalogs for NEW & USED Classic Atari 8 Bit & ST Computer Lines Plus Atari 2600 & 7800 Games! Atari Hardware, Games/Software, Books/References and Accessories! Seven Catalogs in all! View Catalogs on-line, Download them or Feel free to Request catalogs by E-Mail! Really, it's not an inconvenience! Please specify 8 Bit, ST, 2600/7800 or ALL! Then I'll send them to you by E-Mail! Let me know if I can attach files to your E-Mail! Cruise the Web at http:\\BensCatalogs.Atari.org E-Mail BenSells@Atari.org or call(503)256-9974!

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http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
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http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
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Atari 8 Bit, ST, 2600, 7800, Jaguar &/or Lynx! Call anytime at (503)256-9974! Sent on my Atari Computer

4682. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-16 08:02:59 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1106160100280.20251@slate.spiritone.com>
Source record: 670
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save on Gas and Take a staycation on your Atari! Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or look for Atari games at http://BensCatalogs.Atari.org Games From $5 & Up! Cheaper than Gas! The Name everyone knows for Gaming Fun!Have you Played your Atari Today? Classic Atari 8 Bit and ST Computer Games as well as Atari 2600 & 7800 Games! E-Mail: BenSells@Atari.org or Call Ben anytime 24/7 at (503)256-9974!

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http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm CLASSIC ATARI 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm ATARI 2600/7800 GAMES LIST!
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Atari 8 Bit, ST, 2600, 7800, Jaguar &/or Lynx! Call anytime at (503)256-9974! Sent on my Atari Computer

4683. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-19 10:37:20 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1308479366@rtfm.mit.edu>
Source record: 672
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 28, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
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The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
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Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
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comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
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http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

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http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
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Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

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http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4684. atari++

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-21 14:42:18 UTC
From: Gaston Verhulst <gastverh@gmail.com>
Message-ID: <97b9f0bb-ea3f-46b0-8520-8c9a5c7ade8e@l6g2000vbn.googlegroups.com>
Source record: 673

Hello,

On 4 feb 2009, 19:29 I asked in this newsgroup with the same subject
something about running atari++.

Then I have received splendid helping replies.

In the main time I had many worked many times with atari++

With a new installation to Fedora Core 15, I unfortunately lost
the .ATR files in order to run atari++.

Sorry that I did not make a backup of those .ATR files.

Please can anyone send me the files again?
Or is there a site where I can download it?

Many thanks in advance for any answer.

Gaston Verhulst.

4685. Re: atari++

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-21 20:34:19 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <itqv8dfhf1@news.belwue.de>
Source record: 674

On 21.06.2011 16:42, Gaston Verhulst wrote:
> Hello,
>
> On 4 feb 2009, 19:29 I asked in this newsgroup with the same subject
> something about running atari++.
>
> Then I have received splendid helping replies.
>
> In the main time I had many worked many times with atari++
>
> With a new installation to Fedora Core 15, I unfortunately lost
> the .ATR files in order to run atari++.

Strange enough, I wonder what you really need, because the emulator
itself doesn't require ATR files by itself, strictly speaking. These are
only (one of the file types of disk) images the thing supports. It also
supports binary executables out of the box.

IOW, I guess you probably need to be a bit more specific.

> Please can anyone send me the files again?
> Or is there a site where I can download it?

Not any ATR files. The emulator is still here:

http://www.xl-project.com/

though probably in a later version with more capabilities than you had.

So long,
Thomas

4686. Re: atari++

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-22 01:19:07 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <Os-dnXb98b1l35zTnZ2dnUVZ876dnZ2d@telenor.com>
Source record: 675

Maybe he want to download ATR for using on the emu. Find some here :
http://pokeysoft.no/games/atari/a8list.htm
http://www.atarimania.com/
http://atari.fandal.cz/

I think you find almost everything you should need here.

Good luck
Hawk of Pokey Soft

"Thomas Richter" <thor@math.tu-berlin.de> skrev i melding
news:itqv8dfhf1@news.belwue.de...
> On 21.06.2011 16:42, Gaston Verhulst wrote:
>> Hello,
>>
>> On 4 feb 2009, 19:29 I asked in this newsgroup with the same subject
>> something about running atari++.
>>
>> Then I have received splendid helping replies.
>>
>> In the main time I had many worked many times with atari++
>>
>> With a new installation to Fedora Core 15, I unfortunately lost
>> the .ATR files in order to run atari++.
>
> Strange enough, I wonder what you really need, because the emulator itself
> doesn't require ATR files by itself, strictly speaking. These are only
> (one of the file types of disk) images the thing supports. It also
> supports binary executables out of the box.
>
> IOW, I guess you probably need to be a bit more specific.
>
>> Please can anyone send me the files again?
>> Or is there a site where I can download it?
>
> Not any ATR files. The emulator is still here:
>
> http://www.xl-project.com/
>
> though probably in a later version with more capabilities than you had.
>
> So long,
> Thomas

4687. Re: atari++

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-22 10:05:40 UTC
From: Gaston Verhulst <gastverh@gmail.com>
Message-ID: <988968d4-cb74-4fee-9627-15c5c9fde5c3@p6g2000vbj.googlegroups.com>
Source record: 676

On 22 jun, 03:19, "Vidar Olavesen" <olav...@online.no> wrote:
> Maybe he want to download ATR for using on the emu. Find some here :http://pokeysoft.no/
games/atari/a8list.htmhttp://www.atarimania.com/http://atari.fandal.cz/
>
> I think you find almost everything you should need here.
>
> Good luck
> Hawk of Pokey Soft
>
> "Thomas Richter" <t...@math.tu-berlin.de> skrev i
meldingnews:itqv8dfhf1@news.belwue.de...
>
>
>
>
>
>
>
> > On 21.06.2011 16:42, Gaston Verhulst wrote:
> >> Hello,
>
> >> On 4 feb 2009, 19:29 I asked in this newsgroup with the same subject
> >> something about running atari++.
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> >> Then I have received splendid helping replies.
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> >> In the main time I had many worked many times with atari++
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> >> With a new installation to Fedora Core 15, I unfortunately lost
> >> the .ATR files in order to run atari++.
>
> > Strange enough, I wonder what you really need, because the emulator itself
> > doesn't require ATR files by itself, strictly speaking. These are only
> > (one of the file types of disk) images the thing supports. It also
> > supports binary executables out of the box.
>
> > IOW, I guess you probably need to be a bit more specific.
>
> >> Please can anyone send me the files again?
> >> Or is there a site where I can download it?
>
> > Not any ATR files. The emulator is still here:
>
> >http://www.xl-project.com/

>
> > though probably in a later version with more capabilities than you had.
>
> > So long,
> > Thomas

Hello, thank you both for your quick replies.

Please, sorry that I have not more specified about the files.
In the mean time, I have found something of the right names in my
notes.
I didn't find them before ...
I was looking for MYDOS45.ATR and ATARIBAS.COM
And searching in Google for those words, I could download them from:
http://sourceforge.net/projects/atari800/files/ROM/Original%20XL%20ROM/
but in xf25.zip there is MYDOS45D.ATR and with that I have some
troubles.
I found the right one in
http://www.filewatcher.com/m/MYDOS45.ATR.92176.0.0.html
From now I can run and use atari++ successfully an do some tests and
save programs.

Kind regards,
Gaston Verhulst.

4688. Re: atari++

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-22 16:23:23 UTC
From: Gaston Verhulst <gastverh@gmail.com>
Message-ID: <63b0e092-2717-4775-8d05-6059e486cd09@d1g2000yqm.googlegroups.com>
Source record: 677

On 22 jun, 03:19, "Vidar Olavesen" <olav...@online.no> wrote:
> Maybe he want to download ATR for using on the emu. Find some here :
http://pokeysoft.no/games/atari/a8list.htm
http://www.atarimania.com/
http://atari.fandal.cz/
>
> I think you find almost everything you should need here.
>
> Good luck
> Hawk of Pokey Soft
>
> "Thomas Richter" <t...@math.tu-berlin.de> skrev i
meldingnews:itqv8dfhf1@news.belwue.de...
>

With MYDIS45.ATR and ATARIBAS.ROM, from now I can write programs which
I can save and load and play.

In your links above there are many games with either .atr or .bin
format.
I can easily donwload them in my home directory.
Please how can I run one of those games with the atari++ emulator?

Many thanks in advance for any helping answer.
Gaston Verhulst.

4689. Re: atari++

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-22 18:43:56 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <ittd7b$qk8$1@news.belwue.de>
Source record: 678

On 22.06.2011 18:23, Gaston Verhulst wrote:

> In your links above there are many games with either .atr or .bin
> format.
> I can easily donwload them in my home directory.
> Please how can I run one of those games with the atari++ emulator?

Load them as disk images into the virtual disk drive. On the right hand menu, go to "drive 1", select the item "Image.1" and then, in the file requester, select the file you want to load. Both disk images as well as binary load images will work "automagically".

Greetings,
Thomas

4690. ATARI BOGO! BUY ONE GET ONE HALF PRICE SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-23 11:22:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1106230420230.4744@slate.spiritone.com>
Source record: 679
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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BUY HARDWARE FOR/LIKE THE ATARI 520ST, 1040ST, MEGA ST, STe, MEGA STe, TT030 OR THE ATARI FALCON COMPUTER LINE, GET A 2ND HARDWARE ITEM FOR HALF PRICE!

BUY ANY HARDWARE! GET A SECOND ONE WITH SAME OR LESSER PRICE FOR HALF PRICE!

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Atari 8 Bit, ST, 2600, 7800, Jaguar &/or Lynx! Call anytime at (503)256-9974! Sent on my Atari Computer

4691. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-23 11:25:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1106230424060.4744@slate.spiritone.com>
Source record: 681
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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Atari 8 Bit, ST, 2600, 7800, Jaguar &/or Lynx! Call anytime at (503)256-9974! Sent on my
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4692. FS: NEW/MINT MICROPROSE GAMES 4 ATARI!

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-23 11:27:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1106230425510.4744@slate.spiritone.com>
Source record: 680
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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FS: NEW/MINT MICROPROSE GAMES 4 ATARI 8 BIT!

Conflict in Vietnam; Crusade in Europe; Decision in the Desert; F-15 Strike Eagle; Kennedy Approach; Silent Service; Top Gunner Collection;

Plenty of Copies (100 Copies) for the Atari 8 Bit to go around!

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4693. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-23 11:31:56 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1106230427330.4744@slate.spiritone.com>
Source record: 682
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Atari 8 Bit, ST, 2600, 7800, Jaguar &/or Lynx! Call anytime at (503)256-9974! Sent on my Atari Computer

4694. Poll : Which classic computer of the late 70s/early 80s is the best?

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-24 16:54:03 UTC
From: "Mr.Umfrage" <Mr.Umfrage@fragen.dich>
Message-ID: <iu2ffa$d1p$1@speranza.aioe.org>
Source record: 683
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Hello,

there used to be numerous flame-wars between Sinclair-, Commodore-, ATARI-
users and users of other classic computers during the last 30 years and I've
made a poll where you can decide which classic non-IBM computer is the best.

You can vote here anonymously:
http://www.misterpoll.com/polls/527628

Here you can view the current results:

http://www.misterpoll.com/polls/527628/results

Here's the message forum of the poll:

http://www.misterpoll.com/forums/252088

Mr.Umfrage

4695. Re: Poll : Which classic computer of the late 70s/early 80s is the best?

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-25 11:12:04 UTC
From: Brian Gaff <Briang1@blueyonder.co.uk>
Message-ID: <iu4fq5$f6e$1@dont-email.me>
Source record: 684
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

The problem is best for what? That was the point in my view. At the time, if
you were educating you could not go wrong with the BBC, but if you were on a
budget and needed it to be a jack of all trades, arguably the Spectrum was
the one.
Lots of other computers were, in my view better, but did not get supported
or were marketed badly.

Brian

--
Brian Gaff - briang1@blueyonder.co.uk
Note:- In order to reduce spam, any email without 'Brian Gaff'
in the display name may be lost.
Blind user, so no pictures please!
"Mr.Umfrage" <Mr.Umfrage@fragen.dich> wrote in message
news:iu2ffa$d1p$1@speranza.aioe.org...
> Hello,
>
> there used to be numerous flame-wars between Sinclair-, Commodore-, ATARI-
> users and users of other classic computers during the last 30 years and
> I've made a poll where you can decide which classic non-IBM computer is
> the best.
>
> You can vote here anonymously:
> http://www.misterpoll.com/polls/527628
>
> Here you can view the current results:
>
> http://www.misterpoll.com/polls/527628/results
>
> Here's the message forum of the poll:
>
> http://www.misterpoll.com/forums/252088
>
> Mr.Umfrage
>
>

4696. Re: Poll : Which classic computer of the late 70s/early 80s is the best?

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-25 14:52:17 UTC
From: Clocky <notgonn@happen.com>
Message-ID: <4e05f626$0$29988$c3e8da3$5496439d@news.astraweb.com>
Source record: 685
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"Brian Gaff" <Briang1@blueyonder.co.uk> wrote in message
news:iu4fq5$f6e$1@dont-email.me...
> The problem is best for what? That was the point in my view. At the time,
> if you were educating you could not go wrong with the BBC, but if you were
> on a budget and needed it to be a jack of all trades, arguably the
> Spectrum was the one.

In the UK market where British was always best (even when it clearly wasn't) and people had no money (or were just too tight), but just about anywhere else those options were pretty poor IMO.

The ZX was cheap and cheerful but it was useless as a proper home computer due to it's awful keyboard and overall size. The BBC might have had a lot of educational titles and the computer of choice for that reason in the UK, but elsewhere in the world it didn't make that much of an impact.

We had Microbees in high school, and they seemed to be a decent solution for education but realistically they could have been replaced with C64's and it's massive range of educational titles and programming languages (including BASIC extensions) would have been a far better solution. The Atari 8 bitters had a lot going for them too IMO, except for the ones with the shithouse keyboards.

4697. Re: Poll : Which classic computer of the late 70s/early 80s is the best?

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-25 19:01:44 UTC
From: cts3000 <cts3000@gmail.com>
Message-ID: <f91ae923-386f-48eb-bd23-910a6a0854e1@q15g2000yqk.googlegroups.com>
Source record: 686
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

I voted for the Apple II as best during that time period.
Suprisingly, it is scoring pretty low.

However, today, I prefer the Commodore
64 for games and as a hobby computer.

Chris

4698. Re: Poll : Which classic computer of the late 70s/early 80s is the best?

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-25 20:20:32 UTC
From: Ian B <noemail@invalid.invalid>
Message-ID: <4e0642f5$0$2535$da0feed9@news.zen.co.uk>
Source record: 687
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Clocky wrote:
> "Brian Gaff" <Briang1@blueyonder.co.uk> wrote in message
> news:iu4fq5$f6e$1@dont-email.me...
>> The problem is best for what? That was the point in my view. At the
>> time, if you were educating you could not go wrong with the BBC, but
>> if you were on a budget and needed it to be a jack of all trades,
>> arguably the Spectrum was the one.
>
> In the UK market where British was always best (even when it clearly
> wasn't) and people had no money (or were just too tight), but just
> about anywhere else those options were pretty poor IMO.
>
> The ZX was cheap and cheerful but it was useless as a proper home
> computer due to it's awful keyboard and overall size. The BBC might
> have had a lot of educational titles and the computer of choice for
> that reason in the UK, but elsewhere in the world it didn't make that
> much of an impact.

The BBC Micro was a bizarre project. I've never to this day seen a good explanation of just why the BBC needed to release its own computer to accompany what was really a rather unimportant television programme. There isn't a Top Gear motor car, is there? The result of it was wholly negative, with schools stuck with zillions of computers that were an evolutionary dead end in technology terms, all because of that "BBC badge".

It's like that stupid Domesday video disc. What on earth was the point of that?

Ian

4699. Re: Poll : Which classic computer of the late 70s/early 80s is the best?

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-25 22:31:30 UTC
From: "M.O.B. i L." <mikaelb@df.lth.se>
Message-ID: <iu5nk0$i39$1@dont-email.me>
Source record: 688
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

cts3000 wrote:
> I voted for the Apple II as best during that time period.
> Suprisingly, it is scoring pretty low.
>
> However, today, I prefer the Commodore
> 64 for games and as a hobby computer.

I voted for the Sinclair ZX81 due to its low IC count -- only 4 or 5 (depending on RAM-type). The keyboard reminds of modern multitouch screens on mobile devices and there is an emulator for Android: <http://www.appbrain.com/app/zed-ex-(beta)/org.helllabs.android.zx81>. The ZX81 was also the cheapest of the classic computers.

I have an Apple II Europlus but I don't think the probably resistive keyboard is that good. You have to strike the keys hard in order to type. Mine stood in a damp unheated garage for many years and that might have affected the keyboard. It also has lots of ICs that could break.

There was also the Luxor ABC 80 that had a very good capacitive keyboard <http://en.wikipedia.org/wiki/ABC_80>. Quite a few chips there as well.

I also have the Commodore 64 and it works well and is interesting to use with COMAL cartridge.

4700. Re: Poll : Which classic computer of the late 70s/early 80s is the best?

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-26 00:07:05 UTC
From: Brian Gaff <Briang1@blueyonder.co.uk>
Message-ID: <iu5t79mht1@dont-email.me>
Source record: 689
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Oh yes, you really are making my point here. I deliberately went UK as the originator went US Ataris, though nice machines were far overpriced over here until it was too late. Yes, the silly stepped flat pad keyboard on the early Ataris was rubbish. The 800XL I had with disc, printer interface etc, was a great little machiine as I got it cheap end of line.
The Spectrum, the later models were actually quite good. I actually used one to do online editing work in the 80s. The snag was the edge connector, if only it had had a proper plug it would have been respected more.

Over here of course the Dragon was quite popular, and as far as I'm aware it was basically a slightly redesigned Tandy color computer.

There were lots of oddballs though.
Oric, Lynx, Enterprise, Sord, Einstein, etc.

Not to mention Memotech.

Brian

--
Brian Gaff....Note, this account does not accept Bcc: email.
graphics are great, but the blind can't hear them
Email: briang1@blueyonder.co.uk

"Clocky" <notgonn@happen.com> wrote in message
news:4e05f626$0$29988$c3e8da3$5496439d@news.astraweb.com...
>
> "Brian Gaff" <Briang1@blueyonder.co.uk> wrote in message
> news:iu4fq5$f6e$1@dont-email.me...
>> The problem is best for what? That was the point in my view. At the time,
>> if you were educating you could not go wrong with the BBC, but if you
>> were on a budget and needed it to be a jack of all trades, arguably the
>> Spectrum was the one.
>
> In the UK market where British was always best (even when it clearly
> wasn't) and people had no money (or were just too tight), but just about
> anywhere else those options were pretty poor IMO.
>
> The ZX was cheap and cheerful but it was useless as a proper home computer
> due to it's awful keyboard and overall size. The BBC might have had a lot
> of educational titles and the computer of choice for that reason in the
> UK, but elsewhere in the world it didn't make that much of an impact.
>

> We had Microbees in high school, and they seemed to be a decent solution
> for education but realistically they could have been replaced with C64's
> and it's massive range of educational titles and programming languages
> (including BASIC extensions) would have been a far better solution. The
> Atari 8 bitters had a lot going for them too IMO, except for the ones with
> the shithouse keyboards.
>

4701. Re: Poll : Which classic computer of the late 70s/early 80s is the best?

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-26 01:11:21 UTC
From: rogerjowett <rogerjowett@gmail.com>
Message-ID: <c788898d-b740-4ad9-b727-74ea52947aa1@g16g2000yqg.googlegroups.com>
Source record: 690
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On Jun 25, 9:20 pm, "Ian B" <noem...@invalid.invalid> wrote:
> Clocky wrote:
> > "Brian Gaff" <Bria...@blueyonder.co.uk> wrote in message
> >news:iu4fq5$f6e$1@dont-email.me...
> >> The problem is best for what? That was the point in my view. At the
> >> time, if you were educating you could not go wrong with the BBC, but
> >> if you were on a budget and needed it to be a jack of all trades,
> >> arguably the Spectrum was the one.
>
> > In the UK market where British was always best (even when it clearly
> > wasn't) and people had no money (or were just too tight), but just
> > about anywhere else those options were pretty poor IMO.
>
> > The ZX was cheap and cheerful but it was useless as a proper home
> > computer due to it's awful keyboard and overall size. The BBC might
> > have had a lot of educational titles and the computer of choice for
> > that reason in the UK, but elsewhere in the world it didn't make that
> > much of an impact.
>
> The BBC Micro was a bizarre project. I've never to this day seen a good
> explanation of just why the BBC needed to release its own computer to
> accompany what was really a rather unimportant television programme. There
> isn't a Top Gear motor car, is there? The result of it was wholly negative,
> with schools stuck with zillions of computers that were an evolutionary dead
> end in technology terms, all because of that "BBC badge".
>
> It's like that stupid Domesday video disc. What on earth was the point of
> that?
>
> Ian- Hide quoted text -
>
> - Show quoted text -

the most important thing about the bbc micro computer coming from a
comprehensive was that there were not enough for all the kids in a
class and that the teachers children all had one at home....

4702. emulating 800 computer: ultima 3 (black and white only)

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-26 01:57:07 UTC
From: Daniel <dhw4095@gmail.com>
Message-ID: <4cab2bc1-d360-4ad6-a9ba-40e64f4d0bbc@r2g2000vbj.googlegroups.com>
Source record: 691

Hi all,

I am using the software, Atari 800 WinPlus, on Vista to emulate the Atari 8-bit computers. I was testing the Ultima 3 game (*.atr file) and I noticed that it only displayed in black and white. There were no colors. It seems to work though.

I tried some other games, and they did have color, just not Ultima 3 (and perhaps some others in the Ultima series).

I would really like play Ultima 3 in color. Has anyone encountered this situation before and know how to resolve it?

Thanks in advance!

4703. Re: Poll : Which classic computer of the late 70s/early 80s is the best?

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-26 02:51:04 UTC
From: WinstonSmith6079 <winstonsmith6079@gmail.com>
Message-ID: <ce1b4adf-26cc-47da-8236-944a277e8099@gh5g2000vbb.googlegroups.com>
Source record: 692
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Heh, well of course the best of all would be the excellently awesome
Commodore 64, DUH!

Yeah, that's how I voted hehehehe

4704. Re: Poll : Which classic computer of the late 70s/early 80s is the best?

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-26 06:45:30 UTC
From: Tom Lake <tlake@twcny.rr.com>
Message-ID: <iu6kio$7s2$1@speranza.aioe.org>
Source record: 693
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"WinstonSmith6079" wrote in message
news:ce1b4adf-26cc-47da-8236-944a277e8099@gh5g2000vbb.googlegroups.com...

Heh, well of course the best of all would be the excellently awesome
Commodore 64, DUH!

Yeah, that's how I voted hehehehe

Why would you do that when the 128 does everything the 64 does and so much
more?

Tom L

4705. Re: Poll : Which classic computer of the late 70s/early 80s is the best?

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-26 10:44:46 UTC
From: Chris Young <chris.usenet@mail-filter.com>
Message-ID: <4E071BAE.MD-1.4.17.chris.young@unsatisfactorysoftware.co.uk>
Source record: 694
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On Sat, 25 Jun 2011 21:20:32 +0100 da kidz on comp.sys.sinclair were rappin'
to MC Ian B:

> The BBC Micro was a bizarre project. I've never to this day seen a good
> explanation of just why the BBC needed to release its own computer to
> accompany what was really a rather unimportant television programme. There
> isn't a Top Gear motor car, is there? The result of it was wholly negative,
> with schools stuck with zillions of computers that were an evolutionary dead
> end in technology terms, all because of that "BBC badge".

Er, you do realise the BBC didn't actually design and build the BBC
Micro, don't you? It was made by Acorn and just badged/endorsed by
the BBC.

So it wasn't an evolutionary dead end either - it's successor the
Acron Archimedes was backwards-compatible with the BBC Micro to some
extent, and a very nice piece of kit to boot.

Chris

--
+---+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactorysoftware.co.uk |
| Your Sinclair: A Celebration |
+- http://www.yoursinclair.co.uk -----------+

DISCLAIMER: I may be making all this stuff up again.

4706. Re: Poll : Which classic computer of the late 70s/early 80s is the best?

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-26 13:13:48 UTC
From: Ian B <noemail@invalid.invalid>
Message-ID: <4e07306a$0$2497$db0fefd9@news.zen.co.uk>
Source record: 695
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Chris Young wrote:
> On Sat, 25 Jun 2011 21:20:32 +0100 da kidz on comp.sys.sinclair were
> rappin' to MC Ian B:
>
>> The BBC Micro was a bizarre project. I've never to this day seen a
>> good explanation of just why the BBC needed to release its own
>> computer to accompany what was really a rather unimportant
>> television programme. There isn't a Top Gear motor car, is there?
>> The result of it was wholly negative, with schools stuck with
>> zillions of computers that were an evolutionary dead end in
>> technology terms, all because of that "BBC badge".
>
> Er, you do realise the BBC didn't actually design and build the BBC
> Micro, don't you? It was made by Acorn and just badged/endorsed by
> the BBC.

I know that, but they badged it, marketed it and endorsed it. I just found the start of the first episode of The Computer Programme on Youtube, and it's basically an advert for the BBC Micro. It would have been understandable to an extent if it were some kind of programming course and they wanted standard hardware, but it was just the usual general BBC documentary. I don't really understand what they thought they were doing; the programme was too vague for anyone actually involved with comptuers- sort of, "you can run a car factory with one" type of stuff- and who else was going to be interested? It certainly didn't teach you to use a computer. Computers are tools, and people got to know how to use them when they had to, like my mum who learned when she got her first job with a word processor.

So having a BBC Micro just seems inexplicable for any practical reason. There wasn't a BBC food mixer to accompany Fanny Cradock or a BBC lawnmower to accompany Gardener's Question Time.

I can't help getting the feeling it was just some Beebocrats wanting to feel more important than they deserved. Probably the same reason for the equally incomprehensible Domesday video disc thing.

> So it wasn't an evolutionary dead end either - it's successor the
> Acron Archimedes was backwards-compatible with the BBC Micro to some
> extent, and a very nice piece of kit to boot.

Well *shrugs*. We all use PCs and Macs these days, and by 1982 it was pretty obvious already that that was more likely kit to conquer the world. Instead, we got this bizarre thing that the BBC endorsement and heavy plugging basically said, "this is the computer that nice middle class Blue Peter

families have", and as a result they ended up in schools being like nothing anybody uses in the real world.

But then, I've never understood why there was this big "computers in schools" thing either. If you haven't got one at home, you don't get enough experience to really learn anything useful. If you've got one at home, why do you need lessons at school? I taught myself Z80 assembler. I think everyone else did, didn't they?

Sorry, waffling. I just think the whole idea of a BBC micro was bizarre.

Ian

4707. Re: Poll : Which classic computer of the late 70s/early 80s is the best?

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-26 13:24:34 UTC
From: Guesser <alistair@alistairsserver.no-ip.org>
Message-ID: <iu7bui$sn7$1@dont-email.me>
Source record: 696
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On 26/06/2011 14:13, Ian B wrote:

> people got to know how to use them when they had
> to, like my mum who learned when she got her first job with a word
> processor.

That's ok at the beginning when no-one knows how to use a word processor and companies expect to have to spend their own money training employees. When some applicants have the skills already and others would have to be trained before they could start working then they aren't going to employ untrained people! It's not just a computer thing. Night schools used to do courses in typing and shorthand etc to get you qualified for admin jobs.

> So having a BBC Micro just seems inexplicable for any practical reason.

Someone had to put computers in schools it just happened to be the BBC. The BBC has always been involved in education (after all it is one of the reasons they exist).

4708. Re: Poll : Which classic computer of the late 70s/early 80s is the best?

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-26 16:10:22 UTC
From: Anssi Saari <as@sci.fi>
Message-ID: <vg3fwmwmv4h.fsf@pepper.modeemi.fi>
Source record: 697
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"Brian Gaff" <Briang1@blueyonder.co.uk> writes:

> Not to mention Memotech.

I remember reading about those. Advanced basic and assembler built in,
in a sturdy metal case? Should've been a winner. Oh well.

4709. Re: Poll : Which classic computer of the late 70s/early 80s is the best?

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-26 18:07:26 UTC
From: WinstonSmith6079 <winstonsmith6079@gmail.com>
Message-ID: <0d70542f-6295-433d-a708-86330028df3b@eb1g2000vbb.googlegroups.com>
Source record: 698
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Which is the best of all? Well that would be the Commodore 64, DUH!

Yeah, that's how I voted at that site! hehehehe

4710. Re: Poll : Which classic computer of the late 70s/early 80s is the best?

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-27 08:59:28 UTC
From: Clocky <notgonn@happen.com>
Message-ID: <4e084670$0$29983$c3e8da3$5496439d@news.astraweb.com>
Source record: 699
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Chris Young wrote:
> On Sat, 25 Jun 2011 21:20:32 +0100 da kidz on comp.sys.sinclair were
> rappin' to MC Ian B:
>
>> The BBC Micro was a bizarre project. I've never to this day seen a
>> good explanation of just why the BBC needed to release its own
>> computer to accompany what was really a rather unimportant
>> television programme. There isn't a Top Gear motor car, is there?
>> The result of it was wholly negative, with schools stuck with
>> zillions of computers that were an evolutionary dead end in
>> technology terms, all because of that "BBC badge".
>
> Er, you do realise the BBC didn't actually design and build the BBC
> Micro, don't you? It was made by Acorn and just badged/endorsed by
> the BBC.
>
> So it wasn't an evolutionary dead end either - it's successor the
> Acron Archimedes was backwards-compatible with the BBC Micro to some
> extent, and a very nice piece of kit to boot.
>

Later Acorn computers were equally overrated.

I had an Acorn A3000 and there was nothing remarkable about it, in fact the
best thing about it was that the rather nice monitor worked very well with
my Amiga when the 1084S dropped it's flyback..

4711. Re: Poll : Which classic computer of the late 70s/early 80s is the best?

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-27 10:19:35 UTC
From: BloodBaz <chris.walsh@real-sense.com>
Message-ID: <9d34994d-7f39-4f17-8caa-23d03daa79af@e21g2000vbz.googlegroups.com>
Source record: 700
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On Jun 25, 9:20 pm, "Ian B" <noem...@invalid.invalid> wrote:
> Clocky wrote:
> > "Brian Gaff" <Bria...@blueyonder.co.uk> wrote in message
> >news:iu4fq5$f6e$1@dont-email.me...
> >> The problem is best for what? That was the point in my view. At the
> >> time, if you were educating you could not go wrong with the BBC, but
> >> if you were on a budget and needed it to be a jack of all trades,
> >> arguably the Spectrum was the one.
>
> > In the UK market where British was always best (even when it clearly
> > wasn't) and people had no money (or were just too tight), but just
> > about anywhere else those options were pretty poor IMO.
>
> > The ZX was cheap and cheerful but it was useless as a proper home
> > computer due to it's awful keyboard and overall size. The BBC might
> > have had a lot of educational titles and the computer of choice for
> > that reason in the UK, but elsewhere in the world it didn't make that
> > much of an impact.
>
> The BBC Micro was a bizarre project. I've never to this day seen a good
> explanation of just why the BBC needed to release its own computer to
> accompany what was really a rather unimportant television programme. There
> isn't a Top Gear motor car, is there? The result of it was wholly negative,
> with schools stuck with zillions of computers that were an evolutionary dead
> end in technology terms, all because of that "BBC badge".
>
> It's like that stupid Domesday video disc. What on earth was the point of
> that?
>
> Ian

I thinkt the commisioning of a BBC Microcomputer was more to do with
education in general than just the TV programme.
The BBC's close links with governments and its non-commerical angle
made it a powerful entity in which to educate kids on technology and
IT.

In that respect I think it did very well and the BBC was a very
versatile machine with its User Port, Serial and Parallel ports,
pluginable ROM modules and a decent keyboard and monitor.
It wasn't quite up there in the gaming end however.

BloodBaz

4712. Re: Poll : Which classic computer of the late 70s/early 80s is the best?

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-27 17:48:18 UTC
From: BruceMcF <agila61@netscape.net>
Message-ID: <1ca33d9c-960a-493a-9789-c7711d2c0ed0@g12g2000yqd.googlegroups.com>
Source record: 601
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On Jun 24, 12:54 pm, "Mr.Umfrage" <Mr.Umfr...@fragen.dich> wrote:
> I've made a poll where you can decide which classic non-IBM computer is the best.

Yup, just need 250 votes to have a valid and conclusive result.

4713. Re: emulating 800 computer: ultima 3 (black and white only)

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-28 21:41:36 UTC
From: bill@newbreedsoftware.com
Message-ID: <4e0a4a90$0$2211$742ec2ed@news.sonic.net>
Source record: 602

Daniel <dhw4095@gmail.com> wrote:
> I would really like play Ultima 3 in color. Has anyone encountered
> this situation before and know how to resolve it?

Some games, including Ultima and Pinball Construction set, utilize
the Atari 8-bit's high-resolution (320x192) 2-color graphics mode,
and took advantage of the 'color artifacts' that you'd see when
using RF or composite.

By default, since it's faster to render, emulators show you exactly
which pixels are lit up, ignoring the artifacting. It's what you'd
see on a real Atari using separate Chrom/Luma outputs on a nicer
monitor (like a Commodore 1802).

I don't have Windows, so am going off of Atari800 (upon which
Atari800Win is based), but it should go something like this:

[F1] to bring up the menu
Arrow down to "Display Settings", hit [Enter]
Hit [Enter] on "NTSC artficating quality" and choose an option
(other than "off") -- I just discovered the recently-added
"NTSC filter", which presents a larger screen with a little
bit of black interleaved between each scanline, and some other
non-perfect artifacts. It looks very good! A lot like my old
Trinitron TV :)
If you select "original" or "new" (not "off" or "NTSC filter"),
the "NTSC artifacting mode" option becomes available, and
you canplay with options in there

Enjoy!

--
-bill!
Sent from my computer

4714. Atari 130XE System/Basic ROMs?

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-29 16:38:21 UTC
From: Xaar <redo@free.pages.at>
Message-ID: <e2ffee35-d5cf-4dca-b9bc-6892665bf95a@q15g2000yqk.googlegroups.com>
Source record: 603

Hello!

I got an Atari 130XE, but it has no ROMs (System and Basic) in its
sockets..

Does someone know, which types of (E)PROMs these ROMs are? Is it
possible to get an Image of these two ROM ICs?

I hope, someone can help me.

Best Regards, Xaar.

4715. Re: emulating 800 computer: ultima 3 (black and white only)

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-29 17:12:19 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <1b816de0-e6bc-4c6b-a467-6e561b546fe1@j14g2000prn.googlegroups.com>
Source record: 604

On Jun 25, 6:57 pm, Daniel <dhw4...@gmail.com> wrote:
> Hi all,
>
> I am using the software, Atari 800 WinPlus, on Vista to emulate the
> Atari 8-bit computers. I was testing the Ultima 3 game (*.atr file)
> and I noticed that it only displayed in black and white. There were no
> colors. It seems to work though.
>
> I tried some other games, and they did have color, just not Ultima 3
> (and perhaps some others in the Ultima series).
>
> I would really like play Ultima 3 in color. Has anyone encountered
> this situation before and know how to resolve it?
>
> Thanks in advance!

Not sure but try 'View', 'Artifacting' in menu system.

Rick

4716. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-30 04:23:10 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1309407764@rtfm.mit.edu>
Source record: 605
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 28, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4717. Re: Atari 130XE System/Basic ROMs?

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-30 06:32:04 UTC
From: Brian Gaff <Briang1@blueyonder.co.uk>
Message-ID: <iuh592ghp1@dont-email.me>
Source record: 606

Why on earth would anyone rip out rom chips?

How strange.

Brian

--
Brian Gaff - briang1@blueyonder.co.uk
Note:- In order to reduce spam, any email without 'Brian Gaff'
in the display name may be lost.
Blind user, so no pictures please!
"Xaar" <redo@free.pages.at> wrote in message
news:e2ffee35-d5cf-4dca-b9bc-6892665bf95a@q15g2000yqk.googlegroups.com...
> Hello!
>
> I got an Atari 130XE, but it has no ROMs (System and Basic) in its
> sockets..
>
> Does someone know, which types of (E)PROMs these ROMs are? Is it
> possible to get an Image of these two ROM ICs?
>
> I hope, someone can help me.
>
> Best Regards, Xaar.

4718. Re: Atari 130XE System/Basic ROMs?

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-30 21:35:06 UTC
From: Trevor <trevorREMOVE@holyoak.com>
Message-ID: <iuiq6b$9lh$1@dont-email.me>
Source record: 607

They must have thought they were more valuable than the computer as a
whole, or perhaps they used them for parts for one in better condition.

I've looked for EPROMS in modems and soundcards at thrift stores before,
perhaps someone did something similar?

- Trevor

On 6/30/2011 12:32 AM, Brian Gaff wrote:
> Why on earth would anyone rip out rom chips?
>
> How strange.
>
> Brian
>

4719. Re: Poll : Which classic computer of the late 70s/early 80s is the best?

Newsgroup: comp.sys.atari.8bit
Date: 2011-06-30 23:27:15 UTC
From: Christian Brandt <brandtc@psi5.com>
Message-ID: <iuj0oihtq1@news-1.m-online.net>
Source record: 608
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Am 25.06.2011 22:20, schrieb Ian B:

> The BBC Micro was a bizarre project. I've never to this day seen a good
> explanation of just why the BBC needed to release its own computer to
> accompany what was really a rather unimportant television programme.

Wrong point of view.

The BBC was released as a do-it-yourself project picked up by a
commercial market.

There were similiar projects in germany around the same time, all named
after the television stations running these diy projects: the
NDR-kleincomputer, the WDR-Computer and others... some of them numbering
several thousand systems and becoming the second most sold computer at
that time.

If you started in 1980 building your own computer as instructed on
television you got a Z80 system with 4kByte memory and tape support. The
OS was a rather simplistic hex monitor.

By continuing until 1988 you ended up with a 68020/68881 workstation
with 8MB memory, SCSI support and some expansion card system running
several operating systems like CP/M 68k, TOS/GEM (yes, there was an
illegal port), Coherent and others. I think there even was some open
source reimplementiation of CP/M 68k based on ideas from the television
show becoming very influential to early open source ideas.

Funnily/Sadly while the NDR/WDR-computers were quite capable and widely
used they never created a commercial followup market.

Christian Brandt

4720. Re: Poll : Which classic computer of the late 70s/early 80s is the best?

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-01 00:11:41 UTC
From: WinstonSmith6079 <winstonsmith6079@gmail.com>
Message-ID: <601d27d4-2050-4b70-842e-d557d1138577@q1g2000vbj.googlegroups.com>
Source record: 609
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On Jun 26, 2:45 am, "Tom Lake" <tl...@twcny.rr.com> wrote:
> "WinstonSmith6079" wrote in message
>
> news:ce1b4adf-26cc-47da-8236-944a277e8099@gh5g2000vbb.googlegroups.com...
>
> Heh, well of course the best of all would be the excellently awesome
> Commodore 64, DUH!
>
> Yeah, that's how I voted hehehehe
>
> Why would you do that when the 128 does everything the 64 does and so much
> more?

Nonetheless it didn't enjoy the same success as the C64. And--even if strangely--almost no software was ever made for the C128, yet software for the C64 was STILL being made and sold (even if for no other reason than that you could run it on the much newer C128 hehehe). (I believe that software developers should have made a go of it, but that never happened.)

And since I never owned and barely ever used the C128, I don't really know so much about it that I should vote for it hehehehe

4721. Re: Atari 130XE System/Basic ROMs?

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-01 08:03:41 UTC
From: Xaar <redo@free.pages.at>
Message-ID: <bd518913-fe69-4b82-9753-c271ab5bf47e@j15g2000yqf.googlegroups.com>
Source record: 610

On 30 Jun., 08:32, "Brian Gaff" <Bria...@blueyonder.co.uk> wrote:
> Why on earth would anyone rip out rom chips?
>
> How strange.
>
> Brian

Well, I really do not know.. I now got some ROM files, and put it on some EPROMs (27128 for System, 2764 for Basic).
Unfortunately does the Computer not start.. :(I guess there are some more broken circuit lanes on the PCB, I already fixed 24 broken lanes by rebuilding their function via wire...

But I will get an fully functional 130XE during the next weeks, so I can take a look.

Best regards, Xaar.

4722. Re: Atari 130XE System/Basic ROMs?

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-01 15:07:52 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <81faf4ef-e26b-45d0-8eea-a7502feea8ae@k23g2000pri.googlegroups.com>
Source record: 611

On Jun 29, 11:32 pm, "Brian Gaff" <Bria...@blueyonder.co.uk> wrote:
> Why on earth would anyone rip out rom chips?
>
> How strange.
>
> Brian
>
> --
> Brian Gaff - bria...@blueyonder.co.uk
> Note:- In order to reduce spam, any email without 'Brian Gaff'
> in the display name may be lost.
> Blind user, so no pictures please!"Xaar" <r...@free.pages.at> wrote in message
>
> news:e2ffee35-d5cf-4dca-b9bc-6892665bf95a@q15g2000yqk.googlegroups.com...
>
> > Hello!
>
> > I got an Atari 130XE, but it has no ROMs (System and Basic) in its
> > sockets..
>
> > Does someone know, which types of (E)PROMs these ROMs are? Is it
> > possible to get an Image of these two ROM ICs?
>
> > I hope, someone can help me.
>
> > Best Regards, Xaar.

The OS ROM is a standard pin out 27128 type. It is likely the BASIC ROM is an Atari mask type ROM, 24 pins vs. 28 like you would see on a 2764.

These are just a guesses: PO probably had a modified OS and maybe expanded RAM. The modified OS could have been anything from something compatible with older software to one with built in high speed disk routines. Ram expansions sometimes use the 6520 PIA CS pin to the BASIC ROM for banking RAM. Heck, I used to replace the ROM with ASM/ED ROM so who knows?

B&C Computer Visions at www.Myatari.com has the BASIC chip for $12. Some people would prefer to leave the built in BASIC out of the computer and just use a BASIC cartridge. That way if you did decide to expand the memory you have the PIA pin available.

Just for the record, I think everyone has switched to flash ROMs. I seem to be the last man standing using UV erasable EPROMs. You

probably should go that route with respect to a replacement OS. There are images of OS as well as BASIC for that matter if you want to burn your own.

Rick

4723. Re: Atari 130XE System/Basic ROMs?

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-01 15:23:00 UTC
From: Trevor <trevorREMOVE@holyoak.com>
Message-ID: <iukookjfu1@dont-email.me>
Source record: 612

On 7/1/2011 9:07 AM, ricortes wrote:

> Just for the record, I think everyone has switched to flash ROMs. I
> seem to be the last man standing using UV erasable EPROMs. You
> probably should go that route with respect to a replacement OS. There
> are images of OS as well as BASIC for that matter if you want to burn
> your own.

I've still got them, and plan to continue using them (no point buying new equipment when the old stuff still works). Of course, it's been a few years since I've actually done it. :)

- Trevor

4724. Re: Poll : Which classic computer of the late 70s/early 80s is the best?

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-02 15:09:45 UTC
From: Duncan Snowden <duncan_s@talktalk.net>
Message-ID: <iun8ttqgt1@speranza.aioe.org>
Source record: 613
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On 30/06/11 23:27, Christian Brandt wrote:

> Am 25.06.2011 22:20, schrieb Ian B:
>
>> The BBC Micro was a bizarre project. I've never to this day seen a good
>> explanation of just why the BBC needed to release its own computer to
>> accompany what was really a rather unimportant television programme.
>
> Wrong point of view.
>
> The BBC was released as a do-it-yourself project picked up by a
> commercial market.

No it wasn't. It was commissioned by the state broadcaster from Acorn in
a sort of fit of corporatist paternalism. And nobody* bought one.

> There were similiar projects in germany around the same time, all named
> after the television stations running these diy projects: the
> NDR-kleincomputer, the WDR-Computer and others... some of them numbering
> several thousand systems and becoming the second most sold computer at
> that time.
>
> If you started in 1980 building your own computer as instructed on
> television you got a Z80 system with 4kByte memory and tape support. The
> OS was a rather simplistic hex monitor.

That's absolutely nothing like the BBC Microcomputer project. Had the
BBC programme been something like that, I - and I suspect Ian - would
have been slightly better disposed towards it. But it simply wasn't.

The BBC decided in the early '80s that it had to produce a series of
shows on TV and radio about computers, and therefore (for some reason)
needed its own machine. Not its own *design* that it would show people
how to build; its own machine, in the shops, with a BBC logo on the box
and the newsreader Kenneth Kendall's voice in the optional speech
device. It invited tenders for the contract requiring certain features
(Sinclair submitted one and - according to the Beeb - failed to meet the
spec.; it became the Spectrum) and Acorn won. The machine was then sold
as the BBC Microcomputer.

And nobody except schools and rich parents bought one, because it was
significantly more expensive than the competition. Even Acorn recognised
this, and released a cut-down version under its own brand, the Electron.
The BBC, though, defiantly - and hilariously, to we Speccy and C64 kids
- continued to refer to it as ï¿½a typical home computerï¿½ at every

opportunity through the 1980s. That was all they did. I don't recall it being used on air for anything much more technical than demonstrating, briefly, what the ï¿½typical home computerï¿½ could do.

The entire project was a complete waste of time and money. Sinclair (and Commodore) did *vastly* more for the advancement of home computer technology in Britian during the 1980s than the BBC.

*For certain specific values of ï¿½nobodyï¿½. Schools (whose purchases were subsidised) and rich kids.

--
Duncan Snowden.

4725. Re: Poll : Which classic computer of the late 70s/early 80s is the best?

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-03 05:59:21 UTC
From: Jonno Downes <jonnosan@gmail.com>
Message-ID: <4215c418-d52a-4eb1-9852-fbd71f0c1f74@glegroupsg2000goo.googlegroups.com>
Source record: 614

On Sunday, July 3, 2011 1:09:45 AM UTC+10, Duncan Snowden wrote:

> The entire project was a complete waste of time and money. Sinclair (and
> Commodore) did *vastly* more for the advancement of home computer
> technology in Britian during the 1980s than the BBC.

I make no comment as to the merits of the BBC spending licensepayer funds to compete in the computer market, nor attempt to compare the BBC machine to Spectrum of C64. However I do believe that the BBC contains some pretty nifty engineering:
- a 3 pass macro assembler built in to the BASIC
- a CLI & OS that allowed multiple extensions to be plugged in, so it was very easy for 3rd party development of ROMs that added additional CLI commands, device drivers, file systems etc that were all interoperable.
- econet - LAN client/server technlogy that is long since surpassed by ethernet and TCP/IP but I think was way ahead of anything that came 'out of the box' with other 8-bitters, and probably matched only by Apple 2 3rd party products.
- the 'tube' interface - a co-processor port. From what I understand, ARM microprocessors that form the basis of so many embedded devices today started life as a BBC co-processor

Also, 'elite' was first developed for the BBC

4726. Re: Poll : Which classic computer of the late 70s/early 80s is the best?

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-03 09:30:10 UTC
From: Daniel Mandic <daniel_mandic@hotmail.com>
Message-ID: <4e1036a2$0$18680$91cee783@newsreader03.highway.telekom.at>
Source record: 615
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Tom Lake wrote:

> "WinstonSmith6079" wrote in message
> news:ce1b4adf-26cc-47da-8236-944a277e8099@gh5g2000vbb.googlegroups.com
> > ...
> >
> > Heh, well of course the best of all would be the excellently awesome
> > Commodore 64, DUH!
> >
> > Yeah, that's how I voted hehehehe
>
> Why would you do that when the 128 does everything the 64 does and so
> much more?
>
> Tom L

Why do you ask questions whose answer you already know? ;-)

--
Daniel Mandic

4727. Re: Poll : Which classic computer of the late 70s/early 80s is the best?

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-03 10:22:53 UTC
From: Tom Lake <tlake@twcny.rr.com>
Message-ID: <iupfuf$j82$1@speranza.aioe.org>
Source record: 616
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"Daniel Mandic" wrote in message
news:4e1036a2$0$18680$91cee783@newsreader03.highway.telekom.at...

Tom Lake wrote:

> "WinstonSmith6079" wrote in message
> news:ce1b4adf-26cc-47da-8236-944a277e8099@gh5g2000vbb.googlegroups.com
> > ...
> >
> > Heh, well of course the best of all would be the excellently awesome
> > Commodore 64, DUH!
> >
> > Yeah, that's how I voted hehehehe
>
> Why would you do that when the 128 does everything the 64 does and so
> much more?
>
> Tom L

Why do you ask questions whose answer you already know? ;-)

I was channeling Socrates! 8^)

Tom L

4728. 30% OFF ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT & ST! 7/1-31/2011!

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-05 21:42:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1107051440170.6953@slate.spiritone.com>
Source record: 620
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,alt.atari.2600vcs,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

Subject: 30% OFF ATARI GAMES! NEW STUFF! XMAS IN JULY! 7/1-31/2011!

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I've just Added/Updated 11 Atari Catalogs! 26007800.txt, 5200.txt, books.txt, jaguar.txt, lynx.txt, 8btbooks.txt, 8bt_hard.txt, 8bt_soft.txt, stbooks.txt, st_hard.txt & st_soft.txt!They have NEW ADDED INVENTORY & BRAND NEW CATALOGS!

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Sent on my Atari Computer

4729. 30% OFF ATARI GAMES! NEW STUFF! XMAS IN JULY! 7/1-31/2011!

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-05 21:45:49 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1107051442540.6953@slate.spiritone.com>
Source record: 621
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Subject: 30% OFF ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT & ST! 7/1-31/2011!

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4730. 30% OFF ALL ATARI BOOKS! 7/1-31/2011!

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-05 21:48:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1107051446020.6953@slate.spiritone.com>
Source record: 617
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes & Boxes of Atari Books for Sale! Some I have Lots of and some I have 1 or 2 left!I have more Atari than anywhere else!Atari, one of the most well documented Computers ever! I have Both 8 Bit and ST! Some you wont find anywhere else but here!On Sale 30% off!Goto http://BensCatalogs.Atari.org or BenSells@Atari.org! Ask for Atari catalogs. My Game/Software & Book Catalogs are sorted alphabetically by Title so Cut-&-Paste your order and E-Mail your list with your Shipping Address so I can expedite your order or call Ben anytime at (503)256-9974! Come for the Sales, Stay for the Service!

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4731. FS: 30% OFF ALL NEW/MINT MICROPROSE GAMES 4 ATARI! 7/1-31/2011!

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-05 21:51:26 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1107051449240.6953@slate.spiritone.com>
Source record: 618
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Conflict in Vietnam; Crusade in Europe; Decision in the Desert; F-15 Strike Eagle; Kennedy Approach; Silent Service; Top Gunner Collection;

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The Ancient Art of War in the Skies; B17 Flying Fortress; Sid Meier's Civilization; DogFight 80 years of Aerial Warfare; F-15 Strike Eagle; F-19 Stealth Fighter; Fire and Brimstone; Grand Prix; Greens The Ultimate 3-D Golf Simulation; Gunship; Knights of the Sky; M1 Tank Platoon; Sid Meier's Railroad Tycoon; Red Storm Rising; Silent Service; Silent Service II;

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4732. ATARI WANTLIST:

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-05 21:53:29 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1107051451490.6953@slate.spiritone.com>
Source record: 619
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Looking for Rare Treasure But Left High and Dry?Checking my WebSite, Searched Through my Catalogs and Still Havent Found it?Please Send Your Atari WantList by E-Mail to BenSells@Atari.org or Atari@aracnet.com Using The Subject Matter of "ATARI WANTLIST:" or use the WebLink below! Not All Atari Treasures are on my WebSite and in my Catalogs! I have Much Atari Not Listed on my Site! So Please E-Mail Your Atari WantList And I'll Get Back To You as soon as I Can!

I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm ATARI SURVEYS AND WANT LISTS!

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4733. Re: Atari 130XE System/Basic ROMs?

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-08 14:45:01 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9F1C6D5BA1D62emuslor@69.16.185.252>
Source record: 622

Despite all prevention efforts, Xaar <redo@free.pages.at> wrote in
news:bd518913-fe69-4b82-9753-c271ab5bf47e@j15g2000yqf.googlegroups.com:

> On 30 Jun., 08:32, "Brian Gaff" <Bria...@blueyonder.co.uk> wrote:
>> Why on earth would anyone rip out rom chips?
>>
>> How strange.
>>
>> Brian
>
> Well, I really do not know.. I now got some ROM files, and put it on
> some EPROMs (27128 for System, 2764 for Basic).
> Unfortunately does the Computer not start.. :(I guess there are some
> more broken circuit lanes on the PCB, I already fixed 24 broken lanes
> by rebuilding their function via wire...

Yeah, a 2764 won't work for BASIC. You'll need 68764 or the like or, as
mentioned in another reply, buy a BASIC ROM from Best. If you don't find
what you need, I can burn you whatever rev you want onto a 68764 and send
it at cost.

Apparently Rick's not the only one who hasn't moved away from eprom...

--
James
http://www.ehostdirect.com
Reliable web hosting from $12/year.

4734. Re: Atari 130XE System/Basic ROMs?

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-09 14:01:08 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <387d851f-7a5a-47ab-a3dd-57158ee9e626@m18g2000vbl.googlegroups.com>
Source record: 623

On Jul 8, 7:45 am, Slor <se...@rols.ten> wrote:
> Despite all prevention efforts, Xaar <r...@free.pages.at> wrote
innews:bd518913-fe69-4b82-9753-c271ab5bf47e@j15g2000yqf.googlegroups.com:
>
> > On 30 Jun., 08:32, "Brian Gaff" <Bria...@blueyonder.co.uk> wrote:
> >> Why on earth would anyone rip out rom chips?
>
> >> How strange.
>
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>
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> Yeah, a 2764 won't work for BASIC. You'll need 68764 or the like or, as
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> what you need, I can burn you whatever rev you want onto a 68764 and send
> it at cost.
>
> Apparently Rick's not the only one who hasn't moved away from eprom...
>
> --
> Jameshttp://www.ehostdirect.com
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I think the Bob's 1200XL built in BASIC mod piggybacked a 2764 onto a
27128 with the OS. He did a lot more then one mod but I am pretty sure
at least one was an OS in 27128 vs. the two 2764 ROMs a 1200xl would
normally be used. If Brian goes with a 2764 it would probably be less
work then making the on board BASIC socket work.

Rick

4735. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-10 04:25:40 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1310271914@rtfm.mit.edu>
Source record: 624
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 28, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
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NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4736. Space Harrier is Here!!!

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-10 16:56:59 UTC
From: Kjmann's Atari Sales <kjmann_atari@yahoo.com>
Message-ID: <4e19d9e9$0$20467$882e7ee2@usenet-news.net>
Source record: 625

That's right! The long awaited Space Harrier for the 8-bit is out and We have it at Kjmann's Atari Sales.

Come Check out a video of it in Action and see what we are calling the most well written game of all time on the 8-bit.

Page 4 of the Carts Section.

Check it Out!

http://www.atari-sales.com

Sal (kjmann)

4737. 30% OFF ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT & ST! 7/1-31/2011!

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-11 10:33:56 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1107110330280.12395@slate.spiritone.com>
Source record: 626
Cross-posted to:
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http://www.aracnet.com/~atari/microprose.htm THE BEST SIMMS GAMES FOR ATARI!
http://www.aracnet.com/~atari/8btbooks.htm CLASSIC ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/books.htm MISCELLANEOUS BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm CLASSIC ATARI 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm ATARI 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm ATARI LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm ATARI JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!

I've got a fast turnaround rate!Once I've received payment your order goes out
the same day! Customers love the speedy service! I have lots of Atari Software
& Books!Which I can send by Media Mail!Please Direct all Replies via E-Mail to
BenSells@Atari.org or Atari@aracnet.com! See info at the Bottom to Reach me!

Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org & Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011! Sent on my Atari Computer

4738. ATARI WANTLIST:

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-11 10:38:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1107110335110.12395@slate.spiritone.com>
Source record: 627
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Looking for Rare Treasure But Left High and Dry?Checking my WebSite, Searched Through my Catalogs and Still Havent Found it?Please Send Your Atari WantList by E-Mail to BenSells@Atari.org or Atari@aracnet.com Using The Subject Matter of "ATARI WANTLIST:" or use the WebLink below! Not All Atari Treasures are on my WebSite and in my Catalogs! I have Much Atari Not Listed on my Site! So Please E-Mail Your Atari WantList And I'll Get Back To You as soon as I Can!

I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm ATARI SURVEYS AND WANT LISTS!

Use this HotLink and make an Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs! Make a list of Games/ Software, HardWare, Books/References And Accessories! Classic Atari 8 Bit And Atari ST Computer Lines, + Atari 2600, 5200, 7800, Jaguar & Atari Lynx Games!

Direct Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com!! Can't reach me? See info at Bottom!Get Heads Up on NEW Atari Sales before the Rest!

Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org & Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011! Sent on my Atari Computer

4739. Re: Space Harrier is Here!!!

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-11 12:00:17 UTC
From: Tin Lunchbox <no@spam.thx>
Message-ID: <p5pl1798tnsif3cp2ehipuk8bi3ef2mfvv@4ax.com>
Source record: 628

Way to go, Sal and co.!

That's a bold claim "the most well-written game of all time on the
8-bit," but having watched the video I'll grant you Space Harrier
appears to be one of the most graphically-advanced 8-bit games, and
with music and voice. There's still the matter of play value and so
forth that I don't know about yet (but it looks to be there).

You put a fair price on it, hope you make a little money too!

TiN[]BoX

On Sun, 10 Jul 2011 09:56:59 -0700, "Kjmann's Atari Sales"
<kjmann_atari@yahoo.com> wrote:

>That's right! The long awaited Space Harrier for the 8-bit is out and We
>have it at Kjmann's Atari Sales.
>
>Come Check out a video of it in Action and see what we are calling the most
>well written game of all time on the 8-bit.
>
>Page 4 of the Carts Section.
>
>Check it Out!
>
>http://www.atari-sales.com
>
>
>
>Sal (kjmann)

4740. Re: Atari 130XE System/Basic ROMs?

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-11 20:11:47 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9F1FA4C0E43B8emuslor@69.16.185.252>
Source record: 629

Despite all prevention efforts, ricortes <ricortes@earthlink.net> wrote
in
news:387d851f-7a5a-47ab-a3dd-57158ee9e626@m18g2000vbl.googlegroups.com:

> On Jul 8, 7:45 am, Slor <se...@rols.ten> wrote:
>> Despite all prevention efforts, Xaar <r...@free.pages.at> wrote
>> innews:bd
> 518913-fe69-4b82-9753-c271ab5bf47e@j15g2000yqf.googlegroups.com:
>>
>> > On 30 Jun., 08:32, "Brian Gaff" <Bria...@blueyonder.co.uk> wrote:
>> >> Why on earth would anyone rip out rom chips?
>>
>> >> How strange.
>>
>> >> Brian
>>
>> > Well, I really do not know.. I now got some ROM files, and put it
>> > on some EPROMs (27128 for System, 2764 for Basic).
>> > Unfortunately does the Computer not start.. :(I guess there are
> I think the Bob's 1200XL built in BASIC mod piggybacked a 2764 onto a
> 27128 with the OS. He did a lot more then one mod but I am pretty sure
> at least one was an OS in 27128 vs. the two 2764 ROMs a 1200xl would
> normally be used. If Brian goes with a 2764 it would probably be less
> work then making the on board BASIC socket work.
>

I must have missed the point in this thread somehow. Where does it
become less work to piggy-back a 2764 onto your OS than to just put the
correct chip in the BASIC socket?

--
James
http://www.ehostdirect.com
Reliable web hosting from $12/year.

4741. Atari Corp. History question

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-12 05:58:58 UTC
From: Ben Corr <bjcorr@sonic.net>
Message-ID: <4e1be2a2$0$2160$742ec2ed@news.sonic.net>
Source record: 630

Hey all, I just delivered some Atari equipment to Judith Hammerle of the Digital Gaming Museum in Sunnyvale CA, they are setting up a display of Atari memorabilia as part of a remembrance of the glory days of Computer Gaming Companies in Sunnyvale. Judith had some questions she wanted me to ask the members here due to everyone's knowledge of Atari's history and I quote;

"I'm trying to figure out all the places Atari occupied in Sunnyvale, and it's not easy. For example, this site says that Atari was at 1196 Borregas. The Energy Czar manual lists 1195 Borregas Avenue as the Consumer Division. Were they in both places? Maybe. I know they started in Santa Clara,at 2962 Scott Boulevard. and that the famous Pong quarters overload was at Andy Capp's Tavern on El Camino (157 W. El Camino Real, now Rooster T. Feathers, a comedy club). But there's a mention of an "abandoned roller rink" where the first manufacturing" was done, but I can't find an address. I also have 1265 Borregas Avenue, site of Atari's first headquarters, and 1340 Bordeaux Drive, Customer Service Department (off the Energy Czar manual).

Do you suppose that there is someone on the Atari group you mentioned who would know these things? Can I join the list and ask questions? Any help you can give clarifying Atari in Sunnyvale would be appreciated."

I'm going to get Judith on the newsgroup so you can post any answers here or email them to Judith at judith@digitalgamemuseum.org.

Ben Corr

4742. Re: Atari Corp. History question

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-12 15:18:39 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.vyih5dnigaat7c@mdc2>
Source record: 631

I've made attempts to mention important Atari addresses in my Atari
history timeline:
http://mcurrent.name/atarihistory/atari.html

First location (1972):
2962 Scott Blvd., Santa Clara, CA

The roller rink set up by Bill White for Pong production (1973):
1600 Martin Ave., Santa Clara, CA

Mass production and company hq (1973):
14600 Winchester Blvd., Los Gatos, CA

Kee Games (1973):
330 Mathew St., Santa Clara, CA

Kee Games (1974):
1280 Reamwood Ave., Sunnyvale, CA

Atari (incorporating Kee) (1975):
2175 Martin Ave., Santa Clara, CA

Company hq at Moffett Park (1976):
1265 Borregas Ave., Sunnyvale, CA

Coin-Op (1982):
790 Sycamore Dr., Milpitas, CA

Atari Corp. (1984):
1196 Borregas Ave., Sunnyvale, CA

Atari Games Corp. (1984?)
675 Sycamore Dr., Milpitas, CA

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/
St. Paul Atari Computer Enthusiasts: http://space.atari.org/

4743. Re: Atari 130XE System/Basic ROMs?

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-12 15:42:15 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <184e2fc4-7199-4c29-9378-b8efe504cc27@r28g2000prb.googlegroups.com>
Source record: 633

On Jul 11, 1:11 pm, Slor <se...@rols.ten> wrote:
> Despite all prevention efforts, ricortes <ricor...@earthlink.net> wrote
> innews:387d851f-7a5a-47ab-a3dd-57158ee9e626@m18g2000vbl.googlegroups.com:
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> > On Jul 8, 7:45 am, Slor <se...@rols.ten> wrote:
> >> Despite all prevention efforts, Xaar <r...@free.pages.at> wrote
> >> innews:bd
> > > 518913-fe69-4b82-9753-c271ab5bf...@j15g2000yqf.googlegroups.com:
>
> >> > On 30 Jun., 08:32, "Brian Gaff" <Bria...@blueyonder.co.uk> wrote:
> >> >> Why on earth would anyone rip out rom chips?
>
> >> >> How strange.
>
> >> >> Brian
>
> >> > Well, I really do not know.. I now got some ROM files, and put it
> >> > on some EPROMs (27128 for System, 2764 for Basic).
> >> > Unfortunately does the Computer not start.. :(I guess there are
> > > I think the Bob's 1200XL built in BASIC mod piggybacked a 2764 onto a
> > > 27128 with the OS. He did a lot more then one mod but I am pretty sure
> > > at least one was an OS in 27128 vs. the two 2764 ROMs a 1200xl would
> > > normally be used. If Brian goes with a 2764 it would probably be less
> > > work then making the on board BASIC socket work.
>
> I must have missed the point in this thread somehow. Where does it
> become less work to piggy-back a 2764 onto your OS than to just put the
> correct chip in the BASIC socket?
>
> --
> Jameshttp://www.ehostdirect.com
> Reliable web hosting from $12/year.

I'll assume the BASIC chip on his 130XE was soldered in which means
the replacement will have to either be soldered or a socket soldered
anyway. I don't like the quality of post Tramiel PC boards and would

take piggybacked over soldering on a 130XE moboard.

Brian's at an incredible number of traces fixed and still having problems. IMHO it would pretty much cut his work in half to just fix the OS socket and piggy back an EPROM on it then fix the BASIC ROM socket. For that matter, path of least resistance may be a BASIC cart. Heck, its a hobby, he can do whatever he wants.

Rick

4744. Gary Sokolich #875

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-12 15:45:44 UTC
From: Gary Sokolisch <SokolischSpeaks@moonbat.com>
Message-ID: <1n7u5dppcnvzj$.1mr7kra1a4ev6$.dlg@40tude.net>
Source record: 632

#875

http://www.manta.com/c/mmlq5dm/w-gary-sokolich
W Gary Sokolich
801 Kings Road
Newport Beach, CA 92663-5715
(949) 650-5379

http://www.tbpe.state.tx.us/da/da022808.htm

TEXAS BOARD OF PROFESSIONAL ENGINEERS
February 28, 2008 Board Meeting Disciplinary Actions

W. Gary Sokolich , Newport Beach, California 嗡碾 File B-29812 - It was alleged that Dr. Sokolich unlawfully offered or attempted to practice engineering in Texas (...) Dr. Sokolich chose to end the proceedings by signing a Consent Order that was accepted by the Board to cease and desist from representing himself as an 嗡踝蕭Engineer嗡踝蕭 in Texas, from any and all representations that he can offer or perform engineering services and from the actual practice of engineering in Texas (...) Dr. Sokolich was also assessed a $1,360.00 administrative penalty.

---

http://articles.latimes.com/1988-04-14/local/me-1922_1_ucla-researcher

A former UCLA physiologist has agreed to provide copies of his research to the school to settle a lawsuit the university filed against him in 1985, lawyers in the case said.

(...)

The University of California Board of Regents filed a $620,000 lawsuit against Sokolich, accusing him of taking research on the hearing capabilities of animals in June, 1982. Sokolich was dismissed by UCLA (...).

(...)

4745. Re: Atari Corp. History question

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-12 15:58:08 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.vyijy6xzgaat7c@mdc2>
Source record: 634

The following is taken directly from
http://www.cooganphoto.com/gravitar/1982.html which is a mirror of the
former web site by Donald A. Thomas, Jr.

An Atari, Inc. Facilities Map dated October 1982 depicts 70 Atari
locations within the Silicon Valley. The locations, in order as they
appear on the map, the number assigned to the location by Atari and the
departments (if known) are as follows:
SUNNYVALE (33 locations)
1265 Borregas Avenue (#100) [Corp. Office/Game Room]
1272 Borregas Avenue (#101) [Consumer Engineering]
1215 Borregas Avenue (#102) [Company Store]
[2600 First Production Facility]
1320 Bordeaux Drive (#103) [Service Center]
1196 Borregas Avenue (#104)
[Consumer Product Programming]
1399 Moffett Park. Drive (#105)
[Home Computer Marketing, Sales & International]
1195 Borregas Avenue (#106)
1349 Moffett Park Drive (#107)
[Reseller Shipping & Creative Services]
275 Gibraltar Drive (#108)
[Consumer Product Programming]
1173 Borregas Avenue (#109)
[Manufacturing and Product Engineering]
1171 Borregas Avenue (#110)
1180 Bordeaux Drive (#111)
360 Caribbean Avenue (#112)
390 Caribbean Avenue (#113) [Atari Company Store]
1340 Bordeaux Drive (#114)
1342 Bordeaux Drive (#115)
1344 Bordeaux Drive (#116)
1346 Bordeaux Drive (#117) [Customer Service]
155 Moffett Pk. Drive (#118)
[?Secret? Lab for Quick Games]
1383 Borregas Avenue (#119)
1393 Borregas Avenue (#120)
1183 Bordeaux Drive (#121)
1235 Bordeaux Drive (#122)
1312 Crossman Avenue (#123)
[Customer Service, Product Specialists & Parts]
292 Gibraltar Drive (#124)
603 Baltic Way (#125)
234 Caribbean Drive (#126)

1394 Borregas Avenue (#127)
1105 Fair Oaks Avenue (#203)
1285 Forgewood Avenue (#206)
570 Britton Avenue (#211)
845 Maude Avenue (#225)
760 San Aleso Avenue (#228)
SANTA CLARA (18 locations)
3900 Freedom Circle Drive (#208)
700 Laurelwood Road (#220)
750 Laurelwood Road (#221)
2455 Augustine (#205)
492 Sepena Court (#223)
2952 Bunker Hill Lane (#232)
605 Laurelwood Road (#233)
3910 Freedom Circle Drive (#234)
5200 Great America Parkway (#250)
2933 Bunker Hill Lane (#251)
2903 Bunker Hill Lane (#252)
5101 Patrick Henry Drive (#253) [Facilities]
3052 Bunker Hill Lane (#254) [Facilities]
3032 Bunker Hill Lane (#255) [Facilities]
5104 Old Ironside Drive (#256) [Facilities]
5071 Patrick Henry Drive (#257) [Facilities]
3051 Tasman Drive (#258) [Facilities]
5084 Old Ironside Drive (#259) [Facilities]
SAN JOSE (12 locations)
3099 Orchard Drive (#204)
2710 North First Street (#212)
[Home Computer Engineering]
2541 Seaboard Avenue (#213) [Pilot Computer Production]
2820 Orchard Parkway (#214)
30 East Plumeria Drive (#215) [400/800 Production]
60 East Plumeria Drive (#216) [400/800 Production]
590 Brennan Avenue (#217)
2701 Zanker Road (#218) [Home Computer Engineering]
2521 Seaboard Avenue (#222)
2038 Concourse Drive (#224)
355 River Oaks Park (#230)
1632 Berryessa Road (#231)
MILPITAS (7 locations)
715 Sycamore Drive (#201) [Coin-Op Facilities]
735 Sycamore Drive (#202) [Coin-Op Facilities]
790 Sycamore Drive (#209) [Coin-Op Facilities]
1501 McCarthy Boulevard (#210) [Coin-Op Facilities]
601 Vista Way (#219) [Home Computer Warehouse]
675 Sycamore Drive (#226) [Coin-Op Facilities]
765 Sycamore Drive (#227) [Coin-Op Facilities]
--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/
8-bit Atari FAQ/Vendor Lists: http://faqs.cs.uu.nl/na-dir/atari-8-bit/

St. Paul Atari Computer Enthusiasts: http://space.atari.org/

4746. Re: Space Harrier is Here!!!

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-13 01:14:57 UTC
From: bill@newbreedsoftware.com
Message-ID: <4e1cf191$0$2144$742ec2ed@news.sonic.net>
Source record: 635

Kjmann's Atari Sales <kjmann_atari@yahoo.com> wrote:
> That's right! The long awaited Space Harrier for the 8-bit is out and We
> have it at Kjmann's Atari Sales.

Congrats to Chris Hutt (and you to, Sal!) It's been a long time coming!

> Come Check out a video of it in Action and see what we are calling the most
> well written game of all time on the 8-bit.

So out of curiosity, what are the advantages to the cart version versus
a disk-based one (assuming it's being made available)? Not to be cheap,
it's just (1) hard to justify [*], and (2) I'm curious about these fancy new
carts. :)

[*] Though some day I will buy a copy. :) This game is tops!

--
-bill!
Sent from my computer

4747. Re: Atari Corp. History question

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-13 01:35:07 UTC
From: bill@newbreedsoftware.com
Message-ID: <4e1cf64b$0$2144$742ec2ed@news.sonic.net>
Source record: 636

Michael Current <michael@mcurrent.name> wrote:
> I've made attempts to mention important Atari addresses in my Atari
> history timeline:
> http://mcurrent.name/atarihistory/atari.html

Here are some of them, as Google Maps directions:

http://maps.google.com/maps?saddr=2962+Scott+Blvd.,+Santa+Clara,+CA&daddr=1600+Martin+Ave.
,+Santa+Clara,+CA+to:2175+Martin+Ave.,+Santa+Clara,+CA+to:1265+Borregas+Ave.,+Sunnyvale,+C
A+to:1196+Borregas+Ave.,+Sunnyvale,+CA&hl=en&ll=37.391027,-121.97176&spn=0.078013,0.154324
&sll=37.390945,-121.99337&sspn=0.039007,0.077162&geocode=FcRNOgIdIAu7-CnzQ3bxJ8qPgDE8o5ynm
haaTw%3BFZonOgIdRxa7-Clh3UZEMMqPgDGLvOLDSPD0mw%3BFcYrOgIdRP26-CkzAkSUJMqPgDEvIthyhGPqDw%3B
FRHSOgIdMyG6-CkNeQoUubePgDEX_3vMlKLphA%3BFVXLOgIdByK6-Clnuz7dubePgDFqVyythLXDpQ&mra=ls&t=h
&z=13

> First location (1972):
> 2962 Scott Blvd., Santa Clara, CA

> The roller rink set up by Bill White for Pong production (1973):
> 1600 Martin Ave., Santa Clara, CA

> Atari (incorporating Kee) (1975):
> 2175 Martin Ave., Santa Clara, CA

> Company hq at Moffett Park (1976):
> 1265 Borregas Ave., Sunnyvale, CA

> Atari Corp. (1984):
> 1196 Borregas Ave., Sunnyvale, CA

(I took out the Kee, Atari Games, and manufacturing. Didn't Kee also
have an address way out east of Sacramento? Where'd I read that?)

--
-bill!
Sent from my computer

4748. Re: Space Harrier is Here!!!

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-13 19:08:59 UTC
From: Kjmann's Atari Sales and Service <kjmann_atari@yahoo.com>
Message-ID: <6faab2f2-c508-41e3-8035-933a3003cf28@k23g2000pri.googlegroups.com>
Source record: 637

On Jul 12, 6:14 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> Kjmann's Atari Sales <kjmann_at...@yahoo.com> wrote:
>
> > That's right! The long awaited Space Harrier for the 8-bit is out and We
> > have it at Kjmann's Atari Sales.
>
> Congrats to Chris Hutt (and you to, Sal!) It's been a long time coming!
>
> > Come Check out a video of it in Action and see what we are calling the most
> > well written game of all time on the 8-bit.
>
> So out of curiosity, what are the advantages to the cart version versus
> a disk-based one (assuming it's being made available)? Not to be cheap,
> it's just (1) hard to justify [*], and (2) I'm curious about these fancy new
> carts. :)
>
> [*] Though some day I will buy a copy. :) This game is tops!
>
> --
> -bill!
> Sent from my computer

Well the Reason for the Cart is that the game takes up 1024k of Space.
So chris put it on a 1024k Cart so it could bank switch the data one
64k chunk at a time from the cart game in to the Ram of the system
(which is on average 64k).

Also, Disk Loading would be unbearable. it would take forever to load
each level and would have to stop the game to load more data sometimes
in Mid Gameplay.

4749. Re: Space Harrier is Here!!!

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-14 20:26:58 UTC
From: bill@newbreedsoftware.com
Message-ID: <4e1f5112$0$2198$742ec2ed@news.sonic.net>
Source record: 638

Kjmann's Atari Sales and Service <kjmann_atari@yahoo.com> wrote:
> Well the Reason for the Cart is that the game takes up 1024k of Space.
> So chris put it on a 1024k Cart so it could bank switch the data one
> 64k chunk at a time from the cart game in to the Ram of the system
> (which is on average 64k).

> Also, Disk Loading would be unbearable. it would take forever to load
> each level and would have to stop the game to load more data sometimes
> in Mid Gameplay.

Ahah! Got it. Neat. I look forward to more "big titles" like this down
the road. ;) Time to save my pennies!

--
-bill!
Sent from my computer

4750. ****VARIOUS ATARI XL/XE ITEMS WANTED*****

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-15 18:07:10 UTC
From: phantomm_1 <phantomm@suddenlink.net>
Message-ID: <4e2081d0$0$8705$bbae4d71@news.suddenlink.net>
Source record: 639

Greetings,

I've been using Atari 8-bit Machines for a few years, and am always looking
for items to add to my collection.

*****
Current want List....
Atari 8-Bit Items...
SpartaDos X cartridge (I have the original Manuals and etc.)
Atari 410 or 1010, program recorder. Pefer a 410 if I can find one.
Happy Controller board for a 1050, (Not the Happy Board).
However if you have both installed in a working 1050 for sale,
then I maybe interested if price is right.

ICD Multi I/O 256meg or 1meg unit.
Sparta DOS US Doubler for 1050 upgrade, or
1050 with the US Doubler already Installed.

Also, looking for Midi Mate, and any voice/audio digitisers and
Video/Scanners for Atari 8-bit.

Contact me at:
phantomm@suddenlink.net if you have any of the above items for sale or
trade.
Or If you have any Atari 8-bit items, that are rare, or not well known
about.

thanks,
Barry

4751. Indus GT variable speed sound

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-15 21:26:37 UTC
From: Jack Tseng <tseng4@gmail.com>
Message-ID: <e9c5220e-af89-4f8c-8e64-42967d803e17@m6g2000prh.googlegroups.com>
Source record: 640

Indus GT Double Density skewing sector normal speed
http://www.youtube.com/watch?v=C9_hZWZF4B8

Sector Non-Skewing Normal speed
http://www.youtube.com/watch?v=xGqkCR2X9PM&

Turbo speed
http://www.youtube.com/watch?v=tG5xW_W7dYU&

4752. 8 Bit Weapon (band)

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-15 23:49:29 UTC
From: bill@newbreedsoftware.com
Message-ID: <4e20d209$0$2147$742ec2ed@news.sonic.net>
Source record: 641

So the other day at California Extreme (the annual arcade & pinball
show in the SF Bay Area) I ran into Seth & Michelle, the duo that
makes up the live chiptune band 8 Bit Weapon (http://www.8bitweapon.com/)
and asked if they're ever going to do any tunes with Atari 8-bits.
(They use a lot of C=64 and SID, some Nintendo Gameboy, Apple II, Atari 2600,
etc.)

Turns out, they don't have an 8-bit, and would like to get one to add some
POKEY to their music. (I think Seth mentioned preference for an 800XL...
I had my 4yo son running away when I was trying to talk to them, so cut the
conversation short :))

Has anyone got a system they'd be willing to donate to the band, so we can
get some representation? ;^) I've only got my 800XL and 1200XL, and a torn
up 800 that I used (and will use again) as an exhibit piece at my
Atari Parties out here in Davis, CA.

--
-bill!
Sent from my computer

4753. 30% OFF ALL ATARI BOOKS! 7/1-31/2011!

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-16 12:10:54 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1107160503540.8016@slate.spiritone.com>
Source record: 642
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes & Boxes of Atari Books for Sale! Some I have Lots of and some I have 1 or 2 left!I have more Atari than anywhere else!Atari, one of the most well documented Computers ever! I have Both 8 Bit and ST! Some you wont find anywhere else but here!On Sale 30% off!Goto http://BensCatalogs.Atari.org or BenSells@Atari.org! Ask for Atari catalogs. My Game/Software & Book Catalogs are sorted alphabetically by Title so Cut-&-Paste your order and E-Mail your list with your Shipping Address so I can expedite your order or call Ben anytime at (503)256-9974! Come for the Sales, Stay for the Service!

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http://www.aracnet.com/~atari/microprose.htm THE BEST SIMMS GAMES FOR ATARI!
http://www.aracnet.com/~atari/8btbooks.htm CLASSIC ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/books.htm MISCELLANEOUS BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
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Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011!
Sent on my Atari Computer

4754. NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-16 13:16:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1107160613030.15031@slate.spiritone.com>
Source record: 643
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

LOOKING FOR ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT AND/OR ST!

Sign Up for the Mailing List used to send E-Mail From Bravo Sierra Computers!
Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

I cant read your mind! Fill out the Atari survey, Helping me figure out your
Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!

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reach me? See info at Bottom!Get Heads Up on NEW Atari Sales before the Rest!

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Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at
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4755. 30% OFF ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT & ST! 7/1-31/2011!

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-16 13:20:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1107160616220.15031@slate.spiritone.com>
Source record: 644
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Subject : 30% OFF ATARI GAMES! NEW STUFF! XMAS IN JULY! 7/1-31/2011!

30% Off Atari Games!!! XMAS IN JULY!!! 30% Off Atari Games!!! XMAS IN JULY!!!

Buy an Atari Computer, Console or Hand Held, Get Your Games 30% Off!

From My Own Collection I've Added Many Items For Xmas In July! I'll Remove
Them In August If They Dont Sell! Back In The Vault, My Personal Collection!

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4756. google groups killfile

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-17 15:06:55 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <0d30d736-ccc1-402b-b5fb-2ba23dc1ff53@m6g2000prh.googlegroups.com>
Source record: 645

I do get the difference between a real newsgroup reader and google
groups. Since the last time this topic came up I certainly didn't know
and I suspect from the responses some people weren't aware of it
either, there is google groups killfile functionality for firefox. You
need to get
grease monkey
http://www.greasespot.net/
then d/l a script
http://www.penney.org/ggkiller.html

It seems to work slicker then snot on a doorknob for routine killfile
by author and I think it works with wildcards. Now if I could only
figure out how to get it to killfile by subject...

Rick

4757. high speed driver for APE

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-18 00:00:19 UTC
From: Jack Tseng <tseng4@gmail.com>
Message-ID: <cedb29a8-c4ba-492d-92a2-75a3f2c32880@d8g2000prf.googlegroups.com>
Source record: 646

I am looking for loading the high speed driver for APE before booting
non-DOS formatted games like Broderbund Drol boot disk. Any help? JT

4758. Update to my rainy day post back in March

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-18 21:16:00 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <238633c2-cd3c-4982-b41c-934042fe92d9@r28g2000prb.googlegroups.com>
Source record: 647

```
5 POKE 106,152:GRAPHICS 0:MSC=PEEK(88)+256*PEEK(89)
7 POKE 709,15:POKE 710,0
9 POSITION 1,20:? "Filling Playfield"
10 FOR N=0 TO 799:READ BYTE:POKE MSC+N,BYTE:NEXT N
15 ? "Redefining Font"
20 FOR N=0 TO 1023:READ BYTE:POKE 38912+N,BYTE:POKE MSC,BYTE:NEXT N
30 POKE 756,152
```

I be pretty slow. Took me 4 months and the Ultima artifacting question before I got around to reading Mapping the Atari again and getting this sort'a worked out.

Not that anyone would want to do it but replace the lines in my GR. 12 redefined character set demo with these. It should be as easy as loading the first program with all its data statements then ENTER"D:THISONE.LST" or whatever you want to call it. Of course type over or entering from the BASIC editor would work too. I could have cut and pasted the data statements from the original post but I am trying to save on electrons. j/k

Using Atari800win Plus 4.0 it looks pretty good after setting [View => Artifacting => Blue/Brown 1]. I have to take another look at this on a real Atari and a decent composite monitor to see if it still works. I *WISH* Atari in their wisdom had given us a 256 character set instead of 128. I was fooling around with my new EPROM burner, getting old character sets off of IBM CGA cards when this limitation hit me. 256 characters would have been so much more useful then inverse. A games that used artifacting like Ultima and Caverns of Calisto could have been done in GR. 0 with better performance and smaller memory footprint. Anyway, a pretty good show and tell on what can be done with a redefined, artifact, graphics 0 character set.

Rick

4759. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-20 04:29:08 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1311136117@rtfm.mit.edu>
Source record: 648
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 28, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4760. Re: ****VARIOUS ATARI XL/XE ITEMS WANTED*****

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-20 08:18:37 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <98nhauF7g6U1@mid.uni-berlin.de>
Source record: 649

Am 15.07.2011 20:07, schrieb phantomm_1:
> Also, looking for Midi Mate, and any voice/audio digitisers and
> Video/Scanners for Atari 8-bit.

HardwareDoc (of the ABBUC club) is producing the Midimate V2.0 currently - it comes as a DIY kit with solder pads for a SIO plug and will hopefully be available on the Fujiama 2011 Atari meeting in Lengenfeld (Germany, near the Czech border). He also produces Nunchuk controller adaptors (very nice for games like Space Harrier):

<http://www.abbuc.de/~hardwaredoc/projekte/hardware/midi/index.html>

HTH,

Thorsten

4761. Re: 8 Bit Weapon (band)

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-23 01:05:25 UTC
From: Ryan 'Gozar' Collins <gozarcollins@hotmailNoSpam.com>
Message-ID: <1595726819333075812.593584gozarcollins-hotmailNoSpam.com@enews.newsguy.com>
Source record: 650

Bill Kendrick <bill@newbreedsoftware.com> wrote:
> Has anyone got a system they'd be willing to donate to the band, so we can
> get some representation? ;^)

I just emailed them offering to send them an 800xl. :)

4762. ****VARIOUS ATARI XL/XE ITEMS WANTED*****

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-23 22:00:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1107231455450.6859@slate.spiritone.com>
Source record: 551

Barry,

Please E-Mail Or Call Me!

Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held!
FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org &
Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011!
Sent on my Atari Computer

---------- Forwarded message ----------
Date: Fri, 15 Jul 2011 14:07:10 -0400

Greetings,

I've been using Atari 8-bit Machines for a few years, and am always looking
for items to add to my collection.

*****
Current want List....
Atari 8-Bit Items...
SpartaDos X cartridge (I have the original Manuals and etc.)
Atari 410 or 1010, program recorder. Pefer a 410 if I can find one.
Happy Controller board for a 1050, (Not the Happy Board).
However if you have both installed in a working 1050 for sale,
then I maybe interested if price is right.

ICD Multi I/O 256meg or 1meg unit.
Sparta DOS US Doubler for 1050 upgrade, or
1050 with the US Doubler already Installed.

Also, looking for Midi Mate, and any voice/audio digitisers and
Video/Scanners for Atari 8-bit.

Contact me at:
phantomm@suddenlink.net if you have any of the above items for sale or
trade.
Or If you have any Atari 8-bit items, that are rare, or not well known
about.

thanks,
Barry

4763. For Sale Atari XEP 80

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-23 22:23:29 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1107231519240.6859@slate.spiritone.com>
Source record: 552

Barry, Please Call Or E-Mail Me! I May Be Interested In The XEP80? I Have A MIDIMate!

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---------- Forwarded message ----------
Date: Thu, 9 Jun 2011 19:45:32 -0400
From: phantomm_1 <phantomm@suddenlink.net>
Newsgroups: comp.sys.atari.8bit
Subject: For Sale Atari XEP 80

Greetings,

I have a like new Atari XEP 80 for sale.
Allows 80 columns on your Atari 8-bit.

Price is $135.00 shipped anywhere in the USA.
Or Trade to a SpartaDOS X cartridge.

Contact me at phantomm@suddenlink.net

4764. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-23 22:29:49 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1107231526400.6859@slate.spiritone.com>
Source record: 553
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!

Direct Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com!! Can't
reach me? See info at Bottom!Get Heads Up on NEW Atari Sales before the Rest!

Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines +
Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held!
FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari
Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org &
Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at
(503)256-9974! Come For The Sales, Stay For The Service!1978-2011!
Sent on my Atari Computer

4765. 30% OFF ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT & ST! 7/1-31/2011!

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-23 22:32:54 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1107231529570.6859@slate.spiritone.com>
Source record: 554
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Subject : 30% OFF ATARI GAMES! NEW STUFF! XMAS IN JULY! 7/1-31/2011!

30% Off Atari Games!!! XMAS IN JULY!!! 30% Off Atari Games!!! XMAS IN JULY!!!

Buy an Atari Computer, Console or Hand Held, Get Your Games 30% Off!

From My Own Collection I've Added Many Items For Xmas In July! I'll Remove
Them In August If They Dont Sell! Back In The Vault, My Personal Collection!

Buy an Atari 800xl, 65xe, 130xe or xegs and Get Your Atari Games For 30% Off!

Buy Atari 520STFM, 1040ST, Mega ST2 Or Mega ST4, Get Your Games For 30% Off!

Buy an Atari 2600, 5200, 7800, Jaguar or Lynx Hand Held, Get Games 30% Off!

Get 30% Off Games when Purchasing any Atari Computer or Game Player!

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are sorted alphabetically by Title so E-Mail your Want Lists to Bravo Sierra!

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http://Adoption.Atari.org ATARI ADOPTION AGENCY!
http://www.aracnet.com/~atari/ftp DOWNLOAD FREE ATARI CATALOGS!
http://specials.Atari.org DAILY SPECIALS! DETAILS ON SALES!
http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
http://www.aracnet.com/~atari/microprose.htm THE BEST SIMMS GAMES FOR ATARI!
http://www.aracnet.com/~atari/8btbooks.htm CLASSIC ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/books.htm MISCELLANEOUS BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm CLASSIC ATARI 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm ATARI 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm ATARI LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm ATARI JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!

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Sent on my Atari Computer

4766. Re: high speed driver for APE

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-26 15:47:16 UTC
From: Rybags <rybagz@gmail.com>
Message-ID: <ce7b000c-149c-4f30-b32a-aae480e61943@g3g2000prf.googlegroups.com>
Source record: 555

The standard OS can't boot at high speed and you can't preload a handler safely without the high possibility of the disk you're booting overwriting it.
Best option is a custom OS like the Warp+ one in the AtariMax 32in1 upgrade.
Another possibility would be to have a patcher that added high-speed to the existing OS and runs the OS from RAM and forces a disk boot but then there'd be issues of compatibility and the possibility of your patched OS getting wiped. Plus it adds extra time to the overall process to the point you'd probably not save much if any load time.

4767. www.atari.org

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-29 09:34:45 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1107290231000.18111@slate.spiritone.com>
Source record: 556
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Does Anybody Know What Happened To Atari.org?

Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit
& ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held!
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Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org &
Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben
anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011!
Sent on my Atari Computer

4768. Re: www.atari.org

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-29 21:43:48 UTC
From: Dave Wade <dave.g4ugm@gmail.com>
Message-ID: <j0v9il$83s$1@news.albasani.net>
Source record: 557
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

looks ok over this side of the pond

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:alpine.DEB.2.00.1107290231000.18111@slate.spiritone.com...
> Does Anybody Know What Happened To Atari.org?
>
> Games/Software, Hardware/Accessories & Books/References!Atari Computers,8
> Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles &
> Hand Held!
> FREE Catalogs at http://BensCatalogs.Atari.org or
> http://BenSells.Atari.org Request Atari Catalogs by E-Mail at
> Atari@aracnet.com or BenSells@Atari.org &
> Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call
> Ben anytime at (503)256-9974! Come For The Sales, Stay For The
> Service!1978-2011!
> Sent on my Atari Computer

4769. Re: Update to my rainy day post back in March

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-30 19:55:13 UTC
From: russg <russgilb@sbcglobal.net>
Message-ID: <aa80faaf-19be-4f04-a98c-eb7e55a5a170@eb9g2000vbb.googlegroups.com>
Source record: 558

I did it. I lost my first listing, got a new computer and guess I
didn't save MICKEY.BAS.
Took me a while to realize I had to put a EOL at the end of line 275
for it to translate to ATASCII for me.
It is interesting what you did with artifacting, but I like the
original colors better.
I mostly go to atariage for discussions now.
russg

4770. Free: Atari printed/copied docs [valForth, Data Perfect, Family Finances]

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-31 20:20:14 UTC
From: bill@newbreedsoftware.com
Message-ID: <4e35b8fe$0$2175$742ec2ed@news.sonic.net>
Source record: 559

Last year I inherited some old Atari 8-bit stuff, and among it was a couple of binders of photocopied or printed documentation. I'm going to dump it in the recycling bin, unless anyone out here has any use for it, and gets back to me soon (I'm moving across town in a few weeks!)

* valForth Player-Missile Graphics
* valForth 1.1
* valForth Tutle & valGraphics and Advanced Floating Point Routines
* valForth Display Formatter
* valForth Advanced 6502 Macro Assembler
* valForth Text Compression and Auto Text Formatting
* Data Perfect (manual)
* Family Finances (manual)

I'm in Davis, CA, if you want to swing by and pick it up (and chat over some coffee), or we can talk about shipping.

Thanks!

--
-bill!
Sent from my computer

4771. Re: www.atari.org

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-31 20:21:10 UTC
From: bill@newbreedsoftware.com
Message-ID: <4e35b936$0$2175$742ec2ed@news.sonic.net>
Source record: 560
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In comp.sys.atari.8bit Dave Wade <dave.g4ugm@gmail.com> wrote:
> looks ok over this side of the pond

Was down for me the other day, but back up now.

-bill!

4772. Free: Various Atari cassettes and disks

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-31 20:51:57 UTC
From: bill@newbreedsoftware.com
Message-ID: <4e35c06d$0$2139$742ec2ed@news.sonic.net>
Source record: 561

From the same collection I mentioned (with the valForth, etc. docs),
I've got a pile of cassette tapes and 5.25" disks for the Atari;
a variety of stuff I haven't looked over closely, and probably never will.

Some of it's data files, and from the fellow's own collection of stuff,
but a bunch of it is ANTIC software (actual ANTIC disks, or typed in
from magazines, from what the labels show). Some of it is obviously cracked
stuff (e.g., some disks with a collection of games that I recognize as
commercial titles that'd never be on a XIDEX floppy with a hand-written
label ;))

Would this be useful to anyone, or should I ditch it or find somewhere
to donate it (who'd want it, outside us folks!?)?

Thanks!

--
-bill!
Sent from my computer

4773. Free: AtariMax SIO2PC adapter (serial; you pay shipping)

Newsgroup: comp.sys.atari.8bit
Date: 2011-07-31 23:13:04 UTC
From: bill@newbreedsoftware.com
Message-ID: <4e35e180$0$2199$742ec2ed@news.sonic.net>
Source record: 562

Back before I got an SIO2SD, the last device I used to boot my Atari
was a Linux PC with an serial SIO2PC cable that I bought from
Steve @ AtariMax.

It worked last I used it, but I don't have any PCs with serial ports
to test it with. It has an SIO jack on it (I guess sometimes they don't?),
and on the bottom it says: "AC-02 5203". On top it says "(c) 2003 SJ Tucker
SIO2PC Universal."

I've got a serial cable I'll throw in. I MAY have a spare SIO cable if
you need it.

Come get it in Davis (near Sacramento), California, or you pay shipping.

--
-bill!
Sent from my computer

4774. BACK 2 SCHOOL SALE 4 YOUR ATARI!

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-01 17:08:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1108011006190.20766@slate.spiritone.com>
Source record: 563
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

All Books, Utilities, Applications And Yes Even Educational Games 20% OFF!!!!

20% Off Atari Educational Games, Utilities, Applications, Books & References!
20% Off Classic Atari 8 Bit and Atari ST Computer Lines! Minimum $60.00 Order
gets 20% Off! Goto http://BenSells.Atari.org or E-Mail BenSells@Atari.org ask
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Cut-&-Paste order & E-Mail Your list!Come for the Sale, Stay for the Service!

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http://www.aracnet.com/~atari/ftp DOWNLOAD FREE ATARI CATALOGS!
http://specials.Atari.org DAILY SPECIALS! DETAILS ON SALES!
http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
http://www.aracnet.com/~atari/microprose.htm THE BEST SIMMS GAMES FOR ATARI!
http://www.aracnet.com/~atari/8btbooks.htm CLASSIC ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/books.htm MISCELLANEOUS BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
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http://www.aracnet.com/~atari/26007800.htm ATARI 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
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http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!

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Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at
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Sent on my Atari Computer

4775. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-01 17:09:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1108011008080.20766@slate.spiritone.com>
Source record: 564
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

LOOKING FOR ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT AND/OR ST!

Sign Up for the Mailing List used to send E-Mail From Bravo Sierra Computers!
Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

I cant read your mind! Fill out the Atari survey, Helping me figure out your
Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!

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Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org &
Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at
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Sent on my Atari Computer

4776. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-01 17:11:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1108011010030.20766@slate.spiritone.com>
Source record: 565
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save on Gas and Take a Staycation on your Atari! Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or look for Atari games at http://BensCatalogs.Atari.org Games From $5 & Up! Cheaper than Gas! The Name everyone knows for Gaming Fun!Have you Played your Atari Today? Classic Atari 8 Bit and ST Computer Games as well as 2600/5200/7800/Jaguar & Lynx Games! E-Mail: BenSells@Atari.org or Call Ben Anytime at (503)256-9974!!

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Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011!
Sent on my Atari Computer

4777. Re: Free: AtariMax SIO2PC adapter (serial; you pay shipping)

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-01 23:02:31 UTC
From: bill@newbreedsoftware.com
Message-ID: <4e373087$0$2208$742ec2ed@news.sonic.net>
Source record: 566

Bill Kendrick <bill@newbreedsoftware.com> wrote:
<snip>
> Come get it in Davis (near Sacramento), California, or you pay shipping.

Someone snagged it!

--
-bill!
Sent from my computer

4778. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-02 06:30:38 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1311741053@rtfm.mit.edu>
Source record: 567
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 28, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4779. Re: Update to my rainy day post back in March

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-02 15:52:50 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <93b3c738-feac-41ea-8ce2-ff04e447facf@j9g2000prj.googlegroups.com>
Source record: 568

On Jul 30, 12:55 pm, russg <russg...@sbcglobal.net> wrote:
> I did it. I lost my first listing, got a new computer and guess I
> didn't save MICKEY.BAS.
> Took me a while to realize I had to put a EOL at the end of line 275
> for it to translate to ATASCII for me.
> It is interesting what you did with artifacting, but I like the
> original colors better.
> I mostly go to atariage for discussions now.
> russg

Yeah, I drop by Atari Age every once but not enough time to
participate.

My posts are more like senile ramblings lately. Just to make them into one cognitive thought. One of my favorite games of all time was Pools of Radiance which never made it to the Atari. I still play a lot of Rogue. We never got a good Rogue either. I loved Dungeon Master too.

Had Atari made a 256 character mode it would have made the graphics for porting those types of games *SO* much easier. Specifically they should have used the high bit to switch character sets instead of providing inverse. This would have made it trivial to mix graphics and 40 column text on the same line. There's something like 85 printable ASCII characters so you are limited to 43 redefined characters and artifacting if you want color. I liked the Ultimas which used artifacting but for several reasons don't like doing it myself. Being able to switch between a graphic 0 and graphic 12, each with their own character set without resorting to DLI's or kernals would be trick.

I finally got my 'Atari Area' back after 20 years. Looking back at the stuff I have done, hardware hacks, terminal programs, utilities, et cetera, the one gaping hole is a lousy game. I say lousy because I don't really have what it takes to polish a game to the point it would be considered good. I think I will set up a system and start pounding out some code just to see if I can make it graphically interesting enough to get inspired.

Rick

4780. Re: Update to my rainy day post back in March

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-03 17:57:57 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <17d52aad-fa41-4a06-bf6e-603aac97b23a@g5g2000prn.googlegroups.com>
Source record: 569

On Jul 30, 12:55 pm, russg <russg...@sbcglobal.net> wrote:
> I did it. I lost my first listing, got a new computer and guess I
> didn't save MICKEY.BAS.
> Took me a while to realize I had to put a EOL at the end of line 275
> for it to translate to ATASCII for me.
> It is interesting what you did with artifacting, but I like the
> original colors better.
> I mostly go to atariage for discussions now.
> russg

Thought I posted a response earlier but it didn't show up. I drop by AA every once in a while but no time to participate. I get too distracted with hankie fights and trivia anyway!<grin>

I really wish Atari would have done GTIA/ANTIC just a bit different. I'm not sure if it would have been feasible but if they had used the 7th bit to enable a 256 character mode instead of going inverse a lot of the games I like would have been possible. Rogue for instance could have been almost a direct translation from the IBM version. The ability to mix text and graphics on the same line would be nice too. As it stands we either have to dip into the ~85 printable characters or make do with 43 redefined characters max.

I kind of dislike the artifacting mode myself. The Ultimas were good games and the graphics were OK but they could have been better. I like the layouts of other games like Pools of Radiance where they mixed graphics and text on the same line. Not that it couldn't be done on an Atari, just that it would be difficult. Ability to switch between graphics 12 and graphics 0 on a line would be trick. Layouts like

********** Semoor Butts 37 hps
* GRAPHICS **** I. P. Freely 27 hps
********** Mild Hy 44 hps
****

w/o having to resort to artifacting and bit mapped modes would have been nice. I think I will give it a hard look.

Rick

4781. Re: Update to my rainy day post back in March

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-04 16:20:15 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <929c0a9b-4a6d-4ebd-a63a-9cf8d8d44666@h21g2000pre.googlegroups.com>
Source record: 570

On Jul 30, 12:55 pm, russg <russg...@sbcglobal.net> wrote:
> I did it. I lost my first listing, got a new computer and guess I
> didn't save MICKEY.BAS.
> Took me a while to realize I had to put a EOL at the end of line 275
> for it to translate to ATASCII for me.
> It is interesting what you did with artifacting, but I like the
> original colors better.
> I mostly go to atariage for discussions now.
> russg

Thanks Russ. This is my 3rd reply but the first two haven't shown up.
If this doesn't work I think I will have to login to my earthlink
account to see if I kill filed myself.<grin>

Rick

4782. Re: Update to my rainy day post back in March

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-04 21:09:04 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <4e3b0a70$0$7337$bbae4d71@news.suddenlink.net>
Source record: 571

On Thu, 04 Aug 2011 09:20:15 -0700, ricortes wrote:

> Thanks Russ. This is my 3rd reply but the first two haven't shown up. If
> this doesn't work I think I will have to login to my earthlink account
> to see if I kill filed myself.<grin>
>
> Rick

Hey Rick - I'm seeing all your messages just fine. Looking forward to your efforts and commentary. :)

--
/home/darklord/Documents/Signatures/signature4.txt

4783. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-06 04:30:56 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1312605037@rtfm.mit.edu>
Source record: 572
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 28, 2010

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, the Atari computer intellectual property rights, along with the
home market rights to the Atari trademark itself, are owned by
Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France.
http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
```

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

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http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

IMAGE - Indiana-Michigan Atari Group Exchange
20087 Roosevelt Rd, South Bend IN 46614-5026, USA

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday (Andreas Bertelmann)
http://www.ataritoday.net/

4784. BACK 2 SCHOOL SALE 4 YOUR ATARI!

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-07 08:56:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1108070154370.1773@slate.spiritone.com>
Source record: 574
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://Adoption.Atari.org ATARI ADOPTION AGENCY!
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http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
http://www.aracnet.com/~atari/microprose.htm THE BEST SIMMS GAMES FOR ATARI!
http://www.aracnet.com/~atari/8btbooks.htm CLASSIC ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/books.htm MISCELLANEOUS BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm CLASSIC ATARI 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm ATARI 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm ATARI LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm ATARI JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
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Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org &
Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at
(503)256-9974! Come For The Sales, Stay For The Service!1978-2011!
Sent on my Atari Computer

4785. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-07 08:58:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1108070156460.1773@slate.spiritone.com>
Source record: 573
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

LOOKING FOR ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT AND/OR ST!

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I cant read your mind! Fill out the Atari survey, Helping me figure out your
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http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact
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Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at
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Sent on my Atari Computer

4786. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-07 09:00:04 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1108070158270.1773@slate.spiritone.com>
Source record: 575
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm ATARI LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm ATARI JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
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FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org &
Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011!
Sent on my Atari Computer

4787. Free (just pay shpping) Atari 850

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-08 01:21:08 UTC
From: bill@newbreedsoftware.com
Message-ID: <4e3f3a04$0$2157$742ec2ed@news.sonic.net>
Source record: 576

Forgot I still had this: Atari 850 RS232 (serial port) device, with power adapter & SIO cable. Nicely packed in the box I got it in, when I inherited it from someone or other.

Free... just pay shipping. (I prefer FedEx Ground, but could also do USPS with little trouble, since it's already boxed.)

Email me directly if you want it!

--
-bill!
Sent from my computer

4788. "Control" (Amiga demo conversion) - Wow!

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-08 02:49:54 UTC
From: bill@newbreedsoftware.com
Message-ID: <4e3f4ed2$0$2149$742ec2ed@news.sonic.net>
Source record: 577

Just stumbled upon a video of "Control", a demo by LaResistance released back in December (2010), which is a "conversion" of a mid-1990s Amiga demo.

I'm moving in a week, and my 8-bits are hiding in a box somewhere, but since it's a demo, a video on YouTube is sufficient :) Go watch! It's incredible! (Tons of 3D polygon effects, most a bit more complicated than I think I've seen on the 8-bits so far.)

http://www.youtube.com/watch?v=6OsK4eC6rpg

And compare to the original:

http://www.youtube.com/watch?v=2olrJ7gy3PE

--
-bill!
Sent from my computer

4789. Re: Free (just pay shpping) Atari 850

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-08 04:42:54 UTC
From: bill@newbreedsoftware.com
Message-ID: <4e3f694e$0$2209$742ec2ed@news.sonic.net>
Source record: 578

Bill Kendrick <bill@newbreedsoftware.com> wrote:
> Free... just pay shipping. (I prefer FedEx Ground, but could also do
> USPS with little trouble, since it's already boxed.)

BTW, I looked closer at the box and it's an original Atari one!
Even has a "Dealer Registration Card" stuck to it that's never been taken
off the box.

Sticker on the top left:

A.P.C.D.
390 Caribbean Drive, Sunnyvale, CA 94086

Model No. 850 (stamped)
Contents DON
Qty.

Sticker on right side:

Serial No.
83AHN 201904 (stamped)

Stamped on right:

ATARI, INC.
Sunnyvale, CA 94086

Stamped on bottom (may be box-related, not contents-related, since it's
next to a box certificate stamp):

C-5 183
C016552
UB93787

So if you're a box collector, for whatever reason, this'll be up your
alley. ;)

--
-bill!
Sent from my computer

4790. FA (ebay): Atari Lynx PITS P-I-T-S Fahrschule Driving School set

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-08 10:22:58 UTC
From: "Damir D." <damirpub@gmail.com>
Message-ID: <j1ode4rij1@dont-email.me>
Source record: 579
Cross-posted to: comp.sys.atari.8bit,de.comp.sys.atari,fr.comp.sys.atari,pl.comp.sys.atari,rec.games.video.atari,hr.comp.retro

VERY RARE PACKAGE!!!

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=260832013395

4791. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-12 07:14:00 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/vendev_1313133108@rtfm.mit.edu>
Source record: 580
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: July 15, 2011

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

This document is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

The latest version of this document is posted to the following Usenet
newsgroups every 60 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

You may also request my latest working version at: michael@mcurrent.name

**********************************************************************
* For other 8-bit Atari related FAQs please see the "Welcome FAQ": *
* ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome *
* http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html *
**********************************************************************

UPDATES SINCE PREVIOUS POSTING:
2011.07.15 MatoSimi: Citoplazma
2011.07.15 ArSoft: Octopus
2011.07.12 added: Kemal Yun
2011.07.12 updated: WUDSN
2011.07.12 merged PP's and STARSOFT Berlin under Ralf Patschke
2011.07.11 added: Inspiration Soft
2011.07.11 added: zaxon
2011.07.10 added: Krzysztof Dudek (xxl)
2011.06.26 added: VBXE - VideoBoard XE developers
2011.06.26 updated: Konrad M. Kokoszkiewicz
```

2011.06.26 added: Jadek Zuk
2011.06.26 added: Jarek Adamski
2011.06.25 added: Nathan Hartwell
2011.06.25 Mathy van Nisselroy: CD/DVD Data Reader (DATA) 0.69
2011.06.21 added: Pokey Soft
2011.05.28 updated: Piotr Fusik
2011.05.28 BAKTRA Software: TURGEN SYSTEM 8.2.8, mmSAP 3.0.0
2011.05.16 Avery Lee: Altirra 1.9
2011.05.08 removed: Markus Roemer / R.I.K. of Kaisersoft (no web site)
2011.05.04 Kendallsoft: Gwobby Strikes Back Final Version (1.2) April 2011
2011.05.04 Atari800 Emulator Developers: Atari800 v2.2.1 (2011-04-28)
2011.05.04 Epi: TipConv 1.1.1, xedisk, eno, xebin
2011.05.01 added: His Dark Majesty
2011.04.27 MadTeam: Pang Level Editor 3.6, RMT2SNG
2011.04.26 added: Kieran Mockford (Grunty) and MyIDE Drive Manager
2011.04.25 DLT: SpartaDOS X Version 4.43 updated 14 Apr. 2011
2011.04.25 ILS: Real.dos Build 0030: RealDOS Ver 1.0a 4-Apr-11
2011.04.20 FAIL (First Atari Image Library): FAIL 1.1.0 (2011-04-18)
2011.04.20 Kostas Nakos: PocketAtari v2.0.3 (30 Oct 06)
2011.04.20 removed: Derek Ledbetter - web site gone
2011.04.20 Ludovic Jacomme: Caanoo-Atari v1.1.0
2011.04.20 removed: Tom Hunt (Closer To Home Enterprises) - web site gone
2011.04.20 Christian Groessler: Atari800DC 0.78
2011.04.20 Mark Grebe: Atari800MacX 4.3.0
2011.04.20 removed: Ron Fries (web site gone)
2011.04.20 Diggerbonk: Droid800 Version 7
2011.04.16 Fandal: Mashed Turtles
2011.04.06 Zdenek Burian: FLOP disk magazine #54
2011.04.06 Atari800 Emulator Developers: Atari800 v2.2.0 (2011-04-02)

Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry should contain a valid postal address or web page address.

Entries do not include an email address due to the overwhelming amount of spam that would result.

Internation Reply Coupons

The following is from: (2010.09.12)
http://www.upu.int/en/activities/international-reply-coupons/about-irc.html

About International Reply Coupons
When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country; however, if they are from different countries, the enclosed postage stamp will not be valid.

All member countries
This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. As the service began before the days of airmail, the earliest coupons could only be redeemed for a single-rate ordinary postage stamp to a foreign country. In terms of today's UPU Convention, International reply coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

Mandatory to exchange
The UPU's International Bureau processes several million coupons each year and deals with of all accounting aspects. The International Bureau does not sell IRCs directly to customers; they must buy them from their local post office. Although Posts are not obliged to sell IRCs, it is mandatory for Posts to exchange the coupons. If a Post does not sell IRCs, it is possible to purchase them in a post office located in a neighbouring country.

DISCLAIMER

Appearance in this list does not constitute a recommendation or endorsement of the business, individual, product, or service listed.

Verfications -> YOU!

This list is in a constant state of development, and comes with no

guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS Video Games (Jay Colen) 5/10
519 W 4th St
Antioch CA 94509-1246
USA
http://4jays.net/store/
Vendor: new and used hardware and commercial software

8-Bit Classics (Mr. Corey Koltz) 4/06
302 W Dewey St
Cassville WI 53806-9733
USA
Phone: 608-725-2137
http://www.8bitclassics.com/
Vendor: new and used hardware and commercial software

A-ONE Online Magazine 2/07
See: Dana P. Jacobson

ABBUC HAR -- Hannoverschen ABBUC Regionalgruppe 2/07
Hanover
Germany
http://www.bertelmann.org/har/
Vendor: XF351 Upgrade-Kit includes Floppy + Cable + EPROM + Bootdisc,
Used Atari 800 XL PAL, Speedy1050 TDS. Not all items online available--
Ask for more information. Additionally vendor of:
- all items from Frank Heuser Shop
- all items from Wolfram Fischer
Special lower prices for ABBUC members available.

ABBUC Regional Group Frankfurt / Main (RAF) 2/11
(Thomas Grasel, Florian Dingler, Marc Mortara, Harry Reminder,
Carsten Strotmann)
Dillenburgerstrabe 61
60439 Frankfurt / Main
Germany
http://www.abbuc-raf.de/
Developer: SIO2USB-Interface, SIO2PC(SIO2ST)-Interface, Network Interface,
MultiJoy8 Interface, Automatic 2-Computer Interface,
Switching Power Supply (SPS), 8-Channel Digital Voltmeter

Jarek Adamski 6/11
Poland
http://8bit.yarek.pl/interface/atari.kmk/
http://8bit.yarek.pl/interface/atari.sio2ide/
Vendor: KMK/JZ IDE, SIO2IDE

Alhart Enterprises Presents (AEP) 8/06
c/o Paul V. Alhart
524 N Z St
Lompoc CA 93436-5019
USA
tel: (805) 736-4624
"encoded" email: OOOp.alhartOOO@OOOverizonOOO.OOOnetOOO
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12
Repair shop: Atari disk drives

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module,
TV/Computer Switch

Ambery 9/08
12335 Denholm Dr Ste E
El Monte CA 91732-3654
USA
tel: 626-350-8956 or 626-698-6739 Mon ~ Fri (10:00AM to 4:00PM PST)
FAX: 626-771-0060
http://www.ambery.com/
Developer: various Video to VGA/RGBHV converter scalers, see
http://www.ambery.com/vitovgcosc.html. Connect your Atari to your PC monitor!

ArSoft (Arkadiusz Lubaszka) 7/11
Poland
http://www.arsoft.netstrefa.pl/

Developer: Pajaki, Przekladanka, Arkadia, Life, ArLogo, Pojedynek, Inwazja,
Wojenne ABC, Zycie Maklera, Poszukiwacze, Smok, BASIC Editor +3M,
Bitwa Morska, RAMbo+, Super Biorytmy, Auto-'B'-Test, Pole Minowe II, Gielda,
ARK Operating System, Supgen, Koala-FWA Konwerter, Kolo Fortuny, CMC Player,
Pajaki II, The Multi-Lotek Maker, Hard Copy Text, SupGen 2000 1.00,
Odwracanka, Boot Config XF551, BCXF551.COM, Super Multi Filecopy, Hektor,
LineKiler, FontSelector, Atari Reader, SupGen 2000 2.00, EAN, Pingwinek,
Pingwinek Idzie Do Szkoly, Klony, Parachute, Parachute Deja vu, LarkaNoid,
ATASCII Squad, Integrator 2.1, Integrator 3.01, PAC-TXT, Kolony 2106,
Klony 2010, Mission: ArSoft, Octopus

Art Transfair Berlin (Andre Motzkus) 2/07
Brunsbuetteler Damm 223d
13581 Berlin
Germany
http://www.art-transfair.de/
Vendor: Computer, expansion, Floppy, memory-upgrades up to 16 mb,
Audio A/D changer, additional many other Atari items (16/32/64bit).
Special lower prices for ABBUC members.

ASAP - Another Slight Atari Player 5/11
Piotr Fusik (creator and main developer), Atari800 Emulator Developers,
Zdenek Eisenhammer, Henryk Karpowicz, Maciek Konecki, Marek Konopka,
Marcin Lewandowski, Ian Luck, Adrian Matoga, Perry McFarlane, Kostas Nakos,
Mariusz Rozwadowski, Slawomir Sledz, David Spilka, Radek Sterba,
Lukasz Sychowicz, Pawel Szewczyk, Michal Szpilowski, Grzegorz Zyla
See also: Piotr Fusik
See also: Atari800 Emulator Developers
See also: Marcin Lewandowski
See also: Adrian Matoga
See also: Kostas Nakos
See also: Radek Sterba
http://asap.sourceforge.net/
Developer: ASAP - Another Slight Atari Player 3.0.0 (2011-05-24; a player
of 8-bit Atari music for modern computers and mobile devices)

Atari800 Emulator Developers 5/11
Petr Stehlik (maintainer; Linux binaries; Atari Falcon/TT port),
Perry McFarlane (core developer; JavaVM port), Piotr Fusik (core developer),
Mark Grebe (Mac OS X port), Kostas Nakos (WinCE, Android ports),
James Wilkinson (DOS, BeOS, Win32 ports), Christian Groessler
(Sega Dreamcast port), Sebastian Bauer (Amiga port)
See also: Piotr Fusik
See also: Mark Grebe
See also: Christian Groessler
See also: Kostas Nakos
See also: ASAP - Another Slight Atari Player
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 v2.2.1 (2011-04-28)--Atari 800/800XL/130XE/5200 emulator
for: Unix, Linux, Amiga, MS-DOS, Atari TT/Falcon, MS Windows, MS WinCE,
Sega Dreamcast, Android and systems running the SDL library. Can be

configured to run in: BASIC mode, CURSES Mode, X Window + Optional XVIEW or
MOTIF User Interface, CBM Amiga, MS-DOS (DJGPP), Atari Falcon/TT and
compatible machines, MS Windows (DirectX), SDL (running on _many_ platforms),
WinCE, Sega Dreamcast, JVM (Java applet), Android

Atari8Warez (Ray) 10/07
Toronto, Ontario
Canada
http://atari8warez.for-the.biz/
Developer: SIO2PC serial interface cable,
10502PC / ProSystem Serial Interface cable

AtariAge (Albert Yarusso, Alex Bilstein) 4/06
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware (includes homebrew project supplies by Pixels Past)
Developer: Beef Drop cartridge (by Ken Siders)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax
Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and
Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World
by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed
Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX)
titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management
Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort,
Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern
Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT
Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill,
Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match,
Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash
Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics
Package, Solitaire, Source Code For Eastern Front (1941), Letterman,
Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad
Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft
BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc,
Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage,
Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt,
Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show,
Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing,
BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!,
Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy,
Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler,
Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze
Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's
Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of

Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atari Fan Store (Irek) 6/11
New York NY
USA
http://afs.atari.org/
Vendor: hardware including: SIO2IDE, SIO2SD ver. 2, IDEa (KMK/JZ)

Atarimax (Steven J. Tucker) 9/09
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v3.0.2 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS 32-in-1 Switchless Upgrade (2 versions: XL/XE except 1200XL/XEGS; 1200XL), Imagic 1.06 95/NT - Atari Disk Image Conversion System (ATR/XFD/DCM/SCP), Imagic 1.06 DOS, Atari Terminal Simulator ATS 2.0 (SR2) - ATASCII Telnet/Serial Terminal & Break Movie Player 95/NT, Break Movie Screensaver 95/NT, Maxflash Flash Cartridges (1mbit or 8mbit), Maxflash USB Cartridge Programmer, Maxflash Studio Software for Windows 1.0, SIO2PC/ProSystem Universal Interface (6 versions: USB Interface w/ SIO Jack or w/ Terminals; Serial Interface w/ SIO Jack or w/ Terminals; Dual Port USB Interface w/ SIO Connectors; Dual Port RS232 Interface w/ SIO Connectors), Atarimax/ABBUC USB Cartridge, MyIDE+FLASH IDE Interface Cartridge for XL/XE Computers, MyIDE Internal Interface (3 versions: XL/XE except 1200XL/XEGS; 1200XL; XEGS)

Atari Online News, Etc. 2/07
See: Dana P. Jacobson

The Atari Shop (Sandra) 1/07
The Netherlands
http://www.atari-shop.nl/
Vendor: new/used hardware, new/used commercial software

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atlantis Games Group 6/10
(Sal "Kjmann" Esquivel, TJ "Damage X" Edmister, Gary "Rybags" Ryan,
Zdenek "Psuedografx" Eisenhammer, Peter "peteofborg" Meyer)
See also: Kjmann's Atari Sales and Service
USA
http://www.atlantisgamesgroup.com/
Developer: Tempest Xtreem. In progress: Venture, OutRun

AV Toolbox 6/10
2791 Circleport Dr
Erlanger KY 41018-1080
USA
Phone: 800-235-3280 or 859-647-1077
Fax: 859-282-8225
http://www.avtoolbox.com/
Developer: various video scalers (up-converters). Connect your Atari to
your modern high-resolution video display television or monitor!

Fatih Ayguen (cyco130) 1/11
http://aspeqt.sourceforge.net
Developer: AspeQt (Atari Serial Peripheral Emulator for Qt) 0.6 -
Windows and Linux versions available

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 6/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 2.2 (Interactive 6502 Disassembler for Win32,
designed to specifically support Atari binary files)

Matthew Bacon 11/09
United Kingdom
http://www.myatari.net/
Publisher: MyAtari online magazine (published October 2000 - February 2005)

BAKTRA Software (Michael Kalous) 5/11
Czech republic
http://www.baktra.wz.cz/

Developer: TURGEN SYSTEM 8.2.8 ("Turbo generating system"--conversion of files to various turbo systems used in former Czechoslovakia and Poland. Output is an electric signal that can be stored in WAVE files or can be sent directly to computer's audio system; for JavaRE 1.4.2 or newer), Caverns of the Lost Miner (game), mmSAP 3.0.0 (SAP player for GNU/Linux), libataricas 0.9.6 (BETA 3; library for atari cassette image manipulation with turbo support)

Richard Bannister 5/10
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.7 Atari 800 Series Emulator for Mac OS X (port of Rainbow 1.4 by Chris Lam), Emulator Enhancer v2.3.2

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced) SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz (Uz) 3/10
Germany
http://www.cc65.org/
Developer: cc65 2.13.2 - a complete cross development package for 65(C)02 systems, including a macro assembler, a C compiler, linker, librarian and several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 4/07
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz 6/11
See also: msc
Germany
http://www.mathyvannisselroy.nl/aspi.htm
Developer:
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"), ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Brian Berlin 8/09
http://kat5200.jillybunch.com/
Developer: kat5200 0.6.2 -- Atari 5200 and 8-bit computers emulator for PC

Best Electronics (Brad Koda) 6/07
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: (408) 278-1070 (M-F 1:30pm to 5:00pm PST)

FAX: (408) 278-1092
E-FAX: (815) 364-3703
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch keyboard upgrade for XE computers, Best Light Gun, Best Gold CX40 Joystick PCB, Atari CX40 Joystick Rebuild Kit with Atari Upgraded CX40 Handle and Best Gold CX40 PCB, Atari CX40 Joysticks upgraded with the Best Gold CX40 PCB, Atari Jaguar Power Pad to Other Atari Systems Adapter Cable, Sega Genesis Controllers To Atari Systems Adapter Cable

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 8/06
USA
http://www.bigfivesoftware.com/
Developer: Bounty Bob Emulator for Windows NT, 2000, 98, and ME

BITS (SOLO)(Herman Samso J.) 3/11
http://bits.atari.org/ or http://thebitsclub.tripod.com/
Developer: intros & demos: #1502 (v20080314), #1503 (20100607), #1504 (20110326), #1505 (20110317). tools & utilities: #1501 (v20080312)

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenek Burian 4/11
Marie Majerove 33
Prostejov 6
798 11
Czech Republic
Tel. 582 360 714
http://flop.atari.org/
Publisher: FLOP disk magazine (annual; FLOP #54 published April 2011)

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 8/06
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

Mario Caillahuz ("Allas") 10/10
Lima
Peru
http://atari.limitevisual.com/
Developer: Plague Attack, Voyage to Home, Accion, MULE Wars, Animal Party,
Jewel Bits

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart
(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/07
1350 Buffalo Rd Ste 2
Rochester NY 14624-1829
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems (include a hard disk, Black Box, power supply,
controller, cables, and software), SIO cables, hard disk controllers:
Adaptec 4000 SCSI, Adaptec 4070 (RLL) SCSI, Xebec S1410a SASI
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),

XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Nick Coplin 9/08
Perth, Western Australia
Australia
http://www.64hdd.com/
Developer: 64JPX - JoyPad eXpander - Use your favourite Sega, SNES, NES or
PCanalog controller with your Commodore or Atari compatible system

Cosine Systems (Exin [Sebastian], Intensity [Arman], Odie [Sean], 1/06
Sack [Adam], Magic Roundabout [Jason])
United Kingdom
http://www.cosine.org.uk/
Developer: demos: C.G.M. UKScene Radio Intro, 1K Party. game: Reaxion

C.P.U. (Radek Sterba (Raster) & Robert Petruzela (Bob!k)) 4/09
See also: Radek Sterba
Czech Republic
http://raster.infos.cz/atari/homepage.htm
Developer: S/XEGS RAMCart 128KB version "G1.04 FIX3+",
STEREO upgrade for XL/XE, SDrive - connects to Atari XL/XE's serial (SIO)
port and simulates an Atari floppy disk drive with full read/write access to
programs and data stored on a Secure Digital flash memory card (SD),
SDrive Control Program v01 20090403

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file
analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS
or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory
tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4
(written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel
Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor
and more)

CSW-Verlag 2/07
Weidenstrabe 13/1
71364 Winnenden
Germany
tel/FAX: +49 (0) 71 95/6 11 20
http://www.retro-magazin.de/
Publisher: RETRO magazine. Themes: Retro-computing for all systems.
Atari part: approx. 10%. (Not only 8bit) 9.90 euro per magazine, 4
magazines per year for 35 euro.

Jorge Cwik 8/08
http://www.fxatari.com/
Developer: VAPI Atari 8-bits Imaging & Preservation format (.ATX) and
tools: Patched Emulator (based on Atari800Win PLus 4.0 Beta 3) +
VAPI DLL 0.3a, VAPI2SIO (SIO2PC for VAPI) 0.2a

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine
(1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques (Dan Dotson and Marilyn Saul) 9/06
PO Box 40751
Tucson AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Device Side Data 4/10
USA
http://www.deviceside.com/
Developer: FC5025 (USB 5.25" floppy controller - as of Feb. 2010 included
software (Linux/Mac/Windows) supports reading Atari DOS 2 disks)

DGS (Dean Garraghty Software) 8/04
United Kingdom
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from Germany;
Commercial Software Collection CD-ROM includes: Quick (programming language)
V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM)
V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer
(DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper,
Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues
1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from
Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain
Software Collection CD-ROM includes 191 mostly double-sided disks plus some
bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/

Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?,
What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS,
D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2,
Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5,
Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system:
Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Diggerbonk 4/11
https://market.android.com/developer?pub=Diggerbonk
Developer: Droid800 Version 7 (Jan 28, 2011 -- port of Atari800 emulator
for Android)

DigitalDinos (Thomas McLaren) 6/10
BUSINESS: SHIPPING:
6087 Hopkins Rd P.O. Box 472
Mentor OH 44060-2207 Mentor OH 44061-0472
USA USA
(440) 339-8538
http://www.digitaldinos.com/
Vendor: used hardware, used commercial software

Digital Force (Mario Trams) 1/07
Germany
http://www.digital-force.net/
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler (Flo) 12/08
Germany
http://www.akk.org/~flo/
Developer: Ice-Hockey (for MultiJoy interface, March/April 2002),
Sheep-Race (for MultiJoy interface, Aug 2002),
CardGrabber (for MultiJoy interface, May-Aug 2002),
Peripheral Test 2.0 (Hardwaretester) (Dec.2008)

DLT Ltd. (trub, drac030) 4/11
See also: trub
See also: Draco
http://sdx.atari8.info/
Developer: SpartaDOS X Version 4.43 updated 14 Apr. 2011
(first released 10 Apr. 2011)

Krzysztof Dudek (xxl) 7/11
Poland
http://xxl.atari.pl/
Developer: Sudoku, Scorpions, Flowers Mania, Scorpions v2.0, Sudoku Sweep,
zXEmulator, Jetboy, Jet Set Willy 2007 / separate version for VBXE, Knight
Lore, Hobgoblin, Loops of Zen, Beep'em All, Night Driver / separate version
for VBXE, Beep'em All 2, Isora, Galaxian, DX Loops, Nightshade / separate
version for VBXE, The Nutty Professor, Marry Christmas Beep, Apple Invaders,
xxl.atari.pl, xShow / also for VBXE, Chopin 2010, Inverse

Mark Dusko 1/11
http://www.atari8ethernet.com/
Developer: Atari 8-Bit Ethernet Project, Simple Atari Telnet

Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 1/07
PO Box 3365
Spring Hill FL 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware, used commercial software

Eli's Software Encyclopedia 1/11
USA
http://www.elisoftware.com/
Vendor: commercial software

Emulators (Derek Mihocka) 8/06
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit & Atari ST & Apple
Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 -
8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 -
8-bit Atari emulator for MS-DOS

Energy (online zine) 11/09
See: Taquart

Adrian Matoga (Epi/Tristesse) 5/11
See also: FAIL (First Atari Image Library)
See also: O.S.
See also: Tristesse
ul. Jezdziecka 11
30-698 Krakow
Poland
http://epi.atari8.info/ and https://github.com/epi
Developer: brULlwurFeL, NeoTracker Winamp plugin v0.2, NeoTracker 1.7,
sapemu v0.2 (simple SAP (Slight Atari Player) file player),
Sztab Malopolska #3 Invitation, TDC Hack Demou, TIP Tools 0.3.1 (includes
TipView 1.0 and BMP2TIP 0.21), xunzip 2.1, NeoTracker 1.8, TipConv 1.1.1.
projects at github: xedisk (Atari XL/XE Disk Image Utility), TipTools,
eno (formerly NeoTracker), xebin (Atari XL/XE Binary File Utility)

Raphael Espino 8/07
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility), Atari 8-bit
JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface",
JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg",

JpegShow 0.1 (07Aug01) "A slideshow version",
CpegView 0.5 (18Aug07) "The colour JPEG viewer for Atari 8-bit computers"

eStoreOutWest.com 2/11
2303 Englewood Ave
Yakima WA 98902-1649
USA
http://estoreoutwest.com/
Vendor: new hardware. "Original Atari Sevice Parts. New Old Stock."

Subject: F

Fandal (Frantisek Houra) 4/11
Czech Republic
http://atari.fandal.cz/stuff.php
Developer: Sturbon Intro, FreeCellXE, TriPeaksXE, HexxagonXE, Astro Road,
Cubico, The Storm, A Tribute to Quorthon, Bombex, The Steam Train,
Astro4 Road, Mysterion Preview, Mind Blast, Outlaw, Swapz,
Who Lost the Wallet?, Space Arena, Pokey Demo, Music Disk Stereo Edition,
MJ-R.I.P., Diamondz, Prototype, Milk Nuts v.1.11, Mashed Turtles

FAIL (First Atari Image Library) 4/11
Piotr Fusik (idea, programming), Adrian Matoga (programming), Pawel Szewczyk
FAILWin icon, testing), Peter Dell (testing), Slawomir Sledz (testing)
See also: Piotr Fusik
See also: Adrian Matoga
http://fail.sourceforge.net/
Developer: FAIL 1.1.0 (2011-04-18, consisting of: fail2png - portable
command-line converter to PNG files, FAILWin - viewer for Windows,
thumbnail provider for Windows Explorer (Vista and newer), plugin for XnView,
(de)coder for ImageMagick)

Wolfram Fischer (Mega-Hz) 10/10
See also: ABBUC HAR
Dorfstrasse 1a
28870 Ottersberg
Germany
"encoded" email: OOOmega-hzOOO@OOOt-onlineOOO.OOOdeOOO
http://mega-hz.no-ip.com/Angebote/angebote.html
Vendor: SIO2SD rev.1, SIO2SD rev.2, SIO2PC interface
Developer: ABBUC SIO Connector Board (ASCB), ASCB-MINI,
Stereo Small 2010 (Stereo Erweiterung rev.2.1), MEGAMAX Modul V1.2

FLOP disk magazine 5/05
See: Zdenek Burian

Foundation Two 1/07
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks,
N!ne)
Germany
http://www.foundationtwo.de/

Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut,
Bremspunkt (Brems.)

Piotr Fusik / "Fox" / "0xF" 5/11
See also: ASAP - Another Slight Atari Player
See also: Atari800 Emulator Developers
See also: FAIL (First Atari Image Library)
See also: Infinity
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Taquart
See also: Yoomp!
Poland
http://xasm.atari.org/ or http://atariarea.krap.pl/x-asm/
Developer: 6502 cross-assembler tool: xasm 3.0.2 for Windows (2009-10-17),
xasm 3.0.2 source code (2009-10-17; for other systems such as GNU/Linux and
MacOS X), xasm 2.6.1 for DOS (2005-05-21)

Subject: G

Bostjan Gorisek (Firemover, Firemover/Diomedes, Gury) 1/11
Poland
http://gury.atari8.info/ http://atari-effectus.net/
Developer: Sprite Engine v.1.0.4, Effectus 0.0.15 (Windows/Linux Atari
cross-compiler/parser for Action! language)

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force,
Zero War, Menace, Pacland, Moonbase

GR8 Software (Arek "nosty" Staworzynski) 5/10
Poland
http://gr8.atari.pl/
Publisher: Hobgoblin, Robbo Forever, Bomb Jake, Isora & Loops DX

Mark Grebe 4/11
See also: Atari800 Emulator Developers
USA
http://www.atarimac.com/
Developer: Atari800MacX 4.3.0 (version of Atari800 emulator for Mac OS X),
Sio2OSX 2.1.1 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 4/11
See Also: Atari800 Emulator Developers
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
http://contiki.cvs.sourceforge.net/contiki/contiki-atari/
Developer: Atari800DC 0.78 (Atari800 emulator for SEGA Dreamcast),
Contiki 1.0 for Atari (a working release of the Contiki web browser for the

Atari 8bit systems)

Subject: H

Steve Hales 5/09
Palo Alto, CA 94301
USA
http://www.igorlabs.com/etc/games/
Developer: Slime, Fort Apocalypse, Dimension X

Jonathan Halliday (flashjazzcat, RIF Software) 11/10
145 Wenlock Road
South Shields
Tyne & Wear
NE34 9AL
England
http://www.atari8.co.uk/
Developer: The Last Word 3.21 (word processor; and 4.0 Beta 1 for VBXE),
RIF SpartaDOS Utilities (@.COM, CALL.COM, DESEG.COM, EDIT.COM, FD.COM,
FLASH.COM, IF.COM, LPRINT.COM, MOVE.COM, QC.COM, XKEY.COM, XKED.COM),
MA65 Macro Assember 1.6 for SpartaDOS, XEDIT Text Editor,
D65 (database management system), QCD: SpartaDOS X Quick Change Directory

Lee Hanken 1/07
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atascii/
Developer: ATASCIIView Version 1.3 (ATASCII file viewer for MS-Windows).
web-based Atari 8-bit ATASCII file viewer:
http://www.leehanken.pwp.blueyonder.co.uk/atari/

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,
VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,
CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Nathan Hartwell 6/11
USA
http://www.magelair.com/atari_8bit_stuff.html
Developer: Atari-Debug/MiniASM v1.11 (12/19/2000), Atari-MON (.asm source, self-test replacement), PAMP (play AMP files), IDE (12/09/00; driver for SmartIDE project; adds GET_CONFIG), 16-bit IDE project (based on SmartIDE project), PBI 16-bit IDE project (based on SmartIDE project), IDE_NKH.ASM (12/19/00; driver for SmartIDE project; adds support for several hardware modifications), The Mage's Magic Handler Version 2.20 (RS-232 driver designed for the PSI Upgrade), PSI-Disk (RAMdisk?), DG-Term 1.87

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase, Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye, Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

Frank Heuser 2/07
Kappelstrasse 10
67269 Gruenstadt
Germany
http://www.asselheim.de/
Vendor: new hardware expansion items, including: SIO2PC (internal/external), 1050PC, Midi, Voicebox (Atari Magazin), Function keys, 16-OS-switch, AKI, RAM Expansion, Audio/Video cable and adapter, Videobox. Special lower prices for ABBUC members.

HiassofT 12/10
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30 for Linux (2004-08-31; package contains: a Linux kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC or APE; atarixfer - a small tool to read/write ATR images to an Atari disk drive connected by a 1050-2-PC or ProSystem cable), Atari Tools for Win32 V0.30-101002 (dir2atr, adir, and ataricom from AtariSIO package, compiled as a Win32 console application), AtariDsk V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (2003-07-24; write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPicoDos V4.05 (2010-11-25; small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks), MyIDE Tool V0.30 (2007-11-11; direct access to harddrives in MyIDE format on your Linux/Windows PC), Highspeed SIO patch for XL/XE OS and MyIDE OS V1.30 (2010-11-25; extends the SIO routine of the OS to support: Ultra speed (Happy 1050, Speedy, SIO2PC, ...) up to 126kbit/sec, 1050 Turbo, XF551, and Warp

speed (Happy 810)), 512k SRAM extension for Atari XL/XE V1.3 (2010-12-14),
Turbo Freezer XL/XE 2005

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

His Dark Majesty 5/11
Jakub Debski (Ilmenit), Marok, Adam Powroznik (Powrooz), Jakub Husak,
Krzysztof A. Ziembik (Kaz)
http://hdm.atari.pl/
Developer: His Dark Majesty

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Stephen James Hurd (deuce) 8/08
http://sourceforge.net/projects/syncterm/ and http://syncterm.bbsdev.net/
Developer: SyncTERM 0.9.2. A cross-platform ANSI-BBS terminal designed to
connect to remote BBSs via telnet, rlogin, or SSH.
Full Atari 8-bit ATASCII support.

Chris Hutt (Sheddy) 8/07
United Kingdom
http://www.sheddyshack.co.uk/
Developer: Space Harrier Conversion Project

Subject: I

IEC "Innovative Electronics & Computing" 4/07
6185 E 56th Ave
Commerce City CO 80022-3959
USA
Phone: +1-303-288-5000
(USA) 800-765-4432 Mon-Fri, 8:00AM-6:00PM MT
Fax: +1-303-288-5099
http://www.iec-usa.com/
Developer: Atari connectors: Atari 13 Position Buss Connector for Atari
400 and Atari 800 Computers. Atari cables:
(http://www.connectworld.net/cgi-bin/iec/05MCOlderAtari.html)

Atari Color Monitor Cable 5', Atari Monochrome Monitor Cable 5',
Atari Color Monitor Cable With 2 RCA Plugs 5',
Atari Monitor Cable With 2 RCA Plugs 5', Atari Lefty Joystick Adapter,
Atari IF850 and IF860 Parallel Cable 6', Atari IF850 and IF860 Modem Cable 6',
Atari IF850 and IF860 to Serial Printer Cable 6',
Atari 400 and 800 Bus (SIO) Cable 6'

Igor's Software Labs (Steve Hales) 12/10
Palo Alto CA
USA
http://www.igorlabs.com/classic-games/
Developer: Slime, Fort Apocalypse, Dimension X

IK+ C64 to Atari 8-bit Conversion Project
(Pawel Rosowski, Tomasz Mazur) 11/10
Poland
http://uce.pl/ikplus/
Developer: IK+ Build 0284 (October 2010)

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari
MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class
(combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000),
Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik,
Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Ingo (tuxie) 8/08
Germany
http://mega-hz.no-ip.com/Angebote/SIO2IDE33/SIO2IDE33.html
Vendor: SIO2IDE 3.3

Inspiration Soft (Lennart 'Thelen' Bown and Marius Diepenhorst) 7/11
The Netherlands
http://www.inspiration-soft.com/
Developer: Happy 2011

Integrated Logic Systems (ILS - Stephen J. Carden) 4/11
See also: Rasterline.com
USA

http://www.tcpipexpress.com/ (site temporarily down)
http://www.rasterline.com/mux.html
http://www.atariage.com/forums/topic/158254-realdos-is-shareware/page__view__findpost__p__2257141
Developer: Multiplexer (MUX) board Version 1.1 July 21, 2006, TurBoss O/S (Atari XL/XE O/S Replacement Module), TCPIP Express BBS, Real.dos Build 0030: RealDOS Ver 1.0a 4-Apr-11

Subject: J

Jeff Jackson 8/06
USA
http://www.jeff-jackson.com
Developer: JLS BASIC - Jackson Languange System BASIC compiler

Dana P. Jacobson 2/07
USA
http://www.atarinews.org/ or http://people.delphiforums.com/dpj/a-one.htm
Publisher: Atari Online News, Etc. -- A-ONE Online Magazine. weekly

Ludovic Jacomme (Zx-81) 4/11
France
http://zx81.zx81.free.fr/
Developer: PSPAtari v1.1.3 (2/12/2008; port of Atari800 emulator for Sony PlayStation Portable), Wiz-ATARI v1.1.2 (9/29/2009; port of PSPAtari for GP2X Wiz), GP2X-Atari v.1.1.0 (10/4/2009; port of PSPAtari for GP2X), Dingux-Atari v1.1.0 (10/30/2009; port of PSPAtari for Dingoo/Dingux), Pandora-Atari v1.1.0 (8/4/2010; port of Wiz-Atari for Pandora), Caanoo-Atari v1.1.0 (12/29/2010; port of Atari800 for Caanoo)

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Shawn Jefferson 11/07
Victoria, BC
Canada
http://www.jeffersonsauctioneering.com/atari/
Developer: MyIDE Config 4.0, MyIDE Image Manager 4.1, MyIDE Image Batcher 1.0

Jan Johnsen 1/11
http://home.gethome.no/grelocax/
Developer: Dracula Lives (1.65 final)

Subject: K

Cameron Kaiser 2/09
http://www.floodgap.com/retrotech/xa/
Developer: xa 2.3.5 (two-pass portable cross-assembler for NMOS 6502s (such as 6502A, 6504, 6507, 6510, 7501, 8500, 8501, 8502 ...), CMOS 6502s (65C02 and Rockwell R65C02) and the 65816

Akop Karapetyan 12/10
http://psp.akop.org/atari800
Developer: Atari800 PSP version 2.1.0.1 (August 11, 2009; port of the Atari800 emulator to the Sony PlayStation Portable platform)

Kendallsoft (Jason P. Kendall) 7/11
http://www.gwobby.webs.com/
Developer: Kendallsoft Klassics Volume I: Flikin' Football, Bouncing Boneheads, Runnaway Van 2, Grand Theft Auto Atari, Trolley Trouble, Skyhawk, The Number Game, Rumpelstiltskin, Alien Blaster, Tron Bike, Millionaire, Wiggler, Drum Kit, Satellite Struggle, Quasi's Revenge, Minipacs, Jungle Journey. newer: Mite (18th November 2008), Car Crash (13th December 2008), Gwobby Jr. (14th December 2008), Gwobby's Adventure (8th June 2009), Gorilla Warfare (2009), Gwobby Strikes Back Final Version (1.2) April 2011

Nick Kennedy 5/07
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://pages.suddenlink.net/wa5bdu/
Developer: SIO2PC 4.21 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari Drive to PC Interface): software, hardware plans, cables, parts (not for Windows-XP), HAM Terminal for Atari, The WA5BDU Computer Keyer 1.5 (morse code keyer program)

Kjmann's Atari Sales and Service (Sal Esquivel) 12/10
See also: Atlantis Games Group
Oregon
USA
http://www.atari-sales.com/
Vendor: new hardware (joysticks), commercial/PD/freeware (on cartridge, including many titles not originally released on cartridge), Multi-Carts, 320k Atari XL System Package, 64k Atari XL System Package
Developer: original cartridge conversions: Donkey Kong Arcade, Moon Patrol (fixed for all 800/XL/XE), Megablast, Pac-Man Arcade, Warhawk (NTSC). hardware: 8-Bit Evolution Power Converter, Internal S-Video Upgrade kit.

Konrad M. Kokoszkiewicz (KMK, Draco, drac030) 6/11
See also: Jadek Zuk
See also: DLT Ltd.
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: IDE Plus BIOS 0.7 (20.VI.2011). for KMK/JZ IDE & IDEa: BIOS 1.11 (12.V.2006), Utility disk. samples programs: D2D v.1.2, simple GR.8 *.VS movie player, simple VBXE *.VX movie player. patches for: Dreadnaught Factor, Snooker, Gyruss, Missile Command, Moon Patrol, Music

Protracker v.2.4, Perestroyka Demo, Prof!'s XDIR. utilities: RW-CRC, RW-Test,
DEMON, EYE. for PC: SIO2BSD. for VBXE: "S:" driver v.0.991. SysInfo v.2.21.
65C816 XL OS v. 2.35 (15.VIII.2008.). for 65C816 XL OS: FastRAM Test,
QE for Warp/F7, SD-Load, grep, LPOKE/LPEEK. MultiBASIC v.0.33.

Komires (Miroslaw Koziol, Slawomir Koziol) 7/07
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Tomasz Krasuski (kr0tki) 7/10
Poland
http://a8cas.sourceforge.net/
Developer: A8CAS (liba8cas 1.2.0 shared library, a8cas-tools 1.2.0, and
Atari800 patch 1.1.1)

Krishna Software (Krishnasoft) 1/07
173 Prestwick Way
Edison NJ 08820-4680
USA
http://www.krishnasoft.com/sps.htm
Developer: Multi-platform Distributive Operating System (MPDOS) Standard
(version 1.00. simulate joystick, mouse, keyboard with a PC),
MPDOS Professional for Atari (version 1.00. simulate Atari disk drive and
cassette program recorder), Sound Processing Software (SPS) 1.00 (software
for Windows suitable for creating sounds for the Atari)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://mikro.umpc.sk/
Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite
editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR
in double density to XFD format)

Christian Krueger 11/11
Germany
http://www.atariage.com/forums
/topic/134949-advance-orders-for-cmi08-ps2-mouse-interface/
Developer: CMI08 PS/2 Mouse Interface for the Atari (5 modes supported:
absolute (CX77 compatible), relative (CX20 similar),
Paddle (CX30 compatible), Atari ST mouse, Amiga mouse

Jakub Kruszona-Zawadzki 6/11
Poland
http://sio2sd.gucio.pl/
Developer: SIO2SD project

Rudla Kudla 9/10
Czech Republic
http://atalan.kutululu.org/
http://www.facebook.com/pages/Atalan/105900742774765
Developer: Atalan (high level programming language for 6502

microprocessors)

Subject: L

Chris Lam 5/10
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple Mac Classic
(PowerPC and 680x0), Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows
95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to
connect an 8-bit Atari computer (or any device with a serial port) directly
to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

LaResistance (born, NoiD, powrooz, pr0be, stryker) 3/07
Poland
http://laresistance.pigwa.net/
Developer: edict (intro), Silly Venture 2k4 Invitation, polymatrix (demo),
the shrine (demo)

Avery Lee (phaeron) 5/11
http://www.virtualdub.org/altirra.html
Developer: Altirra 1.9 (Atari 8-bit emulator for Windows)

Legacy Engineering Group (Curt Vendel) 10/08
117 Duke Dr
Carmel NY 10512-1598
USA
Phone:(1) 914-509-4570
http://www.legacyengineer.com/
Developer: Classic USB Joystick Controller

Marcin Lewandowski (Jaskier/Taquart) 4/11
See also: Taquart
See also: ASAP - Another Slight Atari Player
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
http://atariarea.krap.pl/PLus/index_pl.htm
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM,

MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1,
Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM
(Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2,
3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick
Assembler to PC X-Asm), Atari800Win PLus 4.0 (August 26, 2005 -- port of
Atari800 for Windows)

Llamasoft (Jeff Minter) 12/10
United Kingdom
http://minotaurproject.co.uk/
Developer: Attack of the Mutant Camels, Gridrunner, Hover Bovver

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MadTeam 4/11
(active: Tebe, Pajero. inactive: Profi, Rage, Psychol, Rocky, KAMM)
Poland
http://madteam.atari8.info/ http://g2f.atari8.info/ http://mads.atari8.info/
Developer: demos: Happy Demo, MadTeam Intro, The Muppet Movie Show, IGOR,
FAJER, SINTRO, Running Cow, Orneta RealTime 1996-1997, LAJF, Journey, Vasco,
X, Splash, TIT, ANI, SAMAR Graphics Collection, Kaszel #1, Syzygy #8,
Dupland Slideshow, Happy Easter 2007, Martial Arts vs Modern Arts, Ilusia.
games: Droga Do Duplandu, Mental Age, Dyna Blaster, Getris, Nibbly,
Mario Bros 2007, Pang Level Editor 3.6
Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5,
Audio Master 1.0, Mathaf****r Editor 3.1, Mathaf****r Reader 1.1,
Turbo 2000F, Visage 2.7, XL-Paint 2.5MaX, 2.6MaX, Rip2Max,
2xMPT 8Channel Stereo Project 1.0, Atari Commander 1.81, Via Copy 4.4,
SAMAR Hi-res Interlace with Map of Colours (SHIMC) Editor 1.0, LZW Pack 4.2,
Squash 1.5, AtrWcx Total Commander ATR Plugin v1.9, DisAsembler 6502 v2.2,
Deflater 7z v2.6, XRLoader v1.2, TIP Animator v2.3, Check XEX, Build 1.1,
Super Packer v3.2, Atari Interlace Studio 1.2.7, RLE Eecoder 1.2, RMT2SNG.
for VBXE: i480, Jet Set Willy, Night Shade, Night Driver, Plasma, Mr Proper,
Mission Shark (Misja).
PC utilities: Graph2Font 3.9.0.9 (convert graphics to Atari chars and design
multicolor graphics for the Atari), G2F Creator v1.4, v2.3,
G2F Extractor v1.4, MADS 1.9.2 (Mad-Assembler: 4-pass crossassembler designed
for 6502 and 65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989),

Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

MatoSimi (Martin Simecek) 7/11
Slovakia
http://matosimi.atari.org/ or http://matosimi.websupport.sk/atari/
Developer: utilities: CMC MSX Extractor, T2K decoder v.021 (convert programs from cassette tape to disk), Atari FontMaker v1.2 (create ATARI font on PC). demos: CMC Musix 1, Plasma4, Music From Zeus Intro, Summertime Demo. games: Laser Blaster, Monex v1.1, Light Up!, Belljumper 1k, Fireball 1k, h3x0r 1k, h3x0r deluxe, Citoplazma

MCM, an InOne company 5/06
650 Congress Park Dr
Centerville OH 45459-4000
USA
Phone: 1-800-543-4330
Fax: 1-800-765-6960
http://www.mcminone.com/
Developer: 9 Pin Jack For Atari, AC Adaptor Atari 3.5mm 9V DC 500mA

The MESS Team 1/07
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS)-- an emulator of a large number of systems, including the 8-bit Atari computers -- downloads available for Windows, *nix, Mac OS, and DOS

MicroUSB Project 5/10
(Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann)
Germany
http://microusb.org/ or http://microusb.sf.net or
http://atariwiki.strotmann.de/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart Hardware USBN9602, AtariUSBCart Hardware Cypress SL811, USB Device Driver Development Kit 1.2.0, AtariXLKeyboard 0.1 BETA, USB HID Base Driver Version 2.0, AtariXLJoypad Logitech Rumblepad 2 USB Version 2.0, AtariXLJoystick Competition Pro USB 1.0, AtariXLMouse Logitech USB Mouse, AtariXLWheel Thrustmaster Nascar Pro Digital 2, AtariXLWheel Logitech Formula GP 1.0, AtariXLWheel Logitech Vibration Feedback, USB End User Driver Disk USBTEST Version 0.6, USBDOS 0.1

Mirage Interactive 6/05
See also: Rewindgames (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809,

Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood
II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy
Kupca, ZBIR

MMSoft (Marek Mikolajewski) 11/07
Gdansk
Poland
http://www.atariarea.krap.pl/sio2ide/
Developer: SIO2IDE project, versions 1.7, 3.3, 3.3a, 4.4, 4.4a
(An interface that allows you to attach any IDE Disk Drive to your 8-bit
Atari computer. Ver. 4 includes a USB port.), AVRprg

Kieran Mockford (Grunty) 4/11
http://home.kindredintellect.com/atari/
Developer: MyIDE Drive Manager v0.91 LBA (front-end to MyIDE Tool
by Matthias Reichl), enhanced MyIDE Tool

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 7/10
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://morethangames.a8maestro.com/
Vendor: hardware including power supplies, floppy disks, 1020 printer paper,
SWP ATR-8000, Super Sketch Graphics Tablet W/cart(PPI), CX-85 Numeric Keypad
Developer: Atari 850 R: 9 to 25 adapter, Atari 850 R: 9 to 25 adapter,
Atari 850 P: 15 to 25 adapter, AV Break Out Box(BOB), AV Cable 6',
AV Cable 12', U-JACK SIO to USB Power Adapter LEFT for 800,
U-JACK SIO to USB Power Adapter RIGHT for XL/XE,
ATR-8000 P: Adapter, ATR-8000 R: Adapter, EASI/O 18in "S" Adapter cable,
EASI/O 36in "S" Adapter cable, EASI/O "P" Adapter cable,
SPEEDIER: 19.2K EASI/O Adapter, SPEEDIER: T2 19.2K EASI/O Adapter,
SDrive Standard (Assembled+Tested or kit forms), SDrive Bay Mount version,
EASI/O Spider, SIO BOB & PEEKER, AGDA GameLink I adapter,
AGDA GameLink II Cable, AGDA GameLink II adapter,
130 XE mem Upgrade Type 1 (Kit-EZ), 130 XE mem Upgrade Type 2 (Kit-EZ),
600XL Memory Upgrade (Kit-EZ)

Motelsoft 11/07
Germany
http://www.motelsoft.de/
Developer: Caveman II - Caves of Osum (also developed: Der Hexenmeister,
Labyrinth, Panzer, Smack-Jack

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

msc (Stefan Birmanns and Matthias Belitz) 6/11
See also: Matthias Belitz
Germany

http://www.birmanns.de/atari/
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out),
IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10,
MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0,
CDREAD.COM V1.4, IMG2DISK.COM V1.00.

Stefan C. Mueller 11/09
Germany
http://www.electromaniac.de/
Developer: Electro Maniac!

MyAtari 2/07
See: Matthew Bacon

Subject: N

Kostas Nakos 4/11
See also: ASAP - Another Slight Atari Player
See also: Atari800 Emulator Developers
Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/ or
https://market.android.com/developer?pub=Kostas+Nakos or
http://users.uoa.gr/~knakos/atari800/android/ or
http://pocketatari.atari.org/android
Developer: PocketAtari v2.0.3 (30 Oct 06 -- port of Atari800 emulator for
WinCE), Atari800 Version 1.2 (April 3, 2011 -- port of Atari800 emulator for
Android)

New Breed Software 9/09
c/o Bill Kendrick
1132 Drummond Ave
Davis CA 95618-4967
USA
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Go Go Garbage Truck, Sludge.
utilities: Colorizer, File Selector, MuxChat, SIFE - Super-IRG Font Editor

Nelson Nieves 8/06
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree,
TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 6/11
The Netherlands
http://www.mathyvannisselroy.nl/aspi.htm
Developer: ATASPI CD Audio Player (CDAP) 1.47,
ATASPI CD/DVD Data Reader (DATA) 0.69

Subject: O

Odsiecz Sobieskiego -- O.S. 3/07
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik
See also: Adrian Matoga
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
Developer: xunzip v2.1 (18 September 2006 -- a ZIP, TAR, GZ and TGZ
(TAR.GZ) archives depacker) http://www.atari8.info/stuff/xz21.zip

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit
rom dumps

Outland Quest Software 6/06
USA
http://www.outlandquestsoftware.com/
Developer: Ally Attack, Black Sea Silver Fishing, Desert Crossfire,
Dungeons of Oti, Empire, Golf Tees, Graphics 8 Painter, Hoss Racing,
Korellian Conflict, Lite Show, Mad Libs, Motions Variable, Scattergories,
Space Regent, Starbase Alpha, Standoff, Star Maze, Terror Fair,
Three-D Force Tic-Tac-Toe, T.I.A.K. - Taking In Accurate Knowledge,
Uncle Milton's Million Dollar Mystery Mansion

Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

Eric Parent (Joyful Coder) 11/07
http://joyfulcoder.com/
Developer: Memo Pad for Windows Release 6 (November 12, 2007) -
read ATASCII files

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

Michal Pasiecznik / "Pasiu" 1/08
Poland
http://hardware.atari8.info/ and http://pasiu.krap.pl/
Developer: 576 kB - 1 MB RAM expansions (based on the Amiga 500 and Amiga

600 RAM expansion modules), 1 MB - 2 MB SIMM Expansion, ROM Changer, AutoStereo, XF551 LED Track Display, intSDX (an internal SpartaDOS X upgrade), ARC (Atari Real Clock - an alternative realtime clock), IDEa (KMK/JZ) Interface, Simple 65c816 Processor Adapter, Warp4 (4 MHz 65c816 accelerator card), Warp4 MegaMEMboard (1 MB of linear RAM for Warp4), Project F7 (16 MHz 65c816 accelerator card). Software: CD Audio Player 0.9 for KMK/JZ IDE and IDEa Interface.

Pecus and Pirx 6/07
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: OMC65 crossassembler - Our 5oft MaCro assember for 6502 ver. 1.3 (Win32 executable); Scorched Earth for Atari XL/XE build 114, Chip 8 & SuperChip 8 emulator v1.1

Pixels Past (Joe Grand) 4/06
2907 Shelter Island Dr Ste 105-169
San Diego CA 92106-2797
USA
Telephone: 619-222-4100
Facsimile: 619-222-1797
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari), Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

Pokey Soft
Vidar Olavesen (Hawk) 6/11
Stevneveien 7
N-1719 Greaker
Norway
http://pokeysoft.no/
Developer: games: Invert XE. demos: The Wavy Demo, The Second Scroll, Wobbly Demo, Suck My D..k, Big Scroller, Horbig Demo, Simplicity, Twister!

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2

(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: R

Werner Raetz 12/09
See also: WASEO
Postfach 16 40
D-75006 Bretten
Germany
Telefon: 07252/4827 or 07252/3058
Telefax: 07252/85565
http://www.waseo.de/ATARI/Software/software.html
http://www.waseo.de/ATARI/DISK-LINE/disk-line.html
http://www.waseo.de/ATARI/ATARImagazin/atarimagazin.html
Publisher: developed by WASEO: Der WASEO Publisher,
Die WASEO-Publisher-Designer-Diskette, Die WASEO Trilogy-Diskette,
Das WASEO Grafinoptikum, Das WASEO Labouratorium, Das WASEO Practoscope,
WASEO Demo Disk, WASEO BASIC Hits, WASEO DISK-LINE disk magazine issues 1-50.
also publisher of: ATARImagazin (back issues available?)

Burkhard Rau (HCRBurk) 5/06
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

raz0red 2/09
http://wiibrew.org/wiki/WiiXL
Developer: WiiXL v0.1 (port of Atari800 emulator for Nintendo Wii)

Ready Magazin (Sascha Leidel) 2/07
Germany
http://www.8-bits.de
Publisher: READY. Magazine. Atari part: 100%, only Atari.
2.60 euro per magazine. 6 magazines per year
Special lower prize for ABBUC members available.

READY Technologies (Thomas Smailus) 5/06
254 Nelson Dr Apt U
Baton Rouge LA 70808-5059
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital hardware systems; design, development, and production of software systems; software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering, Consulting

Red's Retro Computing (redrumloa) 8/09
USA
http://www.redsretro.com/ or http://stores.shop.ebay.com/Reds-Retro-Computing
Developer: Competition Pro Retro Joystick (by Speed-Link), Micromys V3 Mouse Adapter (allows the use of modern mice on the Atari)

RETRO magazine 2/07
See: CSW-Verlag

Rewindgames (Fred Meijer) 4/06
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.rewindgames.com/
Vendor: new and used hardware, new and used commercial software including all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!, Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds, Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility Disk

Thomas Richter 1/11
Germany
http://www.xl-project.com/
Developer: Atari++ Emulator (800/XL/XE/5200 emulator for Unix/Linux/Solaris/Irix) Stable Release 1.58, CVS Snapshot 1.59, atari++ 1.59 for win32

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/ or http://www.schappel.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy), BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master, Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings, ROBOX, Snow Plow, Snow Plow Editor

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Subject: S

Filippo Santellocco 10/09
Italy

http://www.santellocco.com/atari/
Developer: L.E.M., Cookie Monster v1.4

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire,
Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons,
zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping,
TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II.
XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint,
MultiJoy 16/2 hardware interface

Darren Schebek 6/07
Canada
http://www.schebek.ca/ or http://www.user.dccnet.com/dschebek/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Oliver Schmidt 1/11
http://contiki.cvs.sourceforge.net/viewvc/contiki/contiki-2.x/ (sources)
http://contiki.cbm8bit.com/ (Contiki Config/Disk Image Generator)
http://a2retrosystems.com/contiki.html (Contiki Config/Disk Image Generator)
Developer: official Atari 8-bit version of Contiki 2.x for use with Atari
8-Bit Ethernet Project. (Contiki is an open source, highly portable,
networked, multi-tasking operating system for memory-constrained systems)

Serious Magazine 5/05
See: Dial Group

Sherlock Consulting (Jason Watton) 1/11
Malvern
Worcestershire
United Kingdom
WR14 3AZ
Tel: +44(0)7767 220884
http://www.shlock.co.uk/
Developer: OmniFlop (Universal Floppy disk reader/writer/formatter for
Windows 2000/XP/Vista/7; can read, write, and format Atari 8-bit format
(90kB); handles whole disks, but not the Atari disk filesystem)

Sijmen Schouten (Mr.Atari) 6/11
The Netherlands
http://www.mr-atari.com/myidehome.htm
Developer: MyIDE interface project for Atari XL/XE computers

Bo Schreurs 9/06
The Netherlands
http://members.home.nl/stack/Atari/atari-xlxe-download.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-

ROM)

Ernest R. Schreurs 9/06
Kempenlandstraat 8
5211 VN Hertogenbosch
The Netherlands
http://home.planet.nl/~ernest/
http://members.home.nl/stack/Atari/atari-pooldisk.html
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.kensclassics.org/
Developer: Emulators Utilities: ATR/DCM utilities (DOS), AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer, KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler, Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus. Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker, KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish, Circle of Richness

Sikor Soft (Pawel Sikorski) 3/10
See also: Rewindgames (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://www.atari.sikorsoft.com/
Developer: Commercial games: ABC, Tekblast, Neuroid, Sexy Six, Sexy Six Data Disk #1,#2,#3, Ketchup, Max, Cyborg, Magic of Words. Freeware games: Liner!, ATASCII Squash, Fake Frogger!, Mustak Hunters. Unrealized game: Mr Proper (preview).
Sikor Soft *.ATR & *.XEX goodies (CD-ROM).

Mark l. Simonson 9/06
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 1/06
http://makeatr.atari8.info/
Developer: makeATR v0.06 (software for MS-Windows)

Len Spencer 1/09
USA
http://www.lenardspencer.com/Lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely from scratch")

SquoQuo (Hopper, Bugger, Genetic Gemini, Scythoior, Yoda) 4/06
Germany?
http://squoquo.tk/
Developer: Let's Hop, Sh*t Alpin 2005, Ms.Bulimia

Ralf Patschke (PP's / STARSOFT Berlin) 7/11
Albrecht-Duerer-Strabe 23
Berlin 12623
Germany
http://www.ppsberlin.de/
Developer: STARSOFT 1st demo, STARSOFT 2nd demo, STARSOFT 3rd demo, multiple gfx 12 scrollers, TOP-Magazin Intro, gametro ABBUC Magazin 73, gfx 0 scrolls, proAF, nyd 2011 invitro. g2f pictures: BOS 2002.
Publisher: (disc magazines) ECS Info Mag: 1/1991, 2/1991, 3/1991.
CCB Club Mag: 4/1991, 5/1991, 1/1992, 2/1992, 3/1992, 4/1992.
STARSOFT Magazine: 1/1992, 2/1992, 3/1992, 2/1993.
New Years Disc: 2007, 2008, 2009, 2010, 2011

Rasterline.com (Ken Jones "MetalGuy66", Sergio Larrondo "WareRat", 3/10
Stephen J. Carden)
See also: Steven J. Carden
USA
http://www.rasterline.com/
Developer: Multi I/O: The "NEW" MIO

Radek Sterba (Raster/C.P.U.) 1/11
See also: ASAP - Another Slight Atari Player
See also: C.P.U.
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer:
Games: Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix.
Games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead.
MPE (MIDI Pattern Editor) v2.3.
utilities: HiLoader4.2, CompressCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4.

More games: Head On, Speed Up!, Speed Up!! Gold Edition, Space Binvaders,
Robix.
demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Search6502, Flame999,
SelfDemo, Wow1k, Fort 320, RMTdemo, Hellix, Basix, Fireworx, Forever 3000,
Plastic, Victory, Easter Night, Seawolf, Virtuoso, Fluid Chessboard,
Binary Celebration, Jozin z Bazin, Ghoul, Shademorph, Just for Fun, Mupy Mup,
Rescue on F. 2010.
RMT1Player v1.06 (plays *.RMT (Raster Music Tracker) song files on the Atari.
Atari/PC software: ATADIM v3.05 Beta (work with XFD/ATR Atari disk images),
DRATEX 1.6 (Drop file Atari Czech text convertor), MAC2MTX (Mac65 to Text),
Raster Music Tracker (RMT) v1.28 - cross-platform tool for making Atari XE/XL
music on PC (OS Win9x), SA_POKEY (Standalone dynamic DLL library for emulation
of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for
emulation of Atari 6502 processor), Creaxin1 ("Create X in 1") v1.03 (creates
ROM image or Atari executable feeder program for X programs in one S/XEGS
RAMcart 128KB).
Atari/PC hardware: LPTJOY (connect an Atari joystick to a PC), MultiJoy4/
MultiJoy8/MultiJoy 16 (use 4/8/16 joysticks on a single Atari),
SIO D-SUB15M Standard Atariklub PV.
Games for MultiJoy: Cervi, Multris, Shot'em all (SEAL), Cervi 2, Astro4 Road.

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch),
The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Super Products 4/09
c/o James Bradford
Australia
"encoded" email: OOOjames_bradfordOOO@OOOeftelOOO.OOOnetOOO.OOOauOOO
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 1/07
Czech Republic
http://jirkasuv.duch.cz/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..." text game)

Peter Svoboda (Fly) 11/08
Czech Republic
http://fly.atari.org/
Developer: Day After One, Demo 2001, Donkey Kong Junior, Gangsters 2007,
Gangsters Intro, Indiana Jones 3 aneb Tajemstvi Svateho Gralu, K.I.,
Kolony cz, Logik, Maturita 2001, Mesta CR, Mesta SR, No Name, Podraz 2001,
Pomsta Sileneho Hulice, Ruleta, Sniper, Sniper 2007, Sniper Intro, Strategi,

Textovky, V.U. 5259 aneb Utek z Hejcina, V.U. 5259 aneb Utek z Hejcina intro.
ALSO: a large number of images created with G2F.

Subject: T

Taquart 11/09
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely' Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru' Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj 'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz, Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski
See also: Marcin Zukowski
See also: VBXE - VideoBoard XE developers
Poland
http://numen.scene.pl/ ; http://energy.scene.pl/
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995), Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag, 1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro, Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996), Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997), Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997), Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)
Publisher: Energy (online zine)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan) 4/09
See also: Adrian Matoga
Poland
http://atariki.krap.pl/index.php/Tristesse
Developer: SROLL-demo, TRS-Desktop 0.9d alpha:
http://www.atari8.info/trsdesktop.php (screenshots)
http://trub.atari8.info/sdx_files/TRS_desktop_v09d_alfa.zip (download)

trub 2/08
See also: DLT Ltd.
Poland
http://trub.atari8.info/ or http://trub.sys.net.pl/
Developer: for SDX 4.x: TDPL 2.0 / TD 2.0 (enhanced TD.COM, Polish/

English), XEP.SYS 0.1F (XEP80 device driver), FSTRUCT, RUNEXT 0.5, QE 2.0
(Continuation of the famous Quick Edit - E: and CON: accelerator by KMK).
for SDX+65C816: RAMD816.SYS. for SDX+QMEG OS: OSSIO.SYS. for SDX+SIO2IDE:
S2I Commands 0.8. for SIO2IDE: S2I JukeBox 4.0a. for MS Windows: FIXATR.
for SDX+KMK/JZ IDE: CDPLAY 0.4a. more: ED 2.9, ABASIC, YOGI/YELLYSTONE PARK
Multidrive, XLDisk. SRAMCharger and Indus CP/M project for Indus GT,
LDW Super 2000, and California Access CA-2001 disk drives

Vasyl Tsvirkunov 2/07
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

TurntableNeedles.com 7/10
(checks payable to "AVCR Electronics")
1335 NW 9th St
Corvallis OR 97330-4508
USA
http://www.turntableneedles.com/
Developer: replacement belts for the Atari 410 program recorder

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Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: new hardware, new commercial software (cassette format)

Subject: V

Dan Vernon 4/07
http://retrobits.net/
Developer: Atari810 1.4d -- software for emulating an Atari 8-bit floppy
drive or hard disk on your PC (Windows NT/2000/XP)

Video 61 & Atari Sales (Lance Ringquist) 11/09
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
"We service, sell and publish hardware and software"
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: CARTRIDGES: Animated Puzzle (Atari proto),
Berzerk (Atari proto), Commando (Atari proto), Crystal Castles (Atari 16K
proto), Deflektor (Atari proto), Jr. Pac-Man (Atari proto), Letter Tutor
(Atari proto), MIDI Maze (Atari proto), Montezuma's Revenge (proto cart vers),
Mr. Do's Castle (proto cart version), Stargate (Atari proto), Superman III

(Atari proto), Tower Toppler (Atari proto), Xenophobe (Atari proto).
LATEST: Jinx, Nibbler, Clowns And Balloons, Bubble Trouble, Pacific Coast
Highway, DropZone, S.A.G.A. Mission Secret, S.A.G.A. Strange Odyssey, S.A.G.A.
Pirates Adventure, Sling Shot, Star Flite, TRON, H.A.C. (Heavy Armor Combat),
Tempest Xtreem. MORE CARTRIDGES:
Amazing Maze, Arkanoid, AtarTris II, Bumpers, Checkers, Clash of the Kings,
Concentration, Cosmos Pinball, Crystal Raider, Dan Strikes Back, Dandy,
Desmond's Dungeons, Dinky Do, Dungeon Lords, Dynakillers,
Elevator Repairman, Firebug, Getaway, Hearts Card Game, Jailbreak,
Jigsaw Puzzles, Lights Out, Lord of the Orb, Mah Jong, Maze War, Midas Maze,
Monopoly, Montana Solitaire Card Game, Mr. Robot, MyDOS 4.5, Paddle Pack Pong,
Paddle Wars, Plaqueman, Preppie, Preppie II, Puzzled (Jigsaw Puzzles),
Quest for Quintana Roo, Rally Speedway, Ricochet, Rocks, Sharp Shooters,
Smush, Solitaire Card Game, Spaceball, Spaceshot Pinball, SpartaDOS 3.3C,
Speed-O RPM Drive Tester, Tetris II, Turbo BASIC, Ultra-Translator (800 OS)
Twilight World, Twin Pack (Battleship/Jump the Pegs), Video Poker Card Game,
Video Slots, Whomper Stomper, Zybex.
CD-ROM: Atari 8-Bit Public Domain-Shareware Software CD-ROM.
hardware: V-61's Cassette Data Storage & Maintenance/Service Pack (for Atari
410, 1010, XC11, XC12 and compatible), CX-40 Evolved (joystick controller),
CX-30 Evolved (paddle controllers pair)

VBXE - VideoBoard XE developers 6/11
Tomasz Piorek (Electron), Sebastian Bartkowicz (Candle)
Poland
http://vbxe.atari8.info/download.html (version 1 by electron)
http://spiflash.org/block/15.html (version 2 by electron/candle)
Developer: VBXE - VideoBoard XE - graphics card for 8bit Atari computers

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12),
commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
USA
http://www.videogametrader.com/
Vendor: new and used commercial software

Steve Vigneau (c0nsumer) 7/09
Michigan
USA
http://nuxx.net/wiki/SDrive_NUXX
Developer: SDrive NUXX PCB & End Panel Set, Complete SDrive NUXX

Vintage Computer Cables 8/07
Fort Lauderdale FL
USA
http://www.vintagecomputercables.com/
Developer: Atari Gold Video Cable, Atari Gold Video Cable (stereo with Y),
Atari Gold S-Video Cable (stereo with Y)

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

WASEO (Thorsten Helbing, Michael Probst) 2/10
(Walkenrieder Anwender-Software Entwicklungs-Organisation)
See also: Werner Raetz
c/o Thorsten Helbing
Koenigsberger Str. 9
30916 Isernhagen
Germany
tel: +49 175 9982360
FAX: +49 121 258 409 3729
http://www.waseo.de/ (Thorsten Helbing)
http://www.mipro-online.de/waseo/ (Michael Probst)
http://www.atari-computing.de/software/waseo/dictionary/startup.html
Developer: published by Werner Raetz:
Der WASEO Publisher (desktop publishing [DTP] software),
Die WASEO-Publisher-Designer-Diskette, Die WASEO Trilogy-Diskette
(Geburtstagskalenderdrucker, Lettermaster, Kurzbriefdrucker),
Das WASEO Grafinoptikum (Textskalierer, GIAZ-Konverter, Symmetriker),
Das WASEO Labouratorium (Photocolorant, Graphics 0/12-Maskenersteller,
Notizuhr), Das WASEO Practoscope (Briefumschlagdrucker, Scrollfarbeditor,
Bildmassmaster), WASEO Demo Disk (Traffic Demo, Water Tap Demo, DisShot Demo,
Kleines Ballerspiel, The Rainbow Worm), WASEO BASIC Hits (Games, Applications,
Utilities, Demos), WASEO DISK-LINE disk magazine issues 1-50,
Dictionary++ 1.03.
audio CDs: The 20 best ATARI Hits, The 20 most inventive ATARI Songs,
The Best of Music Non Stop, The Best of ATARI Game Music,
The ATARI Super Soundmix.
software for Windows PC: ATARI XL-Viewer 3.8 [10/5/2001 - view the ATARI
formats PIC (GR 8), PHO (WASEO Publisher), MIC (Micro Painter, GR.15) and

FNT (Create a font on your PC)], PiXLator 2.6.1 (9/6/2009- work with Atari graphics, fonts, texts, and listings), ATARI-Clock 1.6.9 (10/13/2009 - Atari style desktop clock)

B. Watson (Urchlay) 12/08
http://rogue3.homeip.net/~urchlay/fujichat.html
Developer: FujiChat v0.4: An IRC (Internet Relay Chat) client for the Atari 8-bit, based on the uIP TCP/IP stack, using a SLIP connection

Mark Watson 1/08
http://www.scrameta.net/a800.html
Developer: Atari800 emulator ports: 0.8 for GP32, 1.2 for GP2X, 1.2 for Gizmondo

Jim Wilkinson 8/08
https://sourceforge.net/projects/atarilauncher/
Developer: Atari Launcher (A front end for the various Atari hardware emulators, primarily the Atari800WinPlus emulator)

Wordmark Systems (Charles Marslett) 7/08
USA
http://www.wordmark.org/
Developer: for Atari 8 Bit Computers: MyDOS 4.51 (w/ R. Puff; 6/14/89), A65 assembler 1.2 (7/4/89). PC Utility: ATUTIL (UTIL)(6/15/89)

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

WUDSN (Peter Dell / JAC!) 7/11
Weinhechstrasse 40
66822 Lebach
Germany
Telefon: (0177) 8993513
http://www.wudsn.com/
Developer: Visdom Demo (1991), Dieter und Gisela ... wie die wilden Tiere in Nachbars Whirlpool (2007), ABBUC Magazin Issue 99 Intro (2009), HomeCon 5 Invitation (2010), WUDSN IDE 1.6.0 (2011-04-02 -- integrated Atari 8-bit development plugin for Eclipse)

Subject: X

Xport 1/04
http://xport.xbox-scene.com/atarixlbox.php
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

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Subject: Y

Yoomp! 7/08
Marcin "Eru" Zukowski, Lukasz "X-Ray" Sychowicz,
Bartek "BeWu" Wasiel, Piotr "0xF" Fusik
See also: Marcin Zukowski
See also: Piotr Fusik
http://yoomp.atari.pl/
Developer: Yoomp! version 1.1

Kemal Yun (Kemel Ezcan / KE-Soft) 7/11
Steinheimer Str. 25,
63450 Hanau
Germany
http://www.kemalsatariarchiv.gmxhome.de/
Developer: KE-SOFT CD (contains everything published by Kemel Ezcan for
the Atari, including all KE-Soft software, all issues of the ZONG disk
magazine, and more

Subject: Z

zaxon 7/11
United Kingdom
http://www.zaxon.eu/
Developer: SIDE -- use a CompactFlash (CF) card on the Atari

Jadek Zuk (Simius) 6/11
See also: Konrad M. Kokoszkiewicz
Poland
http://www.atariage.com/forums/topic/179613-ide-plus-20-preorder-starts-today/
Developer: KMK/JZ IDE, IDE Plus 2.0

Marcin Zukowski (eru/tqa) 5/07
See also: Taquart
See also: Yoomp!
The Netherlands
http://lepix.sourceforge.net/
Developer: LePix v.0.2.0

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End of atari-8-bit/vendev
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4792. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-15 12:35:07 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <4e49127b$0$6616$bbae4d71@news.suddenlink.net>
Source record: 581

On Mon, 15 Aug 2011 01:43:46 +0200, Dave U. Random wrote:

Somehow, I just don't really feel that all that was really
necessary...

--
/home/darklord/Documents/Signatures/signature4.txt

4793. BACK 2 SCHOOL SALE 4 YOUR ATARI!

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-15 16:34:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1108150932020.852@slate.spiritone.com>
Source record: 582
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

All Books, Utilities, Applications And Yes Even Educational Games 20% OFF!!!!

20% Off Atari Educational Software & Games, Utilities, Applications & Books!!
20% Off Classic Atari 8 Bit and Atari ST Computer Lines! Minimum $60.00 Order
gets 20% Off! Goto http://BenSells.Atari.org or E-Mail BenSells@Atari.org ask
4 Atari catalogs!Software & Book Catalogs are sorted alphabetically by Title!
Cut-&-Paste order & E-Mail Your list!Come for the Sale, Stay for the Service!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://BenSells.Atari.org MAIN ATARI WEB PAGE!
http://Adoption.Atari.org ATARI ADOPTION AGENCY!
http://www.aracnet.com/~atari/ftp DOWNLOAD FREE ATARI CATALOGS!
http://specials.Atari.org DAILY SPECIALS! DETAILS ON SALES!
http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
http://www.aracnet.com/~atari/microprose.htm THE BEST SIMMS GAMES FOR ATARI!
http://www.aracnet.com/~atari/8btbooks.htm CLASSIC ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/books.htm MISCELLANEOUS BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm CLASSIC ATARI 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm ATARI 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm ATARI LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm ATARI JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!

I've got a fast turnaround rate!Once I've received payment your order goes out
the same day. Customers love the speedy service! I have lots of Atari Software
& Books Which I can send by Media Mail!Please Direct all Replies via E-Mail to
BenSells@Atari.org or Atari@aracnet.com! See info at the Bottom to Reach me!

Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit
& ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held!
FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org
Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org &
Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben
anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011!
Sent on my Atari Computer

4794. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-15 16:38:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1108150934210.852@slate.spiritone.com>
Source record: 583
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

LOOKING FOR ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT AND/OR ST!

Sign Up for the Mailing List used to send E-Mail From Bravo Sierra Computers! Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

Direct Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com!! Can't reach me? See info at Bottom!Get Heads Up on NEW Atari Sales before the Rest!

Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org & Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011! Sent on my Atari Computer

4795. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-15 16:41:20 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1108150938410.852@slate.spiritone.com>
Source record: 584
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save on Gas and Take a Staycation on your Atari! Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or look for Atari games at http://BensCatalogs.Atari.org Games From $5 & Up! Cheaper than Gas! The Name everyone knows for Gaming Fun!Have you Played your Atari Today? Classic Atari 8 Bit and ST Computer Games as well as 2600/5200/7800/Jaguar & Lynx Games! E-Mail: BenSells@Atari.org or Call Ben Anytime at (503)256-9974!!

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http://www.aracnet.com/~atari/8btbooks.htm CLASSIC ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/books.htm MISCELLANEOUS BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm CLASSIC ATARI 8 BIT HARDWARE LIST!
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http://www.aracnet.com/~atari/26007800.htm ATARI 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm ATARI LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm ATARI JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!

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Sent on my Atari Computer

4796. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-16 06:32:09 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1313468539@rtfm.mit.edu>
Source record: 585
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: August 7, 2011

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.
```

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society

http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

4797. Re: ATARI SUMMER STAYCATION AND BACK TO SCHOOL FROM BRAVO SIERRA COMPUTERS

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-17 02:40:15 UTC
From: ZerodB <no@no.com>
Message-ID: <m3am47lu5tdc9sdb9jp46vrju54ofudee5@4ax.com>
Source record: 586

That is just uncalled for. Ben is an honest guy. I've done several expedient and honest transactions for quality vintage atari gear with Bravo Sierra.

If you don't like the ads, then for fuck sake, just block him, don't slander the guy. I'd rather see his ads than sporge for DIOR PRADA GUCCI BLA BLA BLA. At least it's on-topic and not vulgar like those ads. I bought machinery because of those ads, and others have as well.

Wondering aloud: Since this group focuses on vintage atari equipment that would place most participants here at least 30 and more likely age 40 and up, why would someone of that age behave as displayed in this post at that stage in life ?

Anyway. I have several machines and carts still running strong that I bought from Bravo Sierra. he's a good guy. This slander is just wrong.

4798. Re: ATARI SUMMER STAYCATION AND BACK TO SCHOOL FROM BRAVO SIERRA COMPUTERS

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-17 11:15:28 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <4e4ba2d0$0$7675$bbae4d71@news.suddenlink.net>
Source record: 587

On Tue, 16 Aug 2011 19:40:15 -0700, ZerodB wrote:

<snip>

> Anyway. I have several machines and carts still running strong that I
> bought from Bravo Sierra. he's a good guy. This slander is just wrong.

Seconded!

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

4799. Re: ATARI SUMMER STAYCATION AND BACK TO SCHOOL FROM BRAVO SIERRA COMPUTERS

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-17 17:18:31 UTC
From: Yo$$1960 <brad@yoss1960.ukfsn.org>
Message-ID: <pan.2011.08.17.15.41.17.770395@yoss1960.eternal-september.org>
Source record: 588

On Tue, 16 Aug 2011 19:40:15 -0700, ZerodB wrote:

> If you don't like the ads, then for fuck sake, just block him, don't

You're wasting your time. Dave U Random, as he usually posts, is a
nutjob. I've seen his stuff in plenty of ng's, but not here before now.
Expect things to get worse.

The stuff's difficult to filter too. Nym-shifting and posting via
anonymisers make it harder to get rid of. :-(

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"
We don't need no-one to tell us what's right or wrong
The Modern World - The Jam

4800. Free Online Games Site New Games/Old Classics A little of everything

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-19 21:48:16 UTC
From: vidkiller13 <vidkiller13@hotmail.com>
Message-ID: <d8345de2-646e-4a2d-943d-5bcf928a22e5@q1g2000vbj.googlegroups.com>
Source record: 589

free online games

http://theboneyardgameroom.com/index.php

4801. BACK 2 SCHOOL SALE 4 YOUR ATARI!

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-21 20:28:56 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1108211326400.16555@slate.spiritone.com>
Source record: 590
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

All Books, Utilities, Applications And Yes Even Educational Games 20% OFF!!!!

20% Off Atari Educational Software & Games, Utilities, Applications & Books!!
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http://www.aracnet.com/~atari/ftp DOWNLOAD FREE ATARI CATALOGS!
http://specials.Atari.org DAILY SPECIALS! DETAILS ON SALES!
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http://www.aracnet.com/~atari/microprose.htm THE BEST SIMMS GAMES FOR ATARI!
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http://www.aracnet.com/~atari/books.htm MISCELLANEOUS BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm CLASSIC ATARI 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm ATARI 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm ATARI LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm ATARI JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!

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Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at
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4802. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-21 20:31:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1108211329110.16555@slate.spiritone.com>
Source record: 591
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

LOOKING FOR ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT AND/OR ST!

Sign Up for the Mailing List used to send E-Mail From Bravo Sierra Computers!
Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

I cant read your mind! Fill out the Atari survey, Helping me figure out your
Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact
you! Sometimes something on your list may not be in my Atari Catalogs!

Direct Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com!! Can't
reach me? See info at Bottom!Get Heads Up on NEW Atari Sales before the Rest!

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Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at
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Sent on my Atari Computer

4803. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-21 20:33:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1108211331250.16555@slate.spiritone.com>
Source record: 592
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save on Gas and Take a Staycation on your Atari! Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or look for Atari games at http://BensCatalogs.Atari.org Games From $5 & Up! Cheaper than Gas! The Name everyone knows for Gaming Fun!Have you Played your Atari Today? Classic Atari 8 Bit and ST Computer Games as well as 2600/5200/7800/Jaguar & Lynx Games! E-Mail: BenSells@Atari.org or Call Ben Anytime at (503)256-9974!!

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http://www.aracnet.com/~atari/8bt_hard.htm CLASSIC ATARI 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm ATARI 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm ATARI LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm ATARI JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!

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Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011!
Sent on my Atari Computer

4804. Re: ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-23 20:06:13 UTC
From: John Harbl <jharbl@harbl.com>
Message-ID: <j3117h$8rt$1@speranza.aioe.org>
Source record: 593

On 8/23/11 12:51 PM, Anonymous wrote:
> Cant afford a hooker? Save on Gas and Take a Staycation with your fagboy
> benny! Why not, I'm a homo! Relax this summer. Stay home and Play with
> fagboy benny!! Or look for fagboy benny's open anal cavity just for you!
> Fagboy Benny the name everyone knows for fag Fun!Have you Played with
> fagboy benny Today? E-Mail fagboy benny: BenSells@Atari.org or Call
> fagboy benny Anytime at (503)256-9974!!

Rule #1 of flaming effectively: flame effectively. This just reads like
it was written by a four-year-old who learned his first naughty words
and is getting as much mileage out of them as he can before the bar of
soap gets shoved into his mouth.

C+ for effort, but a definite F for content.

- J.

4805. Web hits

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-25 01:06:11 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <f149e764-9f35-4b36-9fdb-3c1211d7717b@b8g2000vbg.googlegroups.com>
Source record: 594

I follow web hits to the newsgroup. Normally we get about 10-20/hour.
After the last go round of name calling the hits are 17000/33 hours or
550/hour.

Lesson is: If you want a lot a hits to your web sight make sure you
include those posts in your welcome message.

Rick

4806. Re: Web hits

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-25 01:25:01 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <4e55a46d$0$27691$bbae4d71@news.suddenlink.net>
Source record: 595

On Wed, 24 Aug 2011 18:06:11 -0700, ricortes wrote:

> I follow web hits to the newsgroup. Normally we get about 10-20/hour.
> After the last go round of name calling the hits are 17000/33 hours or
> 550/hour.
>
> Lesson is: If you want a lot a hits to your web sight make sure you
> include those posts in your welcome message.
>
> Rick

ROFLOL - that's hilarious! :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

4807. Re: Web hits

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-25 12:21:35 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9F4C552ABF7E7emuslor@69.16.185.252>
Source record: 596

Despite all prevention efforts, ricortes <ricortes@earthlink.net> wrote in
news:f149e764-9f35-4b36-9fdb-3c1211d7717b@b8g2000vbg.googlegroups.com:

> I follow web hits to the newsgroup. Normally we get about 10-20/hour.
> After the last go round of name calling the hits are 17000/33 hours or
> 550/hour.
>
> Lesson is: If you want a lot a hits to your web sight make sure you
> include those posts in your welcome message.
>

It's probably just Atari Inc. lawyers monitoring the group to figure out
what IP to go after next...

--
James
http://www.ehostdirect.com
Reliable web hosting from $12/year.

4808. Re: Web hits

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-25 16:45:38 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <f79c4229-713c-4f0b-b016-6e652e3db007@a27g2000yqc.googlegroups.com>
Source record: 597

On Aug 25, 5:21 am, Slor <se...@rols.ten> wrote:
> Despite all prevention efforts, ricortes <ricor...@earthlink.net> wrote
innews:f149e764-9f35-4b36-9fdb-3c1211d7717b@b8g2000vbg.googlegroups.com:
>
> > I follow web hits to the newsgroup. Normally we get about 10-20/hour.
> > After the last go round of name calling the hits are 17000/33 hours or
> > 550/hour.
>
> > Lesson is: If you want a lot a hits to your web sight make sure you
> > include those posts in your welcome message.
>
> It's probably just Atari Inc. lawyers monitoring the group to figure out
> what IP to go after next...
>
> --
> Jameshttp://www.ehostdirect.com
> Reliable web hosting from $12/year.

Would be a great master plan since since they could hit google groups
and google has some deep pockets! j/k

Complete outsider to the workings of current Atari but IMHO the
current activity may be directed at keeping their trademarks and
copyrighted logos. I am only familiar with patents and to a much
lessor degree copyrights. My pedestrian knowledge of trademarks is
defend it or lose it. The law may have changed but it makes sense
Atari wouldn't want to go the way of [coke, xerox, aspirin, ... Heck,
I wouldn't want to see Nvidia start putting Atari logos on their video
cards, I'm not sure why though.

There's easy ways around it: Atari could just require you get
permission from them before you use the rainbow Fuji on your web site
or product. Maybe make you add a blurb like <Fuji> used with
permission of Atari Corps. You really don't want people using the
Atari Logo on a shit on a shingle product or even something
questionable like 'abandon ware' carts. They are going to have some
trouble having images removed from the Wayback Machine archive.<grin>

Rick

4809. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-26 04:24:45 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1314332659@rtfm.mit.edu>
Source record: 598
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: August 7, 2011

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.
```

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society

http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

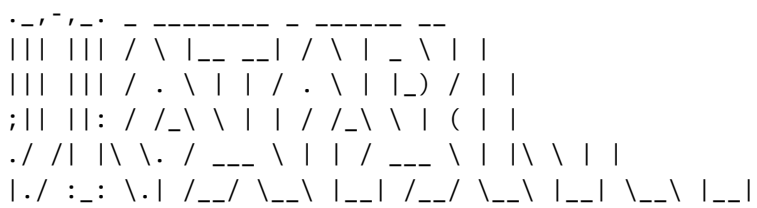
ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

4810. Dear Atari Lawyers:

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-26 06:37:16 UTC
From: John Harbl <jharbl@harbl.com>
Message-ID: <j37eur$p9e$1@speranza.aioe.org>
Source record: 599

Please go eat a big bag of shit.



I've been using your computers and related products since 1981. If you really want to pursue a war with the few remaining people who know what this company once stood for and meant to both them and personal computing in general, be my guest - but all you'll really be doing is alienating those same people who still comprehend that significance. Do you really think some 14-year-old kid scrounging money from his parents to buy what's actually a rebranded Infogrames title puts any stock in the Fuji logo, or the groundbreaking computers and video games that it represents? Of course not.

Get real. We may not own the rights to the company or its intellectual property, but we certainly have more right to use it than you fuckers seem to think we do.

Posted under Fair Use doctrine, so suck it, bitches.

- J.

4811. Re: Dear Atari Lawyers:

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-26 09:01:01 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <j37nds$4q2$1@news.belwue.de>
Source record: 600

On 26.08.2011 08:37, John Harbl wrote:

/* Rambling snipped */

What actually troubles me more is that it becomes more and more
fashionable to try to earn money with lawyers by suing "competitors"
instead of creating useful content or applications.

Dear companies, this type of "business model" is not self-sustaining,
and you will block anyone from inventing or investing anything anymore.

Lawyers don't create values. Engineers do.

Atari is only one of the smaller examples of this questionable movement
in industry nowadays - if you can't do it yourself, block others from
doing. Nice...

4812. BACK 2 SCHOOL SALE 4 YOUR ATARI!

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-28 00:30:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1108271726170.14913@slate.spiritone.com>
Source record: 501
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/ftp DOWNLOAD FREE ATARI CATALOGS!
http://specials.Atari.org DAILY SPECIALS! DETAILS ON SALES!
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http://www.aracnet.com/~atari/microprose.htm THE BEST SIMMS GAMES FOR ATARI!
http://www.aracnet.com/~atari/8btbooks.htm CLASSIC ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/books.htm MISCELLANEOUS BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
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http://www.aracnet.com/~atari/st_hard.htm ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm ATARI 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm ATARI LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm ATARI JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
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& ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held!
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Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org &
Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben
anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011!
Sent on my Atari Computer

4813. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-28 00:33:16 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1108271730410.14913@slate.spiritone.com>
Source record: 502
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

LOOKING FOR ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT AND/OR ST!

Sign Up for the Mailing List used to send E-Mail From Bravo Sierra Computers! Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

Direct Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com!! Can't reach me? See info at Bottom!Get Heads Up on NEW Atari Sales before the Rest!

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4814. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-28 00:36:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1108271733590.14913@slate.spiritone.com>
Source record: 503
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save on Gas and Take a Staycation on your Atari! Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or look for Atari games at http://BensCatalogs.Atari.org Games From $5 & Up! Cheaper than Gas! The Name everyone knows for Gaming Fun!Have you Played your Atari Today? Classic Atari 8 Bit and ST Computer Games as well as 2600/5200/7800/Jaguar & Lynx Games! E-Mail: BenSells@Atari.org or Call Ben Anytime at (503)256-9974!!

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http://Adoption.Atari.org ATARI ADOPTION AGENCY!
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http://www.aracnet.com/~atari/st_hard.htm ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm ATARI 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm ATARI LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm ATARI JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!

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Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org & Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011!
Sent on my Atari Computer

4815. Re: ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-28 13:57:43 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <j3dhad$j0s$2@dont-email.me>
Source record: 504

On 8/28/11 6:10 AM, Nomen Nescio wrote:
> Cant afford a hooker? Save on Gas and Take a Staycation with your fagboy
> benny! Why not, I'm a homo! Relax this summer. Stay home and Play with
> fagboy benny!! Or look for fagboy benny's open anal cavity just for you!
> Fagboy Benny the name everyone knows for fag Fun!Have you Played with
> fagboy benny Today? E-Mail fagboy benny: BenSells@Atari.org or Call
> fagboy benny Anytime at (503)256-9974!!

Don't know who you are, but you're just a frickin' idiot at best.

4816. Re: ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-28 14:25:02 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <KLydnd9lVY4j0sfTnZ2dnUVZ87-dnZ2d@telenor.com>
Source record: 505

"Ken Springer" <wordworks@greeleynet.com> skrev i melding
news:j3dhad$j0s$2@dont-email.me...
> On 8/28/11 6:10 AM, Nomen Nescio wrote:
>> Cant afford a hooker? Save on Gas and Take a Staycation with your fagboy
>> benny! Why not, I'm a homo! Relax this summer. Stay home and Play with
>> fagboy benny!! Or look for fagboy benny's open anal cavity just for you!
>> Fagboy Benny the name everyone knows for fag Fun!Have you Played with
>> fagboy benny Today? E-Mail fagboy benny: BenSells@Atari.org or Call
>> fagboy benny Anytime at (503)256-9974!!
>
> Don't know who you are, but you're just a frickin' idiot at best.

And if he's angry with Ben for posting ... His posts are more annoying, they
are irrelevant, Ben at least sells Atari stuff.

4817. Re: ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-28 15:21:53 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <j3dm87hje1@dont-email.me>
Source record: 506

On 8/28/11 8:25 AM, Vidar Olavesen wrote:
> "Ken Springer"<wordworks@greeleynet.com> skrev i melding
> news:j3dhad$j0s$2@dont-email.me...
>> On 8/28/11 6:10 AM, Nomen Nescio wrote:
>>> Cant afford a hooker? Save on Gas and Take a Staycation with your fagboy
>>> benny! Why not, I'm a homo! Relax this summer. Stay home and Play with
>>> fagboy benny!! Or look for fagboy benny's open anal cavity just for you!
>>> Fagboy Benny the name everyone knows for fag Fun!Have you Played with
>>> fagboy benny Today? E-Mail fagboy benny: BenSells@Atari.org or Call
>>> fagboy benny Anytime at (503)256-9974!!
>>
>> Don't know who you are, but you're just a frickin' idiot at best.
>
> And if he's angry with Ben for posting ... His posts are more annoying, they
> are irrelevant, Ben at least sells Atari stuff.
>
>
This guy is just a jerk, angry at something.

--
Ken

Mac OS X 10.6.8
Firefox 5.0
Thunderbird 5.0
LibreOffice 3.3.3

4818. Re: ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-28 20:14:15 UTC
From: Fritz Wuehler <fritz@spamexpire-201108.rodent.frell.theremailer.net>
Message-ID: <533546e2333cd8bad4cb129e12dc22d4@msgid.frell.theremailer.net>
Source record: 507

Ken Springer <wordworks@greeleynet.com> wrote:

> On 8/28/11 6:10 AM, Nomen Nescio wrote:
> > Cant afford a hooker? Save on Gas and Take a Staycation with your fagboy
> > benny! Why not, I'm a homo! Relax this summer. Stay home and Play with
> > fagboy benny!! Or look for fagboy benny's open anal cavity just for you!
> > Fagboy Benny the name everyone knows for fag Fun!Have you Played with
> > fagboy benny Today? E-Mail fagboy benny: BenSells@Atari.org or Call
> > fagboy benny Anytime at (503)256-9974!!
>
> Don't know who you are, but you're just a frickin' idiot at best.

Agree, give it a rest asshole.

4819. Re: Dear Atari Lawyers:

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-29 01:50:47 UTC
From: Clu <drclu@swbell.net>
Message-ID: <j3er9nbag1@speranza.aioe.org>
Source record: 508

What he said.

Doc Clu

On 8/26/11 9:37 AM, John Harbl wrote:

> ._,-,_. _ ________ _ ______ __
> ||| ||| / \ |__ __| / \ | _ \ | |
> ||| ||| / . \ | | / . \ | |_) / | |
> ;|| ||: / /_\ \ | | / /_\ \ | (| |
> ./ /| |\ \. / ___ \ | | / ___ \ | |\ \ | |
> |./ :_: \.| /__/ __\ |__| /__/ __\ |__| __\ |__|
>
> I've been using your computers and related products since 1981. If you
> really want to pursue a war with the few remaining people who know what
> this company once stood for and meant to both them and personal
> computing in general, be my guest - but all you'll really be doing is
> alienating those same people who still comprehend that significance. Do
> you really think some 14-year-old kid scrounging money from his parents
> to buy what's actually a rebranded Infogrames title puts any stock in
> the Fuji logo, or the groundbreaking computers and video games that it
> represents? Of course not.
>
> Get real. We may not own the rights to the company or its intellectual
> property, but we certainly have more right to use it than you fuckers
> seem to think we do.
>
> Posted under Fair Use doctrine, so suck it, bitches.
>
> - J.

4820. Re: ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-29 04:07:16 UTC
From: Fritz Wuehler <fritz@spamexpire-201108.rodent.frell.theremailer.net>
Message-ID: <f08843dec78f397c717b2ff679f91208@msgid.frell.theremailer.net>
Source record: 509

Asshole....was that really necessary?

4821. Re: ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-30 09:00:09 UTC
From: Fritz Wuehler <fritz@spamexpire-201108.rodent.frell.theremailer.net>
Message-ID: <075c701d7a265daea414e94fd3b7ac43@msgid.frell.theremailer.net>
Source record: 510
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Motherfucking lawyer!

4822. SASI to IDE Storage Controller

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-31 04:50:42 UTC
From: Norby <norberto.collado@koyado.com>
Message-ID: <f6789819-300c-4915-a9c8-d19adaeb9800@e34g2000prn.googlegroups.com>
Source record: 511

While restoring my Heathkit H8 computer I designed a SASI to IDE
Storage controller. It uses the SASI bus and the block size is 256
bytes. It uses dual CF cards to allow booting from Drive0 or Drive1.
See the following webpage for details;

http://www.koyado.com/Heathkit/Z67-IDE.html

I was wondering if the Atari uses the SASI bus, and if it does, I will
like to add Atari support to the Z67-IDE if there is interest on it.

Thanks,

Norby

4823. Re: SASI to IDE Storage Controller

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-31 19:01:07 UTC
From: Lunatic Fringe <lunatic@devnullmail.com>
Message-ID: <Mxv7q.166$sk5.23@newsfe03.iad>
Source record: 512

On 30/08/2011 9:50 PM, Norby wrote:
> While restoring my Heathkit H8 computer I designed a SASI to IDE
> Storage controller. It uses the SASI bus and the block size is 256
> bytes. It uses dual CF cards to allow booting from Drive0 or Drive1.
> See the following webpage for details;
>
> http://www.koyado.com/Heathkit/Z67-IDE.html
>
>
> I was wondering if the Atari uses the SASI bus, and if it does, I will
> like to add Atari support to the Z67-IDE if there is interest on it.
>
> Thanks,
>
> Norby

Back in the 80's, I was running a 10meg SASI hard drive for a BBS along
with a 4 meg MIO and 130xe with 2 megs of memory. So long story short,
my answer would probably be YES but if Bob Puff or someone from ICD /
Fine Tooned is still lurking around, they would know the tech better
than myself
--
I don't suffer from insanity. I enjoy every minute of it.

4824. Re: SASI to IDE Storage Controller

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-31 20:13:57 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <6-CdnU-puct9CMPTnZ2dnUVZ8v-dnZ2d@giganews.com>
Source record: 513

"Lunatic Fringe" <lunatic@devnullmail.com> wrote in message
news:Mxv7q.166$sk5.23@newsfe03.iad...
> On 30/08/2011 9:50 PM, Norby wrote:
>> While restoring my Heathkit H8 computer I designed a SASI to IDE
>> Storage controller. It uses the SASI bus and the block size is 256
>> bytes. It uses dual CF cards to allow booting from Drive0 or Drive1.
>> See the following webpage for details;
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>> http://www.koyado.com/Heathkit/Z67-IDE.html
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>> I was wondering if the Atari uses the SASI bus, and if it does, I will
>> like to add Atari support to the Z67-IDE if there is interest on it.
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>> Thanks,
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>> Norby
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and 130xe with 2 megs of memory. So long
> story short, my answer would probably be YES but if Bob Puff or someone from ICD / Fine
Tooned is still lurking around, they would
> know the tech better than myself
> --
> I don't suffer from insanity. I enjoy every minute of it.

Yeah, hee-hee, me too. :) The meds are absolutely awesome.

Bill

4825. Re: SASI to IDE Storage Controller

Newsgroup: comp.sys.atari.8bit
Date: 2011-08-31 21:14:11 UTC
From: Bernard <bernard@the.world.com>
Message-ID: <b9a09$4e5ea4b0$4dfb0213$9580@news.chello.nl>
Source record: 514

Hi Folks,

sorry but i think it was NOT SASI but i think it was SCSI... if i remember
it right i had a BBS exprexx pro with BlackBox en ik think 20 GIG harddisk
later 140 GIG scsi harddisk..

sorry for my 2 cents ;-)

Greetinx from Bernard aka Sysop Bernard ;-)

"Bill Garber" <willy46pa@comcast.net> schreef in bericht
news:6-CdnU-puct9CMPTnZ2dnUVZ8v-dnZ2d@giganews.com...
>
> "Lunatic Fringe" <lunatic@devnullmail.com> wrote in message
> news:Mxv7q.166$sk5.23@newsfe03.iad...
>> On 30/08/2011 9:50 PM, Norby wrote:
>>> While restoring my Heathkit H8 computer I designed a SASI to IDE
>>> Storage controller. It uses the SASI bus and the block size is 256
>>> bytes. It uses dual CF cards to allow booting from Drive0 or Drive1.
>>> See the following webpage for details;
>>>
>>> http://www.koyado.com/Heathkit/Z67-IDE.html
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>>> I was wondering if the Atari uses the SASI bus, and if it does, I will
>>> like to add Atari support to the Z67-IDE if there is interest on it.
>>>
>>> Thanks,
>>>
>>> Norby
>>
>> Back in the 80's, I was running a 10meg SASI hard drive for a BBS along
>> with a 4 meg MIO and 130xe with 2 megs of memory. So long story short,
>> my answer would probably be YES but if Bob Puff or someone from ICD /
>> Fine Tooned is still lurking around, they would know the tech better than
>> myself
>> --
>> I don't suffer from insanity. I enjoy every minute of it.
>
> Yeah, hee-hee, me too. :) The meds are absolutely awesome.
>
> Bill
>
>
>

4826. Re: Dear Atari Lawyers:

Newsgroup: comp.sys.atari.8bit
Date: 2011-09-01 05:31:35 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <4e5f18b7$0$27885$bbae4d71@news.suddenlink.net>
Source record: 515

On Mon, 29 Aug 2011 04:50:47 +0300, Clu wrote:

> What he said.
>
> Doc Clu

If this is the start of a petition, then put my name down as well. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

4827. Re: SASI to IDE Storage Controller

Newsgroup: comp.sys.atari.8bit
Date: 2011-09-01 07:04:34 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <c9da70a4-467c-46d9-bc5f-ae9d0cc9f600@e20g2000prn.googlegroups.com>
Source record: 516

On Aug 30, 9:50 pm, Norby <norberto.coll...@koyado.com> wrote:
> While restoring my Heathkit H8 computer I designed a SASI to IDE
> Storage controller. It uses the SASI bus and the block size is 256
> bytes. It uses dual CF cards to allow booting from Drive0 or Drive1.
> See the following webpage for details;
>
> http://www.koyado.com/Heathkit/Z67-IDE.html
>
> I was wondering if the Atari uses the SASI bus, and if it does, I will
> like to add Atari support to the Z67-IDE if there is interest on it.
>
> Thanks,
>
> Norby

Your H8 trumps my H89!

Not natively. I believe the first models, vanilla Atari 800, had one or two SASI adapters but they are rare. When the 800XL came out there were ~3 differenent manufacturers of SCSI interfaces.

I read your web page and share your pain. I tried to resurect a bunch of MFM drives w/o sucess this year. Only one that showed life was a 10 meg true IBM full height drive. I had to format it with an ISA MFM card. I have a Xebec controller for it that tested good 15 years ago but haven't hooked the combination up to test. I picked up a old SCSI drive to start sorting through my SCSI controllers to see which ones are good before I plug anything into the Xebec.

Back to Atari, most of the current generation of interfaces are IDE to real or CF drives or serial with SD cards for storage. Anything you do would be well recieved and read for educational purposes but I don't think many people will need to actually have the hardware. One of the manufacturers of a SCSI interface was taking preorders and AFAIK hasn't gotten enough orders in the last year or two to make a production run.

All models of Atari computers came with a built in ttl serial interface to storage. There have been ~7 different people/groups that have used the serial interface with converters to RS232 that use DOS, CP/M, Atari ST, Linux, Windows, and Mac, on their respective hardware platforms. The price for the interface is about $2-6 in parts so a lot of people just went that way. Something like ~3,000 known sales from a single source.

Rick

4828. Old Atari stuff for collection

Newsgroup: comp.sys.atari.8bit
Date: 2011-09-01 20:33:59 UTC
From: Brian Gaff <Briang1@blueyonder.co.uk>
Message-ID: <j3oq7t$u67$1@dont-email.me>
Source record: 517

In Surrey UK, come and have it for no wt. 800 xl, disc drive tape drive
etc. Not any idea if it works though!

Brian

--
Brian Gaff....Note, this account does not accept Bcc: email.
graphics are great, but the blind can't hear them
Email: briang1@blueyonder.co.uk

4829. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2011-09-04 07:01:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1109032357560.21940@slate.spiritone.com>
Source record: 518
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

LOOKING FOR ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT AND/OR ST!

Sign Up for the Mailing List used to send E-Mail From Bravo Sierra Computers! Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

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http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

Direct Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com!! Can't reach me? See info at Bottom!Get Heads Up on NEW Atari Sales before the Rest!

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4830. FS: 20% OFF ALL NEW/MINT MICROPROSE GAMES 4 ATARI!

Newsgroup: comp.sys.atari.8bit
Date: 2011-09-04 07:05:15 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1109040001320.21940@slate.spiritone.com>
Source record: 519
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4831. 20% OFF ALL NEW ATARI GAMES & ALL BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2011-09-04 07:34:04 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1109040030480.21940@slate.spiritone.com>
Source record: 520
Cross-posted to:
alt.atari-jaguar.discussion,alt.games.lynx,alt.atari.2600vcs,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

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& ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held!
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Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben
anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011!
Sent on my Atari Computer

4832. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-09-06 04:27:55 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1315283249@rtfm.mit.edu>
Source record: 521
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: August 7, 2011

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.
```

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society

http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

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Newsgroup: comp.sys.atari.8bit
Date: 2011-09-09 06:36:47 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1109082333360.16460@slate.spiritone.com>
Source record: 522
Cross-posted to:
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4834. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2011-09-09 06:38:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1109082336550.16460@slate.spiritone.com>
Source record: 523
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

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4835. FS: 20% OFF ALL NEW/MINT MICROPROSE GAMES 4 ATARI!

Newsgroup: comp.sys.atari.8bit
Date: 2011-09-09 06:39:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1109082338260.16460@slate.spiritone.com>
Source record: 524
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4836. Seattle Retro-computing Society monthly meeting Sat. Sept. 17th

Newsgroup: comp.sys.atari.8bit
Date: 2011-09-13 04:17:51 UTC
From: SRCS Admin <searetcompsoc@gmail.com>
Message-ID: <8b125e3f-5ba3-4661-8bdb-920a3ed510ea@u6g2000prc.googlegroups.com>
Source record: 525
Cross-posted to: comp.sys.amiga.misc,comp.sys.apple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm

Come one, come all, to the Seattle Retro-Computing Society's monthly
meeting, on Saturday, September 17th, 2011!

Do you do any of the following with old computers near Seattle?

+ Use, collect, and/or restore them
+ Play games on them
+ Write programs for them
+ Develop new hardware for them
+ Help other people do any of the above

If your answer was "yes," as I expect it will be if you're reading
this
near Seattle, then the SRCS is for you! We exist so you can show off
your awesome stuff, bounce ideas off of fellow enthusiasts, and be
inspired by one another's achievements, plans and aspirations.

No idea is too big or too small, and we're not picky about what flavor
of vintage machine you prefer! Come on down and tell us about it!

The meetings are graciously hosted by the Living Computer Museum, a
relatively new organization which is building a computer museum in
Seattle's SODO neighborhood. There will be refreshments, a Buy-Sell-
Free-Trade table, and enough table space & power to set up anything
you
may want to show off!

For further details, please see our newly improved web page at
http://www.seattleretrocomputing.com/ and our mailing list at
http://groups.google.com/group/seattle-retrocomp . Hope to see you
there!

(Please note, we usually meet on the fourth Saturday of each month; we
had to move it up a week this month because of schedule conflicts with
retrocomputing events in other cities.)

Gordon "gsteemso" Steemson
SRCS agitator-in-chief

4837. The Portland Retro Gaming Expo (Portland Oregon, USA), and Atari Rage will be there.....

Newsgroup: comp.sys.atari.8bit
Date: 2011-09-13 05:16:13 UTC
From: "Atari Rage: The Retro Atari Store (Formerly Kjmann's Atari Sales)" <kjmann_atari@yahoo.com>
Message-ID: <865ffd09-36f5-40df-b508-700ad78384a7@e34g2000pri.googlegroups.com>
Source record: 526

Atari Rage: The Retro Atari Store (Formerly Known as Kjmann's Atari Sales) will be at the PRGE Again This year in a full sized booth this time.

The Expo Will Take Place on: Saturday September 24th and Sunday the 25th.

We will have several copies of Space harrier and All other titles from our webstore available at the Booth Along with a Few Systems For Sale and Plenty of Kjmann's S-Video Kits available as well.

On the Spot Installations For the S-Video Kits Will be Available for $10 Extra.

Hope to see you all there. =)

4838. The Portland Retro Gaming Expo (Portland Oregon, USA), and Atari Rage will be there.....

Newsgroup: comp.sys.atari.8bit
Date: 2011-09-13 10:38:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1109130334450.31440@slate.spiritone.com>
Source record: 527

I May Be There! Thanx! =-=Ben=-=

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Sent on my Atari Computer

---------- Forwarded message ----------
Date: Mon, 12 Sep 2011 22:16:13 -0700 (PDT)
From: "Atari Rage: The Retro Atari Store (Formerly Kjmann's Atari Sales)"
<kjmann_atari@yahoo.com>
Newsgroups: comp.sys.atari.8bit
Subject: The Portland Retro Gaming Expo (Portland Oregon, USA),
and Atari Rage will be there......

Atari Rage: The Retro Atari Store (Formerly Known as Kjmann's Atari
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On the Spot Installations For the S-Video Kits Will be Available for
$10 Extra.

Hope to see you all there. =)

4839. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-09-16 04:29:42 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1316147353@rtfm.mit.edu>
Source record: 528
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: August 7, 2011

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.
```

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society

http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

4840. 20% OFF ALL NEW ATARI GAMES & ALL BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2011-09-17 19:55:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1109171251240.30970@slate.spiritone.com>
Source record: 529
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4841. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2011-09-17 19:59:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1109171256070.30970@slate.spiritone.com>
Source record: 530
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

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4842. FS: 20% OFF ALL NEW/MINT MICROPROSE GAMES 4 ATARI!

Newsgroup: comp.sys.atari.8bit
Date: 2011-09-17 20:04:54 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1109171259310.30970@slate.spiritone.com>
Source record: 531
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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The Ancient Art of War in the Skies; B17 Flying Fortress; Sid Meier's Civilization; F-15 Strike Eagle; F-19 Stealth Fighter; Fire and Brimstone; Grand Prix; Greens The Ultimate 3-D Golf Simulation; Gunship; Knights of the Sky; M1 Tank Platoon; Sid Meier's Railroad Tycoon; Red Storm Rising; Silent Service; Silent Service II;

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4843. ATARI WANTLIST:

Newsgroup: comp.sys.atari.8bit
Date: 2011-09-19 15:55:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1109190851020.3734@slate.spiritone.com>
Source record: 532
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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4844. Corrections to Sources

Newsgroup: comp.sys.atari.8bit
Date: 2011-09-22 19:47:30 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <19b2b380-3651-4da0-9de5-a65d50a4f717@v26g2000prh.googlegroups.com>
Source record: 533

Just thought I would take a break from getting back up to my Atari hobby to make a couple of corrections if I haven't done them already.

A bit of background: I have a couple of Cybiko hand held PDAs. They were pretty capable systems in their time H8 ~16/32 bit main processor depending on how you define your processor running at 11 mHz. There is a Cybiko Xtreme that runs faster but it doesn't have a built in serial port so it is less interesting for the task at hand. I *THINK* they sold something like 3 million of them and they appear on fleabay for $5-$20 every once in a while.

Pavel Machek wrote a linux sio2pc type program and says he used a 75LS149 for his device. I think this is a typo or misspeak. There are MC1489, MC1489A, SN55189, SN55189A, SN75189, SN75189A but to the best of my knowledge there is no such animal. I think TI did come out with something like a 75LS155 back in the CP/M days but I just can't remember there every being a 75LS149.

Other thing is the 74LS138 in most of the schematics available online is wrong, other then that they are pretty good.

When I took a C programming class it was back in the 80s. Honestly looking at the make files in all their derivations I think they are more sophisticated and more complex then anything C used to be. Sheesh! I am trying to get back up to speed with the Cybiko SDK and think I need to take a class in 'make file programming.' I had the same gripe when working with cc65!

On the bright side I have femul.c compiling for the Cybiko mostly right except for what should be simple stuff like include paths. The Cybiko's default serial speed is 57k so making one work as an Atari sio2pc drive should be trivial. It doesn't mean much for a non expanded device, only ~512 flash and 512k ram, but i have a couple of accessories like 1 meg expansion and mp3 player with a 16 meg SD card. Kind of laughable these days but I think the max SD card you can have is 64 megs. I think the smallest I have in my parts drawer is either 128 or 512 megs so I will probably crash it if I try to use it.<grin>

Been doing some ugly hacking: Tore apart a dead cell phone so I now have a Cybiko running on Li ion batteries. It's only important in that replacement batteries go for about $6 each plus shipping and you need two of them. Seems to be working OK but I really should do some kind of hack to get the voltage levels for charging right.

It's a hobby so I don't have to do something useful. I figure if I get a stock Cybiko that holds a single 88k Atari disk image in the next

year I will call it a win. Anything beyond that will be gravy. Back when i was writing a lot of software my development system was typically just a 720k disk. I should just burn myself a sio2sd device but I am obsessing on the Cybiko for some reason. I will ask on the Cybiko forums is anyone is still around.

Rick

4845. Corrections to Sources

Newsgroup: comp.sys.atari.8bit
Date: 2011-09-22 19:59:41 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <f5c02e11-44a1-4515-a5cb-9f4f89246423@n39g2000prl.googlegroups.com>
Source record: 534

Just thought I would take a break from getting back up to my Atari hobby to make a couple of corrections if I haven't done them already.

A bit of background: I have a couple of Cybiko hand held PDAs. They were pretty capable systems in their time H8 ~16/32 bit main processor depending on how you define your processor running at 11 mHz. There is a Cybiko Xtreme that runs faster but it doesn't have a built in serial port so it is less interesting for the task at hand. I *THINK* they sold something like 3 million of them and they appear on fleabay for $5-$20 every once in a while.

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Rick

4846. Re: Corrections to Sources

Newsgroup: comp.sys.atari.8bit
Date: 2011-09-22 23:07:16 UTC
From: bill@newbreedsoftware.com
Message-ID: <4e7bbfa4$0$1681$742ec2ed@news.sonic.net>
Source record: 535

ricortes <ricortes@earthlink.net> wrote:
> When I took a C programming class it was back in the 80s. Honestly
> looking at the make files in all their derivations I think they are
> more sophisticated and more complex then anything C used to be.
> Sheesh! I am trying to get back up to speed with the Cybiko SDK and
> think I need to take a class in 'make file programming.' I had the
> same gripe when working with cc65!

I'm a VERY naiive "Make" user, but about 12+ years ago I got a copy
of "Managing Projects with Make" by O'Reilly. Was pretty useful.
My naiive use is basically:

```
--- begin ---

# Var. for where to install my app
PREFIX=/usr/local

# ... and its data
DATA_PREFIX=($PREFIX)/share/my_app

# Flags to send C compiler. Including a hard-coded (#define) value
# that'll tell the app where to find its data. -Wall turns on 'all' warnings.

CFLAGS=-Wall -DPREFIX="$(DATA_PREFIX)"

# Default make target: build the app
all: my_executable

# Target for installing app and its data
install:
cp my_executable $(PREFIX)/bin/
cp -r data/ $(DATA_PREFIX)/

# Link the objects into the final executable
my_executable: my_app.o some_other_funcs.o
$(CC) ($LDFLAGS) my_app.o some_other_funcs.o -o my_executable

# Create my main object
my_app.o: my_app.c some_other_funcs.h
# Make's default rule is sufficient; it'll come out as:
# $(CC) my_app.c $(CFLAGS) -o my_app.o

# Create object for some other functions
some_other_funcs.o: some_other_funcs.c some_other_funcs.h
# Ditto

--- end ---
```

Or, yknow, something like that. :) There's some insanely clever stuff
you can get Make systems to do, but 99% of the time I just want it to handle
dependencies and take care of some variables.

For example, in the above case, on Linux a:

$ sudo make install

would install it into /usr/local/. But I could easily install it in the
non-local place:

$ make PREFIX=/usr
$ sudo make install PREFIX=/usr

or, like back when I was on a shared Unix (Solaris and SunOS) box in
college, I could tell it I want things to run from somewhere in my homedir.
(Notice I don't need to have root privileges -- no "sudo")

$ make PREFIX=/home/kendrick/opt
$ make install PREFIX=/home/kendrick/opt

I'm rambling. :)

--
-bill!
Sent from my computer

4847. Re: Corrections to Sources

Newsgroup: comp.sys.atari.8bit
Date: 2011-09-23 04:11:25 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <0356752c-71a6-4efc-a387-2da2f0db4404@i5g2000vbw.googlegroups.com>
Source record: 536

On Sep 22, 4:07 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> ricortes <ricor...@earthlink.net> wrote:
<snip>

Thanks for the tip, I am downloading Managing Projects with GNU Make,
3.Xth Edition to see if I can be enlightened.

"An implicit rule is either a pattern rule or a suffix rule.
There are built-in pattern rules for C, C++, Pascal, FORTRAN, ratfor,
Modula, Texinfo, TEX (including Tangle
and Weave), Emacs Lisp, RCS, and SCCS. In addition, there are rules
for supporting programs for these
languages, such as cpp, as, yacc, lex, tangle, weave and dvi tools. If
you are using any of these tools,
you'll probably find most of what you need in the built-in rules. If
you're using some unsupported languages
such as Java or XML, you will have to write rules of your own."

This could take a while.

> I'm rambling. :)
>
> --
> -bill!
> Sent from my computer

It's where I live. :) I feel like Rip Van Winkle. When I was last
awake I could go to Fry's to pick up some EPROMs and a bag of Doritos.
Went there yesterday and they had squat EPROMs but you could still get
a bag of chips<sic>. They had a stack of 6821's but the price was
double everyone online. I was thinking of trying to keep my SDX 4.19
ROM as is just in case something goes wrong when I burn 4.22 but the
nearest place to get a 27C512 is a 20 mile drive. I have an old 386sx
working motherboard I am trying to tell myself I should pull parts off
of. It was a back up position but my new EPROM burner seems to be
working OK.

BTW: I did get Puppy Linux burned into a CD and it worked well.
Unfortunately all the laptops I fixed went back and I left the CD in
one of them. Hard times: Woman I fixed them for took them all
including the one I was supposed to get to keep to sell for cigarette
money! Ah, life is but a joke.

Rick

4848. Re: Corrections to Sources

Newsgroup: comp.sys.atari.8bit
Date: 2011-09-23 16:06:04 UTC
From: Yo$$1960 <brad@yoss1960.ukfsn.org>
Message-ID: <pan.2011.09.23.16.02.20.960269@yoss1960.eternal-september.org>
Source record: 537

On Thu, 22 Sep 2011 12:59:41 -0700, ricortes wrote:

> Pavel Machek wrote a linux sio2pc type program and says he used a 75LS149
> for his device. I think this is a typo or misspeak. There are MC1489,

Possibly 74LS149?
^
--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"
I'll be the rubbish you'll be the bin
Love Song - The Damned

4849. Re: Corrections to Sources

Newsgroup: comp.sys.atari.8bit
Date: 2011-09-23 20:14:15 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <e867b806-265e-418e-a96d-931160911379@d2g2000vbk.googlegroups.com>
Source record: 538
Body handling: HTML body converted to readable text

On Sep 23, 9:06 am, Yo$$1960 wrote:
> On Thu, 22 Sep 2011 12:59:41 -0700, ricortes wrote:
> > Pavel Machek wrote a linux sio2pc type program and says he used a 75LS149
> > for his device. I think this is a typo or misspeak. There are MC1489,
>
> Possibly 74LS149?
> ^
> --
> Regards _
> /) "The blindingly obvious is
> / _)rad never immediately apparent"
> I'll be the rubbish you'll be the bin
> Love Song - The Damned

I can't find a 74LS149 in my data books either. I made several
different designs, 74LS00, 4049, et cetera. Just about any inverting
logic or amp will work.

I guess it isn't a big deal: Everyone left probably already has one of
[sio2pc, sio2usb, sio2sd, sio2ide, emulator, ...]

Rick

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Date: 2011-09-24 01:04:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1109231802290.22647@slate.spiritone.com>
Source record: 539
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4851. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

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Date: 2011-09-24 01:06:56 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1109231805090.22647@slate.spiritone.com>
Source record: 540
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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4852. FS: 20% OFF ALL NEW/MINT MICROPROSE GAMES 4 ATARI!

Newsgroup: comp.sys.atari.8bit
Date: 2011-09-24 01:09:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1109231807060.22647@slate.spiritone.com>
Source record: 541
Cross-posted to:
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http://www.aracnet.com/~atari/5200.htm 20% OFF 5200 GAMES + HARDWARE LIST!
http://www.aracnet.com/~atari/lynx.htm 20% OFF LYNX GAMES + HARDWARE LIST!
http://www.aracnet.com/~atari/jaguar.htm 20% 0FF JAGUAR GAMES + HARDWARE LIST!
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Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org & Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011! Sent on my Atari Computer

4853. Re: Corrections to Sources

Newsgroup: comp.sys.atari.8bit
Date: 2011-09-24 10:23:16 UTC
From: Yo$$1960 <brad@yoss1960.ukfsn.org>
Message-ID: <pan.2011.09.24.10.21.12.208284@yoss1960.eternal-september.org>
Source record: 542

On Fri, 23 Sep 2011 13:14:15 -0700, ricortes wrote:

> I can't find a 74LS149 in my data books either. I made several different

I must admit I didn't check. Having just done so, I wish I had.

> I guess it isn't a big deal: Everyone left probably already has one of
> [sio2pc, sio2usb, sio2sd, sio2ide, emulator, ...]

Actually, no. I don't. OTOH, my 130XE hasn't been used for quite a few
years. Lack of space, TBH. However, I hope for that to change soon(-ish).

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"
What do you call that noise, that you put on?
This Is Pop - XTC

4854. Re: Corrections to Sources

Newsgroup: comp.sys.atari.8bit
Date: 2011-09-25 00:02:10 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <9b666c22-f3d6-46ac-94ab-ed17b1d91125@v9g2000vbp.googlegroups.com>
Source record: 543
Body handling: HTML body converted to readable text

On Sep 24, 3:23 am, Yo$$1960 wrote:
> On Fri, 23 Sep 2011 13:14:15 -0700, ricortes wrote:
> > I can't find a 74LS149 in my data books either. I made several different
>
> I must admit I didn't check. Having just done so, I wish I had.
>
> > I guess it isn't a big deal: Everyone left probably already has one of
> > [sio2pc, sio2usb, sio2sd, sio2ide, emulator, ...]
>
> Actually, no. I don't. OTOH, my 130XE hasn't been used for quite a few
> years. Lack of space, TBH. However, I hope for that to change soon(-ish).
>
> --
> Regards _
> /) "The blindingly obvious is
> / _)rad never immediately apparent"
> What do you call that noise, that you put on?
> This Is Pop - XTC

I'm begining to wonder if I was every as good as I think I was. I finally pulled the tags off my SDX ROM and it turns out it was a OTP type w/o a window! I have version the 4.21 binary and didn't have version 4.22. If I understand it only had code changes to detect a 65C816 processor and switch to FTE as the copyright holder. Correcting my post about corrections!

I'm real slow coming back up to speed. For the last year or so my Atari has been a gypsy system that I set up in front of the TV or 1702 monitor. Its been hooked up via sio2pc to half a dozen different clones and laptops. I had it hooked up to my ATR8000 for a while but SDX never played nicely with it: IIRC the time out is set way too short in SD so you hear the babbling sio sounds a couple of times before the built in head load delays in an ATR8000 start to read. I may have to look into that...

Anyway, after 20 years of significant others who treated my Ataris like an infectious disease I finally have a bit of tolerance with space for a table and an LCD monitor somewhere other then a flooded basement. Really feels good!

Found out the hard way there is no such thing as a 28 pin 512k flash but that 386sx motherboard died for a good cause. Built a monitor cable, still have 2-4 flavors of sio2pc cable laying around. Fatih Aygün has a new sio2pc type Windows software AspeQt with high speed

routines. I still do have a small footprint PC running Windows XP embedded with a fresh 10 gig CF I put in it last week to compliment its 512 meg boot CF. That Puppy Linux Bill pointed me to can install to a USB thumb drive so I even have a back up position. My old Dataerase is taking an hour to erase an EPROM but there are a bunch of <$30 ones on fleabay. Life is looking good.

Rick

4855. M.U.L.E. and Alternate Reality: The City coming to iPhone/etc.

Newsgroup: comp.sys.atari.8bit
Date: 2011-09-26 22:30:45 UTC
From: bill@newbreedsoftware.com
Message-ID: <4e80fd15$0$1672$742ec2ed@news.sonic.net>
Source record: 544

Wow, this kinda surprised me:

Alternate Reality, M.U.L.E., Paradroid Coming to iOS
Sep. 23, 2011
http://www.macworld.co.uk/ipod-itunes/news/index.cfm?newsid=3305580

British developer-publisher Elite is resurrecting a variety of classic games for iOS

Following a successful range of ZX Spectrum rereleases on iOS, long established UK developer-publisher Elite Systems is turning its attention to a variety of computer games from other 8 bit computers such as the Commodore 64 and Atari range.

Nine standalone iOS conversions are set to hit the App Store for 59p each on an as yet undecided date -- three of these will be of US origin, three from the UK and three from Germany.

The American games include Datasoft's action adventure Black Magic from 1987; Ozark Softscape's fantastic multiplayer strategy game M.U.L.E. from 1983; and the immensely ambitious open world freeform RPG Alternate Reality: The City from 1987.

--
-bill!
Sent from my computer

4856. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-09-27 04:39:15 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1317098318@rtfm.mit.edu>
Source record: 545
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: August 7, 2011

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.
```

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society

http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

4857. Re: M.U.L.E. and Alternate Reality: The City coming to iPhone/etc.

Newsgroup: comp.sys.atari.8bit
Date: 2011-09-27 16:42:14 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <6e69322c-533d-4401-ba05-0e1d3d30ee89@j10g2000vbb.googlegroups.com>
Source record: 546

On Sep 26, 3:30 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> Wow, this kinda surprised me:
>
> Alternate Reality, M.U.L.E., Paradroid Coming to iOS
> Sep. 23, 2011
> http://www.macworld.co.uk/ipod-itunes/news/index.cfm?newsid=3305580
>
> British developer-publisher Elite is resurrecting a variety of classic
> games for iOS
>
> Following a successful range of ZX Spectrum rereleases on iOS, long
> established UK developer-publisher Elite Systems is turning its
> attention to a variety of computer games from other 8 bit computers
> such as the Commodore 64 and Atari range.
>
> Nine standalone iOS conversions are set to hit the App Store for
> 59p each on an as yet undecided date -- three of these will be of US
> origin, three from the UK and three from Germany.
>
> The American games include Datasoft's action adventure Black Magic
> from 1987; Ozark Softscape's fantastic multiplayer strategy game
> M.U.L.E. from 1983; and the immensely ambitious open world freeform
> RPG Alternate Reality: The City from 1987.
>
> --
> -bill!
> Sent from my computer

I wonder if they actually got the 'rights' to do this. I hope for clear sailing anyway with a few improvements. At this stage in CRPG development things have been dumbed down so much I suspect The City will become a much friendlier place. I played it on 3 platforms, [ST, IBM, 8bit] and found the first two much easier to play. They implemented features that were left out of the original 8bit version like being able to get a job which made starting a character much easier. Just being easier wasn't enough to make me like them as much as the 8bit version. Heck, I have a Windows Mobile phone anyway and if I did switch my first choice would probably be some flavor of Andriod.

Rick

4858. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-01 09:54:00 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1110010252040.12606@slate.spiritone.com>
Source record: 547
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Newsgroup: comp.sys.atari.8bit
Date: 2011-10-01 10:01:15 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1110010254080.12606@slate.spiritone.com>
Source record: 548
Cross-posted to:
alt.atari-jaguar.discussion,alt.games.lynx,alt.atari.2600vcs,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

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Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben
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Sent on my Atari Computer

4860. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-01 10:05:41 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1110010304030.12606@slate.spiritone.com>
Source record: 549
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

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4861. Re: M.U.L.E. and Alternate Reality: The City coming to iPhone/etc.

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-01 21:04:37 UTC
From: John <johndbuell@gmail.com>
Message-ID: <72be8ceb-1b34-460b-9b46-dba78f6d759e@j1g2000yqj.googlegroups.com>
Source record: 550

You know what I would find hilarious - new Infocom style works of Interactive Fiction. Completely impossible on anything iPhone/Android-phone sized, unless you like pain. :D But that said, after pulling out of doing an Atari Exhibit at this year's Vintage Computer Fest Midwest for having a car accident 2 days before the show, I showed up and ran games (well, sort of) with the Atari800 emulator on my AT&T Inspire...

4862. Re: M.U.L.E. and Alternate Reality: The City coming to iPhone/etc.

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-02 17:12:31 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <fe21cc87-a032-44fc-92dd-2a9b0481746d@q24g2000vby.googlegroups.com>
Source record: 351

On Oct 1, 2:04 pm, John <johndbu...@gmail.com> wrote:
> You know what I would find hilarious - new Infocom style works of
> Interactive Fiction. Completely impossible on anything iPhone/Android-
> phone sized, unless you like pain. :D But that said, after pulling out
> of doing an Atari Exhibit at this year's Vintage Computer Fest Midwest
> for having a car accident 2 days before the show, I showed up and ran
> games (well, sort of) with the Atari800 emulator on my AT&T Inspire...

I plan on having a 'Retro Gaming Night' with my grandkids. They
actually love the simple stuff like Frogger or River Raid more then
the latest-greatest 3d stuff that they can't figure out.

The tech to bring out video from a device based on an ARM processor as
NTSC is mature. I've had a couple of different 'personal media
players' that had it in addition to their built in display. If my
provider had a phone available with composite out I would buy it in
heart beat. Something like an Android with composite video and J/S
ports would be hot. As it is, I will be lugging a 130XE and monitor to
my grandkids.

In the mean time I am leaning towards buying http://www.sparkfun.com/products/10329
just because. Seems like on its lowest level you could run an Atari as
a term and be able do some simple stuff like [80 column term, storage,
mp3 player]. Save a couple of bucks over doing it just about any other
way. It seems like the device isn't hugely popular but anything done
with it could be ported to any computer using serial I/O.

Rick

4863. Free (pay shipping): Atari 810 disk drive, 1010 tape drive, some manuals & some cassettes

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-02 23:25:26 UTC
From: bill@newbreedsoftware.com
Message-ID: <4e88f2e6$0$1711$742ec2ed@news.sonic.net>
Source record: 352

Unclear what works, or if any of it doesn't work, but it's free if you
pay shipping! I'd prefer to send it all as one big package, of course.

* Atari 810 Disk Drive:
* A/C
* SIO
* Blank(?) disk ("Atari Formatted Diskette II" :^)) [in "Diskette Holder"]
* Manuals:
* "The Atari 810 Disk Drive: An Introduction to the Disk Operating System"
* "The Atari 810 Disk Drive: Owner's Guide"
* "Disk Operating System II: Reference Manual"
* "Inside Atari DOS" [Bill Wilkinson, OSS, Inc.; Compute! 1982]
* Atari 1010 Tape Drive:
* A/C
* SIO cable
* Info sheet
* Cassettes:
"Andromeda Conquest" (Avalon Hill) [in box, with manual]
"Cytron Masters" (SSI) [no manual]
"Stellar Shuttle" (Broderbund) [no manual]
11 other tapes (various BASIC & bootable games) [in a 12-cassette case]

Email me privately if interested! First-come, first-served!
(Payment for shipping via PayPal is fine.)

--
-bill!
Sent from my computer

4864. Re: Free (pay shipping): Atari 810 disk drive, 1010 tape drive, some manuals & some cassettes

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-02 23:25:56 UTC
From: bill@newbreedsoftware.com
Message-ID: <4e88f304$0$1711$742ec2ed@news.sonic.net>
Source record: 353

Bill Kendrick <bill@newbreedsoftware.com> wrote:
> Unclear what works, or if any of it doesn't work, but it's free if you
> pay shipping! I'd prefer to send it all as one big package, of course.

Oh, also, I'm still near Sacramento, CA, so if you want to come pick any
of this up, that can be arranged.

Thanks!

-bill!

4865. Free (pay shipping): Various books & manuals

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-02 23:43:02 UTC
From: bill@newbreedsoftware.com
Message-ID: <4e88f706$0$1647$742ec2ed@news.sonic.net>
Source record: 354

Books & Reference Guides:

* Atari BASIC Quick Reference Guide (Gilbert Held; Wiley)
* Understanding Atari Graphics (Michael Bloom; Alfred Handy)
* Atari Games & Recreations (Kohl, Kahn, Lindsay, Cleland; Reward)
* Advanced Programming Techniques For Your Atari,
Including Graphics & Voice Programs (Linda Schreiber; Tab)
* Your Atari Computer: A Guide to Atari 400/800 Personal Computers
(Poole, McNiff, Cook; Osborne/McGraw-Hill)
* 101 Atari Computer Programming Tips & Tricks (Alan North; ARCsoft)
* Atari Computer Program Writing Workbook (Alan North; ARCsoft)

Manuals:

* The Atari 400 Computer System: The Basic Computer Owner's Guide
* The Atari 400 Computer System: The Atari 410 Program Recorder Owner's Guide
* Megafont II (Dellinger, Rognlie; XLEnt Software)
* Atari 400/800 BASIC Reference Manual (Atari) [in binder, with index tabs!]
* Printwiz (Allen Macroware)

Photocopied Manuals:

* MicroPainter (DataSoft)
* Pilot (Atari)
* Pinball Construction Set (Electronic Arts)
* PM Animator (Don't Ask) [x2, for some reason]

Printed Game Software:
[often includes TRS-80, Apple II, & PC versions too]

* Broadway (Softside)
* Relaaax... (Softside)
* Microtext 2.0 (Softside)
* Mini Golf (Softside)
* Poker Squares (Softside)
* [some home-made(?) stuff (including a Yahtzee game) by the person who gave
me their collection]

Email me privately if you want it! You pay shipping. PayPal is fine.

--
-bill!
Sent from my computer

4866. Re: M.U.L.E. and Alternate Reality: The City coming to iPhone/etc.

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-03 14:11:55 UTC
From: John <johndbuell@gmail.com>
Message-ID: <c0101d3d-5ef0-4ff5-8527-b6fd543abf78@e9g2000vby.googlegroups.com>
Source record: 355

On Oct 2, 12:12 pm, ricortes <ricor...@earthlink.net> wrote:
> On Oct 1, 2:04 pm, John <johndbu...@gmail.com> wrote:
>
> > You know what I would find hilarious - new Infocom style works of
> > Interactive Fiction. Completely impossible on anything iPhone/Android-
> > phone sized, unless you like pain. :D But that said, after pulling out
> > of doing an Atari Exhibit at this year's Vintage Computer Fest Midwest
> > for having a car accident 2 days before the show, I showed up and ran
> > games (well, sort of) with the Atari800 emulator on my AT&T Inspire...
>
> I plan on having a 'Retro Gaming Night' with my grandkids. They
> actually love the simple stuff like Frogger or River Raid more then
> the latest-greatest 3d stuff that they can't figure out.
>
> The tech to bring out video from a device based on an ARM processor as
> NTSC is mature. I've had a couple of different 'personal media
> players' that had it in addition to their built in display. If my
> provider had a phone available with composite out I would buy it in
> heart beat. Something like an Android with composite video and J/S
> ports would be hot. As it is, I will be lugging a 130XE and monitor to
> my grandkids.
>
> In the mean time I am leaning towards buyinghttp://www.sparkfun.com/products/10329
> just because. Seems like on its lowest level you could run an Atari as
> a term and be able do some simple stuff like [80 column term, storage,
> mp3 player]. Save a couple of bucks over doing it just about any other
> way. It seems like the device isn't hugely popular but anything done
> with it could be ported to any computer using serial I/O.
>
> Rick

Let me know how that card works! I've got a funky little setup at home
with an SD-card reader built into an old XM301 case, and an Atari 8-
bit monitor out to ST monitor converter box that I had someone custom
build for me, so everything on my desk has an Atari logo on it.....
Vince Briel has made an adapter board that can plug into Apple][s and
read MP3s from a flash drive, along with a player program. (
http://www.brielcomputers.com/wordpress/?cat=14) I wish I had the
know-how to re-adapt this for Atari 8-bit computers, as an SIO or PBI
device....

4867. Re: M.U.L.E. and Alternate Reality: The City coming to iPhone/etc.

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-05 11:05:16 UTC
From: Tin Lunchbox <no@spam.thx>
Message-ID: <htdo87pbsrfa2pulh2o6hvm87as2oi2gjm@4ax.com>
Source record: 356

On Tue, 27 Sep 2011 09:42:14 -0700 (PDT), ricortes <email address clipped> wrote:

>On Sep 26, 3:30ï¿½pm, [email address clipped] (Bill Kendrick) wrote:
>> Wow, this kinda surprised me:
>>
>> ï¿½ Alternate Reality, M.U.L.E., Paradroid Coming to iOS
>> ï¿½ Sep. 23, 2011
>> ï¿½http://www.macworld.co.uk/ipod-itunes/news/index.cfm?newsid=3305580
>>
>> ï¿½ ï¿½ British developer-publisher Elite is resurrecting a variety of classic
>> ï¿½ ï¿½ games for iOS
>>
>> ï¿½ ï¿½ Following a successful range of ZX Spectrum rereleases on iOS, long
>> ï¿½ ï¿½ established UK developer-publisher Elite Systems is turning its
>> ï¿½ ï¿½ attention to a variety of computer games from other 8 bit computers

[text clipped for brevity]

>I wonder if they actually got the 'rights' to do this. I hope for
>clear sailing anyway with a few improvements. At this stage in CRPG
>development things have been dumbed down so much I suspect The City
>will become a much friendlier place. I played it on 3 platforms, [ST,
>IBM, 8bit] and found the first two much easier to play. They
>implemented features that were left out of the original 8bit version
>like being able to get a job which made starting a character much
>easier. Just being easier wasn't enough to make me like them as much
>as the 8bit version. Heck, I have a Windows Mobile phone anyway and if
>I did switch my first choice would probably be some flavor of Andriod.
>
>Rick

The rights are one thing, and the technical aspect another. I'm not aware that any retro-programmer or hacker or pirate ever actually successfully "broke" AR: C's subtle and multi-leveled copy-protection screen. I remember someone was working on a flashcart with "save" function, but I'm not aware (and I do check periodically) that that was accomplished.

IIRC, there was a particularly devious copy-protection fall-back in AR that would only present itself after one'd played his or her partially-cracked version for an hour or so.

Software publisher Elite has the wherewithal to accomplish this I suppose, but I hope I hope they don't accept the inferiority of one of the AR:C ports, such as ST or PC or Amiga.

TiN[]BoX

4868. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-08 04:31:35 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1318048267@rtfm.mit.edu>
Source record: 357
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: August 7, 2011

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.
```

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society

http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

4869. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-09 06:20:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1110082242220.10944@slate.spiritone.com>
Source record: 358
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/26007800.htm 20% OFF 2600/7800 GAMES +HARDWARE!
http://www.aracnet.com/~atari/5200.htm 20% OFF 5200 GAMES +HARDWARE LIST!
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4870. 20% OFF ALL ATARI GAMES/SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-09 06:23:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1110082321000.10944@slate.spiritone.com>
Source record: 359
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben
anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011!
Sent on my Atari Computer

4871. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-09 06:25:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1110082324040.10944@slate.spiritone.com>
Source record: 360
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

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4872. Re: M.U.L.E. and Alternate Reality: The City coming to iPhone/etc.

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-11 03:21:24 UTC
From: Clu <drclu@swbell.net>
Message-ID: <j70cnv$ov2$1@speranza.aioe.org>
Source record: 361

Oh this is cool news!! I am glad the classics continue to find new
life. I remember when I first saw MULE on the Atari (loaded off a PC
in the 80's.. that was amazing to me) and just thought the game was
funny! Hopefully people today will get a new blast with it.

Heck, might even be another Angry Birds for the iPhone users. :)

. _ . Doctor Clu (of...)
/{_}{} =PRISON BOARD BBS=
/(- _O) 972-329-0781
(____) telnet://rdfig.net

On 9/27/11 1:30 AM, Bill Kendrick wrote:
> Wow, this kinda surprised me:
>
> Alternate Reality, M.U.L.E., Paradroid Coming to iOS
> Sep. 23, 2011
> http://www.macworld.co.uk/ipod-itunes/news/index.cfm?newsid=3305580
>
> British developer-publisher Elite is resurrecting a variety of classic
> games for iOS
>
> Following a successful range of ZX Spectrum rereleases on iOS, long
> established UK developer-publisher Elite Systems is turning its
> attention to a variety of computer games from other 8 bit computers
> such as the Commodore 64 and Atari range.
>
> Nine standalone iOS conversions are set to hit the App Store for
> 59p each on an as yet undecided date -- three of these will be of US
> origin, three from the UK and three from Germany.
>
> The American games include Datasoft's action adventure Black Magic
> from 1987; Ozark Softscape's fantastic multiplayer strategy game
> M.U.L.E. from 1983; and the immensely ambitious open world freeform
> RPG Alternate Reality: The City from 1987.
>
>

4873. Re: Corrections to Sources

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-11 03:23:58 UTC
From: Clu <drclu@swbell.net>
Message-ID: <j70cso$ov2$2@speranza.aioe.org>
Source record: 362

On 9/22/11 10:59 PM, ricortes wrote:

> It's a hobby so I don't have to do something useful. I figure if I get
> a stock Cybiko that holds a single 88k Atari disk image in the next
> year I will call it a win. Anything beyond that will be gravy. Back
> when i was writing a lot of software my development system was
> typically just a 720k disk. I should just burn myself a sio2sd device
> but I am obsessing on the Cybiko for some reason. I will ask on the
> Cybiko forums is anyone is still around.
>
> Rick

Whoa, sounds pretty good actually. I have always liked the idea of
running a SIO2PC like device off something about the size of a
Portfolio, so this would be interesting to see.

. _ . Doctor Clu (of...)
/{_}{} =PRISON BOARD BBS=
/(- _O) 972-329-0781
(____) telnet://rdfig.net

4874. Re: The Portland Retro Gaming Expo (Portland Oregon, USA), and Atari Rage will be there.....

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-11 03:25:19 UTC
From: Clu <drclu@swbell.net>
Message-ID: <j70cv9$ov2$3@speranza.aioe.org>
Source record: 363

On 9/13/11 8:16 AM, Atari Rage: The Retro Atari Store (Formerly Kjmann's Atari Sales) wrote:
> Atari Rage: The Retro Atari Store (Formerly Known as Kjmann's Atari
> Sales) will be at the PRGE Again This year in a full sized booth this
> time.

So what's the story behind the name change? Something new?

. _ . Doctor Clu (of...)
/{_}{} =PRISON BOARD BBS=
/(- _O) 972-329-0781
(____) telnet://rdfig.net

4875. Re: The Portland Retro Gaming Expo (Portland Oregon, USA), and Atari Rage will be there.....

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-11 17:32:07 UTC
From: "Atari Rage: The Retro Atari Store (Formerly Kjmann's Atari Sales)" <kjmann_atari@yahoo.com>
Message-ID: <fdec3efa-2d22-48dd-b937-5784353f7a94@v38g2000prm.googlegroups.com>
Source record: 364

On Oct 10, 8:25 pm, Clu <dr...@swbell.net> wrote:
> On 9/13/11 8:16 AM, Atari Rage: The Retro Atari Store (Formerly Kjmann's
>
> Atari Sales) wrote:
> > Atari Rage: The Retro Atari Store (Formerly Known as Kjmann's Atari
> > Sales) will be at the PRGE Again This year in a full sized booth this
> > time.
>
> So what's the story behind the name change? Something new?
>
> . _ . Doctor Clu (of...)
> /{_}{} =PRISON BOARD BBS=
> /(- _O) 972-329-0781
> (____) telnet://rdfig.net

Yeah. we moved to a new City 260 miles away and we thought it was time
for a change to something a little less hokey sounding. =)

4876. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-12 04:32:47 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/vendev_1318393956@rtfm.mit.edu>
Source record: 365
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: September 26, 2011

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

This document is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

The latest version of this document is posted to the following Usenet
newsgroups every 60 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

You may also request my latest working version at: michael@mcurrent.name

**********************************************************************
* For other 8-bit Atari related FAQs please see the "Welcome FAQ": *
* ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome *
* http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html *
**********************************************************************

UPDATES SINCE PREVIOUS POSTING:
2011.09.26 MadTeam: Graph2Font 3.9.2.9 (Lite/Full)
2011.09.17 updated: Atari Rage: The Retro Atari Store
2011.08.19 added: John Foskett
2011.08.16 Mark Dusko: IP Dragon II and Dragon Cart. named
2011.08.14 MadTeam: Graph2Font 3.9.2.5 (Lite/Full)
2011.08.08 Another Slight Atari Player ASAP 3.0.1
2011.07.26 added: SIC! crew

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Subject: Introduction
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Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry should contain a valid postal address or web page address.

Entries do not include an email address due to the overwhelming amount of spam that would result.

Internation Reply Coupons

The following is from: (2010.09.12)
http://www.upu.int/en/activities/international-reply-coupons/about-irc.html

About International Reply Coupons
When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country; however, if they are from different countries, the enclosed postage stamp will not be valid.

All member countries
This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. As the service began before the days of airmail, the earliest coupons could only be redeemed for a single-rate ordinary postage stamp to a foreign country. In terms of today's UPU Convention, International reply coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign

country.

Mandatory to exchange
The UPU's International Bureau processes several million coupons each year and deals with of all accounting aspects. The International Bureau does not sell IRCs directly to customers; they must buy them from their local post office. Although Posts are not obliged to sell IRCs, it is mandatory for Posts to exchange the coupons. If a Post does not sell IRCs, it is possible to purchase them in a post office located in a neighbouring country.

DISCLAIMER

Appearance in this list does not constitute a recommendation or endorsement of the business, individual, product, or service listed.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS Video Games (Jay Colen) 5/10
519 W 4th St
Antioch CA 94509-1246
USA
http://4jays.net/store/
Vendor: new and used hardware and commercial software

8-Bit Classics (Mr. Corey Koltz) 4/06
302 W Dewey St
Cassville WI 53806-9733
USA
Phone: 608-725-2137
http://www.8bitclassics.com/
Vendor: new and used hardware and commercial software

A-ONE Online Magazine 2/07
See: Dana P. Jacobson

ABBUC HAR -- Hannoverschen ABBUC Regionalgruppe 2/07
Hanover
Germany
http://www.bertelmann.org/har/
Vendor: XF351 Upgrade-Kit includes Floppy + Cable + EPROM + Bootdisc,

Used Atari 800 XL PAL, Speedy1050 TDS. Not all items online available--
Ask for more information. Additionally vendor of:
- all items from Frank Heuser Shop
- all items from Wolfram Fischer
Special lower prices for ABBUC members available.

ABBUC Regional Group Frankfurt / Main (RAF) 2/11
(Thomas Grasel, Florian Dingler, Marc Mortara, Harry Reminder,
Carsten Strotmann)
Dillenburgerstrabe 61
60439 Frankfurt / Main
Germany
http://www.abbuc-raf.de/
Developer: SIO2USB-Interface, SIO2PC(SIO2ST)-Interface, Network Interface,
MultiJoy8 Interface, Automatic 2-Computer Interface,
Switching Power Supply (SPS), 8-Channel Digital Voltmeter

Jarek Adamski 6/11
Poland
http://8bit.yarek.pl/interface/atari.kmk/
http://8bit.yarek.pl/interface/atari.sio2ide/
Vendor: KMK/JZ IDE, SIO2IDE

Alhart Enterprises Presents (AEP) 8/06
c/o Paul V. Alhart
524 N Z St
Lompoc CA 93436-5019
USA
tel: (805) 736-4624
"encoded" email: OOOp.alhartOOO@OOOverizonOOO.OOOnetOOO
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12
Repair shop: Atari disk drives

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday

Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module,
TV/Computer Switch

Ambery 9/08
12335 Denholm Dr Ste E
El Monte CA 91732-3654
USA
tel: 626-350-8956 or 626-698-6739 Mon ~ Fri (10:00AM to 4:00PM PST)
FAX: 626-771-0060
http://www.ambery.com/
Developer: various Video to VGA/RGBHV converter scalers, see
http://www.ambery.com/vitovgcosc.html. Connect your Atari to your PC monitor!

ArSoft (Arkadiusz Lubaszka) 7/11
Poland
http://www.arsoft.netstrefa.pl/
Developer: Pajaki, Przekladanka, Arkadia, Life, ArLogo, Pojedynek, Inwazja,
Wojenne ABC, Zycie Maklera, Poszukiwacze, Smok, BASIC Editor +3M,
Bitwa Morska, RAMbo+, Super Biorytmy, Auto-'B'-Test, Pole Minowe II, Gielda,
ARK Operating System, Supgen, Koala-FWA Konwerter, Kolo Fortuny, CMC Player,
Pajaki II, The Multi-Lotek Maker, Hard Copy Text, SupGen 2000 1.00,
Odwracanka, Boot Config XF551, BCXF551.COM, Super Multi Filecopy, Hektor,
LineKiler, FontSelector, Atari Reader, SupGen 2000 2.00, EAN, Pingwinek,
Pingwinek Idzie Do Szkoly, Klony, Parachute, Parachute Deja vu, LarkaNoid,
ATASCII Squad, Integrator 2.1, Integrator 3.01, PAC-TXT, Kolony 2106,
Klony 2010, Mission: ArSoft, Octopus

Art Transfair Berlin (Andre Motzkus) 2/07
Brunsbuetteler Damm 223d
13581 Berlin
Germany
http://www.art-transfair.de/
Vendor: Computer, expansion, Floppy, memory-upgrades up to 16 mb,
Audio A/D changer, additional many other Atari items (16/32/64bit).
Special lower prices for ABBUC members.

ASAP - Another Slight Atari Player 8/11
Piotr Fusik (creator and main developer), Atari800 Emulator Developers,
Zdenek Eisenhammer, Henryk Karpowicz, Maciek Konecki, Marek Konopka,
Marcin Lewandowski, Ian Luck, Adrian Matoga, Perry McFarlane, Kostas Nakos,
Mariusz Rozwadowski, Slawomir Sledz, David Spilka, Radek Sterba,
Lukasz Sychowicz, Pawel Szewczyk, Michal Szpilowski, Grzegorz Zyla
See also: Piotr Fusik
See also: Atari800 Emulator Developers
See also: Marcin Lewandowski
See also: Adrian Matoga
See also: Kostas Nakos
See also: Radek Sterba
http://asap.sourceforge.net/

Developer: Another Slight Atari Player ASAP 3.0.1 (2011-07-15; a player
of 8-bit Atari music for modern computers and mobile devices)

Atari800 Emulator Developers 5/11
Petr Stehlik (maintainer; Linux binaries; Atari Falcon/TT port),
Perry McFarlane (core developer; JavaVM port), Piotr Fusik (core developer),
Mark Grebe (Mac OS X port), Kostas Nakos (WinCE, Android ports),
James Wilkinson (DOS, BeOS, Win32 ports), Christian Groessler
(Sega Dreamcast port), Sebastian Bauer (Amiga port)
See also: Piotr Fusik
See also: Mark Grebe
See also: Christian Groessler
See also: Kostas Nakos
See also: ASAP - Another Slight Atari Player
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 v2.2.1 (2011-04-28)--Atari 800/800XL/130XE/5200 emulator
for: Unix, Linux, Amiga, MS-DOS, Atari TT/Falcon, MS Windows, MS WinCE,
Sega Dreamcast, Android and systems running the SDL library. Can be
configured to run in: BASIC mode, CURSES Mode, X Window + Optional XVIEW or
MOTIF User Interface, CBM Amiga, MS-DOS (DJGPP), Atari Falcon/TT and
compatible machines, MS Windows (DirectX), SDL (running on _many_ platforms),
WinCE, Sega Dreamcast, JVM (Java applet), Android

Atari8Warez (Ray) 10/07
Toronto, Ontario
Canada
http://atari8warez.for-the.biz/
Developer: SIO2PC serial interface cable,
10502PC / ProSystem Serial Interface cable

AtariAge (Albert Yarusso, Alex Bilstein) 4/06
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware (includes homebrew project supplies by Pixels Past)
Developer: Beef Drop cartridge (by Ken Siders)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax
Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and
Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World
by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed
Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX)
titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management
Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort,
Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern
Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT
Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill,

Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match, Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics Package, Solitaire, Source Code For Eastern Front (1941), Letterman, Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc, Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage, Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt, Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show, Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing, BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!, Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy, Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler, Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atari Fan Store (Irek) 6/11
New York NY
USA
http://afs.atari.org/
Vendor: hardware including: SIO2IDE, SIO2SD ver. 2, IDEa (KMK/JZ)

Atarimax (Steven J. Tucker) 9/09
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v3.0.2 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS 32-in-1 Switchless Upgrade (2 versions: XL/XE except 1200XL/XEGS; 1200XL), Imagic 1.06 95/NT - Atari Disk Image Conversion System (ATR/XFD/DCM/SCP), Imagic 1.06 DOS, Atari Terminal Simulator ATS 2.0 (SR2) -

ATASCII Telnet/Serial Terminal & Break Movie Player 95/NT, Break Movie Screensaver 95/NT, Maxflash Flash Cartridges (1mbit or 8mbit), Maxflash USB Cartridge Programmer, Maxflash Studio Software for Windows 1.0, SIO2PC/ProSystem Universal Interface (6 versions: USB Interface w/ SIO Jack or w/ Terminals; Serial Interface w/ SIO Jack or w/ Terminals; Dual Port USB Interface w/ SIO Connectors; Dual Port RS232 Interface w/ SIO Connectors), Atarimax/ABBUC USB Cartridge, MyIDE+FLASH IDE Interface Cartridge for XL/XE Computers, MyIDE Internal Interface (3 versions: XL/XE except 1200XL/XEGS; 1200XL; XEGS)

Atari Online News, Etc. 2/07
See: Dana P. Jacobson

Atari Rage: The Retro Atari Store (Sal "Kjmann" Esquivel) 9/11
See also: Atlantis Games Group
P.O. Box 628
Canby OR 97013
USA
tel: 971-338-8139 Monday - Friday 9:30am to 4pm PST
http://www.atari-sales.com/
Vendor: new hardware (The "StarMaster" By Kraft; The Classic Atari CX-40 Joystick (refurbished), commercial/PD/freeware/shareware published on Cartridge or Multi-Cart
Developer: Kjmann's 8-Bit Evolution Power Supply Upgrade Kit, Kjmann's Internal S-Video Upgrade kit - Version 4.0

The Atari Shop (Sandra) 1/07
The Netherlands
http://www.atari-shop.nl/
Vendor: new/used hardware, new/used commercial software

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter, The Atari Times Compendium (paper book, published annually)

Atlantis Games Group 6/10
(Sal "Kjmann" Esquivel, TJ "Damage X" Edmister, Gary "Rybags" Ryan, Zdenek "Psuedografx" Eisenhammer, Peter "peteofborg" Meyer)
See also: Atari Rage: The Retro Atari Store
USA
http://www.atlantisgamesgroup.com/
Developer: Tempest Xtreem. In progress: Venture, OutRun

AV Toolbox 6/10
2791 Circleport Dr
Erlanger KY 41018-1080
USA
Phone: 800-235-3280 or 859-647-1077
Fax: 859-282-8225
http://www.avtoolbox.com/

Developer: various video scalers (up-converters). Connect your Atari to
your modern high-resolution video display television or monitor!

Fatih Ayguen (cyco130) 1/11
http://aspeqt.sourceforge.net
Developer: AspeQt (Atari Serial Peripheral Emulator for Qt) 0.6 -
Windows and Linux versions available

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 6/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 2.2 (Interactive 6502 Disassembler for Win32,
designed to specifically support Atari binary files)

Matthew Bacon 11/09
United Kingdom
http://www.myatari.net/
Publisher: MyAtari online magazine (published October 2000 - February 2005)

BAKTRA Software (Michael Kalous) 5/11
Czech republic
http://www.baktra.wz.cz/
Developer: TURGEN SYSTEM 8.2.8 ("Turbo generating system"--conversion of
files to various turbo systems used in former Czechoslovakia and Poland.
Output is an electric signal that can be stored in WAVE files or can be sent
directly to computer's audio system; for JavaRE 1.4.2 or newer), Caverns of
the Lost Miner (game), mmSAP 3.0.0 (SAP player for GNU/Linux), libataricas
0.9.6 (BETA 3; library for atari cassette image manipulation with turbo
support)

Richard Bannister 5/10
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.7 Atari 800 Series Emulator for Mac OS X (port of
Rainbow 1.4 by Chris Lam), Emulator Enhancer v2.3.2

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced)
SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz (Uz) 3/10
Germany
http://www.cc65.org/
Developer: cc65 2.13.2 - a complete cross development package for 65(C)02 systems, including a macro assembler, a C compiler, linker, librarian and several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 4/07
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz 6/11
See also: msc
Germany
http://www.mathyvannisselroy.nl/aspi.htm
Developer:
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"), ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Brian Berlin 8/09
http://kat5200.jillybunch.com/
Developer: kat5200 0.6.2 -- Atari 5200 and 8-bit computers emulator for PC

Best Electronics (Brad Koda) 6/07
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: (408) 278-1070 (M-F 1:30pm to 5:00pm PST)
FAX: (408) 278-1092
E-FAX: (815) 364-3703
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch keyboard upgrade for XE computers, Best Light Gun, Best Gold CX40 Joystick PCB, Atari CX40 Joystick Rebuild Kit with Atari Upgraded CX40 Handle and Best Gold CX40 PCB, Atari CX40 Joysticks upgraded with the Best Gold CX40 PCB, Atari Jaguar Power Pad to Other Atari Systems Adapter Cable, Sega Genesis Controllers To Atari Systems Adapter Cable

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 8/06
USA
http://www.bigfivesoftware.com/
Developer: Bounty Bob Emulator for Windows NT, 2000, 98, and ME

BITS (SOLO)(Herman Samso J.) 3/11
http://bits.atari.org/ or http://thebitsclub.tripod.com/
Developer: intros & demos: #1502 (v20080314), #1503 (20100607),
#1504 (20110326), #1505 (20110317). tools & utilities: #1501 (v20080312)

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenek Burian 4/11
Marie Majerove 33
Prostejov 6
798 11
Czech Republic
Tel. 582 360 714
http://flop.atari.org/
Publisher: FLOP disk magazine (annual; FLOP #54 published April 2011)

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 8/06
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

Mario Caillahuz ("Allas") 10/10
Lima
Peru
http://atari.limitevisual.com/
Developer: Plague Attack, Voyage to Home, Accion, MULE Wars, Animal Party,
Jewel Bits

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart
(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/07
1350 Buffalo Rd Ste 2
Rochester NY 14624-1829
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems (include a hard disk, Black Box, power supply,
controller, cables, and software), SIO cables, hard disk controllers:
Adaptec 4000 SCSI, Adaptec 4070 (RLL) SCSI, Xebec S1410a SASI
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Nick Coplin 9/08
Perth, Western Australia
Australia
http://www.64hdd.com/
Developer: 64JPX - JoyPad eXpander - Use your favourite Sega, SNES, NES or
PCanalog controller with your Commodore or Atari compatible system

Cosine Systems (Exin [Sebastian], Intensity [Arman], Odie [Sean], 1/06
Sack [Adam], Magic Roundabout [Jason])
United Kingdom
http://www.cosine.org.uk/
Developer: demos: C.G.M. UKScene Radio Intro, 1K Party. game: Reaxion

C.P.U. (Raster, JirkaS, Bob!k, HonzaW) 4/09
See also: Radek Sterba

Czech Republic
http://raster.infos.cz/atari/homepage.htm
Developer: S/XEGS RAMCart 128KB version "G1.04 FIX3+",
STEREO upgrade for XL/XE, SDrive - connects to Atari XL/XE's serial (SIO)
port and simulates an Atari floppy disk drive with full read/write access to
programs and data stored on a Secure Digital flash memory card (SD),
SDrive Control Program v01 20090403

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file
analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS
or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory
tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4
(written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel
Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor
and more)

CSW-Verlag 2/07
Weidenstrabe 13/1
71364 Winnenden
Germany
tel/FAX: +49 (0) 71 95/6 11 20
http://www.retro-magazin.de/
Publisher: RETRO magazine. Themes: Retro-computing for all systems.
Atari part: approx. 10%. (Not only 8bit) 9.90 euro per magazine, 4
magazines per year for 35 euro.

Jorge Cwik 8/08
http://www.fxatari.com/
Developer: VAPI Atari 8-bits Imaging & Preservation format (.ATX) and
tools: Patched Emulator (based on Atari800Win PLus 4.0 Beta 3) +
VAPI DLL 0.3a, VAPI2SIO (SIO2PC for VAPI) 0.2a

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine
(1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques (Dan Dotson and Marilyn Saul) 9/06
PO Box 40751
Tucson AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/

Vendor: used hardware and software

Device Side Data 4/10
USA
http://www.deviceside.com/
Developer: FC5025 (USB 5.25" floppy controller - as of Feb. 2010 included software (Linux/Mac/Windows) supports reading Atari DOS 2 disks)

DGS (Dean Garraghty Software) 8/04
United Kingdom
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes International English versions of Power Per Post (PPP) software from Germany; Commercial Software Collection CD-ROM includes: Quick (programming language) V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM) V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer (DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper, Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues 1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain Software Collection CD-ROM includes 191 mostly double-sided disks plus some bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?, What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS, D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2, Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5, Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system: Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Diggerbonk 4/11
https://market.android.com/developer?pub=Diggerbonk
Developer: Droid800 Version 7 (Jan 28, 2011 -- port of Atari800 emulator for Android)

DigitalDinos (Thomas McLaren) 6/10
BUSINESS: SHIPPING:
6087 Hopkins Rd P.O. Box 472
Mentor OH 44060-2207 Mentor OH 44061-0472
USA USA
(440) 339-8538
http://www.digitaldinos.com/
Vendor: used hardware, used commercial software

Digital Force (Mario Trams) 1/07
Germany
http://www.digital-force.net/
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler (Flo) 12/08
Germany
http://www.akk.org/~flo/
Developer: Ice-Hockey (for MultiJoy interface, March/April 2002),
Sheep-Race (for MultiJoy interface, Aug 2002),
CardGrabber (for MultiJoy interface, May-Aug 2002),
Peripheral Test 2.0 (Hardwaretester) (Dec.2008)

DLT Ltd. (trub, drac030) 4/11
See also: trub
See also: Draco
http://sdx.atari8.info/
Developer: SpartaDOS X Version 4.43 updated 14 Apr. 2011
(first released 10 Apr. 2011)

Krzysztof Dudek (xxl) 7/11
Poland
http://xxl.atari.pl/
Developer: Sudoku, Scorpions, Flowers Mania, Scorpions v2.0, Sudoku Sweep,
zXEmulator, Jetboy, Jet Set Willy 2007 / separate version for VBXE, Knight
Lore, Hobgoblin, Loops of Zen, Beep'em All, Night Driver / separate version
for VBXE, Beep'em All 2, Isora, Galaxian, DX Loops, Nightshade / separate
version for VBXE, The Nutty Professor, Marry Christmas Beep, Apple Invaders,
xxl.atari.pl, xShow / also for VBXE, Chopin 2010, Inverse

Mark Dusko 8/11
http://www.atari8ethernet.com/
Developer: Atari 8-Bit Ethernet Project: IP Dragon II, Dragon Cart.,
Simple Atari Telnet

Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 1/07
PO Box 3365
Spring Hill FL 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware, used commercial software

Eli's Software Encyclopedia 1/11
USA
http://www.elisoftware.com/
Vendor: commercial software

Emulators (Derek Mihocka) 8/06
14150 NE 20th St Ste 302

Bellevue WA 98007-3700
USA
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit & Atari ST & Apple Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 - 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 - 8-bit Atari emulator for MS-DOS

Energy (online zine) 11/09
See: Taquart

Adrian Matoga (Epi/Tristesse) 5/11
See also: FAIL (First Atari Image Library)
See also: O.S.
See also: Tristesse
ul. Jezdziecka 11
30-698 Krakow
Poland
http://epi.atari8.info/ and https://github.com/epi
Developer: brULlwurFeL, NeoTracker Winamp plugin v0.2, NeoTracker 1.7, sapemu v0.2 (simple SAP (Slight Atari Player) file player), Sztab Malopolska #3 Invitation, TDC Hack Demou, TIP Tools 0.3.1 (includes TipView 1.0 and BMP2TIP 0.21), xunzip 2.1, NeoTracker 1.8, TipConv 1.1.1. projects at github: xedisk (Atari XL/XE Disk Image Utility), TipTools, eno (formerly NeoTracker), xebin (Atari XL/XE Binary File Utility)

Raphael Espino 8/07
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility), Atari 8-bit JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface", JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg", JpegShow 0.1 (07Aug01) "A slideshow version", CpegView 0.5 (18Aug07) "The colour JPEG viewer for Atari 8-bit computers"

eStoreOutWest.com 2/11
2303 Englewood Ave
Yakima WA 98902-1649
USA
http://estoreoutwest.com/
Vendor: new hardware. "Original Atari Sevice Parts. New Old Stock."

Subject: F

Fandal (Frantisek Houra) 4/11
Czech Republic
http://atari.fandal.cz/stuff.php
Developer: Sturbon Intro, FreeCellXE, TriPeaksXE, HexxagonXE, Astro Road, Cubico, The Storm, A Tribute to Quorthon, Bombex, The Steam Train, Astro4 Road, Mysterion Preview, Mind Blast, Outlaw, Swapz,

Who Lost the Wallet?, Space Arena, Pokey Demo, Music Disk Stereo Edition,
MJ-R.I.P., Diamondz, Prototype, Milk Nuts v.1.11, Mashed Turtles

FAIL (First Atari Image Library) 4/11
Piotr Fusik (idea, programming), Adrian Matoga (programming), Pawel Szewczyk
FAILWin icon, testing), Peter Dell (testing), Slawomir Sledz (testing)
See also: Piotr Fusik
See also: Adrian Matoga
http://fail.sourceforge.net/
Developer: FAIL 1.1.0 (2011-04-18, consisting of: fail2png - portable
command-line converter to PNG files, FAILWin - viewer for Windows,
thumbnail provider for Windows Explorer (Vista and newer), plugin for XnView,
(de)coder for ImageMagick)

Wolfram Fischer (Mega-Hz) 10/10
See also: ABBUC HAR
Dorfstrasse 1a
28870 Ottersberg
Germany
"encoded" email: OOOmega-hzOOO@OOOt-onlineOOO.OOOdeOOO
http://mega-hz.no-ip.com/Angebote/angebote.html
Vendor: SIO2SD rev.1, SIO2SD rev.2, SIO2PC interface
Developer: ABBUC SIO Connector Board (ASCB), ASCB-MINI,
Stereo Small 2010 (Stereo Erweiterung rev.2.1), MEGAMAX Modul V1.2

FLOP disk magazine 5/05
See: Zdenek Burian

John Foskett 8/11
UK
http://www.johnap.pwp.blueyonder.co.uk/Atari.html
Developer: Rose Gardens, Turbo Assembler Version IV, Atari CAD, The Cave,
Ye Olde House, Where Dinosaurs Rule, Space Fighter, Crazy Ball,
Crazy Ball - Updated, Anagrams, Battle Ships, Four Card Blind Hookey,
Atari Electronic Organ, Disk Sector Editor, The Sound Selector,
Basic Listing Searcher, Constant to Variable Converter

Foundation Two 1/07
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks,
N!ne)
Germany
http://www.foundationtwo.de/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut,
Bremspunkt (Brems.)

Piotr Fusik / "Fox" / "0xF" 5/11
See also: ASAP - Another Slight Atari Player
See also: Atari800 Emulator Developers
See also: FAIL (First Atari Image Library)
See also: Infinity
See also: Odsiecz Sobieskiego
See also: PMWD

See also: Taquart
See also: Yoomp!
Poland
http://xasm.atari.org/ or http://atariarea.krap.pl/x-asm/
Developer: 6502 cross-assembler tool: xasm 3.0.2 for Windows (2009-10-17), xasm 3.0.2 source code (2009-10-17; for other systems such as GNU/Linux and MacOS X), xasm 2.6.1 for DOS (2005-05-21)

Subject: G

Bostjan Gorisek (Firemover, Firemover/Diomedes, Gury) 1/11
Poland
http://gury.atari8.info/ http://atari-effectus.net/
Developer: Sprite Engine v.1.0.4, Effectus 0.0.15 (Windows/Linux Atari cross-compiler/parser for Action! language)

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force, Zero War, Menace, Pacland, Moonbase

GR8 Software (Arek "nosty" Staworzynski) 5/10
Poland
http://gr8.atari.pl/
Publisher: Hobgoblin, Robbo Forever, Bomb Jake, Isora & Loops DX

Mark Grebe 4/11
See also: Atari800 Emulator Developers
USA
http://www.atarimac.com/
Developer: Atari800MacX 4.3.0 (version of Atari800 emulator for Mac OS X), Sio2OSX 2.1.1 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 4/11
See Also: Atari800 Emulator Developers
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
http://contiki.cvs.sourceforge.net/contiki/contiki-atari/
Developer: Atari800DC 0.78 (Atari800 emulator for SEGA Dreamcast), Contiki 1.0 for Atari (a working release of the Contiki web browser for the Atari 8bit systems)

Subject: H

Steve Hales 5/09
Palo Alto, CA 94301
USA
http://www.igorlabs.com/etc/games/

Developer: Slime, Fort Apocalypse, Dimension X

Jonathan Halliday (flashjazzcat, RIF Software) 11/10
145 Wenlock Road
South Shields
Tyne & Wear
NE34 9AL
England
http://www.atari8.co.uk/
Developer: The Last Word 3.21 (word processor; and 4.0 Beta 1 for VBXE),
RIF SpartaDOS Utilities (@.COM, CALL.COM, DESEG.COM, EDIT.COM, FD.COM,
FLASH.COM, IF.COM, LPRINT.COM, MOVE.COM, QC.COM, XKEY.COM, XKED.COM),
MA65 Macro Assember 1.6 for SpartaDOS, XEDIT Text Editor,
D65 (database management system), QCD: SpartaDOS X Quick Change Directory

Lee Hanken 1/07
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atascii/
Developer: ATASCIIView Version 1.3 (ATASCII file viewer for MS-Windows).
web-based Atari 8-bit ATASCII file viewer:
http://www.leehanken.pwp.blueyonder.co.uk/atari/

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,
VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,
CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Nathan Hartwell 6/11
USA
http://www.magelair.com/atari_8bit_stuff.html
Developer: Atari-Debug/MiniASM v1.11 (12/19/2000), Atari-MON (.asm source,
self-test replacement), PAMP (play AMP files), IDE (12/09/00; driver for
SmartIDE project; adds GET_CONFIG), 16-bit IDE project (based on SmartIDE
project), PBI 16-bit IDE project (based on SmartIDE project), IDE_NKH.ASM
(12/19/00; driver for SmartIDE project; adds support for several hardware
modifications), The Mage's Magic Handler Version 2.20 (RS-232 driver

designed for the PSI Upgrade), PSI-Disk (RAMdisk?), DG-Term 1.87

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase, Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye, Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

Frank Heuser 2/07
Kappelstrasse 10
67269 Gruenstadt
Germany
http://www.asselheim.de/
Vendor: new hardware expansion items, including: SIO2PC (internal/external), 1050PC, Midi, Voicebox (Atari Magazin), Function keys, 16-OS-switch, AKI, RAM Expansion, Audio/Video cable and adapter, Videobox. Special lower prices for ABBUC members.

HiassofT 12/10
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30 for Linux (2004-08-31; package contains: a Linux kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC or APE; atarixfer - a small tool to read/write ATR images to an Atari disk drive connected by a 1050-2-PC or ProSystem cable), Atari Tools for Win32 V0.30-101002 (dir2atr, adir, and ataricom from AtariSIO package, compiled as a Win32 console application), AtariDsk V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (2003-07-24; write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPicoDos V4.05 (2010-11-25; small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks), MyIDE Tool V0.30 (2007-11-11; direct access to harddrives in MyIDE format on your Linux/Windows PC), Highspeed SIO patch for XL/XE OS and MyIDE OS V1.30 (2010-11-25; extends the SIO routine of the OS to support: Ultra speed (Happy 1050, Speedy, SIO2PC, ...) up to 126kbit/sec, 1050 Turbo, XF551, and Warp speed (Happy 810)), 512k SRAM extension for Atari XL/XE V1.3 (2010-12-14), Turbo Freezer XL/XE 2005

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871

Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

His Dark Majesty 5/11
Jakub Debski (Ilmenit), Marok, Adam Powroznik (Powrooz), Jakub Husak,
Krzysztof A. Ziembik (Kaz)
http://hdm.atari.pl/
Developer: His Dark Majesty

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Stephen James Hurd (deuce) 8/08
http://sourceforge.net/projects/syncterm/ and http://syncterm.bbsdev.net/
Developer: SyncTERM 0.9.2. A cross-platform ANSI-BBS terminal designed to
connect to remote BBSs via telnet, rlogin, or SSH.
Full Atari 8-bit ATASCII support.

Chris Hutt (Sheddy) 8/07
United Kingdom
http://www.sheddyshack.co.uk/
Developer: Space Harrier Conversion Project

Subject: I

IEC "Innovative Electronics & Computing" 4/07
6185 E 56th Ave
Commerce City CO 80022-3959
USA
Phone: +1-303-288-5000
(USA) 800-765-4432 Mon-Fri, 8:00AM-6:00PM MT
Fax: +1-303-288-5099
http://www.iec-usa.com/
Developer: Atari connectors: Atari 13 Position Buss Connector for Atari
400 and Atari 800 Computers. Atari cables:
(http://www.connectworld.net/cgi-bin/iec/05MCOlderAtari.html)
Atari Color Monitor Cable 5', Atari Monochrome Monitor Cable 5',
Atari Color Monitor Cable With 2 RCA Plugs 5',
Atari Monitor Cable With 2 RCA Plugs 5', Atari Lefty Joystick Adapter,
Atari IF850 and IF860 Parallel Cable 6', Atari IF850 and IF860 Modem Cable 6',
Atari IF850 and IF860 to Serial Printer Cable 6',
Atari 400 and 800 Bus (SIO) Cable 6'

Igor's Software Labs (Steve Hales) 12/10
Palo Alto CA
USA
http://www.igorlabs.com/classic-games/
Developer: Slime, Fort Apocalypse, Dimension X

IK+ C64 to Atari 8-bit Conversion Project
(Pawel Rosowski, Tomasz Mazur) 11/10
Poland
http://uce.pl/ikplus/
Developer: IK+ Build 0284 (October 2010)

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari
MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class
(combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000),
Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik,
Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Ingo (tuxie) 8/08
Germany
http://mega-hz.no-ip.com/Angebote/SIO2IDE33/SIO2IDE33.html
Vendor: SIO2IDE 3.3

Inspiration Soft (Lennart 'Thelen' Bown and Marius Diepenhorst) 7/11
The Netherlands
http://www.inspiration-soft.com/
Developer: Happy 2011

Integrated Logic Systems (ILS - Stephen J. Carden) 4/11
See also: Rasterline.com
USA
http://www.tcpipexpress.com/ (site temporarily down)
http://www.rasterline.com/mux.html
http://www.atariage.com/forums/topic/158254-realdos-is-
shareware/page__view__findpost__p__2257141
Developer: Multiplexer (MUX) board Version 1.1 July 21, 2006,
TurBoss O/S (Atari XL/XE O/S Replacement Module), TCPIP Express BBS,
Real.dos Build 0030: RealDOS Ver 1.0a 4-Apr-11

Subject: J

Jeff Jackson 8/06
USA
http://www.jeff-jackson.com
Developer: JLS BASIC - Jackson Languange System BASIC compiler

Dana P. Jacobson 2/07
USA
http://www.atarinews.org/ or http://people.delphiforums.com/dpj/a-one.htm
Publisher: Atari Online News, Etc. -- A-ONE Online Magazine. weekly

Ludovic Jacomme (Zx-81) 4/11
France
http://zx81.zx81.free.fr/
Developer: PSPAtari v1.1.3 (2/12/2008; port of Atari800 emulator for
Sony PlayStation Portable), Wiz-ATARI v1.1.2 (9/29/2009; port of PSPAtari
for GP2X Wiz), GP2X-Atari v.1.1.0 (10/4/2009; port of PSPAtari for GP2X),
Dingux-Atari v1.1.0 (10/30/2009; port of PSPAtari for Dingoo/Dingux),
Pandora-Atari v1.1.0 (8/4/2010; port of Wiz-Atari for Pandora),
Caanoo-Atari v1.1.0 (12/29/2010; port of Atari800 for Caanoo)

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not
complete version)

Shawn Jefferson 11/07
Victoria, BC
Canada
http://www.jeffersonsauctioneering.com/atari/
Developer: MyIDE Config 4.0, MyIDE Image Manager 4.1,
MyIDE Image Batcher 1.0

Jan Johnsen 1/11
http://home.gethome.no/grelocax/
Developer: Dracula Lives (1.65 final)

Subject: K

Cameron Kaiser 2/09
http://www.floodgap.com/retrotech/xa/
Developer: xa 2.3.5 (two-pass portable cross-assembler for NMOS 6502s
(such as 6502A, 6504, 6507, 6510, 7501, 8500, 8501, 8502 ...), CMOS 6502s
(65C02 and Rockwell R65C02) and the 65816

Akop Karapetyan 12/10
http://psp.akop.org/atari800
Developer: Atari800 PSP version 2.1.0.1 (August 11, 2009; port of the

Atari800 emulator to the Sony PlayStation Portable platform)

Kendallsoft (Jason P. Kendall) 7/11
http://www.gwobby.webs.com/
Developer: Kendallsoft Klassics Volume I: Flikin' Football, Bouncing Boneheads, Runnaway Van 2, Grand Theft Auto Atari, Trolley Trouble, Skyhawk, The Number Game, Rumpelstiltskin, Alien Blaster, Tron Bike, Millionaire, Wiggler, Drum Kit, Satellite Struggle, Quasi's Revenge, Minipacs, Jungle Journey. newer: Mite (18th November 2008), Car Crash (13th December 2008), Gwobby Jr. (14th December 2008), Gwobby's Adventure (8th June 2009), Gorilla Warfare (2009), Gwobby Strikes Back Final Version (1.2) April 2011

Nick Kennedy 5/07
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://pages.suddenlink.net/wa5bdu/
Developer: SIO2PC 4.21 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari Drive to PC Interface): software, hardware plans, cables, parts (not for Windows-XP), HAM Terminal for Atari, The WA5BDU Computer Keyer 1.5 (morse code keyer program)

Konrad M. Kokoszkiewicz (KMK, Draco, drac030) 6/11
See also: Jadek Zuk
See also: DLT Ltd.
See also: SIC! crew
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: IDE Plus BIOS 0.7 (20.VI.2011). for KMK/JZ IDE & IDEa: BIOS 1.11 (12.V.2006), Utility disk. samples programs: D2D v.1.2, simple GR.8 *.VS movie player, simple VBXE *.VX movie player. patches for: Dreadnaught Factor, Snooker, Gyruss, Missile Command, Moon Patrol, Music Protracker v.2.4, Perestroyka Demo, Prof!'s XDIR. utilities: RW-CRC, RW-Test, DEMON, EYE. for PC: SIO2BSD. for VBXE: "S:" driver v.0.991. SysInfo v.2.21. 65C816 XL OS v. 2.35 (15.VIII.2008.). for 65C816 XL OS: FastRAM Test, QE for Warp/F7, SD-Load, grep, LPOKE/LPEEK. MultiBASIC v.0.33.

Komires (Miroslaw Koziol, Slawomir Koziol) 7/07
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Tomasz Krasuski (kr0tki) 7/10
Poland
http://a8cas.sourceforge.net/
Developer: A8CAS (liba8cas 1.2.0 shared library, a8cas-tools 1.2.0, and Atari800 patch 1.1.1)

Krishna Software (Krishnasoft) 1/07
173 Prestwick Way
Edison NJ 08820-4680

USA
http://www.krishnasoft.com/sps.htm
Developer: Multi-platform Distributive Operating System (MPDOS) Standard
(version 1.00. simulate joystick, mouse, keyboard with a PC),
MPDOS Professional for Atari (version 1.00. simulate Atari disk drive and
cassette program recorder), Sound Processing Software (SPS) 1.00 (software
for Windows suitable for creating sounds for the Atari)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://mikro.umpc.sk/
Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite
editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR
in double density to XFD format)

Christian Krueger 11/11
Germany
http://www.atariage.com/forums
/topic/134949-advance-orders-for-cmi08-ps2-mouse-interface/
Developer: CMI08 PS/2 Mouse Interface for the Atari (5 modes supported:
absolute (CX77 compatible), relative (CX20 similar),
Paddle (CX30 compatible), Atari ST mouse, Amiga mouse

Jakub Kruszona-Zawadzki 6/11
Poland
http://sio2sd.gucio.pl/
Developer: SIO2SD project

Rudla Kudla 9/10
Czech Republic
http://atalan.kutululu.org/
http://www.facebook.com/pages/Atalan/105900742774765
Developer: Atalan (high level programming language for 6502
microprocessors)

Subject: L

Chris Lam 5/10
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple Mac Classic
(PowerPC and 680x0), Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows
95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/

Developer: Serial to Ethernet interface devices that may be used to
connect an 8-bit Atari computer (or any device with a serial port) directly
to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

LaResistance (born, NoiD, powrooz, pr0be, stryker) 3/07
Poland
http://laresistance.pigwa.net/
Developer: edict (intro), Silly Venture 2k4 Invitation, polymatrix (demo),
the shrine (demo)

Avery Lee (phaeron) 5/11
http://www.virtualdub.org/altirra.html
Developer: Altirra 1.9 (Atari 8-bit emulator for Windows)

Legacy Engineering Group (Curt Vendel) 10/08
117 Duke Dr
Carmel NY 10512-1598
USA
Phone:(1) 914-509-4570
http://www.legacyengineer.com/
Developer: Classic USB Joystick Controller

Marcin Lewandowski (Jaskier/Taquart) 4/11
See also: Taquart
See also: ASAP - Another Slight Atari Player
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
http://atariarea.krap.pl/PLus/index_pl.htm
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM,
MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1,
Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM
(Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2,
3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick
Assembler to PC X-Asm), Atari800Win PLus 4.0 (August 26, 2005 -- port of
Atari800 for Windows)

Llamasoft (Jeff Minter) 12/10
United Kingdom
http://minotaurproject.co.uk/
Developer: Attack of the Mutant Camels, Gridrunner, Hover Bovver

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MadTeam 9/11
(active: Tebe, Pajero. inactive: Profi, Rage, Psychol, Rocky, KAMM)
Poland
http://madteam.atari8.info/ http://g2f.atari8.info/ http://mads.atari8.info/
Developer: demos: Happy Demo, MadTeam Intro, The Muppet Movie Show, IGOR,
FAJER, SINTRO, Running Cow, Orneta RealTime 1996-1997, LAJF, Journey, Vasco,
X, Splash, TIT, ANI, SAMAR Graphics Collection, Kaszel #1, Syzygy #8,
Dupland Slideshow, Happy Easter 2007, Martial Arts vs Modern Arts, Ilusia.
games: Droga Do Duplandu, Mental Age, Dyna Blaster, Getris, Nibbly,
Mario Bros 2007, Pang Level Editor 3.6
Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5,
Audio Master 1.0, Mathaf****r Editor 3.1, Mathaf****r Reader 1.1,
Turbo 2000F, Visage 2.7, XL-Paint 2.5MaX, 2.6MaX, Rip2Max,
2xMPT 8Channel Stereo Project 1.0, Atari Commander 1.81, Via Copy 4.4,
SAMAR Hi-res Interlace with Map of Colours (SHIMC) Editor 1.0, LZW Pack 4.2,
Squash 1.5, AtrWcx Total Commander ATR Plugin v1.9, DisAsembler 6502 v2.2,
Deflater 7z v2.6, XRLoader v1.2, TIP Animator v2.3, Check XEX, Build 1.1,
Super Packer v3.2, Atari Interlace Studio 1.2.7, RLE Eecoder 1.2, RMT2SNG.
for VBXE: i480, Jet Set Willy, Night Shade, Night Driver, Plasma, Mr Proper,
Mission Shark (Misja).
PC utilities: Graph2Font 3.9.2.9 (Lite/Full)(convert graphics to Atari chars
and design multicolor graphics for the Atari), G2F Creator v1.4, v2.3,
G2F Extractor v1.4, MADS 1.9.2 (Mad-Assembler: 4-pass crossassembler designed
for 6502 and 65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989),
Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

MatoSimi (Martin Simecek) 7/11
Slovakia
http://matosimi.atari.org/ or http://matosimi.websupport.sk/atari/
Developer: utilities: CMC MSX Extractor, T2K decoder v.021 (convert programs
from cassette tape to disk), Atari FontMaker v1.2 (create ATARI font on PC).
demos: CMC Musix 1, Plasma4, Music From Zeus Intro, Summertime Demo.
games: Laser Blaster, Monex v1.1, Light Up!, Belljumper 1k, Fireball 1k,
h3x0r 1k, h3x0r deluxe, Citoplazma

MCM, an InOne company 5/06
650 Congress Park Dr
Centerville OH 45459-4000
USA
Phone: 1-800-543-4330
Fax: 1-800-765-6960
http://www.mcminone.com/
Developer: 9 Pin Jack For Atari, AC Adaptor Atari 3.5mm 9V DC 500mA

The MESS Team 1/07
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS)-- an emulator of a large number of systems, including the 8-bit Atari computers -- downloads available for Windows, *nix, Mac OS, and DOS

MicroUSB Project 5/10
(Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann)
Germany
http://microusb.org/ or http://microusb.sf.net or
http://atariwiki.strotmann.de/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart Hardware USBN9602, AtariUSBCart Hardware Cypress SL811, USB Device Driver Development Kit 1.2.0, AtariXLKeyboard 0.1 BETA, USB HID Base Driver Version 2.0, AtariXLJoypad Logitech Rumblepad 2 USB Version 2.0, AtariXLJoystick Competition Pro USB 1.0, AtariXLMouse Logitech USB Mouse, AtariXLWheel Thrustmaster Nascar Pro Digital 2, AtariXLWheel Logitech Formula GP 1.0, AtariXLWheel Logitech Vibration Feedback, USB End User Driver Disk USBTEST Version 0.6, USBDOS 0.1

Mirage Interactive 6/05
See also: Rewindgames (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 11/07
Gdansk
Poland
http://www.atariarea.krap.pl/sio2ide/
Developer: SIO2IDE project, versions 1.7, 3.3, 3.3a, 4.4, 4.4a
(An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

Kieran Mockford (Grunty) 4/11
http://home.kindredintellect.com/atari/
Developer: MyIDE Drive Manager v0.91 LBA (front-end to MyIDE Tool by Matthias Reichl), enhanced MyIDE Tool

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 7/10
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642

USA
http://morethangames.a8maestro.com/
Vendor: hardware including power supplies, floppy disks, 1020 printer paper,
SWP ATR-8000, Super Sketch Graphics Tablet W/cart(PPI), CX-85 Numeric Keypad
Developer: Atari 850 R: 9 to 25 adapter, Atari 850 R: 9 to 25 adapter,
Atari 850 P: 15 to 25 adapter, AV Break Out Box(BOB), AV Cable 6',
AV Cable 12', U-JACK SIO to USB Power Adapter LEFT for 800,
U-JACK SIO to USB Power Adapter RIGHT for XL/XE,
ATR-8000 P: Adapter, ATR-8000 R: Adapter, EASI/O 18in "S" Adapter cable,
EASI/O 36in "S" Adapter cable, EASI/O "P" Adapter cable,
SPEEDIER: 19.2K EASI/O Adapter, SPEEDIER: T2 19.2K EASI/O Adapter,
SDrive Standard (Assembled+Tested or kit forms), SDrive Bay Mount version,
EASI/O Spider, SIO BOB & PEEKER, AGDA GameLink I adapter,
AGDA GameLink II Cable, AGDA GameLink II adapter,
130 XE mem Upgrade Type 1 (Kit-EZ), 130 XE mem Upgrade Type 2 (Kit-EZ),
600XL Memory Upgrade (Kit-EZ)

Motelsoft 11/07
Germany
http://www.motelsoft.de/
Developer: Caveman II - Caves of Osum (also developed: Der Hexenmeister,
Labyrinth, Panzer, Smack-Jack

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

msc (Stefan Birmanns and Matthias Belitz) 6/11
See also: Matthias Belitz
Germany
http://www.birmanns.de/atari/
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out),
IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10,
MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0,
CDREAD.COM V1.4, IMG2DISK.COM V1.00.

Stefan C. Mueller 11/09
Germany
http://www.electromaniac.de/
Developer: Electro Maniac!

MyAtari 2/07
See: Matthew Bacon

Subject: N

Kostas Nakos 4/11
See also: ASAP - Another Slight Atari Player
See also: Atari800 Emulator Developers
Greece

http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/ or
https://market.android.com/developer?pub=Kostas+Nakos or
http://users.uoa.gr/~knakos/atari800/android/ or
http://pocketatari.atari.org/android
Developer: PocketAtari v2.0.3 (30 Oct 06 -- port of Atari800 emulator for
WinCE), Atari800 Version 1.2 (April 3, 2011 -- port of Atari800 emulator for
Android)

New Breed Software 9/09
c/o Bill Kendrick
1132 Drummond Ave
Davis CA 95618-4967
USA
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Go Go Garbage Truck, Sludge.
utilities: Colorizer, File Selector, MuxChat, SIFE - Super-IRG Font Editor

Nelson Nieves 8/06
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree,
TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 6/11
The Netherlands
http://www.mathyvannisselroy.nl/aspi.htm
Developer: ATASPI CD Audio Player (CDAP) 1.47,
ATASPI CD/DVD Data Reader (DATA) 0.69

Subject: O

Odsiecz Sobieskiego -- O.S. 3/07
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik
See also: Adrian Matoga
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
Developer: xunzip v2.1 (18 September 2006 -- a ZIP, TAR, GZ and TGZ
(TAR.GZ) archives depacker) http://www.atari8.info/stuff/xz21.zip

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit
rom dumps

Outland Quest Software 6/06
USA
http://www.outlandquestsoftware.com/
Developer: Ally Attack, Black Sea Silver Fishing, Desert Crossfire,
Dungeons of Oti, Empire, Golf Tees, Graphics 8 Painter, Hoss Racing,
Korellian Conflict, Lite Show, Mad Libs, Motions Variable, Scattergories,

Space Regent, Starbase Alpha, Standoff, Star Maze, Terror Fair,
Three-D Force Tic-Tac-Toe, T.I.A.K. - Taking In Accurate Knowledge,
Uncle Milton's Million Dollar Mystery Mansion

Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

Eric Parent (Joyful Coder) 11/07
http://joyfulcoder.com/
Developer: Memo Pad for Windows Release 6 (November 12, 2007) -
read ATASCII files

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

Michal Pasiecznik / "Pasiu" 1/08
Poland
http://hardware.atari8.info/ and http://pasiu.krap.pl/
Developer: 576 kB - 1 MB RAM expansions (based on the Amiga 500 and Amiga
600 RAM expansion modules), 1 MB - 2 MB SIMM Expansion, ROM Changer,
AutoStereo, XF551 LED Track Display, intSDX (an internal SpartaDOS X upgrade),
ARC (Atari Real Clock - an alternative realtime clock), IDEa (KMK/JZ)
Interface, Simple 65c816 Processor Adapter, Warp4 (4 MHz 65c816 accelerator
card), Warp4 MegaMEMboard (1 MB of linear RAM for Warp4), Project F7 (16 MHz
65c816 accelerator card). Software: CD Audio Player 0.9 for KMK/JZ IDE and
IDEa Interface.

Pecus and Pirx 6/07
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: OMC65 crossassembler - Our 5oft MaCro assember for 6502
ver. 1.3 (Win32 executable); Scorched Earth for Atari XL/XE build 114,
Chip 8 & SuperChip 8 emulator v1.1

Pixels Past (Joe Grand) 4/06
2907 Shelter Island Dr Ste 105-169
San Diego CA 92106-2797
USA
Telephone: 619-222-4100
Facsimile: 619-222-1797

http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari),
Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/
paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

Pokey Soft
Vidar Olavesen (Hawk) 6/11
Stevneveien 7
N-1719 Greaker
Norway
http://pokeysoft.no/
Developer: games: Invert XE. demos: The Wavy Demo, The Second Scroll,
Wobbly Demo, Suck My D..k, Big Scroller, Horbig Demo, Simplicity, Twister!

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: R

Werner Raetz 12/09
See also: WASEO
Postfach 16 40

D-75006 Bretten
Germany
Telefon: 07252/4827 or 07252/3058
Telefax: 07252/85565
http://www.waseo.de/ATARI/Software/software.html
http://www.waseo.de/ATARI/DISK-LINE/disk-line.html
http://www.waseo.de/ATARI/ATARImagazin/atarimagazin.html
Publisher: developed by WASEO: Der WASEO Publisher,
Die WASEO-Publisher-Designer-Diskette, Die WASEO Trilogy-Diskette,
Das WASEO Grafinoptikum, Das WASEO Labouratorium, Das WASEO Practoscope,
WASEO Demo Disk, WASEO BASIC Hits, WASEO DISK-LINE disk magazine issues 1-50.
also publisher of: ATARImagazin (back issues available?)

Burkhard Rau (HCRBurk) 5/06
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

raz0red 2/09
http://wiibrew.org/wiki/WiiXL
Developer: WiiXL v0.1 (port of Atari800 emulator for Nintendo Wii)

Ready Magazin (Sascha Leidel) 2/07
Germany
http://www.8-bits.de
Publisher: READY. Magazine. Atari part: 100%, only Atari.
2.60 euro per magazine. 6 magazines per year
Special lower prize for ABBUC members available.

READY Technologies (Thomas Smailus) 5/06
254 Nelson Dr Apt U
Baton Rouge LA 70808-5059
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital
hardware systems; design, development, and production of software systems;
software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn
Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering,
Consulting

Red's Retro Computing (redrumloa) 8/09
USA
http://www.redsretro.com/ or http://stores.shop.ebay.com/Reds-Retro-Computing
Developer: Competition Pro Retro Joystick (by Speed-Link),
Micromys V3 Mouse Adapter (allows the use of modern mice on the Atari)

RETRO magazine 2/07
See: CSW-Verlag

Rewindgames (Fred Meijer) 4/06
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.rewindgames.com/
Vendor: new and used hardware, new and used commercial software including all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!, Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds, Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility Disk

Thomas Richter 1/11
Germany
http://www.xl-project.com/
Developer: Atari++ Emulator (800/XL/XE/5200 emulator for Unix/Linux/ Solaris/Irix) Stable Release 1.58, CVS Snapshot 1.59, atari++ 1.59 for win32

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/ or http://www.schappel.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy), BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master, Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings, ROBOX, Snow Plow, Snow Plow Editor

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Subject: S

Filippo Santellocco 10/09
Italy
http://www.santellocco.com/atari/
Developer: L.E.M., Cookie Monster v1.4

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire, Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons, zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping, TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II. XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint, MultiJoy 16/2 hardware interface

Darren Schebek 6/07
Canada
http://www.schebek.ca/ or http://www.user.dccnet.com/dschebek/
Developer: Envision (character editor & screen editor), Solitaire Game, Yahtzee Game

Oliver Schmidt 1/11
http://contiki.cvs.sourceforge.net/viewvc/contiki/contiki-2.x/ (sources)

http://contiki.cbm8bit.com/ (Contiki Config/Disk Image Generator)
http://a2retrosystems.com/contiki.html (Contiki Config/Disk Image Generator)
Developer: official Atari 8-bit version of Contiki 2.x for use with Atari
8-Bit Ethernet Project. (Contiki is an open source, highly portable,
networked, multi-tasking operating system for memory-constrained systems)

Serious Magazine 5/05
See: Dial Group

Sherlock Consulting (Jason Watton) 1/11
Malvern
Worcestershire
United Kingdom
WR14 3AZ
Tel: +44(0)7767 220884
http://www.shlock.co.uk/
Developer: OmniFlop (Universal Floppy disk reader/writer/formatter for
Windows 2000/XP/Vista/7; can read, write, and format Atari 8-bit format
(90kB); handles whole disks, but not the Atari disk filesystem)

SIC! crew 7/11
Stryker, Candle, Pr0be, KMK, Ooz, Trub, Dely, Seban, X-Ray, Miker, Zenon
See also: Konrad M. Kokoszkiewicz
See also: trub
Poland
http://sic.pigwa.net/
Developer: SIC!Cart -- Super Inexpensive Cartridge

Sijmen Schouten (Mr.Atari) 6/11
The Netherlands
http://www.mr-atari.com/myidehome.htm
Developer: MyIDE interface project for Atari XL/XE computers

Bo Schreurs 9/06
The Netherlands
http://members.home.nl/stack/Atari/atari-xlxe-download.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-
ROM)

Ernest R. Schreurs 9/06
Kempenlandstraat 8
5211 VN Hertogenbosch
The Netherlands
http://home.planet.nl/~ernest/
http://members.home.nl/stack/Atari/atari-pooldisk.html
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm
archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image
system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a
clean .wav file from a Digital Cassette Image), POOLDISK TOO
(PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.kensclassics.org/
Developer: Emulators Utilities: ATR/DCM utilities (DOS),
AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer,
KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler,
Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus.
Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker,
KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic,
Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish,
Circle of Richness

Sikor Soft (Pawel Sikorski) 3/10
See also: Rewindgames (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://www.atari.sikorsoft.com/
Developer: Commercial games: ABC, Tekblast, Neuroid, Sexy Six,
Sexy Six Data Disk #1,#2,#3, Ketchup, Max, Cyborg, Magic of Words.
Freeware games: Liner!, ATASCII Squash, Fake Frogger!, Mustak Hunters.
Unrealized game: Mr Proper (preview).
Sikor Soft *.ATR & *.XEX goodies (CD-ROM).

Mark l. Simonson 9/06
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 1/06
http://makeatr.atari8.info/
Developer: makeATR v0.06 (software for MS-Windows)

Len Spencer 1/09
USA
http://www.lenardspencer.com/Lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black
Box interfaces), FoReM-XE Professional BBS Version 5.4

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely
from scratch")

SquoQuo (Hopper, Bugger, Genetic Gemini, Scythoior, Yoda) 4/06
Germany?
http://squoquo.tk/
Developer: Let's Hop, Sh*t Alpin 2005, Ms.Bulimia

Ralf Patschke (PP's / STARSOFT Berlin) 7/11
Albrecht-Duerer-Strabe 23
Berlin 12623
Germany
http://www.ppsberlin.de/
Developer: STARSOFT 1st demo, STARSOFT 2nd demo, STARSOFT 3rd demo,
multiple gfx 12 scrollers, TOP-Magazin Intro, gametro ABBUC Magazin 73,
gfx 0 scrolls, proAF, nyd 2011 invitro. g2f pictures: BOS 2002.
Publisher: (disc magazines) ECS Info Mag: 1/1991, 2/1991, 3/1991.
CCB Club Mag: 4/1991, 5/1991, 1/1992, 2/1992, 3/1992, 4/1992.
STARSOFT Magazine: 1/1992, 2/1992, 3/1992, 2/1993.
New Years Disc: 2007, 2008, 2009, 2010, 2011

Rasterline.com (Ken Jones "MetalGuy66", Sergio Larrondo "WareRat", 3/10
Stephen J. Carden)
See also: Steven J. Carden
USA
http://www.rasterline.com/
Developer: Multi I/O: The "NEW" MIO

Radek Sterba (Raster/C.P.U.) 1/11
See also: ASAP - Another Slight Atari Player
See also: C.P.U.
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer:
Games: Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street,
Magnetit, Naturix.
Games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk,
Imagine, Gunhead.
MPE (MIDI Pattern Editor) v2.3.
utilities: HiLoader4.2, CompressCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7,
FROMT, DIRCOPY4.
More games: Head On, Speed Up!, Speed Up!! Gold Edition, Space Binvaders,
Robix.
demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Search6502, Flame999,
SelfDemo, Wow1k, Fort 320, RMTdemo, Hellix, Basix, Fireworx, Forever 3000,
Plastic, Victory, Easter Night, Seawolf, Virtuoso, Fluid Chessboard,
Binary Celebration, Jozin z Bazin, Ghoul, Shademorph, Just for Fun, Mupy Mup,
Rescue on F. 2010.
RMT1Player v1.06 (plays *.RMT (Raster Music Tracker) song files on the Atari.
Atari/PC software: ATADIM v3.05 Beta (work with XFD/ATR Atari disk images),
DRATEX 1.6 (Drop file Atari Czech text convertor), MAC2MTX (Mac65 to Text),
Raster Music Tracker (RMT) v1.28 - cross-platform tool for making Atari XE/XL
music on PC (OS Win9x), SA_POKEY (Standalone dynamic DLL library for emulation
of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for
emulation of Atari 6502 processor), Creaxin1 ("Create X in 1") v1.03 (creates

ROM image or Atari executable feeder program for X programs in one S/XEGS
RAMcart 128KB).
Atari/PC hardware: LPTJOY (connect an Atari joystick to a PC), MultiJoy4/
MultiJoy8/MultiJoy 16 (use 4/8/16 joysticks on a single Atari),
SIO D-SUB15M Standard Atariklub PV.
Games for MultiJoy: Cervi, Multris, Shot'em all (SEAL), Cervi 2, Astro4 Road.

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch),
The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Super Products 4/09
c/o James Bradford
Australia
"encoded" email: OOOjames_bradfordOOO@OOOeftelOOO.OOOnetOOO.OOOauOOO
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 1/07
Czech Republic
http://jirkasuv.duch.cz/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..." text game)

Peter Svoboda (Fly) 11/08
Czech Republic
http://fly.atari.org/
Developer: Day After One, Demo 2001, Donkey Kong Junior, Gangsters 2007,
Gangsters Intro, Indiana Jones 3 aneb Tajemstvi Svateho Gralu, K.I.,
Kolony cz, Logik, Maturita 2001, Mesta CR, Mesta SR, No Name, Podraz 2001,
Pomsta Sileneho Hulice, Ruleta, Sniper, Sniper 2007, Sniper Intro, Strategi,
Textovky, V.U. 5259 aneb Utek z Hejcina, V.U. 5259 aneb Utek z Hejcina intro.
ALSO: a large number of images created with G2F.

Subject: T

Taquart 11/09
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely'
Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru'
Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj
'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz,
Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski

See also: Marcin Zukowski
See also: VBXE - VideoBoard XE developers
Poland
http://numen.scene.pl/ ; http://energy.scene.pl/
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995),
Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag,
1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro,
Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996),
Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997),
Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997),
Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)
Publisher: Energy (online zine)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan, Mono) 8/11
See also: Adrian Matoga
Poland
http://atariki.krap.pl/index.php/Tristesse
Developer: SROLL-demo, TRS-Desktop 0.9d alpha:
http://www.atari8.info/trsdesktop.php (screenshots)
http://trub.atari8.info/sdx_files/TRS_desktop_v09d_alfa.zip (download)

trub 2/08
See also: DLT Ltd.
See also: SIC! crew
Poland
http://trub.atari8.info/ or http://trub.sys.net.pl/
Developer: for SDX 4.x: TDPL 2.0 / TD 2.0 (enhanced TD.COM, Polish/
English), XEP.SYS 0.1F (XEP80 device driver), FSTRUCT, RUNEXT 0.5, QE 2.0
(Continuation of the famous Quick Edit - E: and CON: accelerator by KMK).
for SDX+65C816: RAMD816.SYS. for SDX+QMEG OS: OSSIO.SYS. for SDX+SIO2IDE:
S2I Commands 0.8. for SIO2IDE: S2I JukeBox 4.0a. for MS Windows: FIXATR.
for SDX+KMK/JZ IDE: CDPLAY 0.4a. more: ED 2.9, ABASIC, YOGI/YELLYSTONE PARK
Multidrive, XLDisk. SRAMCharger and Indus CP/M project for Indus GT,
LDW Super 2000, and California Access CA-2001 disk drives

Vasyl Tsvirkunov 2/07
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

TurntableNeedles.com 7/10
(checks payable to "AVCR Electronics")
1335 NW 9th St
Corvallis OR 97330-4508
USA
http://www.turntableneedles.com/
Developer: replacement belts for the Atari 410 program recorder

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Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: new hardware, new commercial software (cassette format)

Subject: V

Dan Vernon 4/07
http://retrobits.net/
Developer: Atari810 1.4d -- software for emulating an Atari 8-bit floppy
drive or hard disk on your PC (Windows NT/2000/XP)

Video 61 & Atari Sales (Lance Ringquist) 11/09
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
"We service, sell and publish hardware and software"
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: CARTRIDGES: Animated Puzzle (Atari proto),
Berzerk (Atari proto), Commando (Atari proto), Crystal Castles (Atari 16K
proto), Deflektor (Atari proto), Jr. Pac-Man (Atari proto), Letter Tutor
(Atari proto), MIDI Maze (Atari proto), Montezuma's Revenge (proto cart vers),
Mr. Do's Castle (proto cart version), Stargate (Atari proto), Superman III
(Atari proto), Tower Toppler (Atari proto), Xenophobe (Atari proto).
LATEST: Jinx, Nibbler, Clowns And Balloons, Bubble Trouble, Pacific Coast
Highway, DropZone, S.A.G.A. Mission Secret, S.A.G.A. Strange Odyssey, S.A.G.A.
Pirates Adventure, Sling Shot, Star Flite, TRON, H.A.C. (Heavy Armor Combat),
Tempest Xtreem. MORE CARTRIDGES:
Amazing Maze, Arkanoid, AtarTris II, Bumpers, Checkers, Clash of the Kings,
Concentration, Cosmos Pinball, Crystal Raider, Dan Strikes Back, Dandy,
Desmond's Dungeons, Dinky Do, Dungeon Lords, Dynakillers,
Elevator Repairman, Firebug, Getaway, Hearts Card Game, Jailbreak,
Jigsaw Puzzles, Lights Out, Lord of the Orb, Mah Jong, Maze War, Midas Maze,
Monopoly, Montana Solitaire Card Game, Mr. Robot, MyDOS 4.5, Paddle Pack Pong,
Paddle Wars, Plaqueman, Preppie, Preppie II, Puzzled (Jigsaw Puzzles),
Quest for Quintana Roo, Rally Speedway, Ricochet, Rocks, Sharp Shooters,
Smush, Solitaire Card Game, Spaceball, Spaceshot Pinball, SpartaDOS 3.3C,

Speed-O RPM Drive Tester, Tetris II, Turbo BASIC, Ultra-Translator (800 OS)
Twilight World, Twin Pack (Battleship/Jump the Pegs), Video Poker Card Game,
Video Slots, Whomper Stomper, Zybex.
CD-ROM: Atari 8-Bit Public Domain-Shareware Software CD-ROM.
hardware: V-61's Cassette Data Storage & Maintenance/Service Pack (for Atari
410, 1010, XC11, XC12 and compatible), CX-40 Evolved (joystick controller),
CX-30 Evolved (paddle controllers pair)

VBXE - VideoBoard XE developers 6/11
Tomasz Piorek (Electron), Sebastian Bartkowicz (Candle)
Poland
http://vbxe.atari8.info/download.html (version 1 by electron)
http://spiflash.org/block/15.html (version 2 by electron/candle)
Developer: VBXE - VideoBoard XE - graphics card for 8bit Atari computers

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12),
commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
USA
http://www.videogametrader.com/
Vendor: new and used commercial software

Steve Vigneau (c0nsumer) 7/09
Michigan
USA
http://nuxx.net/wiki/SDrive_NUXX
Developer: SDrive NUXX PCB & End Panel Set, Complete SDrive NUXX

Vintage Computer Cables 8/07
Fort Lauderdale FL
USA
http://www.vintagecomputercables.com/
Developer: Atari Gold Video Cable, Atari Gold Video Cable (stereo with Y),
Atari Gold S-Video Cable (stereo with Y)

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

WASEO (Thorsten Helbing, Michael Probst) 2/10
(Walkenrieder Anwender-Software Entwicklungs-Organisation)
See also: Werner Raetz
c/o Thorsten Helbing
Koenigsberger Str. 9
30916 Isernhagen
Germany
tel: +49 175 9982360
FAX: +49 121 258 409 3729
http://www.waseo.de/ (Thorsten Helbing)
http://www.mipro-online.de/waseo/ (Michael Probst)
http://www.atari-computing.de/software/waseo/dictionary/startup.html
Developer: published by Werner Raetz:
Der WASEO Publisher (desktop publishing [DTP] software),
Die WASEO-Publisher-Designer-Diskette, Die WASEO Trilogy-Diskette
(Geburtstagskalenderdrucker, Lettermaster, Kurzbriefdrucker),
Das WASEO Grafinoptikum (Textskalierer, GIAZ-Konverter, Symmetriker),
Das WASEO Labouratorium (Photocolorant, Graphics 0/12-Maskenersteller,
Notizuhr), Das WASEO Practoscope (Briefumschlagdrucker, Scrollfarbeditor,
Bildmassmaster), WASEO Demo Disk (Traffic Demo, Water Tap Demo, DisShot Demo,
Kleines Ballerspiel, The Rainbow Worm), WASEO BASIC Hits (Games, Applications,
Utilities, Demos), WASEO DISK-LINE disk magazine issues 1-50,
Dictionary++ 1.03.
audio CDs: The 20 best ATARI Hits, The 20 most inventive ATARI Songs,
The Best of Music Non Stop, The Best of ATARI Game Music,
The ATARI Super Soundmix.
software for Windows PC: ATARI XL-Viewer 3.8 [10/5/2001 - view the ATARI
formats PIC (GR 8), PHO (WASEO Publisher), MIC (Micro Painter, GR.15) and
FNT (Create a font on your PC)], PiXLator 2.6.1 (9/6/2009- work with Atari
graphics, fonts, texts, and listings), ATARI-Clock 1.6.9 (10/13/2009 - Atari
style desktop clock)

B. Watson (Urchlay) 12/08
http://rogue3.homeip.net/~urchlay/fujichat.html
Developer: FujiChat v0.4: An IRC (Internet Relay Chat) client for the Atari
8-bit, based on the uIP TCP/IP stack, using a SLIP connection

Mark Watson 1/08
http://www.scrameta.net/a800.html
Developer: Atari800 emulator ports: 0.8 for GP32, 1.2 for GP2X,
1.2 for Gizmondo

Jim Wilkinson 8/08
https://sourceforge.net/projects/atarilauncher/

Developer: Atari Launcher (A front end for the various Atari hardware
emulators, primarily the Atari800WinPlus emulator)

Wordmark Systems (Charles Marslett) 7/08
USA
http://www.wordmark.org/
Developer: for Atari 8 Bit Computers: MyDOS 4.51 (w/ R. Puff; 6/14/89),
A65 assembler 1.2 (7/4/89). PC Utility: ATUTIL (UTIL)(6/15/89)

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

WUDSN (Peter Dell / JAC!) 7/11
Weinhechstrasse 40
66822 Lebach
Germany
Telefon: (0177) 8993513
http://www.wudsn.com/
Developer: Visdom Demo (1991), Dieter und Gisela ... wie die wilden Tiere in
Nachbars Whirlpool (2007), ABBUC Magazin Issue 99 Intro (2009), HomeCon 5
Invitation (2010), WUDSN IDE 1.6.0 (2011-04-02 -- integrated Atari 8-bit
development plugin for Eclipse)

Subject: X

Xport 1/04
http://xport.xbox-scene.com/atarixlbox.php
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

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Subject: Y

Yoomp! 7/08
Marcin "Eru" Zukowski, Lukasz "X-Ray" Sychowicz,
Bartek "BeWu" Wasiel, Piotr "0xF" Fusik
See also: Marcin Zukowski
See also: Piotr Fusik
http://yoomp.atari.pl/
Developer: Yoomp! version 1.1

Kemal Yun (Kemel Ezcan / KE-Soft) 7/11
Steinheimer Str. 25,
63450 Hanau
Germany

http://www.kemalsatariarchiv.gmxhome.de/
Developer: KE-SOFT CD (contains everything published by Kemel Ezcan for
the Atari, including all KE-Soft software, all issues of the ZONG disk
magazine, and more

Subject: Z

zaxon 7/11
United Kingdom
http://www.zaxon.eu/
Developer: SIDE -- use a CompactFlash (CF) card on the Atari

Jadek Zuk (Simius) 6/11
See also: Konrad M. Kokoszkiewicz
Poland
http://www.atariage.com/forums/topic/179613-ide-plus-20-preorder-starts-today/
Developer: KMK/JZ IDE, IDE Plus 2.0

Marcin Zukowski (eru/tqa) 5/07
See also: Taquart
See also: Yoomp!
The Netherlands
http://lepix.sourceforge.net/
Developer: LePix v.0.2.0

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End of atari-8-bit/vendev
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4877. Re: Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-12 22:14:20 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <47a64c1c-6c90-4686-8ccf-9ae017fcdd34@q26g2000vby.googlegroups.com>
Source record: 366

On Oct 11, 9:32 pm, Michael Current <mich...@mcurrent.name> wrote:
> Archive-name: atari-8-bit/vendev

From
http://www.faqs.org/faqs/usenet/posting-rules/part1/
Announcement of professional products or services on Usenet is
allowed,
provided suitable restraint is exercised. Since someone else is paying
the phone bills for this, it is important that it be of overall
benefit
to Usenet. One of the few groups where such information is
appropriate
is comp.newprod. comp.newprod is a moderated group; you can get the
submission guidelines from the article "Welcome to comp.newprod",
posted
periodically to comp.newprod and news.answers. You can also get this
article by sending a mail message to mail-server@rtfm.mit.edu with the
single line:
send usenet-by-group/news.answers/newprod

If your posting is really relevant to some other newsgroup,
particularly
one of the *.announce newsgroups, you may consider posting it there;
some
moderators allow product announcements in the *.announce newsgroups.
e.g.
an announcement about an Amiga product could go in
comp.sys.amiga.announce. Before you post any such announcements, make
sure that you carefully read all of the administrative documents for
the
group. Also, read the regular messages in the group itself for at
least
a week to make sure that your announcement is consistent with what
other
people post. Of course, this is true for *any* post, but especially
true
for commercial announcements.

General guidelines: Clearly mark your article as a product
announcement
in the subject. Never repeat these -- one article per product at the
most; preferably group everything into one article. Advertising hype
is
especially frowned upon -- stick to technical facts. Obnoxious or
inappropriate announcements or articles violating this policy will

generally be rejected. This policy is, of course, subject to change
if
it becomes a problem.

There exists an alternative hierarchy called "biz" specifically for
commercial postings. See the articles "Alternative Newsgroup
Hierarchies,
Part ...", posted periodically to several newsgroups, including
news.lists.misc. You can also get these articles by sending a mail
message
to mail-server@rtfm.mit.edu with the lines:
send usenet-by-group/news.answers/alt-hierarchies/part1
send usenet-by-group/news.answers/alt-hierarchies/part2

I would suggest we delete all references in the Atari faq to vendors
who don't follow the posting guidelines. Do I have a second?

Rick

4878. Re: Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-13 01:38:58 UTC
From: Gabooch <anonymous@anon.com>
Message-ID: <Qirlq.6556$tH4.6252@newsfe06.iad>
Source record: 367

I disagree with Rick - there are very few vendors of Atari merchandise, and so I tend to have the rationale that these "commercial" posts are ON-TOPIC. I assume you are going after Ben here, he posts up to 3 posts at a time, and yoiu can always ignore them, or kill-file him.

I have to laugh at the reference in the guidelines posted regarding "Someone else is paying the phone bills for this" in this day and age, I would imagine that MOST people are not on dial-up - don't start a war about it - when the guidelines were written, most people WERE on dial-up, so that statement is relatively irrelevant.

IF you are referring to Ben and Bravo Sierra, I like to know that there is at least one person out there still supplying the Atari market. I know there are a couple others KJ MANN (whatever) and AtariAge (again, whatever.)

Leave the vendors alone - they are hardly making a killing supplying old Atari stuff - mostly a labor of love, I would imagine. (After all, I paid almost $1,000.00 for my Atari 400 and asssorted keyboard mods, drives, and software back in the day - now you can pick this stuff up for a song...)

Now, if a vendor starts firing off hundreds of messages, or is a fraud - then for sure, remove them or maybe even make of note of their transgressions in the FAQ so people don't get suckered, but delete them?

Brings to mind Stalinist Russia, where your family name would be removed for transgressions against the state.

Anyways, what happened to tolerance, and freedom of speech??!

Just my $0.02

Agent D.A.D.

4879. Re: Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-13 03:32:57 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <03a6855a-c908-48f6-a8df-93f068c6d9a5@q12g2000prl.googlegroups.com>
Source record: 368

On Oct 12, 6:38 pm, "Gabooch" <anonym...@anon.com> wrote:
> I disagree with Rick - there are very few vendors of Atari merchandise, and
> so I tend to have the rationale that these "commercial" posts are ON-TOPIC.
> I assume you are going after Ben here, he posts up to 3 posts at a time, and
> yoiu can always ignore them, or kill-file him.

Heck, don't limit it to Ben, he seems to be a candidate for the most
obvious otherwise you wouldn't have noticed him right?

Reread the post, specifically the part: "Also, read the regular
messages in the group itself for at least
a week to make sure that your announcement is consistent with what
other
people post. Of course, this is true for *any* post, but especially
true
for commercial announcements."

Show me a list of people in the last 15 years that have done it. I've
been here that long and can't recall that many.
>
> I have to laugh at the reference in the guidelines posted regarding "Someone
> else is paying the phone bills for this" in this day and age, I would
> imagine that MOST people are not on dial-up - don't start a war about it -
> when the guidelines were written, most people WERE on dial-up, so that
> statement is relatively irrelevant.

I live in the country and I am on dial up. The only thing that makes
the newsgroup readable is a kill file. Every once in a while I check
in with my smart phone and see 3/4ths of the messages here are Ben's
spam.
>
> IF you are referring to Ben and Bravo Sierra, I like to know that there is
> at least one person out there still supplying the Atari market. I know
> there are a couple others KJ MANN (whatever) and AtariAge (again, whatever.)

It is really looking like you didn't even read the title of this
thread or its content. IT IS A VENDOR LIST!
>
> Leave the vendors alone - they are hardly making a killing supplying old
> Atari stuff - mostly a labor of love, I would imagine. (After all, I paid
> almost $1,000.00 for my Atari 400 and asssorted keyboard mods, drives, and
> software back in the day - now you can pick this stuff up for a song...)

I say commercial vendors that don't follow guidelines and/or spammers
should leave the newsgroup alone.
>

> Now, if a vendor starts firing off hundreds of messages, or is a fraud -
> then for sure, remove them or maybe even make of note of their
> transgressions in the FAQ so people don't get suckered, but delete them?

Heck, people can spam if they want. Hows that for freedom of speech. I
just say if someone is a known bad actor, kick them off the FAQ
vendors list.
>
> Brings to mind Stalinist Russia, where your family name would be removed for
> transgressions against the state.

Oh please, we aren't killing 30 million people here, just saying
remove known spammers from the FAQ vendors. I will expand the list of
what it takes to get off the list if you like.
>
> Anyways, what happened to tolerance, and freedom of speech??!
>
> Just my $0.02
>
> Agent D.A.D.

We have to agree to disagree then.

Start a poll on Atari Age and I will not vote but go with the
majority.

Rick

4880. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-15 14:29:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1110150718560.26483@slate.spiritone.com>
Source record: 369
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4881. 20% OFF ALL ATARI GAMES/SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-15 14:34:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1110150730130.26483@slate.spiritone.com>
Source record: 370
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Sent on my Atari Computer

4882. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-15 14:41:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1110150736550.26483@slate.spiritone.com>
Source record: 371
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

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4883. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-19 04:24:53 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1318998244@rtfm.mit.edu>
Source record: 372
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: August 7, 2011

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from 1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit family of computers are owned by Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society

http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

4884. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-23 12:16:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1110230505570.9413@slate.spiritone.com>
Source record: 373
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4885. 20% OFF ALL ATARI GAMES/SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-23 12:22:33 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1110230516400.9413@slate.spiritone.com>
Source record: 374
Cross-posted to:
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4886. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-23 12:26:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1110230523460.9413@slate.spiritone.com>
Source record: 375
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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4887. Chu Chu Rocket clone; C code

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-25 20:27:38 UTC
From: bill@newbreedsoftware.com
Message-ID: <4ea71bba$0$1732$742ec2ed@news.sonic.net>
Source record: 376

My son's been playing a lot of Chu Chu Rocket on our Sega Dreamcast, and I enjoy the puzzle mode of the game (vs the fast-paced multiplayer arcade mode).

Basically, you have a tile map with some walls between tiles, one or more mice, zero or more cats, one or more rockets (goals), zero or more holes.

The objective is to get all of the mice into one of the rockets, and avoid cats and holes -- you lose the puzzle if you lose just one mouse. Cats can go down holes, and will stop bothering you.

What makes it tricky is: the mice and cats both just walk straight ahead until the bump into a wall, at which point they turn clockwise and continue. But if there's a wall to their right, they'll go left instead. And if there's a wall on both sides (e.g., a] shape), they'll go back the way they came.

So, to get the mice to the rockets, and in such a way as to avoid cats and holes, you have a few directional-arrows you can place on the map before you put things into motion. Which arrows, and how many, depend on the particular puzzle.

The original game has a puzzle editor, and when you're creating a puzzle, you put down the arrows necessary to complete the level. When you play that puzzle, those arrows appear in a list of "Available panels", rather than on the grid itself, obviously. :)

The game was released for GameBoy Advance back in the early 2000s, a few years after the original Dreamcast release. It looks like it was released for iOS (iPhone, iPad) about a year ago. (I only discovered yesterday!)

I've been thinking of making a puzzle game based on these simple rules for the Atari 8-bit (but not planning on using the same name or theme, since copyright and trademark holders dislike that). To start out, I did a simple C-based terminal version under Linux. It's pretty clunky; it uses scanf() to read a string of text. When the game is in motion, you just hit [Enter] over and over again, and it draws another ASCII rendering of the map, with the cats and mice in their new positions, plus any stats info. :)

Here it is:

http://www.sonic.net/~nbs/chuchu-20111024.tar.gz

My idea for the Atari 8-bit would be my Super IRG text mode (flickering between two fonts, but just one color palette, in multicolored text mode; it'll give me about 13 colors to use).

The grid is 12x9, and if I were to do 2x2 tiles of characters (giving me
8x16 pixels per tile), I need 18 rows of at least 24 characters each.
I could use narrow mode (32 characters) and fit things easily.

Furthermore, I was thinking the map itself could be drawn as 9 rows of 24
characters, and then repeat each row, using another (pair of) font(s).

In other words, in memory, it'd look like:

```
ABCD12CDABCDABCDABCDABCD
CDAB34ABCDABCDABCDABCDAB
ABCDABCDABCD12CDABCDABCD
BCABCDABCDABCDABCD34CDAB
```

etc. But on screen, it would be twice as high;

```
ABCD12CDABCDABCDABCDABCD
ABCD12CDABCDABCDABCDABCD
CDAB34ABCDABCDABCDABCDAB
CDAB34ABCDABCDABCDABCDAB
ABCDABCDABCD12CDABCDABCD
ABCDABCDABCD12CDABCDABCD
BCABCDABCDABCDABCD34CDAB
BCABCDABCDABCDABCD34CDAB
```

and, using two fonts, one for even rows, one for odd, it could render
tiles like:

```
##../\..##..##..##..##..
##..\/..##..##..##..##..
..##}{##..##..##..##..##
..##^^##..##..##..##..##
##..##..##../\..##..##..
##..##..##..\/..##..##..
..##..##..##..##..}{..##
..##..##..##..##..^^..##
```

In other words, in one font (used on even rows: 0, 2, 4, 6, ...),
"AB" would be the top half of one shape. But in the other font
(used on odd rows: 1, 3, 5, 7, ...), "AB" would be the bottom half of
that same shape.

In the end, it means I'm using 32 x 9 = 288 bytes of memory for screen
data. (That means 1/2 as much effort to draw the board every frame!)

Using standard fonts (no flickering), it'd be 2024 bytes of memory,
1K for the even rows, 1K for the odd. Using flickering mode, it'd be
4096 bytes.

Then there'd be the bloat from the Display List, to get the lines to
repeat. (Row 0 of screen memory on screen twice, then Row 1 twice.)
Plus the DLI to get the font to switch between rows (Row 0 on the screen
is Row 0 of screen memory with Font A. Row 1 on the screen is Row 0 of
screen memory again, but now with Font B. Row 2 on the screen is Row 1 of
screen memory, with Font A again. etc. Have I made my point, yet? :))

Since I don't do assembly, and BASIC would be too slow (even TurboBASIC XL probably would be), and since my original code is in C (and yes, it could 'optimized', now that I've got the logic basically figured out), my target language for this is Action!

Unless, of course, someone else wants to make the game. :) One big task will be doing the graphics. I have my SuperIRG font editor, but I'd need to manually account for the dual fonts between rows, since it doesn't.
(Not that I didn't come up with this idea, as a useful trick for high-color, graphically complicated tiles for puzzle games, years ago!)

Knowing me, I'd probably do the art in Gimp on Linux, and then whip up some tool in C to convert it to 4KB of Atari font data...

--
-bill!
Sent from my computer

4888. Glacial pace 4d Picaso work

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-28 18:34:13 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <799a0c92-b767-43bb-b577-f041e6f3f68e@h5g2000vbf.googlegroups.com>
Source record: 377

Don't get me wrong, life is good. Spent the weekend in Pacific Grove
with my SO, babysitting my grand kids 2-3 days a week. I'm really
slowing down.

As I said<?> I bought one of these puppies from Sparkfun.
http://shop.4dsystems.com.au/vga-embedded-vga-graphics-modules/295-9005.html

http://www.4dsystems.com.au/downloads/Semiconductors/PICASO-GFX2/Docs/PICASO-GFX2-DS-rev1.
pdf
Got it up and running, pretty nice display on the LCD VGA display I am
testing it with. I haven't tested it with any of the options like uSD
card or hooked the audio output up yet.

There's some things on my wish list that the device won't handle, for
instance it only plays mono audio WAV format files. IMO it would be
much nicer to have stereo and some kind of compressed format like MP3.
Heck, you can have 2 gigs of MS style file format and 2 gigs of RAW
sector I/O so that should be enough for several hours of easy
listening. It almost makes sense to me in that the sound will be
generated as a co-processor. For something like Dungeon Master you
would just tell it to play the clanking sound of the door then proceed
with the game logic with the existing processor.

I sweat details like should I hook it up through a joystick port like
the ill fated XEP80 or just hang it on the SIO buss. It does has the
ability to read 8 bit port data but as soon as you start talking about
popping the hood of an Atari you eliminate 80% of the people from
using it. I understand that they are selling these puppies for ~$50 so
they can't give $200 in support but I asked simple questions on both
Sparkfun and the 4d web sites and didn't get an answer. I am leaning
towards attempting to make it a SIO device. After reading through ~13
megs of PDFs I think it may be able to survive on the serial buss with
other devices. Even if it doesn't it will work as the one device you
should have. Here's my hit list of what it should be able to do:

Alternative to all SIO devices like SIO2PC, SIO2SD. Best sound quality
sound device available vs. 2nd POKEY or COVOX if you can find one.
Replacement for XEP80 sans printer port. It would make a nice upgrade
for stuff like the John Harris cable TV information channel. Great
static picture viewer with 16 bit color depth. Lot of bang for just
over 50 bucks.

They have a number of demo apps for it like a version of Tiny BASIC
and a few games like PONG/Breakout.
http://www.youtube.com/watch?v=vWKWQcfNd3Y

The system comes up with ~14k free memory before loading apps and something close to that in slower FLASH. Should be plenty for anything I want to do.

Only buyer's remorse I am having is they want $20+ for the programming cable. I'm not sure it is even necessary but I will try to find a work around.

Rick

4889. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-10-29 04:27:38 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1319862428@rtfm.mit.edu>
Source record: 378
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: August 7, 2011

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.
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comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society

http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

4890. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-01 05:49:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1110312245570.18367@slate.spiritone.com>
Source record: 379
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Date: 2011-11-01 05:51:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
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4892. ATARI CUSTOMER APPRECIATION MONTH!

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-01 05:55:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1110312252000.18367@slate.spiritone.com>
Source record: 381
Cross-posted to:
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4893. Re: Chu Chu Rocket clone; C code

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-05 02:29:46 UTC
From: Ryan 'Gozar' Collins <gozarcollins@hotmailNoSpam.com>
Message-ID: <147471869342152893.043726gozarcollins-hotmailNoSpam.com@enews.newsguy.com>
Source record: 382

Bill Kendrick <bill@newbreedsoftware.com> wrote:
> My son's been playing a lot of Chu Chu Rocket on our Sega Dreamcast,
> and I enjoy the puzzle mode of the game (vs the fast-paced multiplayer
> arcade mode).
>

Sounds really cool! I wish I had more time to play on my XL, I really miss
it. :-(

--
Ryan 'Gozar' Collins

4894. ATARI ADOPTION AGENCY! PORTLAND, OREGON USA!

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-05 14:40:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1111050637030.8379@slate.spiritone.com>
Source record: 383
Cross-posted to:
alt.atari-jaguar.discussion,alt.games.lynx,alt.atari.2600vcs,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Is your garage full of Atari? Can you squeeze into your attic? Do you have an Atari in your closet? If your Atari stuff needs a new home, especially if your in Portland, Oregon USA! E-Mail BenSells@Atari.org or call (503)256-9974 And even if your not in Portland, feel free to contact Ben.

This covers Any Classic Atari 8 Bit & Atari ST Computers Plus Atari 2600/5200/ 7800/Jaguar & Lynx Plus Atari FlashBack 2, Games Consoles & Hand Helds! Atari Hardware/Accessories, Games/Software And Books/References!

http://Adoption.Atari.org ATARI ADOPTION AGENCY!

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4895. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-05 14:45:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1111050740390.8379@slate.spiritone.com>
Source record: 384
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

LOOKING FOR ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT AND/OR ST!

Sign Up for the Mailing List used to send E-Mail From Bravo Sierra Computers! Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

Direct Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com!! Can't reach me? See info at Bottom!Get Heads Up on NEW Atari Sales before the Rest!

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4896. ATARI CUSTOMER APPRECIATION MONTH!

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-05 14:48:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1111050745290.8379@slate.spiritone.com>
Source record: 385
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Each November, Vendors start Advertising for the Christmas Season, But forget the season for Giving Thanx!This November I'm Giving Thanx for wonderful Atari Customers! Atari Customers are the Best! A real Blessing! They're Loyal & keep coming back for more! Real Die-Hards! I'm Showing Appreciaton to my Customers This November! Buy from Bravo Sierra Computers and get a gift from Benjamin! Goto http://BenSells.Atari.org E-Mail BenSells@Atari.org or Call(503)256-9974!

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4897. AD: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-05 14:52:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1111050749070.8379@slate.spiritone.com>
Source record: 386
Cross-posted to:
alt.atari-jaguar.discussion,alt.games.lynx,alt.atari.2600vcs,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

1) Friendly, honest, helpful and fast with service! 2) Very Knowlegeable of Atari products & skilled at helping customers choose the items that best meet their needs. 3) The inventory changes regularly and often there are many hard to find items that are unavailable anywhere else. 4) Prices are usually less than on auction sites. 5) Very huge and alphabetically sorted lists of Atari items (OLD and NEW). 6) Ordering is very easy, no dozens of clicks on several HTML pages, just read and then copy+paste the ASCII text into your e-mail to order anything. 7) I avoid making promises I cant keep! 8) Ben's Benevolent 24 Hour Help HotLine And Voice Mail! Call Any Time, Any Day!If I Dont Answer, I'll Call You Back, Even Long Distance! Just Leave A Message With Your Phone Number & Best Times To Call Within Pacific Standard Time (PST) And I'll Call You Back! And Remember, If You Dont Leave A Message, I Cant Return Your Call!

Questions? You can E-Mail me or ask other Atari Users. You probably know 1 or 2 who bought from me. Quite a few have over the Years! (503)256-9974.

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4898. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-08 05:34:11 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1320730363@rtfm.mit.edu>
Source record: 387
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: August 7, 2011

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.
```

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society

http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

4899. FS: Atari 65XE 130XE 800XE 600XL 800XL 1200XL TV Scart A/V Cable

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-12 17:42:14 UTC
From: Oge <oge@nospam.it>
Message-ID: <4ebeafbf$0$1375$4fafbaef@reader1.news.tin.it>
Source record: 388

For sale, an unique TV Scart Cable which embraces a large range of Atari Home Computers.
It carries Composite Video + Stereo (Mono signal being doubled to both L/R channels at the Scart Connector) and it's internally sealed against traction.

The quality of both Audio and Video is truly higher, another world if compared to the common RF lead. Such Cable will even work with modern (LCD) TVs.

Compatibility List:
. Atari 65XE
. Atari 130XE
. Atari 800XE

. Atari 600XL
. Atari 800XL
. Atari 1200XL

. Atari 800

Link: http://cgi.ebay.it/ws/eBayISAPI.dll?ViewItem&item=170727861638

Cheers,
Oge

4900. Atari 1050 happy drive

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-12 21:17:35 UTC
From: Richard Daley <richard.daley3@ntlworld.com>
Message-ID: <yOBvq.32158$tk5.17044@newsfe13.ams2>
Source record: 389

Can anyone help me find a copy of the installation guide for the original happy 1050 board, I have searched to no effect so far, and have lost my original

hope someone can assist

Rich

4901. ATARI ADOPTION AGENCY! PORTLAND, OREGON USA!

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-13 09:01:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1111130056240.15471@slate.spiritone.com>
Source record: 390
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4902. ATARI SALES, SERVICE & SUPPORT!

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-13 09:04:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1111130101460.15471@slate.spiritone.com>
Source record: 391
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
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http://www.aracnet.com/~atari/lynx.htm 20% OFF LYNX HARDWARE & GAMES LIST!
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4903. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-13 09:10:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1111130105540.15471@slate.spiritone.com>
Source record: 392
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

LOOKING FOR ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT AND/OR ST?

Sign Up for the Mailing List used to send E-Mail From Bravo Sierra Computers! Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

Direct Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com!! Can't reach me? See info at Bottom!Get Heads Up on NEW Atari Sales before the Rest!

Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org & Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011! Sent on my Atari Computer

4904. ALL ATARI 20% OFF+GIFT! CUSTOMER APPRECIATION MONTH!

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-13 09:15:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1111130110400.15471@slate.spiritone.com>
Source record: 393
Cross-posted to:
alt.atari-jaguar.discussion,alt.games.lynx,alt.atari.2600vcs,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

FREE Gift For November's Customer Appreciation Month! Time For Giving Thanx!!

All Atari 20% Off! All Atari 20% Off! All Atari 20% Off! All Atari 20% Off!

$60 ORDERS GET 20% OFF ALL ATARI 2600/5200/7800/JAGUAR/LYNX/CLASSIC ATARI 8 BIT & ATARI ST GAMES/SOFTWARE, HARDWARE/ACCESSORIES & ATARI BOOKS/REFERENCES!

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Each November, Vendors start Advertising for the Christmas Season, But forget the season for Giving Thanx!This November I'm Giving Thanx for wonderful Atari Customers! Atari Customers are the Best! A real Blessing! They're Loyal & keep coming back for more! Real Die-Hards! I'm Showing Appreciaton to my Customers This November! Buy from Bravo Sierra Computers and get a gift from Benjamin! Goto http://BenSells.Atari.org E-Mail BenSells@Atari.org or Call(503)256-9974!

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http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
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4905. AD: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-13 09:18:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1111130116300.15471@slate.spiritone.com>
Source record: 394
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

1) Friendly, honest, helpful and fast with service! 2) Very Knowlegeable of Atari products & skilled at helping customers choose the items that best meet their needs. 3) The inventory changes regularly and often there are many hard to find items that are unavailable anywhere else. 4) Prices are usually less than on auction sites. 5) Very huge and alphabetically sorted lists of Atari items (OLD and NEW). 6) Ordering is very easy, no dozens of clicks on several HTML pages, just read and then copy+paste the ASCII text into your e-mail to order anything. 7) I avoid making promises I cant keep! 8) Ben's Benevolent 24 Hour Help HotLine And Voice Mail! Call Any Time, Any Day!If I Dont Answer, I'll Call You Back, Even Long Distance! Just Leave A Message With Your Phone Number & Best Times To Call Within Pacific Standard Time (PST) And I'll Call You Back! And Remember, If You Dont Leave A Message, I Cant Return Your Call!

Questions? You can E-Mail me or ask other Atari Users. You probably know 1 or 2 who bought from me. Quite a few have over the Years! (503)256-9974.

All Atari 20% Off! All Atari 20% Off! All Atari 20% Off! All Atari 20% Off!

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anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011!
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4906. Re: Atari 1050 happy drive

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-14 20:57:59 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <e3e20b4f-c300-4c15-96a4-4131c95c2c35@l24g2000yqm.googlegroups.com>
Source record: 395

On Nov 12, 1:17 pm, "Richard Daley" <richard.dal...@ntlworld.com>
wrote:
> Can anyone help me find a copy of the installation guide for the original
> happy 1050 board, I have searched to no effect so far, and have lost my
> original
>
> hope someone can assist
>
> Rich

Is there much difference between it and the Atarimax install?
http://www.atarimax.com/happy/happy_install.pdf

4907. Re: Glacial pace 4d Picaso work

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-15 03:38:42 UTC
From: Ryan 'Gozar' Collins <gozarcollins@hotmailNoSpam.com>
Message-ID: <942814586342816574.042917gozarcollins-hotmailNoSpam.com@enews.newsguy.com>
Source record: 396

ricortes <ricortes@earthlink.net> wrote:
> Even if it doesn't it will work as the one device you
> should have. Here's my hit list of what it should be able to do:
>
> Alternative to all SIO devices like SIO2PC, SIO2SD. Best sound quality
> sound device available vs. 2nd POKEY or COVOX if you can find one.
> Replacement for XEP80 sans printer port. It would make a nice upgrade
> for stuff like the John Harris cable TV information channel. Great
> static picture viewer with 16 bit color depth. Lot of bang for just
> over 50 bucks.
>
> Rick

Sounds cool and would be something I'd buy to play with. :-) what about the
PBI? Would it work from there?

4908. Free 1050 Drives!

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-15 04:00:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1111141952520.3621@slate.spiritone.com>
Source record: 397

I Have 4 Free 1050 Drives That Dont Work! For Someone To Pickup In Person For Parts Or To Fix! I'm In Portland, Oregon USA! E-Mail Me If Interested!

Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org & Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011! Sent on my Atari Computer

4909. Re: Glacial pace 4d Picaso work

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-15 09:11:09 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <7e23cd29-228a-4c23-a622-33e7cdb009e5@p9g2000vbb.googlegroups.com>
Source record: 398

On Nov 14, 7:38 pm, Ryan 'Gozar' Collins
<gozarcoll...@hotmailNoSpam.com> wrote:
> ricortes <ricor...@earthlink.net> wrote:
> > Even if it doesn't it will work as the one device you
> > should have. Here's my hit list of what it should be able to do:
>
> > Alternative to all SIO devices like SIO2PC, SIO2SD. Best sound quality
> > sound device available vs. 2nd POKEY or COVOX if you can find one.
> > Replacement for XEP80 sans printer port. It would make a nice upgrade
> > for stuff like the John Harris cable TV information channel. Great
> > static picture viewer with 16 bit color depth. Lot of bang for just
> > over 50 bucks.
>
> > Rick
>
> Sounds cool and would be something I'd buy to play with. :-) what about the
> PBI? Would it work from there?

It has the ~equivalent of a 15 bits of I/O pins. From what I gather
not a lot of people are using it as a parallel device. Most seem to be
like me, still fumbling around with getting the serial to work.

If I sound confused, it is because I am. What I *THINK* this
documentation covers is the basic FPGA with its soft core 16 bit
processor.
http://www.sos.sk/a_info/resource/c/4Dsystem/PICASO-GFX2-DS-rev1.pdf

BUT what I bought was a development/stand alone/embedded board that
doesn't have all the pins brought out.
http://www.4dsystems.com.au/prod.php?id=149

So even though the processor has 2 com ports only one is brought out.
Ditto for I2C port; there but not brought out.

The programmers reference I am reading from is over 300 pages. I
figure if I learn a page a night I am just about senile enough to
forget it as fast as I read it.<grin>

I'm really in the woods here. I don't have their programming cable yet
but I am under the impression on start up it looks for an autorun
script on the uSD card. I wrote a test script and put it on the uSD
but haven't booted the thing with it installed yet.

I'm asking myself a lot of why(s) as I work with it. I love the size,
about as big as a match book, but hooked to a VGA monitor it loses
some of its size advantages. I also ask myself 'why not just do the

same thing with software on a full PC?" I could imagine games and apps running on an Atari but dumping commands like playing a WAV file to a PC but at some point it loses a bit of purity if that is the right word.

Heck, under the hood of an 8bit with 4gigs of uSD, the VGA connector coming out the back, and the ability to play WAV files would make it worth it.

Rick

4910. FS: Heavy Duty Power Supply for Atari 65/130/800XE, 600/800XL and XE Game System

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-16 12:30:42 UTC
From: Oge <oge@nospam.it>
Message-ID: <4ec3acb3$0$1382$4fafbaef@reader2.news.tin.it>
Source record: 399
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

For sale, X3 Heavy Duty PSUs which will work with the following Atari machines:

. Atari 65XE
. Atari 130XE
. Atari 800XE

. Atari 600XL
. Atari 800XL

. Atari XE Game System

Being its amperage even far higher than the most power-hungry of the above Atari Home Computers, this Heavy Duty Power Supply will work flawlessy in every situation. This includes modded and/or expanded Atari machines.

Link: http://snipurl.com/2ox69c (Only few units available)

Cheers,
Oge

4911. Re: Glacial pace 4d Picaso work

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-17 19:55:51 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <249d25d0-63b0-446d-b6c0-ea20ea60f45e@t16g2000vba.googlegroups.com>
Source record: 400

eye am sofa king re tod did

This growing old thing is rough. My OCD used to pull me through rough spots when normal people would have given up.

The documentation said I could run scripts from a uSD card installed on the board. I spent about 4 hours writing scripts, trying to use demo scripts, reading the web site, reading the documentation, nothing worked. I was thinking scripts would be ASCII text type files similar to batch files. I was thinking wrong, the device only supports compiled scripts! Everyone seemed to get this but me.

Punch line to this is people don't need to buy the ~$26+ shipping cable to program the device.

It's a pretty simple process, just load the free 4d Workshop, write a script, hit the compile button. This will produce a file ABC.4dScrpObj where ABC is the name of your source file. Copy this to a fat 16 uSD card as autoexec.4ds uSD and insert it in the Picaso, on booting the Picaso the program will run.

I'm not sure where I will go next but I want to start checking serial functions. I am 99% sure I can just use a bilatteral switch or 3 state buffer to isolate device on the Atari serial buss should the need arise. I am thinking I may want to look at the joystick port with the old MPP serial handler or hack the XEP80 handler to work with it. Eventually I would like to have it on the serial buss if I can work out the details but I have to make sure I can make it run at 19k BAUD from internal software. Docs say it expects a command i.e. 'u at 9600 BAUD as an autobaud command. I'm pretty sure I can just write a program to set the default to the right figure. Goal is still to use it as a cheap HD and XEP80 replacement that plays nice with other stuff on the buss. Worst case is it ends up being the only thing that can be plugged into the buss.

Rick

4912. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-19 05:28:03 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1321680457@rtfm.mit.edu>
Source record: 451
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: August 7, 2011

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.
```

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society

http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

4913. 20% OFF ALL ATARI HOLIDAY SALES!

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-19 06:17:40 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1111182211430.30483@slate.spiritone.com>
Source record: 452
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
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4914. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-19 06:20:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1111182217490.30483@slate.spiritone.com>
Source record: 453
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

LOOKING FOR ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT AND/OR ST?

Sign Up for the Mailing List used to send E-Mail From Bravo Sierra Computers! Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

Direct Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com!! Can't reach me? See info at Bottom!Get Heads Up on NEW Atari Sales before the Rest!

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4915. AD: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-19 06:26:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1111182220550.30483@slate.spiritone.com>
Source record: 454
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

1) Friendly, honest, helpful and fast with service! 2) Very Knowlegeable of Atari products & skilled at helping customers choose the items that best meet their needs. 3) The inventory changes regularly and often there are many hard to find items that are unavailable anywhere else. 4) Prices are usually less than on auction sites. 5) Very huge and alphabetically sorted lists of Atari items (OLD and NEW). 6) Ordering is very easy, no dozens of clicks on several HTML pages, just read and then copy+paste the ASCII text into your e-mail to order anything. 7) I avoid making promises I cant keep! 8) Ben's Benevolent 24 Hour Help HotLine And Voice Mail! Call Any Time, Any Day!If I Dont Answer, I'll Call You Back, Even Long Distance! Just Leave A Message With Your Phone Number & Best Times To Call Within Pacific Standard Time (PST) And I'll Call You Back! And Remember, If You Dont Leave A Message, I Cant Return Your Call!

Questions? You can E-Mail me or ask other Atari Users. You probably know 1 or 2 who bought from me. Quite a few have over the Years! (503)256-9974.

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http://www.aracnet.com/~atari/lynx.htm 20% OFF LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm 20% 0FF JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ATARI 8 BIT SOFTWARE/GAMES!
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Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben
anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011!
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4916. Help With My Website!

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-20 12:01:16 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1111200357510.12757@slate.spiritone.com>
Source record: 455
Cross-posted to:
alt.atari-jaguar.discussion,alt.games.lynx,alt.atari.2600vcs,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

I've Deleted Many Files And Pages From My WebSite To Update My Information!
Deleting Old WebPages And Updating Information, And You Can Help With This!
Please Help By Looking Through My WebSite Looking For Links With Missing Web
Pages And E-Mailing Me With News Of Missing Pages On My WebSite!Please Reply!
Please Answer! Please Reply Irregardless of your Answers! Thanx! =-=Ben=-=

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4917. Seattle Retro-Computing Society meets Sat. Nov. 26th

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-22 22:53:42 UTC
From: SRCS Admin <searetcompsoc@gmail.com>
Message-ID: <154aa950-a770-4c79-a35c-a395b3d744a6@d37g2000prg.googlegroups.com>
Source record: 456
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.ti,comp.sys.m6809,comp.sys.m68k

Come one, come all, to the Seattle Retro-Computing Society's monthly meeting, on Saturday, November 26th, 2011! You don't want to miss this one -- it's our last meeting until January 2012.

Do you do any of the following with old computers near Seattle?

+ Use, collect, and/or restore them
+ Play games on them
+ Write programs for them
+ Develop new hardware for them
+ Help other people do any of the above

If your answer was "yes," as I expect it will be if you're reading this
near Seattle, then the SRCS is for you! We exist so you can show off your awesome stuff, bounce ideas off of fellow enthusiasts, and be inspired by one another's achievements, plans and aspirations.

No idea is too big or too small, and we're not picky about what flavor of vintage machine you prefer! Come on down and tell us about it!

Please note that, as it would fall on Christmas Eve and no one would attend, we will not be meeting in December. If you miss this meeting, you won't get to see everyone (and their nifty stuff) again until January.

The meetings are graciously hosted by the Living Computer Museum, which
is gradually fitting out a computer museum in Seattle's SODO neighborhood. There will be refreshments, a Buy-Sell-Free-Trade table, and enough table space & power to set up anything you may want to show off!

For further details, please see our web page at http://www.seattleretrocomputing.com/ and our mailing list at http://groups.google.com/group/seattle-retrocomp . Hope to see you there!

Gordon "gsteemso" Steemson
SRCS agitator-in-chief

4918. Re: Seattle Retro-Computing Society meets Sat. Nov. 26th

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-24 06:00:44 UTC
From: Brian Gaff <Briang1@blueyonder.co.uk>
Message-ID: <jakmid$6pq$1@dont-email.me>
Source record: 457
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.ti,comp.sys.m6809,comp.sys.m68k

If its a retro computing society, it shoulg have met the day before it was
supposed to... grin...

Brian

--
Brian Gaff....Note, this account does not accept Bcc: email.
graphics are great, but the blind can't hear them
Email: briang1@blueyonder.co.uk

"SRCS Admin" <searetcompsoc@gmail.com> wrote in message
news:154aa950-a770-4c79-a35c-a395b3d744a6@d37g2000prg.googlegroups.com...
> Come one, come all, to the Seattle Retro-Computing Society's monthly
> meeting, on Saturday, November 26th, 2011! You don't want to miss this
> one -- it's our last meeting until January 2012.
>
> Do you do any of the following with old computers near Seattle?
>
> + Use, collect, and/or restore them
> + Play games on them
> + Write programs for them
> + Develop new hardware for them
> + Help other people do any of the above
>
> If your answer was "yes," as I expect it will be if you're reading
> this
> near Seattle, then the SRCS is for you! We exist so you can show off
> your awesome stuff, bounce ideas off of fellow enthusiasts, and be
> inspired by one another's achievements, plans and aspirations.
>
> No idea is too big or too small, and we're not picky about what flavor
> of vintage machine you prefer! Come on down and tell us about it!
>
> Please note that, as it would fall on Christmas Eve and no one would
> attend, we will not be meeting in December. If you miss this meeting,
> you won't get to see everyone (and their nifty stuff) again until
> January.
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> The meetings are graciously hosted by the Living Computer Museum,
> which
> is gradually fitting out a computer museum in Seattle's SODO
> neighborhood. There will be refreshments, a Buy-Sell-Free-Trade table,

> and enough table space & power to set up anything you may want to show
> off!
>
> For further details, please see our web page at
> http://www.seattleretrocomputing.com/ and our mailing list at
> http://groups.google.com/group/seattle-retrocomp . Hope to see you
> there!
>
> Gordon "gsteemso" Steemson
> SRCS agitator-in-chief

4919. 30% OFF ALL ATARI HOLIDAY SALES! 11/25/2011-12/31/2011!

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-25 15:30:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1111250727490.31055@slate.spiritone.com>
Source record: 458
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4920. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-25 15:33:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1111250731090.31055@slate.spiritone.com>
Source record: 459
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

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4921. FS: Floppy Cleaners For Amiga, Atari ST, 1541 and 1581 Disk Drives

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-26 13:39:09 UTC
From: Oge <oge@nospam.it>
Message-ID: <4ed0eba9$0$1382$4fafbaef@reader1.news.tin.it>
Source record: 460
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

For sale, a pair of Kits to make your old Disk Drives perform well.
Compatible with Commodore Amiga, IBM PC Dos, Apple II, 1541, 1541, 1571 and
1581.

5,25" Floppy Disk Cleaner (Incl. Head-Cleaning Solution):
http://snipurl.com/20x1oqr

3,5" Floppy Disk Cleaner (Factory Sealed):
http://snipurl.com/20x1oz1

Cheers,
Oge

4922. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-30 05:28:06 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1322630855@rtfm.mit.edu>
Source record: 461
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: August 7, 2011

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.
```

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society

http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

4923. Tracker recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 2011-11-30 07:11:23 UTC
From: bill@newbreedsoftware.com
Message-ID: <4ed5d71b$0$1726$742ec2ed@news.sonic.net>
Source record: 462

The band 8 Bit Weapon has finally added an Atari 8-bit to their line-up (C=64, Gameboy, Apple II, etc.), and I mentioned to them that they should try Syn as a way of doing live music.

They asked if I could send a floppy with it, and I rounded up a pair of spare 5.25" disks from a distant in-law. So I've got room to throw in a few more music apps. What do people recommend? I'm especially interested in music composition / tracking software. What's what? What's good?
I never did get into composing music on the Atari, because I'm not musically inclined. :-/

--
-bill!
Sent from my computer

4924. Re: Tracker recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 2011-12-01 03:44:38 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <c0d86a30-671f-42a8-8060-d2011c6aa121@m10g2000vbc.googlegroups.com>
Source record: 463

On Nov 29, 11:11 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> The band 8 Bit Weapon has finally added an Atari 8-bit to their line-up
> (C=64, Gameboy, Apple II, etc.), and I mentioned to them that they should
> try Syn as a way of doing live music.
>
> They asked if I could send a floppy with it, and I rounded up a pair of
> spare 5.25" disks from a distant in-law. So I've got room to throw in a
> few more music apps. What do people recommend? I'm especially interested
> in music composition / tracking software. What's what? What's good?
> I never did get into composing music on the Atari, because I'm not
> musically inclined. :-/
>
> --
> -bill!
> Sent from my computer

http://ftp.pigwa.net/stuff/mirror/ftp.spudster.org/pub/Atari/CTH/Audio/AMP/

amp1.zip is the 8 bit version while amp3 is for the ST.

In the zip is COMESAIL.AMP<separately in the directory too> which is
my all time favorite tune on the Atari. All the data is packed as a
zip archive so you may have to make an .atr out of it.

I've forgotten the relationship between AMP and AMS, I think AMS came
first and Philip Price complained about the naming so Steve Lashower
changed to AMP.<?>

It may not be the best but since you can convert/use AMS files AMP has
the most tunes available.

Rick

4925. 20% OFF ALL ATARI HOLIDAY SALES!

Newsgroup: comp.sys.atari.8bit
Date: 2011-12-01 08:44:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1112010041150.24706@slate.spiritone.com>
Source record: 464
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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All Atari 20% Off! All Atari 20% Off! All Atari 20% Off! All Atari 20% Off!

$60 Orders Get 20% Off All Atari 2600/5200/7800/Jaguar/Lynx/Classic Atari 8 Bit & Atari ST Games/Software, Hardware/Accessories & Atari Books/References!

$100 Order Gets A Brand New Free Game & Still Gets 20% Off All Atari Software/ Games, Hardware/Accessories & Books/References! Goto http://BenSells.Atari.org Or Goto http://BensCatalogs.Atari.org Or E-Mail BenSells@Atari.org Asking For Catalogs. My Games/Software & Book Catalogs Are Sorted Alphabetically By Title So Cut-&-Paste Your Order And E-Mail Your List With Your Shipping Address So I Can Expedite Your Order Or Call Ben At (503)256-9974!Sales, Service & Support!

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http://BenSells.Atari.org MAIN ATARI WEB PAGE!
http://Adoption.Atari.org ATARI ADOPTION AGENCY!
http://www.aracnet.com/~atari/ftp DOWNLOAD FREE ATARI CATALOGS!
http://specials.Atari.org DAILY SPECIALS! DETAILS ON SALES!
http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
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http://www.aracnet.com/~atari/8btbooks.htm 20% OFF CLASSIC ATARI 8 BIT BOOKS!
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http://www.aracnet.com/~atari/26007800.htm 20% OFF 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm 20% OFF 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm 20% OFF LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm 20% 0FF JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ATARI 8 BIT SOFTWARE/GAMES!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ATARI ST SOFTWARE/GAMES!

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Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org &

Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011!
Sent on my Atari Computer

4926. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2011-12-01 08:48:03 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1112010045110.24706@slate.spiritone.com>
Source record: 465
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

LOOKING FOR ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT AND/OR ST?

Sign Up for the Mailing List used to send E-Mail From Bravo Sierra Computers! Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

Direct Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com!! Can't reach me? See info at Bottom!Get Heads Up on NEW Atari Sales before the Rest!

Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org & Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011! Sent on my Atari Computer

4927. Re: Tracker recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 2011-12-01 10:04:24 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <O4udnb4GrfO4zErTnZ2dnUVZ876dnZ2d@telenor.com>
Source record: 466

"Bill Kendrick" <bill@newbreedsoftware.com> skrev i melding
news:4ed5d71b$0$1726$742ec2ed@news.sonic.net...
> The band 8 Bit Weapon has finally added an Atari 8-bit to their line-up
> (C=64, Gameboy, Apple II, etc.), and I mentioned to them that they should
> try Syn as a way of doing live music.
>
> They asked if I could send a floppy with it, and I rounded up a pair of
> spare 5.25" disks from a distant in-law. So I've got room to throw in a
> few more music apps. What do people recommend? I'm especially interested
> in music composition / tracking software. What's what? What's good?
> I never did get into composing music on the Atari, because I'm not
> musically inclined. :-/
>
> --
> -bill!
> Sent from my computer

Black Magic Composer, Chaos Music Composer, SMON 1.2 and loads more on :
http://pokeysoft.no/games/atari/a8util.htm

4928. December 2011 Prize Giveaway!

Newsgroup: comp.sys.atari.8bit
Date: 2011-12-02 09:28:02 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <4ed89a22$0$13484$bbae4d71@news.suddenlink.net>
Source record: 467

Greetings everyone!

Lets start the Holidays off right!

At this time, The DarkForce BBS is resuming its monthly prize
giveaway.

Here is December's prize:

December 2011:
1. Atariuser Magazine - some lucky Atari caller will win a free
12 issue/1 year subscription to this great magazine (PDF).

Just telnet to "darkforce-bbs.dyndns.org"

The BBS software will automatically log your call, but please
go into the prize section and confirm that you want to be placed
into the random drawing.

Good luck to this months callers!

:)

PS Note that the winner will have to provide a valid e-mail
address for prize delivery.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

4929. We are down... :(

Newsgroup: comp.sys.atari.8bit
Date: 2011-12-06 00:58:16 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <4edd68a8$0$15508$bbae4d71@news.suddenlink.net>
Source record: 468

Folks, for the moment, the DarkForce BBS is offline.

I'm now sure what's going on. I've been working on it
for the last 3 hours with no success. The board is up
and running. I can logon locally at the Mega ST itself.
I can logon to the BBS from any machine on my local
LAN. I can not logon from any outside source.
I rebooted everything, cablemodem, router, Mega ST.

I logged into dyndns.org and checked my account there
They are showing my current IP address. So the daemon
I use on my Kubuntu box is working. I called Suddenlink
and asked them if they had added any ports to those
they already block. Nope. Port 23 is still open. I logged
onto my UDS1100. All settings look normal. I logged on
to my Router, checked the port forwarding - it all looks
like its supposed to, all port 23 requests are forwarded
to the UDS1100/Mega ST's LAN address of 192.168.0.104.

I can ping that address, no problems there.

So at this point I'm scratching my head...

I'll keep working on it and will let everyone know if/when
its back up.

Sorry for any inconvenience!

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

4930. Back up...

Newsgroup: comp.sys.atari.8bit
Date: 2011-12-06 14:57:15 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <4ede2d4b$0$15367$bbae4d71@news.suddenlink.net>
Source record: 469

Okay, I finally managed to squeeze enough time in to replace our old Dlink router with a new Linksys.

I just used a remote access terminal and I was able to logon to DarkForce okay.

Everyone just lemme know if you have any more problems. Keeping my fingers crossed that this was it.

Really odd - the Dlink was working in every single aspect, except that it was apparently failing to forward
any ip address requests.

Thanks! :)

PS Now I'm off to the mall with my wife.... the fun just never ends. :D

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

4931. Hello,everybody,China wholesale cheap jerseys,

Newsgroup: comp.sys.atari.8bit
Date: 2011-12-07 04:14:12 UTC
From: "jerseys china wholesale." <wanfei156@foxmail.com>
Message-ID: <bfa13551-de19-4340-afb1-edaf47f0bde6@u5g2000vbd.googlegroups.com>
Source record: 470

Hello,everybody,China wholesale cheap jerseys,
including a large number of (NFL jerseys, NHL jerseys, MLB jerseys,
nacc jerseys, NBA jerseys, shoes)
(Copy)www.obuyjerseys.com accepts Western Union , Moneygram ,T/T(Wire
Transfer) , paypal,and so on.
hope you can give me a win-win profits
Welcome agents contact: obuyjerseys@gmail.com (obuyjerseys)
Welcome to browse web site:www.obuyjerseys.com (Copy to the Google
search bar in the)
Fashion,low price,very good shoping place,
Cheap wholesale and retail Nike Air jordan shoes,
Nike shox shoes,
Nike Dunk Shoes,
Nike Air max shoes,
Nike Air Force one shoes,
Gucci shoes,
D/G shoes,
LV shoes,
Griff Shoes,
Kid Shoes, Hat,
belt, sunglasses,
handbags,Jeans,
Watch,T-Shirt,
(NFL MLB NBA NHL) jersey,
I can provide for you to use paypal payments (the fund assurance),
I hope you can give me a win-win profits
Welcome agents contact: obuyjerseys@gmail.com (obuyjerseys)
Welcome to browse web site: www.obuyjerseys.com (Copy to the Google
search bar in the)
(Copy)www.obuyjerseys.com accepts Western Union , Moneygram ,T/T(Wire
Transfer) , paypal,and so on.
We have a 100% satisfaction guarantee.If you are not satisfied with
your products within 14 days of receipt you can send it back to us
for
full refund (less shipping fees)
* All returns and exchanges must be in original new condition with
all
accessories in new condition. We cannot take back any worn or used
products. *Additional shipping fee will be requested for exchange。

4932. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-12-10 05:29:08 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1323494924@rtfm.mit.edu>
Source record: 471
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: August 7, 2011

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.
```

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society

http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

4933. 20% OFF ALL ATARI HOLIDAY SALES!

Newsgroup: comp.sys.atari.8bit
Date: 2011-12-11 10:05:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1112110202050.25725@slate.spiritone.com>
Source record: 472
Cross-posted to:
alt.atari-jaguar.discussion,alt.games.lynx,alt.atari.2600vcs,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

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http://BenSells.Atari.org MAIN ATARI WEB PAGE!
http://Adoption.Atari.org ATARI ADOPTION AGENCY!
http://www.aracnet.com/~atari/ftp DOWNLOAD FREE ATARI CATALOGS!
http://specials.Atari.org DAILY SPECIALS! DETAILS ON SALES!
http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
http://www.aracnet.com/~atari/microprose.htm 20% OFF NEW/USED MICROPROSE GAMES!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF CLASSIC ATARI 8 BIT BOOKS!
http://www.aracnet.com/~atari/books.htm 20% OFF MISCELLANEOUS BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm 20% OFF CLASSIC 8 BIT HARDWARE!
http://www.aracnet.com/~atari/st_hard.htm 20% OFF ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm 20% OFF 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm 20% OFF 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm 20% OFF LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm 20% 0FF JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ATARI 8 BIT SOFTWARE/GAMES!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ATARI ST SOFTWARE/GAMES!

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Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011!
Sent on my Atari Computer

4934. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2011-12-11 10:10:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1112110207010.25725@slate.spiritone.com>
Source record: 473
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

LOOKING FOR ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT AND/OR ST?

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4935. First assemble

Newsgroup: comp.sys.atari.8bit
Date: 2011-12-11 17:41:35 UTC
From: bill@newbreedsoftware.com
Message-ID: <4ee4eb4f$0$1654$742ec2ed@news.sonic.net>
Source record: 474

So it wasn't until recently (inheriting someone's big collection of 8-bit stuff) that I had an honest-to-goodness book on assembly language for the Atari. I also inherited an Atari Assembler Editor cart.

I was a bit weepy last night. For the first time, after all these years of hacking on my Ataris, I typed in a little assembly language program, assembled it, and ran it.

I was a bit spoiled by BASIC, then TurboBASIC XL and Action! But now that I'm looking at whipping up my own DLIs and VBIs, I'm finding paper + POKEing to be a bit tedious & bug-prone. :)

With so little free time, and less coming (new baby in January!), I doubt I'll get far, but I just wanted to share my door-opening experience.

Probably old-news to all you hackers who've been assembling stuff for 30+ years. :^)

PS - Should I bother grabbing a copy of MAC/65+DDT? I see that AtariMax has a 'reissue' version for only $25. I also know there are many, many disk-based assemblers out there that folks use.

PPS - Oh, and I discovered a MAC/65-based cross-assembler that can run on Linux. Maybe between that and poking around at CC65, I could build stuff on this newfangled laptop. Too bad the keyboard absolutely sucks, esp. compared to my 1200XL. ;)

--
-bill!
Sent from my computer

4936. Re: First assemble

Newsgroup: comp.sys.atari.8bit
Date: 2011-12-12 20:42:23 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <02f60074-8ab2-460a-a5a1-44878b154c4c@z22g2000prd.googlegroups.com>
Source record: 475

On Dec 11, 9:41 am, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> So it wasn't until recently (inheriting someone's big collection of 8-bit
> stuff) that I had an honest-to-goodness book on assembly language for
> the Atari. I also inherited an Atari Assembler Editor cart.
>
> I was a bit weepy last night. For the first time, after all these years
> of hacking on my Ataris, I typed in a little assembly language program,
> assembled it, and ran it.
>
> I was a bit spoiled by BASIC, then TurboBASIC XL and Action! But now that
> I'm looking at whipping up my own DLIs and VBIs, I'm finding paper + POKEing
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>
> With so little free time, and less coming (new baby in January!), I doubt
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>
> Probably old-news to all you hackers who've been assembling stuff for 30+
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>
> PS - Should I bother grabbing a copy of MAC/65+DDT? I see that AtariMax
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> disk-based assemblers out there that folks use.
>
> PPS - Oh, and I discovered a MAC/65-based cross-assembler that can run
> on Linux. Maybe between that and poking around at CC65, I could build
> stuff on this newfangled laptop. Too bad the keyboard absolutely sucks,
> esp. compared to my 1200XL. ;)
>
> --
> -bill!
> Sent from my computer

$.02

It is a fine assembler for getting your feet wet. At some future date
you may want to change.

The other options for assembler are stylistic: It is subjective based
on how you like to work. Some people go macro crazy and others such as
myself just don't use the feature.

A macro example from Mapping

```
.MACRO MOVEWORD
LDA %1
STA %2
```

```
LDA %1+1
STA %2+1
.ENDM

.MACRO MOVEBYTE
LDA %1
STA %2
.ENDM
```

If you are really into BASIC or Action! keywords you could name the above PokeC and Poke respectively. In use you would have a file with your predefined macros and include it in your assembly program. There are problems in that you have to essentially write your own keywords, remember the exact syntax, and have the files on your work disk.

Heck, I got used to the Atari ED/ASM. It takes so freaking long to compile, I would write code for an hour or so between compiles then make myself a sandwich while it chugged away on the compile. The debugger on it isn't so hot so I would use OMNIMON instead. SOP, write a ton of code, save to disk, compile from disk, go eat a sandwich, come back, fix errors, compile from disk, bathroom break, run program, crash, use OMNIMON to figure out what I did wrong, rinse and repeat.

I was probably among the first to defect to cross assemblers. I had a Tandy 1000tx which was an 8 mHz '286 and TASM was my compiler of choice. You've probably already run into the problem with Action!: As your programs get bigger there isn't enough room to have them and your compiled code resident in memory at the same time so you compile from disk. Once you get to that stage with assembly it makes sense to go with good editor and cross compiler. That is the time when you will be forced to switch to something more sophisticated.

****As long as you are just writing a couple of lines of code to change the left margin or background colors you are fine.****

It's a tough call because you will eventually want to chose the environment that is most suited to your style. You've been on Linux for a while so you are used to multitasking and fault tolerant systems. I wonder if you can go back! :)

I like<used to> to have my code in a word processor/editor on the Intel side, Atari running either in emulation or connected via SIO2PC, then compile and test from there. Atari crashes, you still have your code safe in the Intel box. Sheesh! TASM would compile a 30k assembly files in 2 seconds. If I was doing that on an Atari with an ED/ASM cart I would still be waiting.

Rick

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Newsgroup: comp.sys.atari.8bit
Date: 2011-12-17 03:14:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1112161911200.25505@slate.spiritone.com>
Source record: 476
Cross-posted to:
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Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011!
Sent on my Atari Computer

4938. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2011-12-17 03:18:03 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1112161915140.25505@slate.spiritone.com>
Source record: 477
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

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4939. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-12-20 05:31:29 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1324359061@rtfm.mit.edu>
Source record: 478
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: August 7, 2011

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from 1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit family of computers are owned by Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society

http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

4940. Spoof

Newsgroup: comp.sys.atari.8bit
Date: 2011-12-20 08:47:37 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <4e46f82c-5e93-4dd4-b2d6-c5cfdde15f1d@x7g2000yqb.googlegroups.com>
Source record: 479

LMAO, I think they are poking fun at me and others to be named later.
http://thenewreview.net/news/okay-its-official-we-have-found-the-worst-video-ever-made-well-at-least-this-year

Rick

4941. Re: Spoof

Newsgroup: comp.sys.atari.8bit
Date: 2011-12-20 15:36:35 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <4ef0ab83$0$16274$bbae4d71@news.suddenlink.net>
Source record: 480

On Tue, 20 Dec 2011 00:47:37 -0800, ricortes wrote:

> LMAO, I think they are poking fun at me and others to be named later.
> http://thenewreview.net/news/okay-its-official-we-have-found-the-worst-video-ever-made-well-at-least-this-year
>
> Rick

Ouch... :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
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4942. ATARI ADOPTION AGENCY! PORTLAND, OREGON USA!

Newsgroup: comp.sys.atari.8bit
Date: 2011-12-23 11:22:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1112230320130.22158@slate.spiritone.com>
Source record: 481
Cross-posted to:
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4943. 20% OFF ALL ATARI HOLIDAY SALES!

Newsgroup: comp.sys.atari.8bit
Date: 2011-12-23 11:28:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1112230322580.22158@slate.spiritone.com>
Source record: 482
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4944. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2011-12-23 11:30:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1112230328300.22158@slate.spiritone.com>
Source record: 483
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

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Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org & Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011! Sent on my Atari Computer

4945. Merry Christmas

Newsgroup: comp.sys.atari.8bit
Date: 2011-12-24 15:09:18 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <OMqdnVamYIGBdmjTnZ2dnUVZ876dnZ2d@telenor.com>
Source record: 484

Merry Christmas everyone who's still here

Have an Atarian holiday

4946. Re: Merry Christmas

Newsgroup: comp.sys.atari.8bit
Date: 2011-12-24 16:58:52 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <4ef604cc$0$19349$bbae4d71@news.suddenlink.net>
Source record: 485

On Sat, 24 Dec 2011 16:09:18 +0100, Vidar Olavesen wrote:

> Merry Christmas everyone who's still here
>
> Have an Atarian holiday

Still a few of us here - Merry Christmas to you and everyone too! :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

4947. Re: Merry Christmas

Newsgroup: comp.sys.atari.8bit
Date: 2011-12-26 19:24:34 UTC
From: phsstpok <stephensheppard@hotmail.com>
Message-ID: <6194ec49-786c-47e9-8dbb-48e394639115@m7g2000vbc.googlegroups.com>
Source record: 486

On Dec 24, 10:09 am, "Vidar Olavesen" <olav...@online.no> wrote:
> Merry Christmas everyone who's still here
>
> Have an Atarian holiday

Still here but mostly lurking.

Thanks and Merry Christmas to you (belated)!

-Steve

4948. WTB: Indus Disk Drives!

Newsgroup: comp.sys.atari.8bit
Date: 2011-12-30 10:08:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1112300154420.17373@slate.spiritone.com>
Source record: 487
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Looking For The Sleek, Black Indus Disk Drives With The Track Counter For The Atari 8 Bit & ST!Both 3.5" & 5.25" Drives!Let Me Know What You Got! =-=Ben=-=

Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org & Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011! Sent on my Atari Computer

4949. Wanted: Games/Software For Atari 8 Bit Emulator!

Newsgroup: comp.sys.atari.8bit
Date: 2011-12-30 10:31:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1112300208390.17373@slate.spiritone.com>
Source record: 488
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Looking For FTP, Web & Download Sites For Games & Other Atari 8 Bit Software For Emulators Like The ST XFormer On My Atari ST! Also Looking For The Cables For Hooking An 8 Bit Disk Drive To My Atari ST DB25 Printer Port! So I May Be Able To Use The ST XFormer Transfer Utility To Transfer 8Bit Games With My ST To Create Executable Disk Software To Run On My 8 Bit Atari Indus Drive! Ben!

Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org & Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011! Sent on my Atari Computer

4950. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2011-12-31 05:30:37 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1325309407@rtfm.mit.edu>
Source record: 492
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: August 7, 2011

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 10 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED USENET NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.

comp.sys.atari.advocacy
Attacking and defending Atari computers.
```

comp.sys.atari.announce
Atari related hard/software announcements. (Moderated)
Moderator: Kevin Savetz
comp.sys.atari.announce web page: http://www.atariarchives.org/csaa/

comp.sys.atari.programmer
Programming on the Atari computer.

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society

http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

4951. 20% OFF ALL ATARI GAMES/SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2012-01-01 09:38:20 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1201010121460.15463@slate.spiritone.com>
Source record: 489
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://Adoption.Atari.org ATARI ADOPTION AGENCY!
http://www.aracnet.com/~atari/ftp DOWNLOAD FREE ATARI CATALOGS!
http://specials.Atari.org DAILY SPECIALS! DETAILS ON SALES!
http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
http://www.aracnet.com/~atari/microprose.htm 20% OFF NEW/USED MICROPROSE GAMES!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF CLASSIC ATARI 8 BIT BOOKS!
http://www.aracnet.com/~atari/books.htm 20% OFF MISCELLANEOUS BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm 20% OFF CLASSIC 8 BIT HARDWARE!
http://www.aracnet.com/~atari/st_hard.htm 20% OFF ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm 20% OFF 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm 20% OFF 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm 20% OFF LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm 20% 0FF JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ATARI 8 BIT SOFTWARE/GAMES!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ATARI ST SOFTWARE/GAMES!

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FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org
Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org &
Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben
anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011!
Sent on my Atari Computer

4952. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-01-01 09:40:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1201010138350.15463@slate.spiritone.com>
Source record: 490
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

LOOKING FOR ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT AND/OR ST?

Sign Up for the Mailing List used to send E-Mail From Bravo Sierra Computers! Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

Direct Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com!! Can't reach me? See info at Bottom!Get Heads Up on NEW Atari Sales before the Rest!

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4953. The DarkForce! BBS Prize Giveaway!

Newsgroup: comp.sys.atari.8bit
Date: 2012-01-01 14:28:41 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <4f006d99$0$18765$bbae4d71@news.suddenlink.net>
Source record: 491

Greetings everyone!

Here is the lucky winner for December 2011 at The DarkForce! BBS:

December 2011
1. Dark Willow wins a free 12 issue/1 year subscription to
Atariuser Magazine.

Also, here is the January 2012 prize:

January 2012
1. Atariuser Magazine - some lucky caller will win a free 12 issue
/1 year subscription to Atariuser Magazine.

Congratulations to our winner, and good luck to this months callers!

:)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

4954. Connecting 600xl and / or 800xl to lcd via vga?

Newsgroup: comp.sys.atari.8bit
Date: 2012-01-05 09:38:01 UTC
From: Matt Macari <matt@theverge.com>
Message-ID: <88373c54-dda8-4867-a056-2070f61ae68b@t8g2000yqg.googlegroups.com>
Source record: 493

Hello:

I'm a longtime Apple II collector and have picked up a 600xl and a 800xl. I would like to hook them up to one of my LCD displays. Is there any easy way to do that with available adapters if I have VGA on my LCD? Is it the same for the 600xl and the 800xl?

Sorry if this is basic stuff, but the Atari setup is still new to me.

Thanks,
Matt

4955. Re: Connecting 600xl and / or 800xl to lcd via vga?

Newsgroup: comp.sys.atari.8bit
Date: 2012-01-05 14:53:54 UTC
From: Oge <oge@nospam.it>
Message-ID: <4f05b8d9$0$1382$4fafbaef@reader1.news.tin.it>
Source record: 494

"Matt Macari" <matt@theverge.com> ha scritto nel messaggio:
> I'm a longtime Apple II collector and have picked up a 600xl and a
> 800xl. I would like to hook them up to one of my LCD displays. Is
> there any easy way to do that with available adapters if I have VGA on
> my LCD? Is it the same for the 600xl and the 800xl?
>
> Sorry if this is basic stuff, but the Atari setup is still new to me.

Has your LCD display only VGA input?

4956. Re: Connecting 600xl and / or 800xl to lcd via vga?

Newsgroup: comp.sys.atari.8bit
Date: 2012-01-05 21:10:58 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <6ef3275e-a30b-417c-a562-fc9fa4322a71@u20g2000yqb.googlegroups.com>
Source record: 495

On Jan 5, 1:38 am, Matt Macari <m...@theverge.com> wrote:
> Hello:
>
> I'm a longtime Apple II collector and have picked up a 600xl and a
> 800xl. I would like to hook them up to one of my LCD displays. Is
> there any easy way to do that with available adapters if I have VGA on
> my LCD? Is it the same for the 600xl and the 800xl?
>
> Sorry if this is basic stuff, but the Atari setup is still new to me.
>
> Thanks,
> Matt

Easy may cost a bit. The 800XL has both composite and RF channel 2-3
output. If your LCD only have VGA you will may have to buy a composite
to VGA converter.
http://www.walmart.com/ip/StarTech-Composite-S-Video-to-VGA-Video-Converter-for-Computer-M
onitors/14658986

The 600XL is just a bit tougher, IIRC it only has RF output. A cheap
way around this is to plug the RF<with proper switch box> into
something like an old VCR with composite outputs.

You still have to deal with sound. The audio output of the 800Xl can
go into just about any amplifier like a home stereo or TV that has the
inputs. Once again on an old VCR it should have RF to both video and
audio output.

In my mix of hardware I still have an old Commodore composite color
monitor, a 1702, that has a built in audio amplifier. When it came
time to get some LCD in the mix I chose a portable DVD player with
composite inputs. Price wasn't that much more then buying a composite
to VGA converter.

Rick

4957. Re: Connecting 600xl and / or 800xl to lcd via vga?

Newsgroup: comp.sys.atari.8bit
Date: 2012-01-05 21:26:07 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <c80f04e2-d092-4627-ae78-a1cf58088ec1@n39g2000yqh.googlegroups.com>
Source record: 496

On Jan 5, 1:38 am, Matt Macari <m...@theverge.com> wrote:
> Hello:
>
> I'm a longtime Apple II collector and have picked up a 600xl and a
> 800xl. I would like to hook them up to one of my LCD displays. Is
> there any easy way to do that with available adapters if I have VGA on
> my LCD? Is it the same for the 600xl and the 800xl?
>
> Sorry if this is basic stuff, but the Atari setup is still new to me.
>
> Thanks,
> Matt

Sorry I replied with useful information. I just realized you are that
fruitcake who when confronted with documentation such as copyrights
said the information was falsified. When proved to be wrong resorted
to insults. You need professional help, there is something seriously
wrong with you.

Sincerely
Rick

4958. 20% OFF ALL ATARI GAMES/SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2012-01-07 08:25:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1201070016590.2135@slate.spiritone.com>
Source record: 497
Cross-posted to:
alt.atari-jaguar.discussion,alt.games.lynx,alt.atari.2600vcs,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

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http://www.aracnet.com/~atari/5200.htm 20% OFF 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm 20% OFF LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm 20% 0FF JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ATARI 8 BIT SOFTWARE/GAMES!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ATARI ST SOFTWARE/GAMES!

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& ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held!
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Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org &
Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben
anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011!
Sent on my Atari Computer

4959. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-01-07 08:28:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1201070025290.2135@slate.spiritone.com>
Source record: 498
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

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reach me? See info at Bottom!Get Heads Up on NEW Atari Sales before the Rest!

Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit
& ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held!
FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org
Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org &
Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben
anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011!
Sent on my Atari Computer

4960. 5200 prototypes

Newsgroup: comp.sys.atari.8bit
Date: 2012-01-10 18:12:17 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <3c7937c7-8768-4aea-8bb2-1fce9b46d2f9@p13g2000yqd.googlegroups.com>
Source record: 499

http://www.gamegavel.com/html/category/11705-1.html

I'm not the seller/don't know who it is/not my bag. I just thought it
was interesting to see the inside of the prototypes. I always thought
the 5200 cartridges were over sized/bloated but seeing the prototypes
filled with 2732 ROMs gives me a bit of insight. In retrospect Atari
had probably cornered the market on 4k ROMs and wanted completed games
to go with the introduction of the 5200 circa 1982.

Rick

4961. 20% OFF ALL ATARI GAMES/SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2012-01-14 07:50:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1201132345590.12283@slate.spiritone.com>
Source record: 500
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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&-Paste your order and E-Mail your list with your Shipping Address so I can
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http://BenSells.Atari.org MAIN ATARI WEB PAGE!
http://Adoption.Atari.org ATARI ADOPTION AGENCY!
http://www.aracnet.com/~atari/ftp DOWNLOAD FREE ATARI CATALOGS!
http://specials.Atari.org DAILY SPECIALS! DETAILS ON SALES!
http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
http://www.aracnet.com/~atari/microprose.htm 20% OFF NEW/USED MICROPROSE GAMES!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF CLASSIC ATARI 8 BIT BOOKS!
http://www.aracnet.com/~atari/books.htm 20% OFF MISCELLANEOUS BOOKS LIST!
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http://www.aracnet.com/~atari/8bt_hard.htm 20% OFF CLASSIC 8 BIT HARDWARE!
http://www.aracnet.com/~atari/st_hard.htm 20% OFF ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm 20% OFF 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm 20% OFF 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm 20% OFF LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm 20% 0FF JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ATARI 8 BIT SOFTWARE/GAMES!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ATARI ST SOFTWARE/GAMES!

I've got a fast turnaround rate. Usually, Once I receive payment your
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lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org &
Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben
anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2011!
Sent on my Atari Computer

4962. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-01-14 07:55:41 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1201132351280.12283@slate.spiritone.com>
Source record: 401
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

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4963. IRC channel update

Newsgroup: comp.sys.atari.8bit
Date: 2012-01-22 08:42:28 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9FE225B974184emuslor@69.16.185.252>
Source record: 402

For anyone maintaining BBS/chat/IRC/other lists we might be on, please note that the former newnet-based IRC channel has been moved. The new home is on freenode, at channel ##Atari. See http://www.atariage.com/forums/topic/193120-irc-channel-moved/ for further details.

Oh, and if you haven't been by lately, please drop in!

thanks

--
James
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4964. 20% OFF ALL ATARI GAMES/SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2012-01-22 15:00:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1201220656310.11927@slate.spiritone.com>
Source record: 403
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/st_hard.htm 20% OFF ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm 20% OFF 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm 20% OFF 5200 HARDWARE & GAMES LIST!
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http://www.aracnet.com/~atari/jaguar.htm 20% 0FF JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ATARI 8 BIT SOFTWARE/GAMES!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ATARI ST SOFTWARE/GAMES!

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Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org &
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4965. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-01-22 15:02:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1201220700300.11927@slate.spiritone.com>
Source record: 404
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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4966. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2012-01-24 07:49:22 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1327391328@rtfm.mit.edu>
Source record: 405
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 20 days
Last-modified: January 7, 2012

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 20 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
(This newsgroup is not widely propagated.)
```

de.comp.sys.atari
[German language discussion about Atari micros.]

fr.comp.sys.atari
Machines de la gamme Atari.
[French language discussion about Atari micros.]

pl.comp.sys.atari
Grupa dyskusyjna uzytkownikow komputerow atari.
[Polish language discussion about Atari micros.]

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

4967. Seattle Retro-Computing Society's 1st 2012 meeting: Sat. Jan. 28th

Newsgroup: comp.sys.atari.8bit
Date: 2012-01-25 03:54:55 UTC
From: SRCS Admin <searetcompsoc@gmail.com>
Message-ID: <97ad8ab2-b842-46b3-8ed6-2afe7f79e52b@n8g2000pbc.googlegroups.com>
Source record: 406
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.ti,comp.sys.m6809,comp.sys.m68k

Come one, come all, to the Seattle Retro-Computing Society's first
monthly meeting of 2012! It will be held Saturday, January 28th from
11:30 AM to 5:00 PM (please note our new, later starting time).

Do you do any of the following with old computers? Will you be near
Seattle on Saturday?

+ Use, collect, and/or restore them
+ Play games on them
+ Write programs for them
+ Develop new hardware for them
+ Help other people do any of the above

If your answer was "yes," then the SRCS is for you! We exist so you
can
show off your awesome stuff, bounce ideas off of fellow enthusiasts,
and
be inspired by one another's achievements, plans and aspirations.

No idea is too big or too small, and we're not picky about what flavor
of vintage machine you prefer! Come on down and tell us about it!

The meetings are graciously hosted by the Living Computer Museum,
which
is gradually fitting out a computer museum in Seattle's SODO
neighborhood. There will be refreshments, a Buy-Sell-Free-Trade table,
and enough table space & power to set up anything you may want to show
off!

For further details, please see our web page at
http://www.seattleretrocomputing.com/ and our mailing list at
http://groups.google.com/group/seattle-retrocomp . Hope to see you
there!

Gordon "gsteemso" Steemson
SRCS agitator-in-chief

4968. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2012-01-25 16:52:36 UTC
From: Thomas <royalheart39@embarqmail.com>
Message-ID: <srWTq.5045$kp5.2522@newsfe18.iad>
Source record: 407

Are you the Michael Current of Super Tux fame?

--
Thomas Barlet

4969. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2012-01-26 04:09:54 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.v8oa6svjgaat7c@mdc2>
Source record: 408

Sorry, don't think so!

On Wed, 25 Jan 2012 10:52:36 -0600, Thomas <royalheart39@embarqmail.com>
wrote:

> Are you the Michael Current of Super Tux fame?
>

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/

4970. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2012-01-26 22:07:30 UTC
From: Trevor <trevorREMOVE@holyoak.com>
Message-ID: <jfsir1$u9f$1@dont-email.me>
Source record: 409

He's probably thinking of Bill Kendrick.

- Trevor

On 1/25/2012 9:09 PM, Michael Current wrote:
> Sorry, don't think so!
>
> On Wed, 25 Jan 2012 10:52:36 -0600, Thomas <royalheart39@embarqmail.com>
> wrote:
>
>> Are you the Michael Current of Super Tux fame?
>>
>
>

4971. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2012-01-26 22:16:26 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <4f21d0ba$0$14660$bbae4d71@news.suddenlink.net>
Source record: 410

On Thu, 26 Jan 2012 15:07:30 -0700, Trevor wrote:

> He's probably thinking of Bill Kendrick.

Yep, I think that's right. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

4972. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2012-01-27 03:28:15 UTC
From: Thomas <royalheart39@embarqmail.com>
Message-ID: <mRoUq.380$W87.269@newsfe02.iad>
Source record: 411

Ronald J. Hall wrote:
> On Thu, 26 Jan 2012 15:07:30 -0700, Trevor wrote:
>
>> He's probably thinking of Bill Kendrick.
>
> Yep, I think that's right. :)
>

bangs head on wall

Yep. 'Tis who it be; just looked at credits of Super Tux 2.

Must shutdown brain and replace faulty memory module...oh wait: don't have a spare! CRAP!!!

--

Thomas Barlet

4973. 20% OFF ALL ATARI GAMES/SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2012-01-29 11:49:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1201290345520.24971@slate.spiritone.com>
Source record: 412
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://BenSells.Atari.org MAIN ATARI WEB PAGE!
http://Adoption.Atari.org ATARI ADOPTION AGENCY!
http://www.aracnet.com/~atari/ftp DOWNLOAD FREE ATARI CATALOGS!
http://specials.Atari.org DAILY SPECIALS! DETAILS ON SALES!
http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
http://www.aracnet.com/~atari/microprose.htm 20% OFF NEW/USED MICROPROSE GAMES!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF CLASSIC ATARI 8 BIT BOOKS!
http://www.aracnet.com/~atari/books.htm 20% OFF MISCELLANEOUS BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm 20% OFF CLASSIC 8 BIT HARDWARE!
http://www.aracnet.com/~atari/st_hard.htm 20% OFF ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm 20% OFF 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm 20% OFF 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm 20% OFF LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm 20% 0FF JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ATARI 8 BIT SOFTWARE/GAMES!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ATARI ST SOFTWARE/GAMES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit
& ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held!
FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org
Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org &
Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben
anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2012!
Sent on my Atari Computer

4974. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-01-29 11:51:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1201290349260.24971@slate.spiritone.com>
Source record: 413
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

Direct Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com!! Can't reach me? See info at Bottom!Get Heads Up on NEW Atari Sales before the Rest!

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4975. DarkForce! BBS Monthly Prize Giveaway!

Newsgroup: comp.sys.atari.8bit
Date: 2012-02-01 12:59:24 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <4f29372c$0$27602$bbae4d71@news.suddenlink.net>
Source record: 414

Greetings everyone!

Here is the lucky winner for January 2012 at The DarkForce! BBS:

January 2012
1. _ggn wins a free 12 issue/1 year subscription to
Atariuser Magazine

Also, here is the February 2012 prize:

February 2012
1. Atariuser Magazine - some lucky caller will win a free 12 issue
/1 year subscription to Atariuser Magazine.

Congratulations to our winner, and good luck to this months callers!

:)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

4976. 20% OFF ALL ATARI GAMES/SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2012-02-02 07:40:29 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1202012337050.29954@slate.spiritone.com>
Source record: 415
Cross-posted to:
alt.atari-jaguar.discussion,alt.games.lynx,alt.atari.2600vcs,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

ALL GAMES/SOFTWARE & BOOKS 20% OFF!!! ALL GAMES/SOFTWARE & BOOKS 20% OFF!!!

$60 ORDERS GET 20% OFF ALL SOFTWARE/GAMES FOR ATARI 2600/5200/7800/JAGUAR/
LYNX/CLASSIC ATARI 8 BIT & ATARI ST GAMES/SOFTWARE+ATARI BOOKS & REFERENCES!
$100 ORDERS GET A BRAND NEW FREE GAME & STILL GETS 20% OFF ALL ATARI GAMES/
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My Games/Software & Book Catalogs are sorted alphabetically by Title so Cut-
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http://www.aracnet.com/~atari/26007800.htm 20% OFF 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm 20% OFF 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm 20% OFF LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm 20% 0FF JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ATARI 8 BIT SOFTWARE/GAMES!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ATARI ST SOFTWARE/GAMES!

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& ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held!
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Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org &
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anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2012!
Sent on my Atari Computer

4977. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-02-02 07:43:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1202012340410.29954@slate.spiritone.com>
Source record: 416
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

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Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org & Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2012! Sent on my Atari Computer

4978. Announcement: cc65 version 2.13.3

Newsgroup: comp.sys.atari.8bit
Date: 2012-02-08 13:05:11 UTC
From: uz@spamtrap.musoftware.de
Message-ID: <jgtru7$p9d$1@mauli.musoftware.de>
Source record: 417
Cross-posted to: comp.sys.cbm,comp.sys.oric,comp.sys.atari.8bit,comp.sys.apple2.programmer

[Crossposted - please remove irrelevant newsgroups when replying]

I'm proud to announce version 2.13.3 of cc65. cc65 is a complete cross development package for 65(C)02 systems, including a powerful macro assembler, a C compiler, linker, librarian and several other tools.

cc65 has C and runtime library support for many of the old 6502 machines, including

- the following Commodore machines:

VIC20
C16/C116 and Plus/4
C64
C128
CBM 510 (aka P500)
the 600/700 family
newer PET machines (not 2001).

- the Apple][and successors.

- the Atari 8 bit machines.

- GEOS for the C64 and C128.

- the Nintendo Entertainment System (NES).

- the Supervision console.

- the Oric Atmos.

- the Lynx Console.

The libraries are fairly portable, so creating a version for other 6502s shouldn't be too much work.

This version is a bugfix release against 2.13.2. It includes about 40 bug and documentation fixes and some minor improvements:

* Fixed some macro issues (cc65).

* Static const local data goes into RODATA, not DATA (cc65).

* Fix error handling in .LEFT (ca65)

* Fixed problems with 80 column mode (C128 library).

* Fix problem when converting function to void pointer (cc65).

* Fix register info for several runtime functions. Result was invalid code (cc65).

* Fix smbx and rmbx instructions (da65).

* Fix problem with .REPEAT (ca65).

* Fix an error in the runtime division routine (cc65).

* Fix problem with alignments >= 256 bytes (ca65).

* The LINE function mistakenly enabled the BASIC ROM (TGI driver for C64).

* Fix internal error caused by error recovery (or lack of) (cc65).

* Fix invalid handling of signed int types in some cases (cc65).

* Fix some issues with conio scrolling (C128 library).

* Fix and improve the code for compares (cc65).

* Fix some macro issues (ca65).

* Fixed/improved several error messages (all tools).

* Disallow __asm__ on global level (cc65).

* Remove final jump to RESTOR for all CBM platforms (cc65 libraries).

* Add missing export for CBM510 platform (cbm510 library).

* Fix problem with access to structs returned by functions (cc65).

* Fix an internal error in the code generator (cc65).

* Merge back POSIX directory routines for the Atari (atari library).

* Merge back Olivers C interrupt handling code (cc65 libraries).

* Several documentation changes.

* Several documentation fixes and improvements.

Precompiled binaries are available for the most common platforms. On many other host platforms, the sources compile out of the box, so you'll able to create your own binaries.

For RedHat Enterprise Linux 5, ready made RPM packages are available. These packages may also work on other rpm-based Linux systems. Please note that there are separate RPMs for the compiler proper, the docs, and the target specific libraries. To develop code for one of the target machines, you need the compiler RPM package *and* one of the target machine packages. Be sure to download the documentation package if you're new to cc65.

For windows users, there's a user friendly installer package (the one with the .exe extension). All subpackages are selectable from within the installer dialogue. The installer will also setup the necessary environment variables and start menu entries. It is recommended that Windows users choose this

package instead of the .ZIP files.

Precompiled binaries for DOS, OS/2 and Windows are available in ZIP archives.
As with the RPM packages, you need the package for the development host system
(Windows or whatever) *and* one or more of the target machine packages, plus
optionally the doc package.

All packages are available from the MU software FTP server:

ftp://ftp.musoftware.de/pub/uz/cc65/

More information on cc65 can be found on the cc65 web page at

http://www.cc65.org/

There is also a mailing list for discussing cc65 related issues (programming,
suggestions, bugs, ...). See

http://www.cc65.org/#List

for information on how to subscribe to this list.

While I'm the main developer of cc65, it is actually a joint effort. I would
like to thank the target library developers, all the people on the cc65
mailing list, all those sending suggestions and feedback, and even those
bugging me for a new stable release:-) The CREDITS file is probably
incomplete, but you know who you are.

Thank you!

Uz

--
Ullrich von Bassewitz uz@spamtrap.musoftware.de
14:01:49 up 14 days, 3:58, 2 users, load average: 0.76, 0.61, 0.75

4979. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2012-02-09 05:37:59 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/vendev_1328765844@rtfm.mit.edu>
Source record: 418
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: January 29, 2012

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

This document is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

The latest version of this document is posted to the following Usenet
newsgroups every 60 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

You may also request my latest working version at: michael@mcurrent.name

**********************************************************************
* For other 8-bit Atari related FAQs please see the "Welcome FAQ": *
* ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome *
* http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html *
**********************************************************************

UPDATES SINCE PREVIOUS POSTING:
2012.01.29 Grandovec Bostjan: Pantheon 0.400
2012.01.15 added: KryoFlux Products & Services Limited
2012.01.11 FAIL (First Atari Image Library) 1.2.0 (2011-12-16)
2012.01.10 updated: Jonathan Halliday
2012.01.10 Marcin Lewandowski: Atari800Win PLus 4.1
2012.01.10 Pecus and Pirx: Scorched Earth for Atari XL/XE build 115,
(2009-08-25), Micro-SpartaDOS 4.5/4.6 (2010)
2012.01.10 added: Lotharek
2012.01.10 updated: Candle
2012.01.10 DLT: SpartaDOS X Version 4.45 (4 Nov. 2011)
```

2012.01.10 added: Whizzo Software
2012.01.03 Avery Lee: Altirra 2.00
2011.12.07 added: Grandovec Bostjan (Pantheon emulator)

Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry should contain a valid postal address or web page address.

Entries do not include an email address due to the overwhelming amount of spam that would result.

Internation Reply Coupons

The following is from: (2010.09.12)
http://www.upu.int/en/activities/international-reply-coupons/about-irc.html

About International Reply Coupons
When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country; however, if they are from different countries, the enclosed postage stamp will not be valid.

All member countries
This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. As the service began before the days of airmail, the earliest coupons could only be redeemed for a single-rate ordinary postage stamp to a foreign country. In terms of today's UPU Convention, International reply coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

Mandatory to exchange
The UPU's International Bureau processes several million coupons each year and deals with of all accounting aspects. The International Bureau does not sell IRCs directly to customers; they must buy them from their local post office. Although Posts are not obliged to sell IRCs, it is mandatory for Posts to exchange the coupons. If a Post does not sell IRCs, it is possible to purchase them in a post office located in a neighbouring country.

DISCLAIMER

Appearance in this list does not constitute a recommendation or endorsement of the business, individual, product, or service listed.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS Video Games (Jay Colen) 5/10
519 W 4th St
Antioch CA 94509-1246
USA
http://4jays.net/store/
Vendor: new and used hardware and commercial software

8-Bit Classics (Mr. Corey Koltz) 4/06
302 W Dewey St
Cassville WI 53806-9733
USA
Phone: 608-725-2137
http://www.8bitclassics.com/
Vendor: new and used hardware and commercial software

A-ONE Online Magazine 2/07
See: Dana P. Jacobson

ABBUC HAR -- Hannoverschen ABBUC Regionalgruppe 2/07
Hanover
Germany
http://www.bertelmann.org/har/
Vendor: XF351 Upgrade-Kit includes Floppy + Cable + EPROM + Bootdisc,
Used Atari 800 XL PAL, Speedy1050 TDS. Not all items online available--
Ask for more information. Additionally vendor of:
- all items from Frank Heuser Shop
- all items from Wolfram Fischer
Special lower prices for ABBUC members available.

ABBUC Regional Group Frankfurt / Main (RAF) 2/11
(Thomas Grasel, Florian Dingler, Marc Mortara, Harry Reminder,
Carsten Strotmann)
Dillenburgerstrabe 61
60439 Frankfurt / Main
Germany
http://www.abbuc-raf.de/
Developer: SIO2USB-Interface, SIO2PC(SIO2ST)-Interface, Network Interface,
MultiJoy8 Interface, Automatic 2-Computer Interface,
Switching Power Supply (SPS), 8-Channel Digital Voltmeter

Jarek Adamski 6/11
Poland
http://8bit.yarek.pl/interface/atari.kmk/
http://8bit.yarek.pl/interface/atari.sio2ide/
Vendor: KMK/JZ IDE, SIO2IDE

Alhart Enterprises Presents (AEP) 8/06
c/o Paul V. Alhart
524 N Z St
Lompoc CA 93436-5019
USA
tel: (805) 736-4624
"encoded" email: OOOp.alhartOOO@OOOverizonOOO.OOOnetOOO
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12
Repair shop: Atari disk drives

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298

Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module,
TV/Computer Switch

Ambery 9/08
12335 Denholm Dr Ste E
El Monte CA 91732-3654
USA
tel: 626-350-8956 or 626-698-6739 Mon ~ Fri (10:00AM to 4:00PM PST)
FAX: 626-771-0060
http://www.ambery.com/
Developer: various Video to VGA/RGBHV converter scalers, see
http://www.ambery.com/vitovgcosc.html. Connect your Atari to your PC monitor!

ArSoft (Arkadiusz Lubaszka) 7/11
Poland
http://www.arsoft.netstrefa.pl/
Developer: Pajaki, Przekladanka, Arkadia, Life, ArLogo, Pojedynek, Inwazja,
Wojenne ABC, Zycie Maklera, Poszukiwacze, Smok, BASIC Editor +3M,
Bitwa Morska, RAMbo+, Super Biorytmy, Auto-'B'-Test, Pole Minowe II, Gielda,
ARK Operating System, Supgen, Koala-FWA Konwerter, Kolo Fortuny, CMC Player,
Pajaki II, The Multi-Lotek Maker, Hard Copy Text, SupGen 2000 1.00,
Odwracanka, Boot Config XF551, BCXF551.COM, Super Multi Filecopy, Hektor,
LineKiler, FontSelector, Atari Reader, SupGen 2000 2.00, EAN, Pingwinek,
Pingwinek Idzie Do Szkoly, Klony, Parachute, Parachute Deja vu, LarkaNoid,
ATASCII Squad, Integrator 2.1, Integrator 3.01, PAC-TXT, Kolony 2106,
Klony 2010, Mission: ArSoft, Octopus

Art Transfair Berlin (Andre Motzkus) 2/07
Brunsbuetteler Damm 223d
13581 Berlin
Germany
http://www.art-transfair.de/
Vendor: Computer, expansion, Floppy, memory-upgrades up to 16 mb,
Audio A/D changer, additional many other Atari items (16/32/64bit).
Special lower prices for ABBUC members.

ASAP - Another Slight Atari Player 10/11
Piotr Fusik (creator and main developer), Atari800 Emulator Developers,
Zdenek Eisenhammer, Henryk Karpowicz, Maciek Konecki, Marek Konopka,
Marcin Lewandowski, Ian Luck, Adrian Matoga, Perry McFarlane, Kostas Nakos,
Mariusz Rozwadowski, Slawomir Sledz, David Spilka, Radek Sterba,
Lukasz Sychowicz, Pawel Szewczyk, Michal Szpilowski, Grzegorz Zyla
See also: Piotr Fusik

See also: Atari800 Emulator Developers
See also: Marcin Lewandowski
See also: Adrian Matoga
See also: Kostas Nakos
See also: Radek Sterba
http://asap.sourceforge.net/
Developer: Another Slight Atari Player ASAP 3.1.1 (2011-10-26; a player
of 8-bit Atari music for modern computers and mobile devices)

Atari800 Emulator Developers 5/11
Petr Stehlik (maintainer; Linux binaries; Atari Falcon/TT port),
Perry McFarlane (core developer; JavaVM port), Piotr Fusik (core developer),
Mark Grebe (Mac OS X port), Kostas Nakos (WinCE, Android ports),
James Wilkinson (DOS, BeOS, Win32 ports), Christian Groessler
(Sega Dreamcast port), Sebastian Bauer (Amiga port)
See also: Piotr Fusik
See also: Mark Grebe
See also: Christian Groessler
See also: Kostas Nakos
See also: ASAP - Another Slight Atari Player
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 v2.2.1 (2011-04-28)--Atari 800/800XL/130XE/5200 emulator
for: Unix, Linux, Amiga, MS-DOS, Atari TT/Falcon, MS Windows, MS WinCE,
Sega Dreamcast, Android and systems running the SDL library. Can be
configured to run in: BASIC mode, CURSES Mode, X Window + Optional XVIEW or
MOTIF User Interface, CBM Amiga, MS-DOS (DJGPP), Atari Falcon/TT and
compatible machines, MS Windows (DirectX), SDL (running on _many_ platforms),
WinCE, Sega Dreamcast, JVM (Java applet), Android

Atari8Warez (Ray) 10/07
Toronto, Ontario
Canada
http://atari8warez.for-the.biz/
Developer: SIO2PC serial interface cable,
10502PC / ProSystem Serial Interface cable

AtariAge (Albert Yarusso, Alex Bilstein) 4/06
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware (includes homebrew project supplies by Pixels Past)
Developer: Beef Drop cartridge (by Ken Siders)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax
Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and
Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World
by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed

Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX) titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort, Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill, Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match, Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics Package, Solitaire, Source Code For Eastern Front (1941), Letterman, Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc, Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage, Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt, Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show, Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing, BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!, Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy, Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler, Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atari Fan Store (Irek) 6/11
New York NY
USA
http://afs.atari.org/
Vendor: hardware including: SIO2IDE, SIO2SD ver. 2, IDEa (KMK/JZ)

Atarimax (Steven J. Tucker) 9/09
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329

http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v3.0.2 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS 32-in-1 Switchless Upgrade (2 versions: XL/XE except 1200XL/XEGS; 1200XL), Imagic 1.06 95/NT - Atari Disk Image Conversion System (ATR/XFD/DCM/SCP), Imagic 1.06 DOS, Atari Terminal Simulator ATS 2.0 (SR2) - ATASCII Telnet/Serial Terminal & Break Movie Player 95/NT, Break Movie Screensaver 95/NT, Maxflash Flash Cartridges (1mbit or 8mbit), Maxflash USB Cartridge Programmer, Maxflash Studio Software for Windows 1.0, SIO2PC/ProSystem Universal Interface (6 versions: USB Interface w/ SIO Jack or w/ Terminals; Serial Interface w/ SIO Jack or w/ Terminals; Dual Port USB Interface w/ SIO Connectors; Dual Port RS232 Interface w/ SIO Connectors), Atarimax/ABBUC USB Cartridge, MyIDE+FLASH IDE Interface Cartridge for XL/XE Computers, MyIDE Internal Interface (3 versions: XL/XE except 1200XL/XEGS; 1200XL; XEGS)

Atari Online News, Etc. 2/07
See: Dana P. Jacobson

Atari Rage: The Retro Atari Store (Sal "Kjmann" Esquivel) 9/11
See also: Atlantis Games Group
P.O. Box 628
Canby OR 97013
USA
tel: 971-338-8139 Monday - Friday 9:30am to 4pm PST
http://www.atari-sales.com/
Vendor: new hardware (The "StarMaster" By Kraft; The Classic Atari CX-40 Joystick (refurbished), commercial/PD/freeware/shareware published on Cartridge or Multi-Cart
Developer: Kjmann's 8-Bit Evolution Power Supply Upgrade Kit, Kjmann's Internal S-Video Upgrade kit - Version 4.0

The Atari Shop (Sandra) 1/07
The Netherlands
http://www.atari-shop.nl/
Vendor: new/used hardware, new/used commercial software

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter, The Atari Times Compendium (paper book, published annually)

Atlantis Games Group 6/10
(Sal "Kjmann" Esquivel, TJ "Damage X" Edmister, Gary "Rybags" Ryan, Zdenek "Psuedografx" Eisenhammer, Peter "peteofborg" Meyer)
See also: Atari Rage: The Retro Atari Store
USA
http://www.atlantisgamesgroup.com/
Developer: Tempest Xtreem. In progress: Venture, OutRun

AV Toolbox 6/10
2791 Circleport Dr
Erlanger KY 41018-1080
USA
Phone: 800-235-3280 or 859-647-1077
Fax: 859-282-8225
http://www.avtoolbox.com/
Developer: various video scalers (up-converters). Connect your Atari to
your modern high-resolution video display television or monitor!

Fatih Ayguen (cyco130) 1/11
http://aspeqt.sourceforge.net
Developer: AspeQt (Atari Serial Peripheral Emulator for Qt) 0.6 -
Windows and Linux versions available

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 6/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 2.2 (Interactive 6502 Disassembler for Win32,
designed to specifically support Atari binary files)

Matthew Bacon 11/09
United Kingdom
http://www.myatari.net/
Publisher: MyAtari online magazine (published October 2000 - February 2005)

BAKTRA Software (Michael Kalous) 5/11
Czech republic
http://www.baktra.wz.cz/
Developer: TURGEN SYSTEM 8.2.8 ("Turbo generating system"--conversion of
files to various turbo systems used in former Czechoslovakia and Poland.
Output is an electric signal that can be stored in WAVE files or can be sent
directly to computer's audio system; for JavaRE 1.4.2 or newer), Caverns of
the Lost Miner (game), mmSAP 3.0.0 (SAP player for GNU/Linux), libataricas
0.9.6 (BETA 3; library for atari cassette image manipulation with turbo
support)

Richard Bannister 5/10
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.7 Atari 800 Series Emulator for Mac OS X (port of
Rainbow 1.4 by Chris Lam), Emulator Enhancer v2.3.2

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced) SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz (Uz) 3/10
Germany
http://www.cc65.org/
Developer: cc65 2.13.2 - a complete cross development package for 65(C)02 systems, including a macro assembler, a C compiler, linker, librarian and several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 4/07
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz 6/11
See also: msc
Germany
http://www.mathyvannisselroy.nl/aspi.htm
Developer:
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"), ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Brian Berlin 8/09
http://kat5200.jillybunch.com/
Developer: kat5200 0.6.2 -- Atari 5200 and 8-bit computers emulator for PC

Best Electronics (Brad Koda) 6/07
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: (408) 278-1070 (M-F 1:30pm to 5:00pm PST)
FAX: (408) 278-1092
E-FAX: (815) 364-3703
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch keyboard upgrade for XE computers, Best Light Gun, Best Gold CX40 Joystick PCB, Atari CX40 Joystick Rebuild Kit with Atari Upgraded CX40 Handle and Best Gold CX40 PCB, Atari CX40 Joysticks upgraded with the Best Gold CX40 PCB, Atari Jaguar Power Pad to Other Atari Systems Adapter Cable, Sega Genesis Controllers To Atari Systems Adapter Cable

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday

fax: 972-205-9417
http://www.bgmicro.com/
Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 8/06
USA
http://www.bigfivesoftware.com/
Developer: Bounty Bob Emulator for Windows NT, 2000, 98, and ME

BITS (SOLO)(Herman Samso J.) 3/11
http://bits.atari.org/ or http://thebitsclub.tripod.com/
Developer: intros & demos: #1502 (v20080314), #1503 (20100607), #1504 (20110326), #1505 (20110317). tools & utilities: #1501 (v20080312)

Grandovec Bostjan 1/12
Pot na Josta 27
4000 Kranj
Slovenia
http://bgrandovec.hostzi.com/
Developer: Pantheon 0.400 (Atari 8-bit computers emulator with collection of 98 games; also emulates Atari 2600, 5200, 7800 with games for each)

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenek Burian 4/11
Marie Majerove 33
Prostejov 6
798 11
Czech Republic
Tel. 582 360 714
http://flop.atari.org/
Publisher: FLOP disk magazine (annual; FLOP #54 published April 2011)

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 8/06
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/

Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

Mario Caillahuz ("Allas") 10/10
Lima
Peru
http://atari.limitevisual.com/
Developer: Plague Attack, Voyage to Home, Accion, MULE Wars, Animal Party,
Jewel Bits

Candle (Sebastian Bartkowicz) 1/12
See also: SIC! crew
Poland
http://spiflash.org/
Developer: SimpleStereo, IO-Board, VideoBoard XE (VBXE), SIDE Project,
SIC! Cartridge, Ultimate1MB

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart
(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/07
1350 Buffalo Rd Ste 2
Rochester NY 14624-1829
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems (include a hard disk, Black Box, power supply,
controller, cables, and software), SIO cables, hard disk controllers:
Adaptec 4000 SCSI, Adaptec 4070 (RLL) SCSI, Xebec S1410a SASI
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,

XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Nick Coplin 9/08
Perth, Western Australia
Australia
http://www.64hdd.com/
Developer: 64JPX - JoyPad eXpander - Use your favourite Sega, SNES, NES or
PCanalog controller with your Commodore or Atari compatible system

Cosine Systems (Exin [Sebastian], Intensity [Arman], Odie [Sean], 1/06
Sack [Adam], Magic Roundabout [Jason])
United Kingdom
http://www.cosine.org.uk/
Developer: demos: C.G.M. UKScene Radio Intro, 1K Party. game: Reaxion

C.P.U. (Raster, JirkaS, Bob!k, HonzaW) 4/09
See also: Radek Sterba
Czech Republic
http://raster.infos.cz/atari/homepage.htm
Developer: S/XEGS RAMCart 128KB version "G1.04 FIX3+",
STEREO upgrade for XL/XE, SDrive - connects to Atari XL/XE's serial (SIO)
port and simulates an Atari floppy disk drive with full read/write access to
programs and data stored on a Secure Digital flash memory card (SD),
SDrive Control Program v01 20090403

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file
analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS
or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory
tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4
(written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel
Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor
and more)

CSW-Verlag 2/07
Weidenstrabe 13/1
71364 Winnenden
Germany
tel/FAX: +49 (0) 71 95/6 11 20
http://www.retro-magazin.de/
Publisher: RETRO magazine. Themes: Retro-computing for all systems.
Atari part: approx. 10%. (Not only 8bit) 9.90 euro per magazine, 4
magazines per year for 35 euro.

Jorge Cwik 8/08
http://www.fxatari.com/
Developer: VAPI Atari 8-bits Imaging & Preservation format (.ATX) and
tools: Patched Emulator (based on Atari800Win PLus 4.0 Beta 3) +
VAPI DLL 0.3a, VAPI2SIO (SIO2PC for VAPI) 0.2a

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine
(1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques (Dan Dotson and Marilyn Saul) 9/06
PO Box 40751
Tucson AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Device Side Data 4/10
USA
http://www.deviceside.com/
Developer: FC5025 (USB 5.25" floppy controller - as of Feb. 2010 included
software (Linux/Mac/Windows) supports reading Atari DOS 2 disks)

DGS (Dean Garraghty Software) 8/04
United Kingdom
http://www.dgs.clara.co.uk/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from Germany;
Commercial Software Collection CD-ROM includes: Quick (programming language)
V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM)
V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer
(DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper,
Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues
1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from
Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain
Software Collection CD-ROM includes 191 mostly double-sided disks plus some
bonus software
Developer: Digi-Studio (digitized sounds/music package)
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?,

What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS,
D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2,
Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5,
Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system:
Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Diggerbonk 4/11
https://market.android.com/developer?pub=Diggerbonk
Developer: Droid800 Version 7 (Jan 28, 2011 -- port of Atari800 emulator
for Android)

DigitalDinos (Thomas McLaren) 6/10
BUSINESS: SHIPPING:
6087 Hopkins Rd P.O. Box 472
Mentor OH 44060-2207 Mentor OH 44061-0472
USA USA
(440) 339-8538
http://www.digitaldinos.com/
Vendor: used hardware, used commercial software

Digital Force (Mario Trams) 1/07
Germany
http://www.digital-force.net/
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler (Flo) 12/08
Germany
http://www.akk.org/~flo/
Developer: Ice-Hockey (for MultiJoy interface, March/April 2002),
Sheep-Race (for MultiJoy interface, Aug 2002),
CardGrabber (for MultiJoy interface, May-Aug 2002),
Peripheral Test 2.0 (Hardwaretester) (Dec.2008)

DLT Ltd. (trub, drac030, Mono) 4/11
See also: Konrad M. Kokoszkiewicz
See also: trub
http://sdx.atari8.info/ or http://spartados.com or http://spartadosx.com
Developer: SpartaDOS X Version 4.45 (4 Nov. 2011)

Krzysztof Dudek (xxl) 7/11
Poland
http://xxl.atari.pl/
Developer: Sudoku, Scorpions, Flowers Mania, Scorpions v2.0, Sudoku Sweep,
zXEmulator, Jetboy, Jet Set Willy 2007 / separate version for VBXE, Knight
Lore, Hobgoblin, Loops of Zen, Beep'em All, Night Driver / separate version
for VBXE, Beep'em All 2, Isora, Galaxian, DX Loops, Nightshade / separate
version for VBXE, The Nutty Professor, Marry Christmas Beep, Apple Invaders,
xxl.atari.pl, xShow / also for VBXE, Chopin 2010, Inverse

Mark Dusko 8/11
http://www.atari8ethernet.com/
Developer: Atari 8-Bit Ethernet Project: IP Dragon II, Dragon Cart.,
Simple Atari Telnet

Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 1/07
PO Box 3365
Spring Hill FL 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware, used commercial software

Eli's Software Encyclopedia 1/11
USA
http://www.elisoftware.com/
Vendor: commercial software

Emulators (Derek Mihocka) 8/06
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit & Atari ST & Apple
Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 -
8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 -
8-bit Atari emulator for MS-DOS

Energy (online zine) 11/09
See: Taquart

Adrian Matoga (Epi/Tristesse) 5/11
See also: FAIL (First Atari Image Library)
See also: O.S.
See also: Tristesse
ul. Jezdziecka 11
30-698 Krakow
Poland
http://epi.atari8.info/ and https://github.com/epi
Developer: brULlwurFeL, NeoTracker Winamp plugin v0.2, NeoTracker 1.7,
sapemu v0.2 (simple SAP (Slight Atari Player) file player),
Sztab Malopolska #3 Invitation, TDC Hack Demou, TIP Tools 0.3.1 (includes
TipView 1.0 and BMP2TIP 0.21), xunzip 2.1, NeoTracker 1.8, TipConv 1.1.1.
projects at github: xedisk (Atari XL/XE Disk Image Utility), TipTools,
eno (formerly NeoTracker), xebin (Atari XL/XE Binary File Utility)

Raphael Espino 8/07
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility), Atari 8-bit
JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface",

JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg",
JpegShow 0.1 (07Aug01) "A slideshow version",
CpegView 0.5 (18Aug07) "The colour JPEG viewer for Atari 8-bit computers"

eStoreOutWest.com 2/11
2303 Englewood Ave
Yakima WA 98902-1649
USA
http://estoreoutwest.com/
Vendor: new hardware. "Original Atari Sevice Parts. New Old Stock."

Subject: F

Fandal (Frantisek Houra) 4/11
Czech Republic
http://atari.fandal.cz/stuff.php
Developer: Sturbon Intro, FreeCellXE, TriPeaksXE, HexxagonXE, Astro Road,
Cubico, The Storm, A Tribute to Quorthon, Bombex, The Steam Train,
Astro4 Road, Mysterion Preview, Mind Blast, Outlaw, Swapz,
Who Lost the Wallet?, Space Arena, Pokey Demo, Music Disk Stereo Edition,
MJ-R.I.P., Diamondz, Prototype, Milk Nuts v.1.11, Mashed Turtles

FAIL (First Atari Image Library) 1/12
Piotr Fusik (idea, programming), Adrian Matoga (programming), Pawel Szewczyk
FAILWin icon, testing), Peter Dell (testing), Slawomir Sledz (testing)
See also: Piotr Fusik
See also: Adrian Matoga
http://fail.sourceforge.net/
Developer: FAIL 1.2.0 (2011-12-16, consisting of: fail2png - portable
command-line converter to PNG files, FAILWin - viewer for Windows,
thumbnail providers for Windows Explorer (Vista and newer) and GNOME,
plugin for XnView, (de)coder for ImageMagick)

Wolfram Fischer (Mega-Hz) 10/10
See also: ABBUC HAR
Dorfstrasse 1a
28870 Ottersberg
Germany
"encoded" email: OOOmega-hzOOO@OOOt-onlineOOO.OOOdeOOO
http://mega-hz.no-ip.com/Angebote/angebote.html
Vendor: SIO2SD rev.1, SIO2SD rev.2, SIO2PC interface
Developer: ABBUC SIO Connector Board (ASCB), ASCB-MINI,
Stereo Small 2010 (Stereo Erweiterung rev.2.1), MEGAMAX Modul V1.2

FLOP disk magazine 5/05
See: Zdenek Burian

John Foskett 8/11
UK
http://www.johnap.pwp.blueyonder.co.uk/Atari.html
Developer: Rose Gardens, Turbo Assembler Version IV, Atari CAD, The Cave,

Ye Olde House, Where Dinosaurs Rule, Space Fighter, Crazy Ball,
Crazy Ball - Updated, Anagrams, Battle Ships, Four Card Blind Hookey,
Atari Electronic Organ, Disk Sector Editor, The Sound Selector,
Basic Listing Searcher, Constant to Variable Converter

Foundation Two 1/07
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks,
N!ne)
Germany
http://www.foundationtwo.de/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut,
Bremspunkt (Brems.)

Piotr Fusik / "Fox" / "0xF" 5/11
See also: ASAP - Another Slight Atari Player
See also: Atari800 Emulator Developers
See also: FAIL (First Atari Image Library)
See also: Infinity
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Taquart
See also: Yoomp!
Poland
http://xasm.atari.org/ or http://atariarea.krap.pl/x-asm/
Developer: 6502 cross-assembler tool: xasm 3.0.2 for Windows (2009-10-17),
xasm 3.0.2 source code (2009-10-17; for other systems such as GNU/Linux and
MacOS X), xasm 2.6.1 for DOS (2005-05-21)

Subject: G

Bostjan Gorisek (Firemover, Firemover/Diomedes, Gury) 1/11
Poland
http://gury.atari8.info/ http://atari-effectus.net/
Developer: Sprite Engine v.1.0.4, Effectus 0.0.15 (Windows/Linux Atari
cross-compiler/parser for Action! language)

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force,
Zero War, Menace, Pacland, Moonbase

GR8 Software (Arek "nosty" Staworzynski) 5/10
Poland
http://gr8.atari.pl/
Publisher: Hobgoblin, Robbo Forever, Bomb Jake, Isora & Loops DX

Mark Grebe 4/11
See also: Atari800 Emulator Developers
USA
http://www.atarimac.com/
Developer: Atari800MacX 4.3.0 (version of Atari800 emulator for Mac OS X),

Sio2OSX 2.1.1 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 4/11
See Also: Atari800 Emulator Developers
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
http://contiki.cvs.sourceforge.net/contiki/contiki-atari/
Developer: Atari800DC 0.78 (Atari800 emulator for SEGA Dreamcast),
Contiki 1.0 for Atari (a working release of the Contiki web browser for the
Atari 8bit systems)

Subject: H

Steve Hales 5/09
Palo Alto, CA 94301
USA
http://www.igorlabs.com/etc/games/
Developer: Slime, Fort Apocalypse, Dimension X

Jonathan Halliday (flashjazzcat, RIF Software) 1/12
145 Wenlock Road
South Shields
Tyne & Wear
NE34 9AL
England
http://www.atari8.co.uk/
Developer: The Last Word 3.21b (updated 11 May 2011),
SIDE Driver and APT Software Suite, MyIDE Driver for SpartaDOS X,
RIF SpartaDOS Utilities (@.COM, CALL.COM, DESEG.COM, EDIT.COM, FD.COM,
FLASH.COM, IF.COM, LPRINT.COM, MOVE.COM, QC.COM, XKEY.COM, XKED.COM),
MA65 Macro Assember 1.6 for SpartaDOS, XEDIT Text Editor,
ATASM File I/O Library. projects: SIO2PC Interface Inside an SIO Plug,
XM301 Case Conversion for SIO2SD, UltraVideo XL 1.0, UltraVideo XE 1.0,
SIO2SD-XL

Lee Hanken 1/07
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atascii/
Developer: ATASCIIView Version 1.3 (ATASCII file viewer for MS-Windows).
web-based Atari 8-bit ATASCII file viewer:
http://www.leehanken.pwp.blueyonder.co.uk/atari/

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder, VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder, VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder, CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder, CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's, CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various related cables and adapters

Nathan Hartwell 6/11
USA
http://www.magelair.com/atari_8bit_stuff.html
Developer: Atari-Debug/MiniASM v1.11 (12/19/2000), Atari-MON (.asm source, self-test replacement), PAMP (play AMP files), IDE (12/09/00; driver for SmartIDE project; adds GET_CONFIG), 16-bit IDE project (based on SmartIDE project), PBI 16-bit IDE project (based on SmartIDE project), IDE_NKH.ASM (12/19/00; driver for SmartIDE project; adds support for several hardware modifications), The Mage's Magic Handler Version 2.20 (RS-232 driver designed for the PSI Upgrade), PSI-Disk (RAMdisk?), DG-Term 1.87

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase, Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye, Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

Frank Heuser 2/07
Kappelstrasse 10
67269 Gruenstadt
Germany
http://www.asselheim.de/
Vendor: new hardware expansion items, including: SIO2PC (internal/external), 1050PC, Midi, Voicebox (Atari Magazin), Function keys, 16-OS-switch, AKI, RAM Expansion, Audio/Video cable and adapter, Videobox. Special lower prices for ABBUC members.

HiassofT 12/10
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/

Developer: AtariSIO V0.30 for Linux (2004-08-31; package contains: a Linux kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC or APE; atarixfer - a small tool to read/write ATR images to an Atari disk drive connected by a 1050-2-PC or ProSystem cable), Atari Tools for Win32 V0.30-101002 (dir2atr, adir, and ataricom from AtariSIO package, compiled as a Win32 console application), AtariDsk V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (2003-07-24; write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPicoDos V4.05 (2010-11-25; small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks), MyIDE Tool V0.30 (2007-11-11; direct access to harddrives in MyIDE format on your Linux/Windows PC), Highspeed SIO patch for XL/XE OS and MyIDE OS V1.30 (2010-11-25; extends the SIO routine of the OS to support: Ultra speed (Happy 1050, Speedy, SIO2PC, ...) up to 126kbit/sec, 1050 Turbo, XF551, and Warp speed (Happy 810)), 512k SRAM extension for Atari XL/XE V1.3 (2010-12-14), Turbo Freezer XL/XE 2005

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

His Dark Majesty 5/11
Jakub Debski (Ilmenit), Marok, Adam Powroznik (Powrooz), Jakub Husak, Krzysztof A. Ziembik (Kaz)
http://hdm.atari.pl/
Developer: His Dark Majesty

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Stephen James Hurd (deuce) 8/08
http://sourceforge.net/projects/syncterm/ and http://syncterm.bbsdev.net/
Developer: SyncTERM 0.9.2. A cross-platform ANSI-BBS terminal designed to connect to remote BBSs via telnet, rlogin, or SSH.
Full Atari 8-bit ATASCII support.

Chris Hutt (Sheddy) 8/07
United Kingdom
http://www.sheddyshack.co.uk/
Developer: Space Harrier Conversion Project

Subject: I

IEC "Innovative Electronics & Computing" 4/07
6185 E 56th Ave
Commerce City CO 80022-3959
USA
Phone: +1-303-288-5000
(USA) 800-765-4432 Mon-Fri, 8:00AM-6:00PM MT
Fax: +1-303-288-5099
http://www.iec-usa.com/
Developer: Atari connectors: Atari 13 Position Buss Connector for Atari
400 and Atari 800 Computers. Atari cables:
(http://www.connectworld.net/cgi-bin/iec/05MCOlderAtari.html)
Atari Color Monitor Cable 5', Atari Monochrome Monitor Cable 5',
Atari Color Monitor Cable With 2 RCA Plugs 5',
Atari Monitor Cable With 2 RCA Plugs 5', Atari Lefty Joystick Adapter,
Atari IF850 and IF860 Parallel Cable 6', Atari IF850 and IF860 Modem Cable 6',
Atari IF850 and IF860 to Serial Printer Cable 6',
Atari 400 and 800 Bus (SIO) Cable 6'

Igor's Software Labs (Steve Hales) 12/10
Palo Alto CA
USA
http://www.igorlabs.com/classic-games/
Developer: Slime, Fort Apocalypse, Dimension X

IK+ C64 to Atari 8-bit Conversion Project
(Pawel Rosowski, Tomasz Mazur) 11/10
Poland
http://uce.pl/ikplus/
Developer: IK+ Build 0284 (October 2010)

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari
MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class
(combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000),
Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik,
Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Ingo (tuxie) 8/08
Germany
http://mega-hz.no-ip.com/Angebote/SIO2IDE33/SIO2IDE33.html
Vendor: SIO2IDE 3.3

Inspiration Soft (Lennart 'Thelen' Bown and Marius Diepenhorst) 7/11
The Netherlands
http://www.inspiration-soft.com/
Developer: Happy 2011

Integrated Logic Systems (ILS - Stephen J. Carden) 4/11
See also: Rasterline.com
USA
http://www.tcpipexpress.com/ (site temporarily down)
http://www.rasterline.com/mux.html
http://www.atariage.com/forums/topic/158254-realdos-is-shareware/page__view__findpost__p__2257141
Developer: Multiplexer (MUX) board Version 1.1 July 21, 2006, TurBoss O/S (Atari XL/XE O/S Replacement Module), TCPIP Express BBS, Real.dos Build 0030: RealDOS Ver 1.0a 4-Apr-11

Subject: J

Jeff Jackson 8/06
USA
http://www.jeff-jackson.com
Developer: JLS BASIC - Jackson Languange System BASIC compiler

Dana P. Jacobson 2/07
USA
http://www.atarinews.org/ or http://people.delphiforums.com/dpj/a-one.htm
Publisher: Atari Online News, Etc. -- A-ONE Online Magazine. weekly

Ludovic Jacomme (Zx-81) 4/11
France
http://zx81.zx81.free.fr/
Developer: PSPAtari v1.1.3 (2/12/2008; port of Atari800 emulator for Sony PlayStation Portable), Wiz-ATARI v1.1.2 (9/29/2009; port of PSPAtari for GP2X Wiz), GP2X-Atari v.1.1.0 (10/4/2009; port of PSPAtari for GP2X), Dingux-Atari v1.1.0 (10/30/2009; port of PSPAtari for Dingoo/Dingux), Pandora-Atari v1.1.0 (8/4/2010; port of Wiz-Atari for Pandora), Caanoo-Atari v1.1.0 (12/29/2010; port of Atari800 for Caanoo)

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Shawn Jefferson 11/07
Victoria, BC

Canada
http://www.jeffersonsauctioneering.com/atari/
Developer: MyIDE Config 4.0, MyIDE Image Manager 4.1,
MyIDE Image Batcher 1.0

Jan Johnsen 1/11
http://home.gethome.no/grelocax/
Developer: Dracula Lives (1.65 final)

Subject: K

Cameron Kaiser 2/09
http://www.floodgap.com/retrotech/xa/
Developer: xa 2.3.5 (two-pass portable cross-assembler for NMOS 6502s
(such as 6502A, 6504, 6507, 6510, 7501, 8500, 8501, 8502 ...), CMOS 6502s
(65C02 and Rockwell R65C02) and the 65816

Akop Karapetyan 12/10
http://psp.akop.org/atari800
Developer: Atari800 PSP version 2.1.0.1 (August 11, 2009; port of the
Atari800 emulator to the Sony PlayStation Portable platform)

Kendallsoft (Jason P. Kendall) 7/11
http://www.gwobby.webs.com/
Developer: Kendallsoft Klassics Volume I: Flikin' Football, Bouncing
Boneheads, Runnaway Van 2, Grand Theft Auto Atari, Trolley Trouble, Skyhawk,
The Number Game, Rumpelstiltskin, Alien Blaster, Tron Bike, Millionaire,
Wiggler, Drum Kit, Satellite Struggle, Quasi's Revenge, Minipacs, Jungle
Journey. newer: Mite (18th November 2008), Car Crash (13th December 2008),
Gwobby Jr. (14th December 2008), Gwobby's Adventure (8th June 2009),
Gorilla Warfare (2009), Gwobby Strikes Back Final Version (1.2) April 2011

Nick Kennedy 5/07
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://pages.suddenlink.net/wa5bdu/
Developer: SIO2PC 4.21 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari
Drive to PC Interface): software, hardware plans, cables, parts (not for
Windows-XP), HAM Terminal for Atari, The WA5BDU Computer Keyer 1.5
(morse code keyer program)

Konrad M. Kokoszkiewicz (KMK, Draco, drac030) 10/11
See also: Jadek Zuk
See also: DLT Ltd.
See also: SIC! crew
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: for PC: SIO2BSD 1.15 (22 Oct 2011). utilities: RW-CRC, RW-Test,
DEMON, EYE. for SpartaDOS/SpartaDOS X: Eddy v2.00, CleanUp X 1.81, SpartaDOS

Commander v.0.8.2, SpartaDOS TAR v.1.5, SD-Load, HDSC 1.5. for VBXE: "S:" driver v.1.0. for IDE Plus 2.0: Utilities disk (12.X.2011), IDE Plus BIOS 0.9, D2D v.1.5, simple GR.8 *.VS movie player, simple VBXE *.VX movie player. for KMK/JZ IDE: Utility disk (8.XI.2009), IDE BIOS 1.11. patches for: Dreadnaught Factor, Snooker, Gyruss, Missile Command, Moon Patrol, Music Protracker v.2.4, Perestroyka Demo, Prof!'s XDIR. SysInfo v.2.21. 65C816 XL OS v. 2.35 (15.VIII.2008.). for 65C816 XL OS: FastRAM Test, QE for Warp/F7, SD-Load, grep, LPOKE/LPEEK. MultiBASIC v.0.33.

Komires (Miroslaw Koziol, Slawomir Koziol) 7/07
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Tomasz Krasuski (kr0tki) 10/11
Poland
http://a8cas.sourceforge.net/
Developer: A8CAS project, consisting of: liba8cas 1.3.1 (2011-10-03), atari800-a8cas 1.2.0 (2011-10-03), a8cas-atari800-patch 1.2.0 (2011-09-24), a8cas-tools 1.3.0 (2011-10-03)

Krishna Software (Krishnasoft) 1/07
173 Prestwick Way
Edison NJ 08820-4680
USA
http://www.krishnasoft.com/sps.htm
Developer: Multi-platform Distributive Operating System (MPDOS) Standard (version 1.00. simulate joystick, mouse, keyboard with a PC), MPDOS Professional for Atari (version 1.00. simulate Atari disk drive and cassette program recorder), Sound Processing Software (SPS) 1.00 (software for Windows suitable for creating sounds for the Atari)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://mikro.umpc.sk/
Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Christian Krueger 11/11
Germany
http://www.atariage.com/forums
/topic/134949-advance-orders-for-cmi08-ps2-mouse-interface/
Developer: CMI08 PS/2 Mouse Interface for the Atari (5 modes supported: absolute (CX77 compatible), relative (CX20 similar), Paddle (CX30 compatible), Atari ST mouse, Amiga mouse

Jakub Kruszona-Zawadzki 6/11
Poland
http://sio2sd.gucio.pl/
Developer: SIO2SD project

Rudla Kudla 9/10
Czech Republic
http://atalan.kutululu.org/
http://www.facebook.com/pages/Atalan/105900742774765
Developer: Atalan (high level programming language for 6502
microprocessors)

KryoFlux Products & Services Limited 1/12
80 Allington Way
Maidstone
ME16 0HN
United Kingdom
http://www.kryoflux.com/
Developer: KryoFlux -- a USB-based floppy controller "designed specifically
for reliability, precision, and getting low-level reads suitable for software
preservation".

Subject: L

Chris Lam 5/10
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple Mac Classic
(PowerPC and 680x0), Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows
95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to
connect an 8-bit Atari computer (or any device with a serial port) directly
to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

LaResistance (born, NoiD, powrooz, pr0be, stryker) 3/07
Poland
http://laresistance.pigwa.net/
Developer: edict (intro), Silly Venture 2k4 Invitation, polymatrix (demo),
the shrine (demo)

Avery Lee (phaeron) 1/12
http://www.virtualdub.org/altirra.html
Developer: Altirra 2.00 (Atari 8-bit emulator for Windows)

Legacy Engineering Group (Curt Vendel) 10/08
117 Duke Dr
Carmel NY 10512-1598

USA
Phone:(1) 914-509-4570
http://www.legacyengineer.com/
Developer: Classic USB Joystick Controller

Marcin Lewandowski (Jaskier/Taquart) 1/12
See also: Taquart
See also: ASAP - Another Slight Atari Player
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
https://github.com/Jaskier/Atari800Win-PLus/downloads
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM,
MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1,
Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM
(Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2,
3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick
Assembler to PC X-Asm), Atari800Win PLus 4.1 (June 6, 2012; based on
Atari800 2.2.1 and Atari800Win sources)

Llamasoft (Jeff Minter) 12/10
United Kingdom
http://minotaurproject.co.uk/
Developer: Attack of the Mutant Camels, Gridrunner, Hover Bovver

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Lotharek 1/12
FHU Krawczyk Przemyslaw
41-103 Siemianowice Slaskie
Koscielna 34 B /25
Polska/Poland
NIP: 631-224-65-99
REGON: 276589289
GSM: +48 601861808 (5-9 pm local time)
http://lotharek.pl/
Vendor: Atari 8 bit simple stereo upgrade,
Covox - Atari XL/XE DA Converter,
Internal SpartaDOS X Upgrade - Flashable with Qmeg/Atari OS,
Sio2sd - SD card reader for Atari 8bit + SD Card full of stuff,
Atari 130XE/65XE memory upgrade 1MB (4bit memory chips),
KMK/JZ + 2.0 with 2gb hard disk

Subject: M

MadTeam 9/11
(active: Tebe, Pajero. inactive: Profi, Rage, Psychol, Rocky, KAMM)
Poland
http://madteam.atari8.info/ http://g2f.atari8.info/ http://mads.atari8.info/
Developer: demos: Happy Demo, MadTeam Intro, The Muppet Movie Show, IGOR,
FAJER, SINTRO, Running Cow, Orneta RealTime 1996-1997, LAJF, Journey, Vasco,
X, Splash, TIT, ANI, SAMAR Graphics Collection, Kaszel #1, Syzygy #8,
Dupland Slideshow, Happy Easter 2007, Martial Arts vs Modern Arts, Ilusia.
games: Droga Do Duplandu, Mental Age, Dyna Blaster, Getris, Nibbly,
Mario Bros 2007, Pang Level Editor 3.6
Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5,
Audio Master 1.0, Mathaf****r Editor 3.1, Mathaf****r Reader 1.1,
Turbo 2000F, Visage 2.7, XL-Paint 2.5MaX, 2.6MaX, Rip2Max,
2xMPT 8Channel Stereo Project 1.0, Atari Commander 1.81, Via Copy 4.4,
SAMAR Hi-res Interlace with Map of Colours (SHIMC) Editor 1.0, LZW Pack 4.2,
Squash 1.5, AtrWcx Total Commander ATR Plugin v1.9, DisAsembler 6502 v2.2,
Deflater 7z v2.6, XRLoader v1.2, TIP Animator v2.3, Check XEX, Build 1.1,
Super Packer v3.2, Atari Interlace Studio 1.2.7, RLE Eecoder 1.2, RMT2SNG.
for VBXE: i480, Jet Set Willy, Night Shade, Night Driver, Plasma, Mr Proper,
Mission Shark (Misja).
PC utilities: Graph2Font 3.9.2.9 (Lite/Full)(convert graphics to Atari chars
and design multicolor graphics for the Atari), G2F Creator v1.4, v2.3,
G2F Extractor v1.4, MADS 1.9.2 (Mad-Assembler: 4-pass crossassembler designed
for 6502 and 65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989),
Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

MatoSimi (Martin Simecek) 7/11
Slovakia
http://matosimi.atari.org/ or http://matosimi.websupport.sk/atari/
Developer: utilities: CMC MSX Extractor, T2K decoder v.021 (convert programs
from cassette tape to disk), Atari FontMaker v1.2 (create ATARI font on PC).
demos: CMC Musix 1, Plasma4, Music From Zeus Intro, Summertime Demo.
games: Laser Blaster, Monex v1.1, Light Up!, Belljumper 1k, Fireball 1k,
h3x0r 1k, h3x0r deluxe, Citoplazma

MCM, an InOne company 5/06
650 Congress Park Dr
Centerville OH 45459-4000
USA
Phone: 1-800-543-4330
Fax: 1-800-765-6960
http://www.mcminone.com/
Developer: 9 Pin Jack For Atari, AC Adaptor Atari 3.5mm 9V DC 500mA

The MESS Team 1/07
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS)-- an emulator of

a large number of systems, including the 8-bit Atari computers -- downloads
available for Windows, *nix, Mac OS, and DOS

MicroUSB Project 5/10
(Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann)
Germany
http://microusb.org/ or http://microusb.sf.net or
http://atariwiki.strotmann.de/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB
Slots). software: AtariUSBCart Hardware USBN9602, AtariUSBCart Hardware
Cypress SL811, USB Device Driver Development Kit 1.2.0, AtariXLKeyboard 0.1
BETA, USB HID Base Driver Version 2.0, AtariXLJoypad Logitech Rumblepad 2 USB
Version 2.0, AtariXLJoystick Competition Pro USB 1.0, AtariXLMouse Logitech
USB Mouse, AtariXLWheel Thrustmaster Nascar Pro Digital 2, AtariXLWheel
Logitech Formula GP 1.0, AtariXLWheel Logitech Vibration Feedback, USB End
User Driver Disk USBTEST Version 0.6, USBDOS 0.1

Mirage Interactive 6/05
See also: Rewindgames (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the
Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of
Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia
Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight,
Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809,
Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood
II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy
Kupca, ZBIR

MMSoft (Marek Mikolajewski) 11/07
Gdansk
Poland
http://www.atariarea.krap.pl/sio2ide/
Developer: SIO2IDE project, versions 1.7, 3.3, 3.3a, 4.4, 4.4a
(An interface that allows you to attach any IDE Disk Drive to your 8-bit
Atari computer. Ver. 4 includes a USB port.), AVRprg

Kieran Mockford (Grunty) 4/11
http://home.kindredintellect.com/atari/
Developer: MyIDE Drive Manager v0.91 LBA (front-end to MyIDE Tool
by Matthias Reichl), enhanced MyIDE Tool

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 7/10
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://morethangames.a8maestro.com/

Vendor: hardware including power supplies, floppy disks, 1020 printer paper,
SWP ATR-8000, Super Sketch Graphics Tablet W/cart(PPI), CX-85 Numeric Keypad
Developer: Atari 850 R: 9 to 25 adapter, Atari 850 R: 9 to 25 adapter,
Atari 850 P: 15 to 25 adapter, AV Break Out Box(BOB), AV Cable 6',
AV Cable 12', U-JACK SIO to USB Power Adapter LEFT for 800,
U-JACK SIO to USB Power Adapter RIGHT for XL/XE,
ATR-8000 P: Adapter, ATR-8000 R: Adapter, EASI/O 18in "S" Adapter cable,
EASI/O 36in "S" Adapter cable, EASI/O "P" Adapter cable,
SPEEDIER: 19.2K EASI/O Adapter, SPEEDIER: T2 19.2K EASI/O Adapter,
SDrive Standard (Assembled+Tested or kit forms), SDrive Bay Mount version,
EASI/O Spider, SIO BOB & PEEKER, AGDA GameLink I adapter,
AGDA GameLink II Cable, AGDA GameLink II adapter,
130 XE mem Upgrade Type 1 (Kit-EZ), 130 XE mem Upgrade Type 2 (Kit-EZ),
600XL Memory Upgrade (Kit-EZ)

Motelsoft 11/07
Germany
http://www.motelsoft.de/
Developer: Caveman II - Caves of Osum (also developed: Der Hexenmeister,
Labyrinth, Panzer, Smack-Jack

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

msc (Stefan Birmanns and Matthias Belitz) 6/11
See also: Matthias Belitz
Germany
http://www.birmanns.de/atari/
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out),
IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10,
MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0,
CDREAD.COM V1.4, IMG2DISK.COM V1.00.

Stefan C. Mueller 11/09
Germany
http://www.electromaniac.de/
Developer: Electro Maniac!

MyAtari 2/07
See: Matthew Bacon

Subject: N

Kostas Nakos 4/11
See also: ASAP - Another Slight Atari Player
See also: Atari800 Emulator Developers
Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/ or
https://market.android.com/developer?pub=Kostas+Nakos or

http://users.uoa.gr/~knakos/atari800/android/ or
http://pocketatari.atari.org/android
Developer: PocketAtari v2.0.3 (30 Oct 06 -- port of Atari800 emulator for
WinCE), Atari800 Version 1.2 (April 3, 2011 -- port of Atari800 emulator for
Android)

New Breed Software 9/09
c/o Bill Kendrick
1132 Drummond Ave
Davis CA 95618-4967
USA
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Go Go Garbage Truck, Sludge.
utilities: Colorizer, File Selector, MuxChat, SIFE - Super-IRG Font Editor

Nelson Nieves 8/06
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree,
TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 6/11
The Netherlands
http://www.mathyvannisselroy.nl/aspi.htm
Developer: ATASPI CD Audio Player (CDAP) 1.47,
ATASPI CD/DVD Data Reader (DATA) 0.69

Subject: O

Odsiecz Sobieskiego -- O.S. 3/07
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik
See also: Adrian Matoga
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
Developer: xunzip v2.1 (18 September 2006 -- a ZIP, TAR, GZ and TGZ
(TAR.GZ) archives depacker) http://www.atari8.info/stuff/xz21.zip

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit
rom dumps

Outland Quest Software 6/06
USA
http://www.outlandquestsoftware.com/
Developer: Ally Attack, Black Sea Silver Fishing, Desert Crossfire,
Dungeons of Oti, Empire, Golf Tees, Graphics 8 Painter, Hoss Racing,
Korellian Conflict, Lite Show, Mad Libs, Motions Variable, Scattergories,
Space Regent, Starbase Alpha, Standoff, Star Maze, Terror Fair,
Three-D Force Tic-Tac-Toe, T.I.A.K. - Taking In Accurate Knowledge,

Uncle Milton's Million Dollar Mystery Mansion

Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

Eric Parent (Joyful Coder) 11/07
http://joyfulcoder.com/
Developer: Memo Pad for Windows Release 6 (November 12, 2007) -
read ATASCII files

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

Michal Pasiecznik / "Pasiu" 1/08
Poland
http://hardware.atari8.info/ and http://pasiu.krap.pl/
Developer: 576 kB - 1 MB RAM expansions (based on the Amiga 500 and Amiga
600 RAM expansion modules), 1 MB - 2 MB SIMM Expansion, ROM Changer,
AutoStereo, XF551 LED Track Display, intSDX (an internal SpartaDOS X upgrade),
ARC (Atari Real Clock - an alternative realtime clock), IDEa (KMK/JZ)
Interface, Simple 65c816 Processor Adapter, Warp4 (4 MHz 65c816 accelerator
card), Warp4 MegaMEMboard (1 MB of linear RAM for Warp4), Project F7 (16 MHz
65c816 accelerator card). Software: CD Audio Player 0.9 for KMK/JZ IDE and
IDEa Interface.

Pecus and Pirx (Tomasz 'pecus' Pecko and Pawel 'pirx' Kalinowski) 1/12
Poland
http://pecus.pigwa.net/pliki/Atari/
Developers: OMC65 crossassembler - Our 5oft MaCro assember for 6502
ver. 1.3 (2002 / Win32 executable); Scorched Earth for Atari XL/XE build 115,
(2009-08-25), Micro-SpartaDOS 4.5/4.6 (2010)

Pixels Past (Joe Grand) 4/06
2907 Shelter Island Dr Ste 105-169
San Diego CA 92106-2797
USA
Telephone: 619-222-4100
Facsimile: 619-222-1797
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari),

Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/
paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

Pokey Soft
Vidar Olavesen (Hawk) 6/11
Stevneveien 7
N-1719 Greaker
Norway
http://pokeysoft.no/
Developer: games: Invert XE. demos: The Wavy Demo, The Second Scroll,
Wobbly Demo, Suck My D..k, Big Scroller, Horbig Demo, Simplicity, Twister!

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: R

Werner Raetz 12/09
See also: WASEO
Postfach 16 40
D-75006 Bretten
Germany

Telefon: 07252/4827 or 07252/3058
Telefax: 07252/85565
http://www.waseo.de/ATARI/Software/software.html
http://www.waseo.de/ATARI/DISK-LINE/disk-line.html
http://www.waseo.de/ATARI/ATARImagazin/atarimagazin.html
Publisher: developed by WASEO: Der WASEO Publisher,
Die WASEO-Publisher-Designer-Diskette, Die WASEO Trilogy-Diskette,
Das WASEO Grafinoptikum, Das WASEO Labouratorium, Das WASEO Practoscope,
WASEO Demo Disk, WASEO BASIC Hits, WASEO DISK-LINE disk magazine issues 1-50.
also publisher of: ATARImagazin (back issues available?)

Burkhard Rau (HCRBurk) 5/06
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

raz0red 2/09
http://wiibrew.org/wiki/WiiXL
Developer: WiiXL v0.1 (port of Atari800 emulator for Nintendo Wii)

Ready Magazin (Sascha Leidel) 2/07
Germany
http://www.8-bits.de
Publisher: READY. Magazine. Atari part: 100%, only Atari.
2.60 euro per magazine. 6 magazines per year
Special lower prize for ABBUC members available.

READY Technologies (Thomas Smailus) 5/06
254 Nelson Dr Apt U
Baton Rouge LA 70808-5059
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital
hardware systems; design, development, and production of software systems;
software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn
Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering,
Consulting

Red's Retro Computing (redrumloa) 8/09
USA
http://www.redsretro.com/ or http://stores.shop.ebay.com/Reds-Retro-Computing
Developer: Competition Pro Retro Joystick (by Speed-Link),
Micromys V3 Mouse Adapter (allows the use of modern mice on the Atari)

RETRO magazine 2/07
See: CSW-Verlag

Rewindgames (Fred Meijer) 4/06
See also: Mirage Interactive
See also: Sikor Soft

The Netherlands
http://www.rewindgames.com/
Vendor: new and used hardware, new and used commercial software including all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!, Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds, Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility Disk

Thomas Richter 1/11
Germany
http://www.xl-project.com/
Developer: Atari++ Emulator (800/XL/XE/5200 emulator for Unix/Linux/ Solaris/Irix) Stable Release 1.58, CVS Snapshot 1.59, atari++ 1.59 for win32

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/ or http://www.schappel.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy), BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master, Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings, ROBOX, Snow Plow, Snow Plow Editor

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Subject: S

Filippo Santellocco 10/09
Italy
http://www.santellocco.com/atari/
Developer: L.E.M., Cookie Monster v1.4

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire, Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons, zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping, TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II. XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint, MultiJoy 16/2 hardware interface

Darren Schebek 6/07
Canada
http://www.schebek.ca/ or http://www.user.dccnet.com/dschebek/
Developer: Envision (character editor & screen editor), Solitaire Game, Yahtzee Game

Oliver Schmidt 1/11
http://contiki.cvs.sourceforge.net/viewvc/contiki/contiki-2.x/ (sources)
http://contiki.cbm8bit.com/ (Contiki Config/Disk Image Generator)
http://a2retrosystems.com/contiki.html (Contiki Config/Disk Image Generator)

Developer: official Atari 8-bit version of Contiki 2.x for use with Atari 8-Bit Ethernet Project. (Contiki is an open source, highly portable, networked, multi-tasking operating system for memory-constrained systems)

Serious Magazine 5/05
See: Dial Group

Sherlock Consulting (Jason Watton) 1/11
Malvern
Worcestershire
United Kingdom
WR14 3AZ
Tel: +44(0)7767 220884
http://www.shlock.co.uk/
Developer: OmniFlop (Universal Floppy disk reader/writer/formatter for Windows 2000/XP/Vista/7; can read, write, and format Atari 8-bit format (90kB); handles whole disks, but not the Atari disk filesystem)

SIC! crew 7/11
Stryker, Candle, Pr0be, KMK, Ooz, Trub, Dely, Seban, X-Ray, Miker, Zenon
See also: Konrad M. Kokoszkiewicz
See also: trub
See also: Candle
Poland
http://sic.pigwa.net/
Developer: SIC!Cart -- Super Inexpensive Cartridge

Sijmen Schouten (Mr.Atari) 6/11
The Netherlands
http://www.mr-atari.com/myidehome.htm
Developer: MyIDE interface project for Atari XL/XE computers

Bo Schreurs 9/06
The Netherlands
http://members.home.nl/stack/Atari/atari-xlxe-download.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR), XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs 9/06
Kempenlandstraat 8
5211 VN Hertogenbosch
The Netherlands
http://home.planet.nl/~ernest/
http://members.home.nl/stack/Atari/atari-pooldisk.html
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.kensclassics.org/
Developer: Emulators Utilities: ATR/DCM utilities (DOS),
AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer,
KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler,
Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus.
Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker,
KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic,
Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish,
Circle of Richness

Sikor Soft (Pawel Sikorski) 3/10
See also: Rewindgames (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://www.atari.sikorsoft.com/
Developer: Commercial games: ABC, Tekblast, Neuroid, Sexy Six,
Sexy Six Data Disk #1,#2,#3, Ketchup, Max, Cyborg, Magic of Words.
Freeware games: Liner!, ATASCII Squash, Fake Frogger!, Mustak Hunters.
Unrealized game: Mr Proper (preview).
Sikor Soft *.ATR & *.XEX goodies (CD-ROM).

Mark l. Simonson 9/06
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 1/06
http://makeatr.atari8.info/
Developer: makeATR v0.06 (software for MS-Windows)

Len Spencer 1/09
USA
http://www.lenardspencer.com/Lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black
Box interfaces), FoReM-XE Professional BBS Version 5.4

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely
from scratch")

SquoQuo (Hopper, Bugger, Genetic Gemini, Scythoior, Yoda) 4/06
Germany?
http://squoquo.tk/
Developer: Let's Hop, Sh*t Alpin 2005, Ms.Bulimia

Ralf Patschke (PP's / STARSOFT Berlin) 7/11
Albrecht-Duerer-Strabe 23
Berlin 12623
Germany
http://www.ppsberlin.de/
Developer: STARSOFT 1st demo, STARSOFT 2nd demo, STARSOFT 3rd demo,
multiple gfx 12 scrollers, TOP-Magazin Intro, gametro ABBUC Magazin 73,
gfx 0 scrolls, proAF, nyd 2011 invitro. g2f pictures: BOS 2002.
Publisher: (disc magazines) ECS Info Mag: 1/1991, 2/1991, 3/1991.
CCB Club Mag: 4/1991, 5/1991, 1/1992, 2/1992, 3/1992, 4/1992.
STARSOFT Magazine: 1/1992, 2/1992, 3/1992, 2/1993.
New Years Disc: 2007, 2008, 2009, 2010, 2011

Rasterline.com (Ken Jones "MetalGuy66", Sergio Larrondo "WareRat", 3/10
Stephen J. Carden)
See also: Steven J. Carden
USA
http://www.rasterline.com/
Developer: Multi I/O: The "NEW" MIO

Radek Sterba (Raster/C.P.U.) 1/11
See also: ASAP - Another Slight Atari Player
See also: C.P.U.
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer:
Games: Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street,
Magnetit, Naturix.
Games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk,
Imagine, Gunhead.
MPE (MIDI Pattern Editor) v2.3.
utilities: HiLoader4.2, CompressCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7,
FROMT, DIRCOPY4.
More games: Head On, Speed Up!, Speed Up!! Gold Edition, Space Binvaders,
Robix.
demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Search6502, Flame999,
SelfDemo, Wow1k, Fort 320, RMTdemo, Hellix, Basix, Fireworx, Forever 3000,
Plastic, Victory, Easter Night, Seawolf, Virtuoso, Fluid Chessboard,
Binary Celebration, Jozin z Bazin, Ghoul, Shademorph, Just for Fun, Mupy Mup,
Rescue on F. 2010.
RMT1Player v1.06 (plays *.RMT (Raster Music Tracker) song files on the Atari.
Atari/PC software: ATADIM v3.05 Beta (work with XFD/ATR Atari disk images),
DRATEX 1.6 (Drop file Atari Czech text convertor), MAC2MTX (Mac65 to Text),
Raster Music Tracker (RMT) v1.28 - cross-platform tool for making Atari XE/XL
music on PC (OS Win9x), SA_POKEY (Standalone dynamic DLL library for emulation
of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for
emulation of Atari 6502 processor), Creaxin1 ("Create X in 1") v1.03 (creates

ROM image or Atari executable feeder program for X programs in one S/XEGS
RAMcart 128KB).
Atari/PC hardware: LPTJOY (connect an Atari joystick to a PC), MultiJoy4/
MultiJoy8/MultiJoy 16 (use 4/8/16 joysticks on a single Atari),
SIO D-SUB15M Standard Atariklub PV.
Games for MultiJoy: Cervi, Multris, Shot'em all (SEAL), Cervi 2, Astro4 Road.

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch),
The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Super Products 4/09
c/o James Bradford
Australia
"encoded" email: OOOjames_bradfordOOO@OOOeftelOOO.OOOnetOOO.OOOauOOO
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 1/07
Czech Republic
http://jirkasuv.duch.cz/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..." text game)

Peter Svoboda (Fly) 11/08
Czech Republic
http://fly.atari.org/
Developer: Day After One, Demo 2001, Donkey Kong Junior, Gangsters 2007,
Gangsters Intro, Indiana Jones 3 aneb Tajemstvi Svateho Gralu, K.I.,
Kolony cz, Logik, Maturita 2001, Mesta CR, Mesta SR, No Name, Podraz 2001,
Pomsta Sileneho Hulice, Ruleta, Sniper, Sniper 2007, Sniper Intro, Strategi,
Textovky, V.U. 5259 aneb Utek z Hejcina, V.U. 5259 aneb Utek z Hejcina intro.
ALSO: a large number of images created with G2F.

Subject: T

Taquart 11/09
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely'
Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru'
Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj
'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz,
Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski

See also: Marcin Zukowski
See also: VBXE - VideoBoard XE developers
Poland
http://numen.scene.pl/ ; http://energy.scene.pl/
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995),
Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag,
1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro,
Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996),
Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997),
Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997),
Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)
Publisher: Energy (online zine)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan, Mono) 8/11
See also: Adrian Matoga
Poland
http://atariki.krap.pl/index.php/Tristesse
Developer: SROLL-demo, TRS-Desktop 0.9d alpha:
http://www.atari8.info/trsdesktop.php (screenshots)
http://trub.atari8.info/sdx_files/TRS_desktop_v09d_alfa.zip (download)

trub 2/08
See also: DLT Ltd.
See also: SIC! crew
Poland
http://trub.atari8.info/ or http://trub.sys.net.pl/
Developer: for SDX 4.x: TDPL 2.0 / TD 2.0 (enhanced TD.COM, Polish/
English), XEP.SYS 0.1F (XEP80 device driver), FSTRUCT, RUNEXT 0.5, QE 2.0
(Continuation of the famous Quick Edit - E: and CON: accelerator by KMK).
for SDX+65C816: RAMD816.SYS. for SDX+QMEG OS: OSSIO.SYS. for SDX+SIO2IDE:
S2I Commands 0.8. for SIO2IDE: S2I JukeBox 4.0a. for MS Windows: FIXATR.
for SDX+KMK/JZ IDE: CDPLAY 0.4a. more: ED 2.9, ABASIC, YOGI/YELLYSTONE PARK
Multidrive, XLDisk. SRAMCharger and Indus CP/M project for Indus GT,
LDW Super 2000, and California Access CA-2001 disk drives

Vasyl Tsvirkunov 2/07
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

TurntableNeedles.com 7/10
(checks payable to "AVCR Electronics")
1335 NW 9th St
Corvallis OR 97330-4508
USA
http://www.turntableneedles.com/
Developer: replacement belts for the Atari 410 program recorder

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Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: new hardware, new commercial software (cassette format)

Subject: V

Dan Vernon 4/07
http://retrobits.net/
Developer: Atari810 1.4d -- software for emulating an Atari 8-bit floppy
drive or hard disk on your PC (Windows NT/2000/XP)

Video 61 & Atari Sales (Lance Ringquist) 11/09
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
"We service, sell and publish hardware and software"
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: CARTRIDGES: Animated Puzzle (Atari proto),
Berzerk (Atari proto), Commando (Atari proto), Crystal Castles (Atari 16K
proto), Deflektor (Atari proto), Jr. Pac-Man (Atari proto), Letter Tutor
(Atari proto), MIDI Maze (Atari proto), Montezuma's Revenge (proto cart vers),
Mr. Do's Castle (proto cart version), Stargate (Atari proto), Superman III
(Atari proto), Tower Toppler (Atari proto), Xenophobe (Atari proto).
LATEST: Jinx, Nibbler, Clowns And Balloons, Bubble Trouble, Pacific Coast
Highway, DropZone, S.A.G.A. Mission Secret, S.A.G.A. Strange Odyssey, S.A.G.A.
Pirates Adventure, Sling Shot, Star Flite, TRON, H.A.C. (Heavy Armor Combat),
Tempest Xtreem. MORE CARTRIDGES:
Amazing Maze, Arkanoid, AtarTris II, Bumpers, Checkers, Clash of the Kings,
Concentration, Cosmos Pinball, Crystal Raider, Dan Strikes Back, Dandy,
Desmond's Dungeons, Dinky Do, Dungeon Lords, Dynakillers,
Elevator Repairman, Firebug, Getaway, Hearts Card Game, Jailbreak,
Jigsaw Puzzles, Lights Out, Lord of the Orb, Mah Jong, Maze War, Midas Maze,
Monopoly, Montana Solitaire Card Game, Mr. Robot, MyDOS 4.5, Paddle Pack Pong,
Paddle Wars, Plaqueman, Preppie, Preppie II, Puzzled (Jigsaw Puzzles),
Quest for Quintana Roo, Rally Speedway, Ricochet, Rocks, Sharp Shooters,
Smush, Solitaire Card Game, Spaceball, Spaceshot Pinball, SpartaDOS 3.3C,

Speed-O RPM Drive Tester, Tetris II, Turbo BASIC, Ultra-Translator (800 OS)
Twilight World, Twin Pack (Battleship/Jump the Pegs), Video Poker Card Game,
Video Slots, Whomper Stomper, Zybex.
CD-ROM: Atari 8-Bit Public Domain-Shareware Software CD-ROM.
hardware: V-61's Cassette Data Storage & Maintenance/Service Pack (for Atari
410, 1010, XC11, XC12 and compatible), CX-40 Evolved (joystick controller),
CX-30 Evolved (paddle controllers pair)

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12),
commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
USA
http://www.videogametrader.com/
Vendor: new and used commercial software

Steve Vigneau (c0nsumer) 7/09
Michigan
USA
http://nuxx.net/wiki/SDrive_NUXX
Developer: SDrive NUXX PCB & End Panel Set, Complete SDrive NUXX

Vintage Computer Cables 8/07
Fort Lauderdale FL
USA
http://www.vintagecomputercables.com/
Developer: Atari Gold Video Cable, Atari Gold Video Cable (stereo with Y),
Atari Gold S-Video Cable (stereo with Y)

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/

Developer: Line Crash (game)

WASEO (Thorsten Helbing, Michael Probst) 2/10
(Walkenrieder Anwender-Software Entwicklungs-Organisation)
See also: Werner Raetz
c/o Thorsten Helbing
Koenigsberger Str. 9
30916 Isernhagen
Germany
tel: +49 175 9982360
FAX: +49 121 258 409 3729
http://www.waseo.de/ (Thorsten Helbing)
http://www.mipro-online.de/waseo/ (Michael Probst)
http://www.atari-computing.de/software/waseo/dictionary/startup.html
Developer: published by Werner Raetz:
Der WASEO Publisher (desktop publishing [DTP] software),
Die WASEO-Publisher-Designer-Diskette, Die WASEO Trilogy-Diskette
(Geburtstagskalenderdrucker, Lettermaster, Kurzbriefdrucker),
Das WASEO Grafinoptikum (Textskalierer, GIAZ-Konverter, Symmetriker),
Das WASEO Labouratorium (Photocolorant, Graphics 0/12-Maskenersteller,
Notizuhr), Das WASEO Practoscope (Briefumschlagdrucker, Scrollfarbeditor,
Bildmassmaster), WASEO Demo Disk (Traffic Demo, Water Tap Demo, DisShot Demo,
Kleines Ballerspiel, The Rainbow Worm), WASEO BASIC Hits (Games, Applications,
Utilities, Demos), WASEO DISK-LINE disk magazine issues 1-50,
Dictionary++ 1.03.
audio CDs: The 20 best ATARI Hits, The 20 most inventive ATARI Songs,
The Best of Music Non Stop, The Best of ATARI Game Music,
The ATARI Super Soundmix.
software for Windows PC: ATARI XL-Viewer 3.8 [10/5/2001 - view the ATARI
formats PIC (GR 8), PHO (WASEO Publisher), MIC (Micro Painter, GR.15) and
FNT (Create a font on your PC)], PiXLator 2.6.1 (9/6/2009- work with Atari
graphics, fonts, texts, and listings), ATARI-Clock 1.6.9 (10/13/2009 - Atari
style desktop clock)

B. Watson (Urchlay) 12/08
http://rogue3.homeip.net/~urchlay/fujichat.html
Developer: FujiChat v0.4: An IRC (Internet Relay Chat) client for the Atari
8-bit, based on the uIP TCP/IP stack, using a SLIP connection

Mark Watson 1/08
http://www.scrameta.net/a800.html
Developer: Atari800 emulator ports: 0.8 for GP32, 1.2 for GP2X,
1.2 for Gizmondo

Whizzo Software (Dan Noguerol, with Rob Schill) 1/12
Denver, Colorado area
USA
http://www.whizzosoftware.com/
http://www.whizzosoftware.com/sio2arduino
Developer: SIO2Arduino

Jim Wilkinson 8/08
https://sourceforge.net/projects/atarilauncher/
Developer: Atari Launcher (A front end for the various Atari hardware emulators, primarily the Atari800WinPlus emulator)

Wordmark Systems (Charles Marslett) 7/08
USA
http://www.wordmark.org/
Developer: for Atari 8 Bit Computers: MyDOS 4.51 (w/ R. Puff; 6/14/89), A65 assembler 1.2 (7/4/89). PC Utility: ATUTIL (UTIL)(6/15/89)

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

WUDSN (Peter Dell / JAC!) 7/11
Weinhechstrasse 40
66822 Lebach
Germany
Telefon: (0177) 8993513
http://www.wudsn.com/
Developer: Visdom Demo (1991), Dieter und Gisela ... wie die wilden Tiere in Nachbars Whirlpool (2007), ABBUC Magazin Issue 99 Intro (2009), HomeCon 5 Invitation (2010), WUDSN IDE 1.6.0 (2011-04-02 -- integrated Atari 8-bit development plugin for Eclipse)

Subject: X

Xport 1/04
http://xport.xbox-scene.com/atarixlbox.php
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

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Subject: Y

Yoomp! 7/08
Marcin "Eru" Zukowski, Lukasz "X-Ray" Sychowicz,
Bartek "BeWu" Wasiel, Piotr "0xF" Fusik
See also: Marcin Zukowski
See also: Piotr Fusik
http://yoomp.atari.pl/
Developer: Yoomp! version 1.1

Kemal Yun (Kemel Ezcan / KE-Soft) 7/11
Steinheimer Str. 25,
63450 Hanau

Germany
http://www.kemalsatariarchiv.gmxhome.de/
Developer: KE-SOFT CD (contains everything published by Kemel Ezcan for
the Atari, including all KE-Soft software, all issues of the ZONG disk
magazine, and more

Subject: Z

zaxon 7/11
United Kingdom
http://www.zaxon.eu/
Vendor: SIDE -- use a CompactFlash (CF) card on the Atari

Jadek Zuk (Simius) 6/11
See also: Konrad M. Kokoszkiewicz
Poland
http://www.atariage.com/forums/topic/179613-ide-plus-20-preorder-starts-today/
Developer: KMK/JZ IDE, IDE Plus 2.0

Marcin Zukowski (eru/tqa) 5/07
See also: Taquart
See also: Yoomp!
The Netherlands
http://lepix.sourceforge.net/
Developer: LePix v.0.2.0

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End of atari-8-bit/vendev
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4980. 20% OFF ALL ATARI GAMES/SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2012-02-10 13:00:49 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1202100453390.21922@slate.spiritone.com>
Source record: 419
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://specials.Atari.org DAILY SPECIALS! DETAILS ON SALES!
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http://www.aracnet.com/~atari/jaguar.htm 20% 0FF JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ATARI 8 BIT SOFTWARE/GAMES!
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anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2012!
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4981. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-02-10 13:05:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1202100501110.21922@slate.spiritone.com>
Source record: 420
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

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4982. eScan Antivirus Software Products

Newsgroup: comp.sys.atari.8bit
Date: 2012-02-13 11:00:54 UTC
From: Web Master <wmaster711@gmail.com>
Message-ID: <d99a41ac-ee60-4a34-8236-24d79a2d221a@sk8g2000pbc.googlegroups.com>
Source record: 421

eScan Anti-Virus for Windows

eScan Anti-Virus solution designed for home users is a comprehensive
Anti-Virus and Content Security Solution that provides proactive
protection to your computers against Malware and other threats that
creep around the internet such as Viruses, Spyware, Adware,
Keyloggers, Rootkits, Botnets, Hackers, Spam, and range of Information
Security threats.

Please Use below URL:

http://www.escanav.com/english/content/products/escan_soho/escan_soho_av.asp

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eScan Internet Security Suite

eScan Internet Security solution designed for home and small office
users is a comprehensive Anti-Virus and Content Security Solution that
provides complete protection to your computers against objectionable
content and security threats, such as Viruses, Spyware, Adware,
Keyloggers, Rootkits, Botnets, Hackers, Spam, Phishing Web sites, and
range of information security threats.

Please Use below URL:

http://www.escanav.com/english/content/products/escan_soho/escan_soho_iss.asp

---
eScan Anti-Virus for Small and Medium Businesses (SMBs)

eScan 11 for Small and Medium Businesses has been developed focusing
on the growing security needs of the SMBs. eScan 11 for SMBs provides
corporate level next-generation protection to small and medium
businesses from Viruses, Spyware, Spam, Phishing, Hacking, Data Theft
and Zero day threats with a very low cost of ownership. The
centralized web-based administration console helps the network
administrator set policies on client computers to prevent malware
infections and increases productivity.

Please Use below URL:

http://www.escanav.com/english/content/products/smb/escan_smb_av.asp

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eScan Internet Security Suite for Small and Medium Business (SMBs)

eScan 11 for Small and Medium Businesses has been developed focusing
on the growing security needs of the SMBs. eScan 11 for SMBs, provide

corporate level next generation protection to small and medium businesses from Viruses, Spyware, Spam, Phishing, Hacking, Data Theft and Zero day threats with a very low cost of ownership. The centralized web-based administration console helps the network administrator set policies on client computers to prevent malware infections and increases productivity through web access control and application control.

Please use below URL:

http://www.escanav.com/english/content/products/smb/escan_smb_iss.asp

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eScan Corporate Edition

The new Version 11 of the eScan Corporate Edition is the ideal Anti-Virus and Information Security Solution for large networks that will not only effectively secure the network but is also very light on the system resources. Powered by technologies such as MWL* Technology, DIRC** Technology, NILP*** Technology, and sophisticated Anti-Virus Heuristics Algorithms eScan provides Zero Day Protection to both servers and endpoints. The new eScan Management Console (EMC) now comes with a secure web Interface that facilitates dynamic security management of the server and endpoints in the corporate network.

Please use below URL:

http://www.escanav.com/english/content/products/corp_enterprise/escan_corporate.asp

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eScan Enterprise Edition

eScan Enterprise Edition is a complete security suite for Enterprises and Corporate which provides essential protection against viruses, objectionable content, hackers and privacy threats. eScan Enterprise edition also consists of MailScan for Mail Servers that provides protection to both the mail servers and file servers from information security threats.

Please use below URL:

http://www.escanav.com/english/content/products/corp_enterprise/escan_enterprise.asp

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eScan Enterprise Edition for Microsoft SBS Standard

eScan Enterprise Edition for Microsoft SBS Standard is a comprehensive AntiVirus, AntiSpam and Content Security solution that provides Zero Day Protection from Viruses, Spyware, Adware, Keyloggers, Rootkits, Botnets, Hacking, Spam, Phishing and Offensive Content. eScan ensures complete protection for computer systems and networks with its indigenous powerful technologies such as MicroWorld Winsock Layer (MWL) Technology, Non Intrusive Learning Pattern (NILP) Technology and sophisticated AntiVirus Heuristic Algorithms.

Please use below URL:

http://www.escanav.com/english/content/products/corp_enterprise/escan_entp_mssbs.asp

---
eScan Corporate for Citrix Servers

eScan Corporate for Citrix Servers is a comprehensive AntiVirus,
AntiSpam and Content Security solution that provides Zero Day
Protection from Viruses, Spyware, Adware, Keyloggers, Rootkits,
Botnets, Hacking, Spam, Phishing and Offensive Content. eScan ensures
complete protection for computer systems and networks with its
indigenous powerful technologies such as MicroWorld Winsock Layer
(MWL) Technology, Non Intrusive Learning Pattern (NILP) Technology and
sophisticated AntiVirus Heuristic Algorithms.

Please use below URL:

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eScan Corporate for Microsoft ISA Server

eScan Corporate for Microsoft ISA Server is a complete security suite
for your Proxy Servers and provides complete protection against
viruses, objectionable content, hackers and privacy threats.

Please use below URL:

http://www.escanav.com/english/content/products/corp_enterprise/escan_corporate_ISA.asp

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eScan Anti-Virus for Linux Desktop

eScan Anti-Virus for Linux Desktops (eScan) is a reliable virus
scanning software for machines running on Linux, which protects your
machines from virus and other threats, thus offering you a complete
and secure Anti-Virus security solution.

Please use below URL:

http://www.escanav.com/english/content/products/escan_linux/escan_linux_desktops.asp

---
eScan for Linux File Servers

eScan for Linux (eScan) is a reliable virus scanning software for
workstations and servers running on Linux. It offers a complete and
secure Anti-Virus Security Solution that detects and removes over
1,20,000 viruses, Trojans and other threats. This page explains the
key features of eScan for Linux Servers and demonstrates how it
detects and removes viruses.

Please use below URL:

http://www.escanav.com/english/content/products/escan_linux/escan_linux_servers.asp

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MailScan for Mailtraq

MailScan for Mailtraq is the advanced Real-time Anti-Virus, Anti-Spam
and Content Security solution. This server is published by Fastraq
Limited.

Please use below URL:

http://www.escanav.com/english/content/products/mailtraq/mailtraq.asp

---

MailScan for Microsoft Exchange Server

MailScan for MS Exchange Server is the advanced Real-time Anti-Virus
and Anti-Spam solution for MS Exchange Server. MailScan for MS
Exchange Server uses VSAPI 2.0/2.5 Scanning Technology provided by
Microsoft, in order to scan inbound, outbound and internal mails.

Please use below URL:

http://www.escanav.com/english/content/products/microsoft_exchange_server/microsoft_exchan
ge_server.asp

MailScan for Lotus Notes

MailScan 6.x for Lotus Notes, acts like a Content Security Solution
and Anti-Virus Software between your Corporate Lotus Notes Mail Server
and the Internet.

Please use below URL:

http://www.escanav.com/english/content/products/lotus_notes/mailScan_lotus_notes.asp

---

MailScan for Mail Servers

MailScan is the advanced Real-time AntiVirus and AntiSpam solution for
Mail Servers. MailScan protects organizations network against Virus,
Worm, Trojan and many other information security threats. Employing an
array of intelligent filters, MailScan offers powerful protection
against Spam and Phishing mails along with comprehensive content
security.

Please use below URL:

http://www.escanav.com/english/content/products/smb/mailscanformailservers.asp

---

MailScan for SMTP Servers

MailScan for SMTP Server is the advanced Real-time Anti-Virus and Anti-
Spam solution for Mail Servers that works on platforms like Windows,
Unix, Linux, Novell and Solaris. MailScan is installed on Windows
machine to act as a Security Gateway between your Mail Server and the

Internet.

Please use below URL:

http://www.escanav.com/english/content/products/SMTP_Servers/mailscan_SMTP_Servers.asp

---
MailScan for VPOP3

MailScan 6.x is the world's most advanced Real-Time Anti-Virus and
Anti-Spam solution for VPOP3 Mail Servers. The software safeguards
organizations against Virus, Worm, Trojan and many other malware
breeds with futuristic and proactive technologies. Employing an array
of intelligent filters, MailScan offers powerful protection against
Spam and Phishing mails, while providing comprehensive Content
Security too.

Please use below URL:

http://www.escanav.com/english/content/products/VPOP3/VPOP3.asp

---
MailScan for Merak

MailScan is a powerful Real-Time Anti-Virus and Anti-Spam software for
Merak Mail Server. This server is published by IceWrap Software.

Please use below URL:

http://www.escanav.com/english/content/products/merak/merak_new.asp

---
MailScan for CommuniGate Pro

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sp

MailScan for Linux

MailScan for Linux is a reliable web based 'Real-Time' mail scanning
Software for Linux Mail Servers and performs Spam filtering and virus
scanning. It offers a complete and secure security solution for mail
servers running on Linux. Some of the Linux mail servers that it
protects are: SendMail, Qmail, Exim, PostFix, etc.

Please use below URL:

http://www.escanav.com/english/content/products/smb/mailscanforlinux.asp

4983. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2012-02-14 05:29:42 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1329197328@rtfm.mit.edu>
Source record: 422
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 20 days
Last-modified: January 7, 2012

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from 1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit family of computers are owned by Atari Interactive, Inc., a subsidiary of Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups every 20 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management Board: http://www.big-8.org/

RELATED NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
(This newsgroup is not widely propagated.)

de.comp.sys.atari
[German language discussion about Atari micros.]

fr.comp.sys.atari
Machines de la gamme Atari.
[French language discussion about Atari micros.]

pl.comp.sys.atari
Grupa dyskusyjna uzytkownikow komputerow atari.
[Polish language discussion about Atari micros.]

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

4984. Re: Announcement: cc65 version 2.13.3

Newsgroup: comp.sys.atari.8bit
Date: 2012-02-14 23:28:16 UTC
From: bill@newbreedsoftware.com
Message-ID: <4f3aee10$0$12013$742ec2ed@news.sonic.net>
Source record: 423

In comp.sys.atari.8bit U. v. Bassewitz <uz@spamtrap.musoftware.de> wrote:
> I'm proud to announce version 2.13.3 of cc65. cc65 is a complete cross
> development package for 65(C)02 systems, including a powerful macro assembler,
> a C compiler, linker, librarian and several other tools.

Congratulations! I'm eager to find time some day to play with this thing,
at last. In the meantime, just had our 2nd baby, so it may be years off
at this point. :^)

-bill!

4985. Re: Announcement: cc65 version 2.13.3

Newsgroup: comp.sys.atari.8bit
Date: 2012-02-15 18:58:34 UTC
From: ricortes <ricortes@earthlink.net>
Message-ID: <079e1fcc-ce63-424f-8b82-e1ea3e0270fe@m2g2000vbc.googlegroups.com>
Source record: 424

On Feb 14, 3:28 pm, b...@newbreedsoftware.com (Bill Kendrick) wrote:
> In comp.sys.atari.8bit U. v. Bassewitz <u...@spamtrap.musoftware.de> wrote:
>
> > I'm proud to announce version 2.13.3 of cc65. cc65 is a complete cross
> > development package for 65(C)02 systems, including a powerful macro assembler,
> > a C compiler, linker, librarian and several other tools.
>
> Congratulations! I'm eager to find time some day to play with this thing,
> at last. In the meantime, just had our 2nd baby, so it may be years off
> at this point. :^)
>
> -bill!

Congrats Bill!

Rick

4986. 20% OFF ALL ATARI GAMES/SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2012-02-16 14:51:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1202160647500.2112@slate.spiritone.com>
Source record: 425
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://Adoption.Atari.org ATARI ADOPTION AGENCY!
http://www.aracnet.com/~atari/ftp DOWNLOAD FREE ATARI CATALOGS!
http://specials.Atari.org DAILY SPECIALS! DETAILS ON SALES!
http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
http://www.aracnet.com/~atari/microprose.htm 20% OFF NEW/USED MICROPROSE GAMES!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF CLASSIC ATARI 8 BIT BOOKS!
http://www.aracnet.com/~atari/books.htm 20% OFF MISCELLANEOUS BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm 20% OFF CLASSIC 8 BIT HARDWARE!
http://www.aracnet.com/~atari/st_hard.htm 20% OFF ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm 20% OFF 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm 20% OFF 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm 20% OFF LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm 20% 0FF JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ATARI 8 BIT SOFTWARE/GAMES!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ATARI ST SOFTWARE/GAMES!

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Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben
anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2012!
Sent on my Atari Computer

4987. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-02-16 14:55:04 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1202160652040.2112@slate.spiritone.com>
Source record: 426
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

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4988. ANNOUNCEMENT: Spring-Time Retro-Computing Convention

Newsgroup: comp.sys.atari.8bit
Date: 2012-02-16 16:48:23 UTC
From: Payton Byrd <plbyrd@gmail.com>
Message-ID: <9065928.144.1329410903979.JavaMail.geo-discussion-forums@ynel5>
Source record: 427

What is it?

The Spring-Time Retro-Computing Convention is a family oriented event where people of all ages are encouraged to come learn about computers from the Golden Years of computing technology. The STRCC is not geared to a specific computer or manufacturer, but is intended to be inclusive of various brands and models such as the Commodore 64, Apple II and Atari 800. Even if you have or are a fan of something truly unique, you are invited to attend and help spread the public knowledge of your hobby.

Attending SRTCC is free. If you would like a table to set up your vintage hardware for display the fee is a mere $10 per day. If you want to attend SRTCC and sell your goods or services, each table used is $225 for all three days (Friday, Saturday, Sunday). The SRTCC is not operated for a profit so donations will be gladly accepted (Donations of $50 or more get a free non-vendor table for all three days). Any donations above the actual cost of the event will be put towards a local charity.

If you are interested in attending and need a table, please email me at srtcc@paytonbyrd.com to make arrangements.

The SRTCC is being held at the Riverview Inn in beautiful and historic Clarksville, TN. The address is 50 College Street, Clarksville, TN, USA 37040.

You can read more and announce your intention to go over on Facebook: http://www.facebook.com/events/104225689703035/

4989. Seattle Retro-Computing Society meets Sat. Feb. 25th

Newsgroup: comp.sys.atari.8bit
Date: 2012-02-23 06:03:08 UTC
From: SRCS Admin <searetcompsoc@gmail.com>
Message-ID: <1ee51307-9ff0-47b1-bf05-e72210489d65@i10g2000pbc.googlegroups.com>
Source record: 428
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.ti,comp.sys.m6809,comp.sys.m68k

Come one, come all, to the Seattle Retro-Computing Society's regular monthly meeting! It will be held Saturday, February 25th from 11:30 AM to 5:00 PM (please note our new, later starting time).

Do you do any of the following with old computers? Will you be near Seattle on Saturday?

+ Use, collect, and/or restore them
+ Play games on them
+ Write programs for them
+ Develop new hardware for them
+ Help other people do any of the above

If your answer was "yes," then the SRCS is for you! We exist so you can
show off your awesome stuff, bounce ideas off of fellow enthusiasts, and
be inspired by one another's achievements, plans and aspirations.

No idea is too big or too small, and we're not picky about what flavor of vintage machine you prefer! Come on down and tell us about it!

The meetings are graciously hosted by the Living Computer Museum, which
is gradually fitting out a computer museum in Seattle's SODO neighborhood. There will be refreshments, a Buy-Sell-Free-Trade table, and enough table space & power to set up anything you may want to show off!

For further details, please see our web page at http://www.seattleretrocomputing.com/ and our mailing list at http://groups.google.com/group/seattle-retrocomp . Hope to see you there!

Gordon "gsteemso" Steemson
SRCS agitator-in-chief

4990. 20% OFF ALL ATARI GAMES/SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2012-02-23 10:54:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1202230251030.29154@slate.spiritone.com>
Source record: 429
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/5200.htm 20% OFF 5200 HARDWARE & GAMES LIST!
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http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ATARI 8 BIT SOFTWARE/GAMES!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ATARI ST SOFTWARE/GAMES!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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& ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held!
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Sent on my Atari Computer

4991. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-02-23 10:57:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1202230254560.29154@slate.spiritone.com>
Source record: 430
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

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Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org & Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2012! Sent on my Atari Computer

4992. Used 8-bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 2012-02-26 22:58:40 UTC
From: John Smith <someone@microsoft.com>
Message-ID: <9Oy2r.18586$2q1.10744@newsfe06.iad>
Source record: 431

400, 800s, 810s 850s, misc parts and service manuals. All used, range from excellent to fair condition. Sell as whole lot preferred. Best offer, buyer pays shipping.

fyrsoldude55 at g mail (dot) com

4993. Re: Used 8-bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 2012-02-27 03:24:09 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <OJednTJNK9CqatfSnZ2dnUVZ8oudnZ2d@giganews.com>
Source record: 432

"John Smith" <someone@microsoft.com> wrote in message
news:9Oy2r.18586$2q1.10744@newsfe06.iad...
> 400, 800s, 810s 850s, misc parts and service manuals.
> All used, range from excellent to fair condition. Sell
> as whole lot preferred. Best offer, buyer pays shipping.
>
> fyrsoldude55 at g mail (dot) com

A more comprehensive listing of the items would be nice.

SEPA Electronics
http://www.sepa-electronics.com
Bill Garber

4994. FS: Atari 2600 Deluxe Switching Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2012-02-27 20:32:43 UTC
From: Oge <oge@nospam.it>
Message-ID: <4f4be753$0$1393$4fafbaef@reader1.news.tin.it>
Source record: 433
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

It is a Limited Edition, made to get rid of the heavy and unregulated
original Atari 2600 AC/DC Adaptor. Also compatible with an unexpanded
Sinclair ZX-81 as they shares the same connector and the same polarity.

Link:
170789968141 (eBay)

Specifications:
. 9VDC @ 500mA
. OVP (Overvoltage Protection)
. Highly Filtered SMPS
. 110~220V Universal

Used for five hours in order to fully test its functionality.

Cheers,
Oge

4995. FS: Atari 2600 Deluxe Switching Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2012-02-27 20:33:44 UTC
From: Oge <oge@nospam.it>
Message-ID: <4f4be78f$0$1388$4fafbaef@reader1.news.tin.it>
Source record: 434

It is a Limited Edition, made to get rid of the heavy and unregulated
original Atari 2600 AC/DC Adaptor. Also compatible with an unexpanded
Sinclair ZX-81 as they shares the same connector and the same polarity.

Link:
170789968141 (eBay)

Specifications:
. 9VDC @ 500mA
. OVP (Overvoltage Protection)
. Highly Filtered SMPS
. 110~220V Universal

Used for five hours in order to fully test its functionality.

Cheers,
Oge

4996. Super Archiver with Bit Writer

Newsgroup: comp.sys.atari.8bit
Date: 2012-02-28 18:41:51 UTC
From: michael alers <michael.alers@gmail.com>
Message-ID: <afd9c1a4-88ca-4e51-9964-6576c901b4e5@w19g2000vbe.googlegroups.com>
Source record: 435

Hello,

I am searching for the Bit-Writer supplement for the Super Archiver
which was sold by CSS in the past.
It does not matter if it is just the Hardware-Board or a complete 1050
Drive.

Best
Michael

4997. Re: Women are too stupid to design hardware or software for the ATARI 800 XL/XE!

Newsgroup: comp.sys.atari.8bit
Date: 2012-03-01 01:08:20 UTC
From: THE BORG <theborg@tricordia.com>
Message-ID: <z0A3r.14956$I%6.1990@newsfe16.iad>
Source record: 436
Cross-posted to: comp.sys.atari.8bit,alt.misogyny

Women are too stupid.
Do you have to say anything more?

"Tony Simsig" <Aeon_warmth@yahoo.com> wrote in message
news:1ad6d7a9-f8c6-4b77-84f0-a6624703ce9a@o15g2000prn.googlegroups.com...
> 99% of ATARI 800 XL/XE hardware and software was designed
> by men.That
> proves that women are too stupid to design anything for
> the 800 XL/XE.
> Women should not work with computers!
>
> Women should stay at home and they should care for the
> kids and wash,
> clean and cook for their husbands. Men were made for
> designing
> hardware, for programming, for working and for earning
> money.
>
> Feminism is evil, we HAVE TO turn back time and we have to
> take it
> back. Women MUST NOT make careers, they have to be mothers
> and
> homemakers.
>
> Come to alt.misogyny to talk about how evil feminism has
> made women
> and what we men can do to destroy that evil and to bring
> back the
> lovely housewives of the past.
>
> Tony Simsig
>

4998. Re: Women are too stupid to design hardware or software for the ATARI 800 XL/XE!

Newsgroup: comp.sys.atari.8bit
Date: 2012-03-02 15:24:20 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <kZidnZCPN_KAe83SnZ2dnUVZ876dnZ2d@telenor.com>
Source record: 437
Cross-posted to: comp.sys.atari.8bit,alt.misogyny

"THE BORG" <theborg@tricordia.com> skrev i melding
news:z0A3r.14956$I%6.1990@newsfe16.iad...
> Women are too stupid.
> Do you have to say anything more?
>
Isn't that a stupid thing to say? What does that make you? Silly little
thing you

4999. Re: Super Archiver with Bit Writer

Newsgroup: comp.sys.atari.8bit
Date: 2012-03-02 17:21:18 UTC
From: randy.viau@sympatico.ca
Message-ID: <db861b3e-9e7b-4182-9177-acb3eaf6df45@w19g2000vbe.googlegroups.com>
Source record: 438

On Feb 28, 1:41 pm, michael alers <michael.al...@gmail.com> wrote:
> Hello,
>
> I am searching for the Bit-Writer supplement for the Super Archiver
> which was sold by CSS in the past.
> It does not matter if it is just the Hardware-Board or a complete 1050
> Drive.
>
> Best
> Michael

have the 1050 happy drive with 32k and Super archiver II , for sale
complete in the box like new.

5000. DarkForce! February Monthly winner!

Newsgroup: comp.sys.atari.8bit
Date: 2012-03-02 22:59:23 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <4f5150cb$0$12052$bbae4d71@news.suddenlink.net>
Source record: 439

Greetings everyone!

Here is the lucky winner for February 2012 at The DarkForce! BBS:

February 2012
1. Mark_G wins a free 12 issue/1 year subscription to
Atariuser Magazine

Also, here is the March 2012 prize:

March 2012
1. Atariuser Magazine - some lucky caller will win a free 12 issue
/1 year subscription to Atariuser Magazine.

Congratulations to our winner, and good luck to this months callers!

:)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

5001. Re: Super Archiver with Bit Writer

Newsgroup: comp.sys.atari.8bit
Date: 2012-03-03 09:35:03 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <6a2dndl-H5oieMzSnZ2dnUVZ87-dnZ2d@telenor.com>
Source record: 440

What price you have on it?

<randy.viau@sympatico.ca> skrev i melding
news:db861b3e-9e7b-4182-9177-acb3eaf6df45@w19g2000vbe.googlegroups.com...
On Feb 28, 1:41 pm, michael alers <michael.al...@gmail.com> wrote:
> Hello,
>
> I am searching for the Bit-Writer supplement for the Super Archiver
> which was sold by CSS in the past.
> It does not matter if it is just the Hardware-Board or a complete 1050
> Drive.
>
> Best
> Michael

have the 1050 happy drive with 32k and Super archiver II , for sale
complete in the box like new.

5002. Re: Super Archiver with Bit Writer

Newsgroup: comp.sys.atari.8bit
Date: 2012-03-04 09:22:13 UTC
From: michael alers <michael.alers@gmail.com>
Message-ID: <0b95c5a7-435d-411f-8fb1-dcfecb0a3ccb@r1g2000yqk.googlegroups.com>
Source record: 441

On 2 Mrz., 18:21, randy.v...@sympatico.ca wrote:
> On Feb 28, 1:41 pm, michael alers <michael.al...@gmail.com> wrote:
>
> > Hello,
>
> > I am searching for the Bit-Writer supplement for the Super Archiver
> > which was sold by CSS in the past.
> > It does not matter if it is just the Hardware-Board or a complete 1050
> > Drive.
>
> > Best
> > Michael
>
> have the 1050 happy drive with 32k and Super archiver II , for sale
> complete in the box like new.

Hello,

if the 1050 contains also the "Bit Writer" supplement I would like to
buy it.
The software for the super archiver and also for "bit writer" should
be included as well.

Whats the price for it?

Best
Michael

5003. Searching for Ultimon built-in Monitor/Debugger for XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2012-03-04 12:17:03 UTC
From: michael alers <michael.alers@gmail.com>
Message-ID: <a4c217f1-75bf-4186-b73b-173755a1e829@a15g2000yqf.googlegroups.com>
Source record: 442

Hello,

i am searching for Ultimon built-in Monitor/Debugger 800XL or 130XE.

It seems, that it is the only Debugger capable of setting Breakpoints.

http://fox-1.nl/ULTIMON_Manual.zip

Best
Michael

5004. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2012-03-05 05:34:03 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1330925578@rtfm.mit.edu>
Source record: 443
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 20 days
Last-modified: January 7, 2012

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 20 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
(This newsgroup is not widely propagated.)
```

de.comp.sys.atari
[German language discussion about Atari micros.]

fr.comp.sys.atari
Machines de la gamme Atari.
[French language discussion about Atari micros.]

pl.comp.sys.atari
Grupa dyskusyjna uzytkownikow komputerow atari.
[Polish language discussion about Atari micros.]

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

5005. 20% OFF ALL NEW ATARI GAMES & ALL BOOKS! BEN'S BIRTHDAY SALES!

Newsgroup: comp.sys.atari.8bit
Date: 2012-03-06 14:42:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1203060638410.25700@slate.spiritone.com>
Source record: 444
Cross-posted to:
alt.atari-jaguar.discussion,alt.games.lynx,alt.atari.2600vcs,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Celebrate March with a 20% Discount! Bless BEN with BEN'S BIRTHDAY SALES!

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http://Adoption.Atari.org ATARI ADOPTION AGENCY!
http://www.aracnet.com/~atari/ftp DOWNLOAD FREE ATARI CATALOGS!
http://specials.Atari.org DAILY SPECIALS! DETAILS ON SALES!
http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
http://www.aracnet.com/~atari/microprose.htm 20% OFF ALL NEW MICROPROSE GAMES!
http://www.aracnet.com/~atari/8btbooks.htm 20% OFF CLASSIC ATARI 8 BIT BOOKS!
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http://www.aracnet.com/~atari/stbooks.htm 20% OFF ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm CLASSIC ATARI 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm 20% OFF 2600/7800 GAMES + HARDWARE!
http://www.aracnet.com/~atari/5200.htm 20% OFF 5200 GAMES + HARDWARE LIST!
http://www.aracnet.com/~atari/lynx.htm 20% OFF LYNX GAMES + HARDWARE LIST!
http://www.aracnet.com/~atari/jaguar.htm 20% 0FF JAGUAR GAMES + HARDWARE LIST!
http://www.aracnet.com/~atari/8bt_soft.htm 20% OFF ATARI 8 BIT GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm 20% OFF ATARI ST GAMES LIST!

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben
anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2012!
Sent on my Atari Computer

5006. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-03-06 14:44:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1203060642130.25700@slate.spiritone.com>
Source record: 445
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

LOOKING FOR ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT AND/OR ST?

Sign Up for the Mailing List used to send E-Mail From Bravo Sierra Computers! Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

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5007. FS: NEW GAMES! ATARI/AVALON HILL/DATASOFT/EOA/EPYX/IMAGIC/MICROPROSE/

Newsgroup: comp.sys.atari.8bit
Date: 2012-03-08 15:27:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1203080725430.24900@slate.spiritone.com>
Source record: 446
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

FS: NEW GAMES! ATARI/AVALON HILL/DATASOFT/EOA/EPYX/IMAGIC/MICROPROSE/PARKER BROTHERS/ROKLAN!

NEW GAMES FOR THE CLASSIC ATARI 8 BIT/400/800/600XL/1200XL/800XL/65XE/130XE/ XEGS!

NEW ATARI GAMES: Asteroids; Basketball; Centipede; Dig Dug; Final Legacy; Foot- ball; Joust; Millipede; Moon Patrol; Pole Position; QIX; Star Raiders; Tennis;

NEW ATARI XEGS GAME CARTS: Archon-The Light And The Dark; Ballblazer; Barnyard Blaster; Crossbow; David's Midnight Magic; DesertFalcon; GATO; HardBall!; Lode Runner; Necromancer; One-on-One Basketball; Rescue on Fractalus; Star Raiders II; ThunderFox;

NEW AVALON HILL GAMES: Five Card Draw Poker-Arcade Pak #2; Paris in Danger; Sports Illustrated Boxing/Computer Title Bout; Sports Illustrated Computer Football Strategy;

NEW DATASOFT GAMES: Bismarck*The North Sea Chase; Dig Dug; Napoleon in Russia-Borodino 1812; The Official Moon Shuttle; Pacific Coast Hwy; Pole Position;

NEW ELECTRONIC ARTS GAMES: Bill Budge. Pinball Construction Set; Hard Hat Mack; Lords of Conquest; One-on-One; Racing Destruction Set;

NEW EPYX GAMES: Gateway to Apshai; Jumpman Junior; PitStop; Rescue on Fractalus; Summer Games;

NEW IMAGIC GAMES: Atlantis; Demon Attack;

NEW MICROPROSE GAMES: Conflict in Vietnam; Crusade in Europe; Decision in the Desert; F-15 Strike Eagle; Kennedy Approach; Silent Service; Top Gunner Collection;

NEW PARKER BROTHERS GAMES: Astro Chase; Frogger; Star Wars-Return of the Jedi-Death Star Battle;

NEW ROKLAN GAMES: Gorf; Journey to the Planets; Wizard of Wor;

NEW CLAMSHELL TITLES-QUALITY TITLES AT BARGAIN PRICES: ABC'S with the TINK TONKS; Arcade II; BEING A SMART THINKER with the TINK TONKS; Casino Parlor Games; Castle Wolfenstein; DEVELOP THINKING SKILLS with the TINK TONKS; Dig Dug; Gateway to Apshai; GhostBusters; Greatest Hits I; QuestProbe Featuring THE HULK; Jumpman Junior; Mah Jong; The Official Moon Shuttle; PitStop; Pole Position; Space Games; Storybook Addition and Subtraction; Strategy Simulations; SUBTRACTION with the TINK TONKS; Superman The Game; TYPIT PERSONAL WORD PROCESSOR;

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http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm CLASSIC ATARI 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm ATARI 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm ATARI LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm ATARI JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!

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Sent on my Atari Computer

5008. FS: NEW GAMES! ATARI/AVALON HILL/DATASOFT/EOA/EPYX/IMAGIC/MICROPROSE/

Newsgroup: comp.sys.atari.8bit
Date: 2012-03-16 08:55:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1203160152060.20539@slate.spiritone.com>
Source record: 447
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

FS: NEW GAMES! ATARI/AVALON HILL/DATASOFT/EOA/EPYX/IMAGIC/MICROPROSE/PARKER BROTHERS/ROKLAN!

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NEW EPYX GAMES: Gateway to Apshai; Jumpman Junior; PitStop; Rescue on Fractalus; Summer Games;

NEW IMAGIC GAMES: Atlantis; Demon Attack;

NEW MICROPROSE GAMES: Conflict in Vietnam; Crusade in Europe; Decision in the Desert; F-15 Strike Eagle; Kennedy Approach; Silent Service; Top Gunner Collection;

NEW PARKER BROTHERS GAMES: Astro Chase; Frogger; Star Wars-Return of the Jedi-Death Star Battle;

NEW ROKLAN GAMES: Gorf; Journey to the Planets; Wizard of Wor;

NEW CLAMSHELL TITLES-QUALITY TITLES AT BARGAIN PRICES: ABC'S with the TINK TONKS; Arcade II; BEING A SMART THINKER with the TINK TONKS; Casino Parlor Games; Castle Wolfenstein; DEVELOP THINKING SKILLS with the TINK TONKS; Dig Dug; Gateway to Apshai; GhostBusters; Greatest Hits I; QuestProbe Featuring THE HULK; Jumpman Junior; Mah Jong; The Official Moon Shuttle; PitStop; Pole Position; Space Games; Storybook Addition and Subtraction; Strategy Simulations; SUBTRACTION with the TINK TONKS; Superman The Game; TYPIT PERSONAL WORD PROCESSOR;

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http://www.aracnet.com/~atari/8btbooks.htm CLASSIC ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/books.htm MISCELLANEOUS BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm CLASSIC ATARI 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm ATARI 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm ATARI LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm ATARI JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!

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Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org & Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2012! Sent on my Atari Computer

5009. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-03-16 09:04:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1203160202200.20539@slate.spiritone.com>
Source record: 448
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

LOOKING FOR ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT AND/OR ST?

Sign Up for the Mailing List used to send E-Mail From Bravo Sierra Computers! Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

Direct Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com!! Can't reach me? See info at Bottom!Get Heads Up on NEW Atari Sales before the Rest!

Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org & Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2012! Sent on my Atari Computer

5010. Seattle Retro-Computing Soiciety meets Saturday, March 24th

Newsgroup: comp.sys.atari.8bit
Date: 2012-03-19 23:11:05 UTC
From: SRCS Admin <searetcompsoc@gmail.com>
Message-ID: <16860618.3817.1332198665351.JavaMail.geo-discussion-forums@pbcr5>
Source record: 449

Come one, come all, to the Seattle Retro-Computing Society's regular monthly meeting! It will be held Saturday, March 24th from 11:30 AM to 5:00 PM (please note our new starting time, which is an hour later than it was last year).

Please read the important announcement about our website at the end of this message!

Do you do any of the following with old computers? Will you be near Seattle on Saturday?

+ Use, collect, and/or restore them
+ Play games on them
+ Write programs for them
+ Develop new hardware for them
+ Help other people do any of the above

If your answer was "yes," then the SRCS is for you! We exist so you can show off your awesome stuff, bounce ideas off of fellow enthusiasts, and be inspired by one another's achievements, plans and aspirations.

No idea is too big or too small, and we're not picky about what flavor of vintage machine you prefer! Come on down and tell us about it!

The meetings are graciously hosted by the Living Computer Museum, which is gradually fitting out a computer museum in Seattle's SODO neighborhood. There will be refreshments, a Buy-Sell-Free-Trade table, and enough table space & power to set up anything you may want to show off!

For further details, please see our web page at http://www.seattleretrocomputing.com/ and our mailing list at http://groups.google.com/group/seattle-retrocomp . Hope to see you there!

We are pleased to announce that the feature on our website which says who is coming, what they mean to bring, and what they hope someone else will bring has been de-zombied. We formerly had trouble with it not resetting after the meetings each month, so no one could rely on anything they saw there unless it happened to contain a date.

Well, it now works properly (AND says when you're coming even if you don't say you'll bring anything!) -- but since everyone kind of gave up on it over the last few months, as I write this only three people have filled it out for the coming meeting. Please take a moment to fill in your RSVP for March!

Gordon "gsteemso" Steemson
SRCS agitator-in-chief

5011. FS: NEW GAMES! ATARI/AVALON HILL/DATASOFT/EOA/EPYX/IMAGIC/MICROPROSE/

Newsgroup: comp.sys.atari.8bit
Date: 2012-03-22 08:21:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1203220119540.18951@slate.spiritone.com>
Source record: 450
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

FS: NEW GAMES! ATARI/AVALON HILL/DATASOFT/EOA/EPYX/IMAGIC/MICROPROSE/PARKER BROTHERS/ROKLAN!

NEW GAMES FOR THE CLASSIC ATARI 8 BIT/400/800/600XL/1200XL/800XL/65XE/130XE/ XEGS!

NEW ATARI GAMES: Asteroids; Basketball; Centipede; Dig Dug; Final Legacy; Foot- ball; Joust; Millipede; Moon Patrol; Pole Position; QIX; Star Raiders; Tennis;

NEW ATARI XEGS GAME CARTS: Archon-The Light And The Dark; Ballblazer; Barnyard Blaster; Crossbow; David's Midnight Magic; DesertFalcon; GATO; HardBall!; Lode Runner; Necromancer; One-on-One Basketball; Rescue on Fractalus; Star Raiders II; ThunderFox;

NEW AVALON HILL GAMES: Five Card Draw Poker-Arcade Pak #2; Paris in Danger; Sports Illustrated Boxing/Computer Title Bout; Sports Illustrated Computer Football Strategy;

NEW DATASOFT GAMES: Bismarck*The North Sea Chase; Dig Dug; Napoleon in Russia-Borodino 1812; The Official Moon Shuttle; Pacific Coast Hwy; Pole Position;

NEW ELECTRONIC ARTS GAMES: Bill Budge. Pinball Construction Set; Hard Hat Mack; Lords of Conquest; One-on-One; Racing Destruction Set;

NEW EPYX GAMES: Gateway to Apshai; Jumpman Junior; PitStop; Rescue on Fractalus; Summer Games;

NEW IMAGIC GAMES: Atlantis; Demon Attack;

NEW MICROPROSE GAMES: Conflict in Vietnam; Crusade in Europe; Decision in the Desert; F-15 Strike Eagle; Kennedy Approach; Silent Service; Top Gunner Collection;

NEW PARKER BROTHERS GAMES: Astro Chase; Frogger; Star Wars-Return of the Jedi-Death Star Battle;

NEW ROKLAN GAMES: Gorf; Journey to the Planets; Wizard of Wor;

NEW CLAMSHELL TITLES-QUALITY TITLES AT BARGAIN PRICES: ABC'S with the TINK TONKS; Arcade II; BEING A SMART THINKER with the TINK TONKS; Casino Parlor Games; Castle Wolfenstein; DEVELOP THINKING SKILLS with the TINK TONKS; Dig Dug; Gateway to Apshai; GhostBusters; Greatest Hits I; QuestProbe Featuring THE HULK; Jumpman Junior; Mah Jong; The Official Moon Shuttle; PitStop; Pole Position; Space Games; Storybook Addition and Subtraction; Strategy Simulations; SUBTRACTION with the TINK TONKS; Superman The Game; TYPIT PERSONAL WORD PROCESSOR;

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http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
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http://www.aracnet.com/~atari/jaguar.htm ATARI JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!

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5012. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-03-22 08:27:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1203220125460.18951@slate.spiritone.com>
Source record: 251
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

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5013. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2012-03-26 04:30:48 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1332736189@rtfm.mit.edu>
Source record: 252
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 20 days
Last-modified: January 7, 2012

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 20 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
(This newsgroup is not widely propagated.)
```

de.comp.sys.atari
[German language discussion about Atari micros.]

fr.comp.sys.atari
Machines de la gamme Atari.
[French language discussion about Atari micros.]

pl.comp.sys.atari
Grupa dyskusyjna uzytkownikow komputerow atari.
[Polish language discussion about Atari micros.]

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

5014. Power supply is out...

Newsgroup: comp.sys.atari.8bit
Date: 2012-03-27 05:34:15 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <4f715157$0$8479$bbae4d71@news.suddenlink.net>
Source record: 253

As far as I can tell, the power supply on the Mega ST4 that runs my BBS
is out.

I'll order a new one from Best Electronics, but the BBS will probably be
down for a few days...

Apologies!

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

5015. Re: Power supply is out...

Newsgroup: comp.sys.atari.8bit
Date: 2012-03-28 01:24:48 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <jktp8gkbu1@speranza.aioe.org>
Source record: 254

On 3/26/12 11:34 PM, Ronald J. Hall wrote:
>
> As far as I can tell, the power supply on the Mega ST4 that runs my BBS
> is out.
>
> I'll order a new one from Best Electronics, but the BBS will probably be
> down for a few days...

Many years ago, when the Mega ST4 was my primary computer, I had power supply problems.

A close examination of solder joints in the power supply revealed a number of joints literally had developed cracks in the solder. Removed the old solder, resoldered, and never had another problem.

Might be something to look into.

--
Ken

Mac OS X 10.6.8
Firefox 10.0.2
Thunderbird 10.0.2
LibreOffice 3.5.0 rc3

5016. Re: Power supply is out...

Newsgroup: comp.sys.atari.8bit
Date: 2012-03-28 02:26:38 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <4f7276de$0$9330$bbae4d71@news.suddenlink.net>
Source record: 255

On Tue, 27 Mar 2012 19:24:48 -0600, Ken Springer wrote:

> Many years ago, when the Mega ST4 was my primary computer, I had power
> supply problems.
>
> A close examination of solder joints in the power supply revealed a
> number of joints literally had developed cracks in the solder. Removed
> the old solder, resoldered, and never had another problem.
>
> Might be something to look into.

Thanks for the suggestion! :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

5017. Re: Power supply is out...

Newsgroup: comp.sys.atari.8bit
Date: 2012-03-28 12:44:50 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <jkv13hbrg1@speranza.aioe.org>
Source record: 256

On 3/27/12 8:26 PM, Ronald J. Hall wrote:
> On Tue, 27 Mar 2012 19:24:48 -0600, Ken Springer wrote:
>
>> Many years ago, when the Mega ST4 was my primary computer, I had power
>> supply problems.
>>
>> A close examination of solder joints in the power supply revealed a
>> number of joints literally had developed cracks in the solder. Removed
>> the old solder, resoldered, and never had another problem.
>>
>> Might be something to look into.
>
> Thanks for the suggestion! :)

You're welcome.

I forgot to mention, I had to use a magnifying glass to find some of the cracks.

--
Ken

Mac OS X 10.6.8
Firefox 10.0.2
Thunderbird 10.0.2
LibreOffice 3.5.0 rc3

5018. FS: NEW GAMES! ATARI/AVALON HILL/DATASOFT/EOA/EPYX/IMAGIC/MICROPROSE/

Newsgroup: comp.sys.atari.8bit
Date: 2012-03-30 08:16:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1203300112480.28911@slate.spiritone.com>
Source record: 257
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

FS: NEW GAMES! ATARI/AVALON HILL/DATASOFT/EOA/EPYX/IMAGIC/MICROPROSE/PARKER BROTHERS/ROKLAN!

NEW GAMES FOR THE CLASSIC ATARI 8 BIT/400/800/600XL/1200XL/800XL/65XE/130XE/ XEGS!

NEW ACTIVISION GAMES; GhostBusters; The Great American Cross-Country Road Race; River Raid;

NEW ATARI GAMES: 3-D Tic-Tac-Toe; Asteroids; Basketball; Centipede; Dig Dug; Final Legacy; Football; Joust; Millipede; Moon Patrol; Pole Position; QIX; Star Raiders; Tennis;

NEW ATARI XEGS GAME CARTS: Archon-The Light And The Dark; Ballblazer; Barnyard Blaster; Crossbow; David's Midnight Magic; DesertFalcon; GATO; HardBall!; Lode Runner; Necromancer; One-on-One Basketball; Rescue on Fractalus; Star Raiders II; ThunderFox;

NEW AVALON HILL GAMES: Five Card Draw Poker-Arcade Pak #2; Paris in Danger; Sports Illustrated Boxing/Computer Title Bout; Sports Illustrated Computer Football Strategy;

NEW DATASOFT GAMES: 221B Baker st.; Bismarck*The North Sea Chase; Dig Dug; Napoleon in Russia-Borodino 1812; The Official Moon Shuttle; Pacific Coast Hwy; Pole Position; Saracen; Tomahawk; Zaxxon;

NEW ELECTRONIC ARTS GAMES: Bill Budge. Pinball Construction Set; Hard Hat Mack; Lords of Conquest; One-on-One; Racing Destruction Set;

NEW EPYX GAMES: Gateway to Apshai; Jumpman; Jumpman Junior; PitStop; Rescue on Fractalus; Summer Games; World Karate Championship;

NEW IMAGIC GAMES: Atlantis; Demon Attack;

NEW MICROPROSE GAMES: Conflict in Vietnam; Crusade in Europe; Decision in the Desert; F-15 Strike Eagle; Kennedy Approach; Silent Service; Solo Flight; Top Gunner Collection;

NEW PARKER BROTHERS GAMES: Astro Chase; Frogger; Star Wars-Return of the Jedi-Death Star Battle;

NEW ROKLAN GAMES: Gorf; Journey to the Planets; Wizard of Wor;

NEW SEGA GAMES; Spy Hunter; Star Trek; Zaxxon;

NEW SIERRA GAMES;CrossFire; MR. Cool;Winnie The Pooh In The Hundred Acre Wood;

NEW CLAMSHELL TITLES-QUALITY TITLES AT BARGAIN PRICES: ABC'S with the TINK TONKS; Arcade II; BEING A SMART THINKER with the TINK TONKS; Casino Parlor Games; Castle Wolfenstein; DEVELOP THINKING SKILLS with the TINK TONKS; Dig Dug; Gateway to Apshai; GhostBusters; Greatest Hits I; QuestProbe Featuring THE HULK; Jumpman Junior; Mah Jong; The Official Moon Shuttle; PitStop; Pole Position; Space Games; Storybook Addition and Subtraction; Strategy Simulations; SUBTRACTION with the TINK TONKS; Superman The Game; TYPIT PERSONAL WORD PROCESSOR;

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5019. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-03-30 08:46:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1203300141100.28911@slate.spiritone.com>
Source record: 258
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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5020. DarkForce March 2012 winner!

Newsgroup: comp.sys.atari.8bit
Date: 2012-04-02 03:42:19 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <4f79201b$0$1711$bbae4d71@news.suddenlink.net>
Source record: 259

Greetings everyone!

Here is the lucky winner for March 2012 at The DarkForce! BBS:

March 2012
1. Dal wins a free 12 issue/1 year subscription to
Atariuser Magazine

Also, here is the April 2012 prize:

April 2012
1. Atariuser Magazine - some lucky caller will win a free 12 issue
/1 year subscription to Atariuser Magazine.

Congratulations to our winner, and good luck to this months callers!

:)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

5021. Re: Searching for Ultimon built-in Monitor/Debugger for XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2012-04-02 20:22:31 UTC
From: Clu <drclu@swbell.net>
Message-ID: <jld5a9$77m$2@speranza.aioe.org>
Source record: 260

On 3/4/12 3:17 PM, michael alers wrote:
> Hello,
>
> i am searching for Ultimon built-in Monitor/Debugger 800XL or 130XE.
>
> It seems, that it is the only Debugger capable of setting Breakpoints.
>
> http://fox-1.nl/ULTIMON_Manual.zip
>
> Best
> Michael

Ultimon or Omnimon?

Doc Clu

5022. Re: DarkForce! February Monthly winner!

Newsgroup: comp.sys.atari.8bit
Date: 2012-04-02 20:24:08 UTC
From: Clu <drclu@swbell.net>
Message-ID: <jld5d9$77m$3@speranza.aioe.org>
Source record: 261

On 3/3/12 1:59 AM, Ronald J. Hall wrote:
> Greetings everyone!
>
> Here is the lucky winner for February 2012 at The DarkForce! BBS:
>
> February 2012
> 1. Mark_G wins a free 12 issue/1 year subscription to
> Atariuser Magazine

Congratulations to lurker Mark G!

Doc Clu

5023. Re: Used 8-bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 2012-04-02 20:28:02 UTC
From: Clu <drclu@swbell.net>
Message-ID: <jld5kj$77m$4@speranza.aioe.org>
Source record: 262

On 2/27/12 6:24 AM, Bill Garber wrote:

>> 400, 800s, 810s 850s, misc parts and service manuals.
>> All used, range from excellent to fair condition. Sell
>> as whole lot preferred. Best offer, buyer pays shipping.
>>
>> fyrsoldude55 at g mail (dot) com

On 2/27/12 6:24 AM, Bill Garber wrote:
> A more comprehensive listing of the items would be nice.
>
> SEPA Electronics
> http://www.sepa-electronics.com
> Bill Garber

Here is the list of what he sent to me, might have some of this still..

Atari 8-bit Equipment

800 in original box w/power supply. Powers up.

800 no box w/power supply. Powers up.

850 in original factory shipping box bad power supply. Powers up.

850 no box, no power supply. Powers up.

810 in original box w power supply. Powers up.

810 in original box, no power supply. Powers up.

810 needs repair

Spare MPI drive mech, condition unknown (new in original shipper)

810 chassis w/power supply board only

3 spare drive mechs, parts only

400/800 port diagnostic board

850 diagnostic turnaround module

400/800 Factory service manual

Misc bags of original factory part and ICs

Misc interconnect cords

Copy of ï¿½The Chipï¿½ installation manual

Boxes range from good to poor condition. Units power up only, no guarantee of functionality. Drives likely need slide rail lubrication and alignment.

5024. Re: DarkForce! February Monthly winner!

Newsgroup: comp.sys.atari.8bit
Date: 2012-04-03 12:14:24 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <4f7ae9a0$0$16848$bbae4d71@news.suddenlink.net>
Source record: 263

On Tue, 03 Apr 2012 00:24:08 +0400, Clu wrote:

> On 3/3/12 1:59 AM, Ronald J. Hall wrote:
>> Greetings everyone!
>>
>> Here is the lucky winner for February 2012 at The DarkForce! BBS:
>>
>> February 2012
>> 1. Mark_G wins a free 12 issue/1 year subscription to
>> Atariuser Magazine
>
> Congratulations to lurker Mark G!
>
> Doc Clu

Hey Doc - do you know Mark G?

I have been unable to contact him. Without a valid e-mail address I
can't deliver his prize... :(

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
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5025. Re: Searching for Ultimon built-in Monitor/Debugger for XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2012-04-05 12:49:34 UTC
From: David Hopcroft <David.Hopcroft@gmx.net>
Message-ID: <20120405144934660 73-DavidHopcroft@gmxnet>
Source record: 264

On 2012-04-02 20:22:31 +0000, Clu said:

> On 3/4/12 3:17 PM, michael alers wrote:
>> Hello,
>>
>> i am searching for Ultimon built-in Monitor/Debugger 800XL or 130XE.
>>
>> It seems, that it is the only Debugger capable of setting Breakpoints.
>>
>> http://fox-1.nl/ULTIMON_Manual.zip
>>
>> Best
>> Michael
>
> Ultimon or Omnimon?
>
> Doc Clu

It was Ultimon, and he brought my 800XL machine from me it had both
ulimon and omnimon installed.

5026. 20% OFF ALL BRAND NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2012-04-07 07:48:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1204070031540.27023@slate.spiritone.com>
Source record: 265
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5027. FS: NEW GAMES! ATARI/AVALON HILL/DATASOFT/EOA/EPYX/IMAGIC/MICROPROSE/

Newsgroup: comp.sys.atari.8bit
Date: 2012-04-07 09:34:43 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1204070232070.27625@slate.spiritone.com>
Source record: 266
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

FS: NEW GAMES! ATARI/AVALON HILL/DATASOFT/EOA/EPYX/IMAGIC/MICROPROSE/PARKER BROTHERS/ROKLAN!

NEW GAMES FOR THE CLASSIC ATARI 8 BIT/400/800/600XL/1200XL/800XL/65XE/130XE/ XEGS!

NEW ACTIVISION GAMES; GhostBusters; The Great American Cross-Country Road Race; River Raid;

NEW ATARI GAMES: 3-D Tic-Tac-Toe; Asteroids; Basketball; Centipede; Dig Dug; Final Legacy; Football; Joust; Millipede; Moon Patrol; Pole Position; QIX; Star Raiders; Tennis;

NEW ATARI XEGS GAME CARTS: Archon-The Light And The Dark; Ballblazer; Barnyard Blaster; Crossbow; David's Midnight Magic; DesertFalcon; GATO; HardBall!; Lode Runner; Necromancer; One-on-One Basketball; Rescue on Fractalus; Star Raiders II; ThunderFox;

NEW AVALON HILL GAMES: Five Card Draw Poker-Arcade Pak #2; Paris in Danger; Sports Illustrated Boxing/Computer Title Bout; Sports Illustrated Computer Football Strategy;

NEW DATASOFT GAMES: 221B Baker st.; Bismarck*The North Sea Chase; Dig Dug; Napoleon in Russia-Borodino 1812; The Official Moon Shuttle; Pacific Coast Hwy; Pole Position; Saracen; Tomahawk; Zaxxon;

NEW ELECTRONIC ARTS GAMES: Bill Budge. Pinball Construction Set; Hard Hat Mack; Lords of Conquest; One-on-One; Racing Destruction Set;

NEW EPYX GAMES: Gateway to Apshai; Jumpman; Jumpman Junior; PitStop; Rescue on Fractalus; Summer Games; World Karate Championship;

NEW IMAGIC GAMES: Atlantis; Demon Attack;

NEW MICROPROSE GAMES: Conflict in Vietnam; Crusade in Europe; Decision in the Desert; F-15 Strike Eagle; Kennedy Approach; Silent Service; Solo Flight; Top Gunner Collection;

NEW PARKER BROTHERS GAMES: Astro Chase; Frogger; Star Wars-Return of the Jedi-Death Star Battle;

NEW ROKLAN GAMES: Gorf; Journey to the Planets; Wizard of Wor;

NEW SEGA GAMES; Spy Hunter; Star Trek; Zaxxon;

NEW SIERRA GAMES;CrossFire; MR. Cool;Winnie The Pooh In The Hundred Acre Wood;

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5028. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-04-07 09:42:16 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1204070240080.27625@slate.spiritone.com>
Source record: 267
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

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5029. Atari BASIC: A Self-Teaching Guide (XL Edition)

Newsgroup: comp.sys.atari.8bit
Date: 2012-04-09 07:54:48 UTC
From: bill@newbreedsoftware.com
Message-ID: <4f8295c8$0$16145$742ec2ed@news.sonic.net>
Source record: 268

"Atari BASIC: A Self-Teaching Guide (XL Edition)" was, along with the Atari BASIC reference manual (which I distinctly remember reading some of while I was going somewhere in the car with my mom, and laughed about the fact that there was a "POP" command :)), was what I used to cut my childhood programming teeth.

Today I spent an hour or so, whizzing through the first couple of chapters, having my 5yo son type in some BASIC. :) Good times.

He eventually got distracted by his infant brother (and possibly a bit excited from eating a bit more Easter candy), and wandered off to play with another geeky thing he's technically too young for: an electronics kit :)

I am now hankering to do more TurboBASIC XL programming. *nostalgia* :)

--
-bill!
Sent from my computer

5030. Jack Tramiel died

Newsgroup: comp.sys.atari.8bit
Date: 2012-04-09 18:22:39 UTC
From: bill@newbreedsoftware.com
Message-ID: <4f8328ef$0$16208$742ec2ed@news.sonic.net>
Source record: 269

Computer Legend and Gaming Pioneer Jack Tramiel Dies at Age 83

http://www.forbes.com/sites/davidthier/2012/04/09/computer-legend-and-gaming-pioneer-jack-tramiel-dies-at-age-83/

Jack Tramiel, founder of Commodore International and crucial figure
in the early history of video games, died passed away surrounded by
his family on Sunday, his family confirms. He was 83 years old.

--
-bill!
Sent from my computer

5031. Re: Announcement: cc65 version 2.13.3

Newsgroup: comp.sys.atari.8bit
Date: 2012-04-13 01:21:37 UTC
From: Chris Chiesa <cchiesa1@twcny.rr.com>
Message-ID: <jm7v30$24pi$1@adenine.netfront.net>
Source record: 270

On 2/8/2012 8:05 AM, U. v. Bassewitz wrote:
> [Crossposted - please remove irrelevant newsgroups when replying]
>
>
> I'm proud to announce version 2.13.3 of cc65.
...

Old-timer here who hasn't been on this group to speak of in 10-12 years or so. And can't promise to really renew my participation at this time, either. I've been out of the loop a long time. I still have my Atari system(s) but they haven't been set back up since I had to pack them away to move five years ago. All my 1200 floppies, too, are a thousand miles away at a friend's house who's supposedly going to image them all with some newfangled hi-falutin' hardware gadget, so's I can use them with one or another of the various emulators.

So Uz, how and when did you and your team become the main developer(s) of CC65? Is this the SAME CC65 that John Dunning originated back in the late 90s? I thought he gave all his project floppies to ME. Not that I've ever been able to READ them... Or did you guys start a whole separate project and just happen to give it the same NAME? I'm curious.

Chris Chiesa

--- Posted via news://freenews.netfront.net/ - Complaints to news@netfront.net ---

5032. Re: Announcement: cc65 version 2.13.3

Newsgroup: comp.sys.atari.8bit
Date: 2012-04-13 11:53:39 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <jm9442rai1@news.belwue.de>
Source record: 271

On 13.04.2012 03:21, Chris Chiesa wrote:

> So Uz, how and when did you and your team become the main developer(s)
> of CC65? Is this the SAME CC65 that John Dunning originated back in the
> late 90s? I thought he gave all his project floppies to ME. Not that
> I've ever been able to READ them... Or did you guys start a whole
> separate project and just happen to give it the same NAME? I'm curious.

While I'm not Uz, you certainly find a good overview of CC65 here:

http://www.cc65.org/index.php#Overview

Yes, it is indeed based on John Dunning's sources, as far as I read this.

Greetings,
Thomas

5033. Re: Announcement: cc65 version 2.13.3

Newsgroup: comp.sys.atari.8bit
Date: 2012-04-13 19:36:54 UTC
From: uz@spamtrap.musoftware.de
Message-ID: <jm9v8m$24i$1@mauli.musoftware.de>
Source record: 272

Chris Chiesa <cchiesa1@twcny.rr.com> wrote:
> So Uz, how and when did you and your team become the main developer(s)
> of CC65? Is this the SAME CC65 that John Dunning originated back in the
> late 90s? I thought he gave all his project floppies to ME. Not that
> I've ever been able to READ them... Or did you guys start a whole
> separate project and just happen to give it the same NAME? I'm curious.

I didn't get any floppies, and I had no contact to John R. Dunning. I just downloaded the sources from

http://www.umich.edu/~archive/atari/8bit/Languages/Cc65/

That must have been around 1996 or so. Since then, most stuff has been rewritten from scratch. The assembler, linker, archiver and all other tools are complete rewrites. Same for the library. The only piece that does still contain some old code is the compiler itself. The whole package is cross platform now, both on the host and on the target side.

The cc65 web site

http://www.cc65.org/

has more information. There's also a - somewhat outdated - text file that comes with the documentation and describes the differences:

http://www.cc65.org/doc/newvers.txt

Do you have an email address of John? I never managed to get any hint on how to contact him.

Regards

Uz

--
Ullrich von Bassewitz uz@spamtrap.musoftware.de
21:25:52 up 20 days, 2:47, 1 user, load average: 1.16, 1.04, 1.00

5034. FS: NEW GAMES! ATARI/AVALON HILL/DATASOFT/EOA/EPYX/IMAGIC/MICROPROSE/

Newsgroup: comp.sys.atari.8bit
Date: 2012-04-13 21:18:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1204131415450.30041@slate.spiritone.com>
Source record: 273
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

FS: NEW GAMES! ATARI/AVALON HILL/DATASOFT/EOA/EPYX/IMAGIC/MICROPROSE/PARKER BROTHERS/ROKLAN!

NEW GAMES FOR THE CLASSIC ATARI 8 BIT/400/800/600XL/1200XL/800XL/65XE/130XE/ XEGS!

NEW ACTIVISION GAMES; GhostBusters; The Great American Cross-Country Road Race; River Raid;

NEW ATARI GAMES: 3-D Tic-Tac-Toe; Asteroids; Basketball; Centipede; Dig Dug; Final Legacy; Football; Joust; Millipede; Moon Patrol; Pole Position; QIX; Star Raiders; Tennis;

NEW ATARI XEGS GAME CARTS: Archon-The Light And The Dark; Ballblazer; Barnyard Blaster; Crossbow; David's Midnight Magic; DesertFalcon; GATO; HardBall!; Lode Runner; Necromancer; One-on-One Basketball; Rescue on Fractalus; Star Raiders II; ThunderFox;

NEW AVALON HILL GAMES: Five Card Draw Poker-Arcade Pak #2; Paris in Danger; Sports Illustrated Boxing/Computer Title Bout; Sports Illustrated Computer Football Strategy;

NEW DATASOFT GAMES: 221B Baker st.; Bismarck*The North Sea Chase; Dig Dug; Napoleon in Russia-Borodino 1812; The Official Moon Shuttle; Pacific Coast Hwy; Pole Position; Saracen; Tomahawk; Zaxxon;

NEW ELECTRONIC ARTS GAMES: Bill Budge. Pinball Construction Set; Hard Hat Mack; Lords of Conquest; One-on-One; Racing Destruction Set;

NEW EPYX GAMES: Gateway to Apshai; Jumpman; Jumpman Junior; PitStop; Rescue on Fractalus; Summer Games; World Karate Championship;

NEW IMAGIC GAMES: Atlantis; Demon Attack;

NEW MICROPROSE GAMES: Conflict in Vietnam; Crusade in Europe; Decision in the Desert; F-15 Strike Eagle; Kennedy Approach; Silent Service; Solo Flight; Top Gunner Collection;

NEW PARKER BROTHERS GAMES: Astro Chase; Frogger; Star Wars-Return of the Jedi-Death Star Battle;

NEW ROKLAN GAMES: Gorf; Journey to the Planets; Wizard of Wor;

NEW SEGA GAMES; Spy Hunter; Star Trek; Zaxxon;

NEW SIERRA GAMES;CrossFire; MR. Cool;Winnie The Pooh In The Hundred Acre Wood;

NEW CLAMSHELL TITLES-QUALITY TITLES AT BARGAIN PRICES: ABC'S with the TINK TONKS; Arcade II; BEING A SMART THINKER with the TINK TONKS; Casino Parlor Games; Castle Wolfenstein; DEVELOP THINKING SKILLS with the TINK TONKS; Dig Dug; Gateway to Apshai; GhostBusters; Greatest Hits I; QuestProbe Featuring THE HULK; Jumpman Junior; Mah Jong; The Official Moon Shuttle; PitStop; Pole Position; Space Games; Storybook Addition and Subtraction; Strategy Simulations; SUBTRACTION with the TINK TONKS; Superman The Game; TYPIT PERSONAL WORD PROCESSOR;

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Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org & Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2012!
Sent on my Atari Computer

5035. 20% OFF ALL BRAND NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2012-04-13 21:29:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1204131423570.30041@slate.spiritone.com>
Source record: 274
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

NEW GAMES 20% OFF!NEW GAMES 20% OFF! NEW GAMES 20% OFF!NEW GAMES 20% OFF!

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http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm CLASSIC 8 BIT HARDWARE!
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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben
anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2012!
Sent on my Atari Computer

5036. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-04-13 21:32:43 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1204131429470.30041@slate.spiritone.com>
Source record: 275
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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Sign Up for the Mailing List used to send E-Mail From Bravo Sierra Computers! Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

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5037. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2012-04-15 04:33:18 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1334464347@rtfm.mit.edu>
Source record: 276
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 20 days
Last-modified: January 7, 2012

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 20 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
(This newsgroup is not widely propagated.)
```

de.comp.sys.atari
[German language discussion about Atari micros.]

fr.comp.sys.atari
Machines de la gamme Atari.
[French language discussion about Atari micros.]

pl.comp.sys.atari
Grupa dyskusyjna uzytkownikow komputerow atari.
[Polish language discussion about Atari micros.]

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

5038. Prince of Persia

Newsgroup: comp.sys.atari.8bit
Date: 2012-04-17 19:47:18 UTC
From: bill@newbreedsoftware.com
Message-ID: <4f8dc8c6$0$16188$742ec2ed@news.sonic.net>
Source record: 277

Jordan Mechner is extracting source code to Prince of Perisa (Apple II version) and posting it online. Perhaps time for a port? :)

https://github.com/jmechner/Prince-of-Persia-Apple-II

(Someone ported it to C=64 a while back, but that was from a binary dump of the Apple II game, not from the assembly source code, that Mechner is posting today :))

--
-bill!
Sent from my computer

5039. Re: Prince of Persia

Newsgroup: comp.sys.atari.8bit
Date: 2012-04-17 21:55:59 UTC
From: Rick <"ricortes at yahoo dot com">
Message-ID: <kv2dnXJGEuuSehDSnZ2dnUVZ_s2dnZ2d@earthlink.com>
Source record: 278

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:4f8dc8c6$0$16188$742ec2ed@news.sonic.net...
> Jordan Mechner is extracting source code to Prince of Perisa (Apple II
> version) and posting it online. Perhaps time for a port? :)
>
> https://github.com/jmechner/Prince-of-Persia-Apple-II
>
> (Someone ported it to C=64 a while back, but that was from a binary dump
> of the Apple II game, not from the assembly source code, that Mechner is
> posting today :))
>
>
> --
> -bill!
> Sent from my computer

Testing: Going back to OE to post to newsgroups as now google groups won't load because of my slow connection.<sigh>

I certainly applaud the gift and any effort that goes into using it as a resource.

A consistent if not ubiquitous nag I have is standards. I am making a few efforts in that direction, mostly small and feeble. It would have been better if Apple, Atari, C64, et cetera all had a uniform expanded graphics standard available. VGA has 'sorta won on the DOS/Windows/Linux, Android, ... platforms. Ports and new software would be much easier if things like the graphics only had to be done once and could be directly used on all platforms.

Heck, there are dozens of SBC from ARM to Zilog hacks. If there was one platform for graphics and interface to it that everyone agreed on people could get their one off Z8000 computers running the latest greatest youtube video if nothing else.

Rick

5040. Re: Prince of Persia

Newsgroup: comp.sys.atari.8bit
Date: 2012-04-18 03:21:20 UTC
From: Hg <Hg@Hg.Hg>
Message-ID: <jmlbvhhco1@speranza.aioe.org>
Source record: 279

On 18/04/2012 02:55, Rick wrote:
> "Bill Kendrick"<bill@newbreedsoftware.com> wrote in message
> news:4f8dc8c6$0$16188$742ec2ed@news.sonic.net...
>> Jordan Mechner is extracting source code to Prince of Perisa (Apple II
>> version) and posting it online. Perhaps time for a port? :)
>>
>> https://github.com/jmechner/Prince-of-Persia-Apple-II
>>
>> (Someone ported it to C=64 a while back, but that was from a binary dump
>> of the Apple II game, not from the assembly source code, that Mechner is
>> posting today :))
>>
>>
>> --
>> -bill!
>> Sent from my computer
>
> Testing: Going back to OE to post to newsgroups as now google groups won't
> load because of my slow connection.<sigh>
>
> I certainly applaud the gift and any effort that goes into using it as a
> resource.
>
> A consistent if not ubiquitous nag I have is standards. I am making a few
> efforts in that direction, mostly small and feeble. It would have been
> better if Apple, Atari, C64, et cetera all had a uniform expanded graphics
> standard available. VGA has 'sorta won on the DOS/Windows/Linux, Android,
> ... platforms. Ports and new software would be much easier if things like
> the graphics only had to be done once and could be directly used on all
> platforms.

Every manufacturer thought their computer standard would win the
format war back then - so no co-operation on common standards.

>
> Heck, there are dozens of SBC from ARM to Zilog hacks. If there was one
> platform for graphics and interface to it that everyone agreed on people
> could get their one off Z8000 computers running the latest greatest youtube
> video if nothing else.
>
> Rick
>
>

- -
T

5041. Jordan mechner's blog post on finding and posting the Prince of Persia source

Newsgroup: comp.sys.atari.8bit
Date: 2012-04-18 19:45:01 UTC
From: bill@newbreedsoftware.com
Message-ID: <4f8f19bd$0$16205$742ec2ed@news.sonic.net>
Source record: 280

Prince of Persia Source Code -- Posted!
http://jordanmechner.com/blog/2012/04/source/

"Let me begin to count the ways I've been lucky with this: The box
was found. The disks were intact. Prince of Persia and I happened to
have a high enough public profile that people of Jason and Tony's
caliber (and dozens of others who contributed their expertise via IRC,
skype and twitter from around the world) cared.

"In the bigger picture, our timing was lucky. The 1980s and the
Apple II are long enough ago to be of historical interest, yet recent
enough that the people who put the data on the disks are still with
us, and young enough to kind of remember how we did it. Roland
Gustafsson, author of the special 18-sector RWTS routines that had
made our disks super-efficient in 1988 (and unreadable to anyone but
us), was able to get on IRC in 2012 and explain what he'd done to
Discferret kids who weren't born then.

"For all these lucky reasons, our archaeological expedition was
crowned with success.

"From a preservationist point of view, the POP source code slipped
through a window that is rapidly closing. Anyone who turns up a 1980s
disk archive 20 or 30 years from now may be out of luck. Even if
it's something valuable that the world really cares about and is
willing to invest time and money into extracting, it will probably be
too late."

Stares at my own collection of 5.25" floppies

Also, thanks to folks like Kevin Savetz (AtariArchives.org &
Classic Computer Magazine Archive) and Peter Brantley,
et al (Internet Archive) who have been trying to archive great
stuff all along! :)

--
-bill!
Sent from my computer

5042. FS: NEW GAMES! ATARI/AVALON HILL/DATASOFT/EOA/EPYX/IMAGIC/MICROPROSE/

Newsgroup: comp.sys.atari.8bit
Date: 2012-04-22 11:16:43 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1204220414191.5230@slate.spiritone.com>
Source record: 281
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

FS: NEW GAMES! ATARI/AVALON HILL/DATASOFT/EOA/EPYX/IMAGIC/MICROPROSE/PARKER BROTHERS/ROKLAN!

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NEW ATARI GAMES: 3-D Tic-Tac-Toe; Asteroids; Basketball; Centipede; Dig Dug; Final Legacy; Football; Joust; Millipede; Moon Patrol; Pole Position; QIX; Star Raiders; Tennis;

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NEW AVALON HILL GAMES: Five Card Draw Poker-Arcade Pak #2; Paris in Danger; Sports Illustrated Boxing/Computer Title Bout; Sports Illustrated Computer Football Strategy;

NEW DATASOFT GAMES: 221B Baker st.; Bismarck*The North Sea Chase; Dig Dug; Napoleon in Russia-Borodino 1812; The Official Moon Shuttle; Pacific Coast Hwy; Pole Position; Saracen; Tomahawk; Zaxxon;

NEW ELECTRONIC ARTS GAMES: Bill Budge. Pinball Construction Set; Hard Hat Mack; Lords of Conquest; One-on-One; Racing Destruction Set;

NEW EPYX GAMES: Gateway to Apshai; Jumpman; Jumpman Junior; PitStop; Rescue on Fractalus; Summer Games; World Karate Championship;

NEW IMAGIC GAMES: Atlantis; Demon Attack;

NEW MICROPROSE GAMES: Conflict in Vietnam; Crusade in Europe; Decision in the Desert; F-15 Strike Eagle; Kennedy Approach; Silent Service; Solo Flight; Top Gunner Collection;

NEW PARKER BROTHERS GAMES: Astro Chase; Frogger; Star Wars-Return of the Jedi-Death Star Battle;

NEW ROKLAN GAMES: Gorf; Journey to the Planets; Wizard of Wor;

NEW SEGA GAMES; Spy Hunter; Star Trek; Zaxxon;

NEW SIERRA GAMES;CrossFire; MR. Cool;Winnie The Pooh In The Hundred Acre Wood;

NEW CLAMSHELL TITLES-QUALITY TITLES AT BARGAIN PRICES: ABC'S with the TINK TONKS; Arcade II; BEING A SMART THINKER with the TINK TONKS; Casino Parlor Games; Castle Wolfenstein; DEVELOP THINKING SKILLS with the TINK TONKS; Dig Dug; Gateway to Apshai; GhostBusters; Greatest Hits I; QuestProbe Featuring THE HULK; Jumpman Junior; Mah Jong; The Official Moon Shuttle; PitStop; Pole Position; Space Games; Storybook Addition and Subtraction; Strategy Simulations; SUBTRACTION with the TINK TONKS; Superman The Game; TYPIT PERSONAL WORD PROCESSOR;

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Newsgroup: comp.sys.atari.8bit
Date: 2012-04-22 11:21:50 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1204220419300.5230@slate.spiritone.com>
Source record: 282
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5044. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-04-22 11:24:10 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1204220422110.5230@slate.spiritone.com>
Source record: 283
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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5045. ATARI WANTLIST:

Newsgroup: comp.sys.atari.8bit
Date: 2012-04-22 11:37:51 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1204220435270.5230@slate.spiritone.com>
Source record: 284
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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Looking for Rare Treasure But Left High and Dry?Checking my WebSite, Searched Through my Catalogs and Still Havent Found it?Please Send Your Atari WantList by E-Mail to BenSells@Atari.org or Atari@aracnet.com Using The Subject Matter of "ATARI WANTLIST:" or use the WebLink below! Not All Atari Treasures are on my WebSite and in my Catalogs! I have Much Atari Not Listed on my Site! So Please E-Mail Your Atari WantList And I'll Get Back To You as soon as I Can!

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5046. Worth more dead then alive

Newsgroup: comp.sys.atari.8bit
Date: 2012-04-29 16:55:01 UTC
From: Rick <"ricortes at yahoo dot com">
Message-ID: <j_idnbg5o67p7wDSnZ2dnUVZ_q2dnZ2d@earthlink.com>
Source record: 285

Too many projects but still doing "the bucket list" thing. I did an 1802 system on a breadboard. Quest Super Elf was my first computer. The moving finger writes; and, having writ, moves on. I down right love the 1802 but having seen it run again I think I am happy and can put it away.

Still have a lot of other junk like a CP/M box, DEC PDT/150, Jupiter Ace, et cetera that I want to have one last look at. All low priorities though.

Which brings me on topic. On a lark I decided to build a 6502 type minimalist system. I have some oddball parts laying around, couple of 1050 boards I can get a RIOT, 6507, ROM. I have a 65816 I bought off eBay many moons ago. Not sure which processor I want to use but since a minimal 6502 system needs some ROM and they all have the same instruction set, it really doesn't matter.

Did a paper design with just a ROM at the top of memory and the only system RAM from the RIOT with it mapped/mirrored something like a VCS2600. I checked JAMECO and eBay just in case I decide to return to service the 1050 or VCS I was going to use for parts running w/o having to cannibalize my home brew. Darn RIOT chips are going or $8-$14 plus shipping! I priced out some of the stuff and to build a simple homebrew that you could actually use would cost a small fortune. 6551 serial chips are just about as high. None of this is bad so much as changed.

If you build an old school *functional* computer from scratch you would do well to keep cost under $100. For that same $100 you could get an Android tablet. You can get a CPLD for a couple of bucks that you could put all the same functions on including a soft processor or a SOC with them already there.

Just bought a Atmega16 this week
http://www.ebay.com/itm/270745443529?ssPageName=STRK:MEWAX:IT&_trksid=p3984.m1423.l2649#ht_3854wt_932
as an example for less then $17. Heck, serial, SPI, flash, RAM, ADC, PWM, built in.

Rick

5047. ATARI ADOPTION AGENCY! PORTLAND, OREGON USA!

Newsgroup: comp.sys.atari.8bit
Date: 2012-05-01 10:20:55 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1205010318470.19129@slate.spiritone.com>
Source record: 286
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Newsgroup: comp.sys.atari.8bit
Date: 2012-05-01 10:27:00 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1205010324170.19129@slate.spiritone.com>
Source record: 287
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5049. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-05-01 10:30:32 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1205010329070.19129@slate.spiritone.com>
Source record: 288
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

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5050. Re: Worth more dead then alive

Newsgroup: comp.sys.atari.8bit
Date: 2012-05-01 19:57:52 UTC
From: Trevor <trevorREMOVE@holyoak.com>
Message-ID: <jnpf9ropc3@dont-email.me>
Source record: 289

Have you seen the Raspberry Pi?
http://www.raspberrypi.org/

- Trevor

On 4/29/2012 10:55 AM, Rick wrote:
> Too many projects but still doing "the bucket list" thing. I did an 1802
> system on a breadboard. Quest Super Elf was my first computer. The moving
> finger writes; and, having writ, moves on. I down right love the 1802 but
> having seen it run again I think I am happy and can put it away.
>
> Still have a lot of other junk like a CP/M box, DEC PDT/150, Jupiter Ace, et
> cetera that I want to have one last look at. All low priorities though.
>
> Which brings me on topic. On a lark I decided to build a 6502 type
> minimalist system. I have some oddball parts laying around, couple of 1050
> boards I can get a RIOT, 6507, ROM. I have a 65816 I bought off eBay many
> moons ago. Not sure which processor I want to use but since a minimal 6502
> system needs some ROM and they all have the same instruction set, it really
> doesn't matter.
>
> Did a paper design with just a ROM at the top of memory and the only system
> RAM from the RIOT with it mapped/mirrored something like a VCS2600. I
> checked JAMECO and eBay just in case I decide to return to service the 1050
> or VCS I was going to use for parts running w/o having to cannibalize my
> home brew. Darn RIOT chips are going or $8-$14 plus shipping! I priced out
> some of the stuff and to build a simple homebrew that you could actually use
> would cost a small fortune. 6551 serial chips are just about as high. None
> of this is bad so much as changed.
>
> If you build an old school *functional* computer from scratch you would do
> well to keep cost under $100. For that same $100 you could get an Android
> tablet. You can get a CPLD for a couple of bucks that you could put all the
> same functions on including a soft processor or a SOC with them already
> there.
>
> Just bought a Atmega16 this week
> http://www.ebay.com/itm/270745443529?ssPageName=STRK:MEWAX:IT&_trksid=p3984.m1423.l2649#ht_3854wt_932
> as an example for less then $17. Heck, serial, SPI, flash, RAM, ADC, PWM,
> built in.
>
> Rick
>
>

5051. Re: Jordan mechner's blog post on finding and posting the Prince of Persia source

Newsgroup: comp.sys.atari.8bit
Date: 2012-05-01 19:59:52 UTC
From: Trevor <trevorREMOVE@holyoak.com>
Message-ID: <jnpfdjopc4@dont-email.me>
Source record: 290

I've found it interesting that I can still access data from a 30 year
old 5.25" floppy, but when I try to read a 10 year old CDR it doesn't work.

- Trevor

On 4/18/2012 1:45 PM, Bill Kendrick wrote:
> Prince of Persia Source Code -- Posted!
> http://jordanmechner.com/blog/2012/04/source/
>
> "Let me begin to count the ways I've been lucky with this: The box
> was found. The disks were intact. Prince of Persia and I happened to
> have a high enough public profile that people of Jason and Tony's
> caliber (and dozens of others who contributed their expertise via IRC,
> skype and twitter from around the world) cared.
>
> "In the bigger picture, our timing was lucky. The 1980s and the
> Apple II are long enough ago to be of historical interest, yet recent
> enough that the people who put the data on the disks are still with
> us, and young enough to kind of remember how we did it. Roland
> Gustafsson, author of the special 18-sector RWTS routines that had
> made our disks super-efficient in 1988 (and unreadable to anyone but
> us), was able to get on IRC in 2012 and explain what he'd done to
> Discferret kids who weren't born then.
>
> "For all these lucky reasons, our archaeological expedition was
> crowned with success.
>
> "From a preservationist point of view, the POP source code slipped
> through a window that is rapidly closing. Anyone who turns up a 1980s
> disk archive 20 or 30 years from now may be out of luck. Even if
> it's something valuable that the world really cares about and is
> willing to invest time and money into extracting, it will probably be
> too late."
>
>
> *Stares at my own collection of 5.25" floppies*
>
> Also, thanks to folks like Kevin Savetz (AtariArchives.org&
> Classic Computer Magazine Archive) and Peter Brantley,
> et al (Internet Archive) who have been trying to archive great
> stuff all along! :)
>
>

5052. Re: Used 8-bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 2012-05-01 20:03:58 UTC
From: Trevor <trevorREMOVE@holyoak.com>
Message-ID: <jnpfl9opc5@dont-email.me>
Source record: 291

So are you selling this stuff now? I'm a bit confused...

- Trevor

On 4/2/2012 2:28 PM, Clu wrote:

> Here is the list of what he sent to me, might have some of this still..
>
>
> Atari 8-bit Equipment
>
>
> 800 in original box w/power supply. Powers up.
>
> 800 no box w/power supply. Powers up.
>
> 850 in original factory shipping box bad power supply. Powers up.
>
> 850 no box, no power supply. Powers up.
>
> 810 in original box w power supply. Powers up.
>
> 810 in original box, no power supply. Powers up.
>
> 810 needs repair
>
> Spare MPI drive mech, condition unknown (new in original shipper)
>
> 810 chassis w/power supply board only
>
> 3 spare drive mechs, parts only
>
> 400/800 port diagnostic board
>
> 850 diagnostic turnaround module
>
> 400/800 Factory service manual
>
> Misc bags of original factory part and ICs
>
> Misc interconnect cords
>
> Copy of ï¿½The Chipï¿½ installation manual
>
> Boxes range from good to poor condition. Units power up only, no

> guarantee of functionality. Drives likely need slide rail lubrication
> and alignment.

5053. 5200 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2012-05-01 22:58:24 UTC
From: Rick <"ricortes at yahoo dot com">
Message-ID: <N9-dncpfHrIA9z3SnZ2dnUVZ_gKdnZ2d@earthlink.com>
Source record: 292

I'll give a plug for Notepad++, seems like a pretty good programming editor.

I was fooling around with my usual TASM testing out making 5200 ROMs and modified a bit of Dan's code so it would work with TASM and added the RTC & inverse video stuff.

Compile with the command line
TASM 5200RTC.SRC -65 -b -fFF
The 5200RTC.SRC is the source file name you use
-65 tells TASM to use the 6502 instruction set
-b tells TASM you want a binary or .OBJ file as opposed to some other output
-fFF tells TASM to fill the unused portions of the ROM with $FF. This isn't really important but when you erase an EPROM it is all $FF's. If for some reason the EPROM fails to program in an unused section, if the programmer reads an $FF it will think it is right. You should be able to just do sections and add stuff later depending on your EPROM.

I fumbled with this right and left, really rusty. Kept forgetting to look for decimal vs. HEX for calcs, made every mistake posible with the assembler -f FF is not the same as -fFF.<sigh>

BUT this really wasn't hugely bad. Talk about a good programming envirionment. I had a DOS window open to the TASM directory, the source file open in Notepad++, Atari800Win Plus 4.0, and Memo Pad in another.

I would edit the source code a bit and save, go to the DOS command line and hit "F3"<return> which would assemble the file, jump to Atari800 and go to the 'insert cart' menu and just let it load the same file. Whenever anything got to crazy I just loaded it into Memo Pad to inspect the binary. I probably should use a disassembler or monitor for the last step but heck, I never went that far south. Finished source to test didn't take 10 seconds and both TASM and NotePad++ were in sync on line numbers. At least for the emulator a BASIC would make sense. You have something like 32k of cartridge space so you could add most of the features that were left out of the OS. Lack of storage doesn't mean much since you can save multiple copies of the emulator state with your resident program installed.

Rick

Of course the newsgroup post will screw up my formatting but...

```
**********************************
; Atari 5200 "Hello World" sample code
; Written by Daniel Boris (dboris@comcast.net)
; Added code snippets for RTC
; Assemble with TASM now, Rick Cortese
;
```

```
; processor 6502

DMACTL = $D400 ;DMA Control
sDMACTL = $07 ;DMA Control Shadow
DLISTL = $D402 ;Display list lo
DLISTH = $D403 ;Display list hi
sDLISTL = $05 ;Display list lo shadow
sDLISTH = $06 ;Display list hi shadow
CHBASE = $D409 ;Character set base
CHACTL = $D401 ;Character control
NMIEN = $D40E ;NMI Enable
COLOR1 = $0D ;Color 1 shadow
COLOR2 = $0E ;Color 2 shadow

*= $4000 ;Start of cartridge area
sei ;Disable interrupts
cld ;Clear decimal mode
Start
ldx #$00
lda #$00
crloop1
sta $00,x ;Clear zero page
sta $D400,x ;Clear ANTIC
sta $C000,x ;Clear GTIA
sta $E800,x ;Clear POKEY
dex
bne crloop1
ldy #$00 ;Clear Ram
lda #$02 ;Start at $0200
sta $81
lda #$00
sta $80
crloop2
lda #$00
crloop3
sta ($80),y ;Store data
iny ;Next byte
bne crloop3 ;Branch if not done page
inc $81 ;Next page
lda $81
cmp #$40 ;Check if end of RAM
bne crloop2 ;Branch if not

ldx #$21
dlloop ;Create Display List REM rc, could have just
pointed to DL in ROM
lda dlist,x ;Get byte
sta $1000,x ;Copy to RAM
dex ;next byte
bpl dlloop
```

```
lda #$03 ;point IRQ vector
sta $200 ;to BIOS routine
lda #$FC
sta $201
lda #$B8 ;point VBI vector
sta $202 ;to BIOS routine
lda #$FC
sta $203
lda #$B2 ;point Deferred VBI
sta $204 ;to BIOS routine
lda #$FC
sta $205
lda #$02 ;Changed to display inverse properly rc
sta CHACTL ;Set Character Control
lda #$84 ;Set color PF2
sta COLOR2
lda #$0F ;Set color PF1
sta COLOR1
lda #$00 ;Set Display list pointer
sta sDLISTL
sta DLISTL
lda #$10
sta sDLISTH
sta DLISTH
lda #$f8 ;Set Charcter Set Base
sta CHBASE
lda #$22 ;Enable DMA
sta sDMACTL
lda #$40 ;Enable NMI
sta NMIEN

print
ldy #$00
cld
prloop
lda text1,y ;Get character
sec
sbc #$20 ;Convert to ATASCII
sta $1800,y ;Store in video memory
iny ;Next character
cpy #39
bne prloop
wait ;endless loop that does something
ldy #$00
lda $1,y ;Get big end RTC
sta $1850 ;Store in video memory + 2 lines down
iny ;increment pointer: Yes, could have just directly
referenced locations
lda $1,y ;Get little end RTC
sta $1851 ;Store in video memory + 2 lines down +1
over
```

```
jmp wait

;Display list data
*= $b000
dlist .byte $70,$70,$70,$42,$00,$18,$02,$02,$02,$02,$02,$02,$02
.byte $02,$02,$02,$02,$02,$02,$02,$02,$02,$02,$02,$02,$02,$02
.byte $02,$02,$02,$41,$00,$10

;Text data
*= $b100
text1 .byte "HELLO WORLD CAPS ONLY TO KEEP IT SIMPLE"

*= $bffd
.byte $FF ;Don't display Atari logo
.byte $00,$40 ;Start code at $4000

.end
```

5054. Re: Worth more dead then alive

Newsgroup: comp.sys.atari.8bit
Date: 2012-05-02 00:00:23 UTC
From: Rick <"ricortes at yahoo dot com">
Message-ID: <5MWdnRHn8ZO35D3SnZ2dnUVZ_u2dnZ2d@earthlink.com>
Source record: 293

"Trevor" <trevorREMOVE@holyoak.com> wrote in message
news:jnpf9ropc3@dont-email.me...
> Have you seen the Raspberry Pi?
> http://www.raspberrypi.org/

Sheesh! There goes another $35 of my hard earned money in the near future and a journey back into Linux.

I heard someone estimate the new product cycle in the Far East is 4 years. It will overflow to stuff done in the Western World. If it's true then the 'good old days' like we had where:

1) Parent buys computer
2) Computer is manufactured and supported for decades
3) Child grows up in household and continues tradition for 2nd generation

30+ years of stuff like Atari and Spectrum computers.

There's real competition and innovation going on. I don't think it was that long ago I was talking about my PMP being programmable and running at ~140 MHz. Just bought my 4th Windows mobile phone off fleabay for less then $20. I'm giving them out to relatives like stocking stuffers at xmas. I got fed up with br0k3ass3d friends and relatives complaining about [lack of digital camera, can't post to craigslist, no email, ...] Something like 400 MHz ARM processor with built in Wifi let's them sit at McDonalds and surf the internet.

Android looks strong too. Active community of people hacking and supporting the OS on everything from phones to tablets. $70 tablet and $10 USB keyboard take care of most of the stuff people need. Tablets even come with built in camera albeit a crappy one.

Right now it looks like some flavor of Android and ARM processor are going to win. Of course 30 years ago Digital Research, Atari, and Word Perfect looked unstoppable.

Rick

5055. NIB Omnimon for Atari 400/800 on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2012-05-02 04:03:40 UTC
From: a@b.c
Message-ID: <20120502000340.50706072.a@b.c>
Source record: 294

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=261015388121

5056. My childhood Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2012-05-02 05:04:17 UTC
From: bill@newbreedsoftware.com
Message-ID: <4fa0c051$0$16199$742ec2ed@news.sonic.net>
Source record: 295

I came up with clues (keyboard wear-and-tear, specific upgrades done
to it) to help Bob Woolley track down my Atari 1200XL, which got
jumbled into his pile of systems at some point over the decades. :)
Here in my home office, limping along with it's slightly unhappy
keyboard, and chroma-less S-video upgrade, sits my first computer (not
counting the Timex Sinclair 1000 I got as a hand-me-down, and used for
about a year before I got my 1200XL in 1983, it must have been).

I'm very happy to have it back. :) Overwhelming nostalgia and love,
for one thing -- I used it exclusively for 9 years (aside from
Apple IIs and such at school, and occasional C=64 gaming with my
brother), and programmed countless unfinished (and some finished!)
games in BASIC and TubroBASIC XL, and experimented with Action!.
I'm guessing I wrote Gem Drop on the beast, as well, back in 1997/1998.

Also, the 1200XL that Bob had given me in the meantime, about 2.5yr ago,
had some funky 512KB upgrade and a tweaked(?) OS, and it was generally
not acting particular compatible with some software.

I've been going through my collection of floppy disks, taking some
crappy cameraphone photos of some of my BASIC stuff and uploading
them to Facebook, as well as sticking PostIt-notes to the disks
that have one or more 'interesting' things on it that might be
worth putting online for people to laugh^H^H^H^H^Hlook at.

It's amazing how many of my games I just stopped coding, and they
languish at the end with this curse, bestowed upon them by their god,
me, the programmer:

```
999 GOTO 999
```

... of course, I was looking at all my old BASIC stuff using TBXL,
and honestly so much of it was probably so dog slow in regular BASIC
(which I used until 1992) that I deemed my experiments unsalvageable.
Or I was just a kid and got bored and decided to do something else.

I didn't have Atari magazines growing up; I had some Compute!s
(I think I got them long after they were published) and 2 or 3 Atari
BASIC books. (Compute!'s First Book of Atari Games, IIRC, is well-worn.)
I had to figure out how to make character sets using binary math by
stumbling upon some bitmapped graphics printing routines in my XMM801
printer manual... prior to that, the DATA numbers and POKE 756 were all
black magic. :)

I also had almost NOTHING in the way of commercial games (Boulderdash,
Q*Bert, D-Bug, Delta Drawing, Pinball Construction Set, Chessmaster
2000; eventually AtariWriter II)... for years! Nowadays, I've

inherited a small collection of cartridges from other people's collections, and of course almost every game can be had online, free and illegally. :^P

But looking at my collection of self-written game attempts, that fact is very obvious. I tried writing EVERYthing for myself. Baseball, golf, Othello, clones of Nintendo (NES) games, clones of Atari 2600 games, various Tetrises, a graphing calculator for math class, Scrabble, font editors, paint programs, GUIs, fancy DOS menus, word processors, etc.! That's just the stuff I've found in 2 small boxes of floppies. (Maybe 30 disks total.) I have GOBS of disks. :)

I look forward to finding more gems, more stuff to crack up at, and sharing it with some of you all!

Here's what I've posted so far, crappy-photo-wise:

https://www.facebook.com/media/set/?set=a.10150680816790778.386037.518895777&type=3&l=a14e2a39ce
(You don't need to be on Facebook to view that.)

Enjoy ;)

--
-bill!
Sent from my computer

5057. Re: Worth more dead then alive

Newsgroup: comp.sys.atari.8bit
Date: 2012-05-02 05:07:22 UTC
From: bill@newbreedsoftware.com
Message-ID: <4fa0c10a$0$16199$742ec2ed@news.sonic.net>
Source record: 296

Rick <ricortes at yahoo dot com> wrote:
> "Trevor" <trevorREMOVE@holyoak.com> wrote in message
> news:jnpf9ropc3@dont-email.me...
> > Have you seen the Raspberry Pi?
> > http://www.raspberrypi.org/

> Sheesh! There goes another $35 of my hard earned money in the near future
> and a journey back into Linux.

LOL! :)

<snip>
> Right now it looks like some flavor of Android and ARM processor are going
> to win. Of course 30 years ago Digital Research, Atari, and Word Perfect
> looked unstoppable.

Yeah. I'm making no bets on anything these days. :)

RIM was big. Now they're a joke. Launching fake protests
(paid protestors) outside Apple stores in Australia. Seriously?
Grasping for relevancy, I guess. (And all my cynicism comes as just
a bystander. :))

--
-bill!
Sent from my computer

5058. Re: My childhood Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2012-05-02 06:29:38 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <jnqk8b$8dv$1@speranza.aioe.org>
Source record: 297

I still have my first Atari system, an 800 w/ 48K RAM, 2 floppy drives, printer, and software. Monitor was a 10" Panasonic TV. Still have that too, but got beat up in shipping by persons unknown. But I found a working spare at a thrift store and bought it.

Getting it set up and running is another low priority computer project.

--
Ken

Mac OS X 10.6.8
Firefox 12.0
Thunderbird 12.0.1
LibreOffice 3.5.2.2

5059. Re: Worth more dead then alive

Newsgroup: comp.sys.atari.8bit
Date: 2012-05-02 15:33:55 UTC
From: Rick <"ricortes at yahoo dot com">
Message-ID: <obednUG1AaVlzjzSnZ2dnUVZ_tadnZ2d@earthlink.com>
Source record: 298

"Bill Kendrick" <bill@newbreedsoftware.com> wrote in message
news:4fa0c10a$0$16199$742ec2ed@news.sonic.net...
> Rick <ricortes at yahoo dot com> wrote:
>> "Trevor" <trevorREMOVE@holyoak.com> wrote in message
>> news:jnpf9ropc3@dont-email.me...
>> > Have you seen the Raspberry Pi?
>> > http://www.raspberrypi.org/
>
>> Sheesh! There goes another $35 of my hard earned money in the near future
>> and a journey back into Linux.
>
> LOL! :)
>
>
> <snip>
>> Right now it looks like some flavor of Android and ARM processor are
>> going
>> to win. Of course 30 years ago Digital Research, Atari, and Word Perfect
>> looked unstoppable.
>
> Yeah. I'm making no bets on anything these days. :)
>
> RIM was big. Now they're a joke. Launching fake protests
> (paid protestors) outside Apple stores in Australia. Seriously?
> Grasping for relevancy, I guess. (And all my cynicism comes as just
> a bystander. :))
>
> --
> -bill!
> Sent from my computer

There's just so many ways to separate me from my money!<grin>
http://www.alibaba.com/product-gs/545516201/Worldwide_smallest_smart_android_tv_box.html

The specs on that one match my desktop except for hard drive. My laptop has
it beat.

It's a confusing time and I am easily confused. I've heard VGA is at the end
of its product life. I've heard real modems are selling for ~$300 because
they are still used by POS for credit cards and electric transfers: No one
trusts the internet or wireless.

I don't think you can buy anything but a SATA hard drive and IDE controllers
are going the way of the dodo. Remember when there was something called a
Sound Blaster?

This type of info used to be good news for someone like me, living off the sharp edge of technology, but now people are so hard up they are stealing stuff just for recycling. I may pick up a few more LCD VGA monitors just for fool'in.

I've been really dissatisfied with stock Atari video for a while. I've had an insight that may be cheap and work. There's a couple of techniques people have used for bank switching carts and some devices like the Covox. One is to latch the address lines and the other is to set up a single latch like a 74LS374 in the memory map. There's shift registers like the 74LS165 that were used in early video for things like the Timex Sinclair and even Bob Woolley's 80 column mod. What I was thinking was the same signals that latch cart banking could be used to latch data into a 74LS165 except instead of doing it under processor control or via a separate video chip like a 6845 I should be able to get the signals from ANTIC. Done this way everything will be sync'd with the existing display and overlap w/o flicker. Antic will just go through its reading 40 bytes per scan line which will load the shift register with it's own RAM, Simple form would just be a the shift register and an 8k RAM with enough glue logic to make it work. Shouldn't cost more the $5 in parts.

Of course you could do something fancy, like use a 16 bit wide RAM and two 8 bit shift registers with a fast dot clock to get 640x200 but that would add so much complexity I doubt if 1 in 1000 people could build it. Heck, I couldn't build it. I was happy with the ST 320X200 in 16 colors for games. I think I could be happy with and 8bit that throws 16k<8k system + 8k RAM> of display up.

Rick

5060. DarkForce BBS April 2012 prize giveaway!

Newsgroup: comp.sys.atari.8bit
Date: 2012-05-03 05:17:08 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <4fa214d3$0$17814$bbae4d71@news.suddenlink.net>
Source record: 299

Greetings everyone!

Here is the lucky winner for April 2012 at The DarkForce! BBS:

April 2012
1. leehanken wins a free 12 issue/1 year subscription to
Atariuser Magazine

Also, here is the May 2012 prize:

May 2012
1. Atariuser Magazine - some lucky caller will win a free 12 issue
/1 year subscription to Atariuser Magazine.

Congratulations to our winner, and good luck to this months callers!

:)

PS leehanken, I need your e-mail address!

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

5061. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2012-05-05 04:34:25 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1336192412@rtfm.mit.edu>
Source record: 300
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 20 days
Last-modified: January 7, 2012

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 20 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
(This newsgroup is not widely propagated.)
```

de.comp.sys.atari
[German language discussion about Atari micros.]

fr.comp.sys.atari
Machines de la gamme Atari.
[French language discussion about Atari micros.]

pl.comp.sys.atari
Grupa dyskusyjna uzytkownikow komputerow atari.
[Polish language discussion about Atari micros.]

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC HAR - Hanover ABBUC Regional Group
http://www.bertelmann.org/har/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

5062. KARATEKA Super Carts 7800 POKEY

Newsgroup: comp.sys.atari.8bit
Date: 2012-05-05 16:46:00 UTC
From: Rick <"ricortes at yahoo dot com">
Message-ID: <48KdnQYSHZfWxDjSnZ2dnUVZ_radnZ2d@earthlink.com>
Source record: 301

So for at least one of my homebrews I wanted to get a spare POKEY or two: Best combination sound chip, keyboard interface, serial interface, ~ADC, chip ever made. Of course it is the only combination sound chip, keyboard interface, serial interface, ~ADC, chip ever made

There's some old post floating around that said the 7800 carts that were labeled "Super Game Cartridge" have the POKEY chip in them so I fleabayed two KARATEKA carts on the cheap. Smashed one of the carts apart and no POKEY to be found. I guess the Super part just means it has the ability to hold 48k of ROM as that is tagged on the circuit board.

I think I may have a 7800 floating around => not a total waste if I can find it. If someone needs a slightly smashed and superglued back together KARATEKA cart for free let me know as I have a spare. There are some solder splashes on it, looks like one of the previous owners may have pulled the ROMs to copy or something, but nothing serious.

Ballblazer 7800 may have a POKEY in it but I may give up the ghost on buying 7800 carts. POKEY chips are available from both B&C and BEST, I just balk at paying $10 plus another $6-$10 for shipping. It's not a deal breaker since I still have a bunch of 8bits I can 'borrow' a POKEY out of.

Rick

5063. 20% OFF ALL ATARI GAMES/SOFTWARE & BOOKS! FREE GIFT!

Newsgroup: comp.sys.atari.8bit
Date: 2012-05-12 10:07:12 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1205120305080.617@slate.spiritone.com>
Source record: 302
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Sent on my Atari Computer

5064. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-05-12 10:08:44 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1205120307220.617@slate.spiritone.com>
Source record: 303
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

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5065. PAYPAL - $1000 PAYMENT RECIEVED !!

Newsgroup: comp.sys.atari.8bit
Date: 2012-05-16 05:15:09 UTC
From: stephen Anand <12millionads@gmail.com>
Message-ID: <c9fd5a3c-f89e-4a34-947a-1024eb471462@ns1g2000pbc.googlegroups.com>
Source record: 304

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http://payspree.com/2084/stephen1

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The Art Of Making Money Online
Get rid of fear once and for all. Make money on your PC from home with
your own stuff.
http://payspree.com/4304/stephen1

Nikon D3100 14.2 Megapixel Digital SLR Camera -
Overview of Nikon D3100 14.2 Megapixel Digital SLR Camera (Body with Lens Kit) - 18 mm-55 mm - Black
http://payspree.com/5242/stephen1

Take Control | Health | Life | MP3 and ebook
- "Who Else Is Ready To Be Healthy NOW?" |
Take Control ...it's your health ... it's your life | by Donald M. Alanen
http://payspree.com/3996/stephen1

Fireball Internet Marketing Course - 2-Month Internet Marketing Course with Ian del Carmen
http://payspree.com/858/stephen1

eCover Crusher - High Quality Photoshop Action Scripts with photoshop how to videos,
sales page writing template and how to start a ecover design business
http://payspree.com/2733/stephen1

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http://payspree.com/3885/stephen1

10 Strategy Sessions With Experts (+transcripts) - Converts like crazy!
http://payspree.com/4311/stephen1

Answer Marketing Traffic
No Hard Selling, No Product Of Your Own An NO Risk!
http://payspree.com/1169/stephen1

Niche Hunting For Newbies, which converts like crazy.
http://payspree.com/1391/stephen1

Ezine Articles Quick Niche Secrets
- Uncover Complete Gold Mine Niches From Ezine Articles In 10 Minutes Or Less...
http://payspree.com/1517/stephen1

Social Marketing Tips
http://payspree.com/1398/stephen1

OTO Firesale
http://payspree.com/5667/stephen1

Sniper List Building - List building Crushing it online
http://payspree.com/3559/stephen1

One Time Offer Blueprint
http://payspree.com/1173/stephen1

Easy Offline SEO
- How to make money as an offline SEO consultant without doing ANY of the work yourself and with zero expert knowledge!
http://payspree.com/4922/stephen1

List Building Conquest
- Build Quick In Demand Products And Create A 10,000+ Subscriber Traffic Machine.
http://payspree.com/3262/stephen1

Online Paycheck Blueprint - Learn everything you need to start your Internet business.
http://payspree.com/5209/stephen1

EASY MONEY - 100% COMMISSIONS INSTANT PAYMENTS NICE PRODUCTS
http://payspree.com/5308/stephen1

$20 Dollar Bill Blaster
- Get $20 Instantly Blasted into your PayPal Account Every Time Someone Joins through your $20 Bill Blaster Referral Link!
http://payspree.com/4406/stephen1

WordPress Product Automator
- WP product delivery plugin, includes great bonuses 5 WP themes, making money with PLR/MRR
http://payspree.com/1504/stephen1

Quick and Easy CB Riches
http://payspree.com/3883/stephen1

20 Newbie Videos - Firesale OTO ($10 Off) - 20 Newbie Videos
http://payspree.com/5823/stephen1

5066. Re: NIB Omnimon for Atari 400/800 on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2012-05-16 17:07:54 UTC
From: a@b.c
Message-ID: <20120516130754.6c16b13d.a@b.c>
Source record: 305

On Wed, 2 May 2012 00:03:40 -0400
a@b.c wrote:

Found another one of these in my storage unit:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=261026015014
The listing will go live at 9pm eastern time.
Thanks for looking!

5067. 20% OFF ALL ATARI GAMES/SOFTWARE & BOOKS! FREE GIFT!

Newsgroup: comp.sys.atari.8bit
Date: 2012-05-17 11:58:06 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1205170450350.29276@slate.spiritone.com>
Source record: 306
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5068. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-05-17 12:26:44 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1205170523221.29276@slate.spiritone.com>
Source record: 307
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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Sign Up for the Mailing List used to send E-Mail From Bravo Sierra Computers! Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

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5069. Re: 20% OFF ALL ATARI GAMES/SOFTWARE & BOOKS! FREE GIFT!

Newsgroup: comp.sys.atari.8bit
Date: 2012-05-22 11:39:26 UTC
From: Milic <Milic@asdasda.com>
Message-ID: <jpfttm$4sa$1@ss408.t-com.hr>
Source record: 308
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

too expensive !!!

"Bravo Sierra Computers" <Atari@aracnet.com> wrote in message
news:alpine.DEB.2.00.1205170450350.29276@slate.spiritone.com...
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5070. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2012-05-26 04:31:06 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1338006621@rtfm.mit.edu>
Source record: 309
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 20 days
Last-modified: May 2, 2012

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 20 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
(This newsgroup is not widely propagated.)
```

de.comp.sys.atari
[German language discussion about Atari micros.]

fr.comp.sys.atari
Machines de la gamme Atari.
[French language discussion about Atari micros.]

pl.comp.sys.atari
Grupa dyskusyjna uzytkownikow komputerow atari.
[Polish language discussion about Atari micros.]

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"
http://www.atari8bit.de.vu/ Homesoft's Disk Images (games)

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

5071. 20% OFF ALL ATARI GAMES/SOFTWARE & BOOKS! FREE GIFT!

Newsgroup: comp.sys.atari.8bit
Date: 2012-05-26 12:25:58 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1205260521450.31681@slate.spiritone.com>
Source record: 310
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5072. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-05-26 12:28:20 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1205260526080.31681@slate.spiritone.com>
Source record: 311
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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5073. Colleen on the Android

Newsgroup: comp.sys.atari.8bit
Date: 2012-05-29 23:14:36 UTC
From: Rick <"ricortes at yahoo dot com">
Message-ID: <dYqdnRjfffIaxVjSnZ2dnUVZ_oGdnZ2d@earthlink.com>
Source record: 312

"And as a tablet/e-reader combo that tries to compete with Apple's iPad, the Novel is slow and inelegant, and lacks the full versatility that a true tablet user expects."

Reading that I just had to run out and buy one of these beauties. Not that I am keeping score but it's my second Android tablet. It was on sale at Big Lots for $40 so I figured what the hey. Believe it or not they had an Android netbook, no touch screen but a keyboard with mouse pad, on sale for $30 but I didn't get there in time for that one.

This was an inexpensive Pandigital Novel, the black reduced feature model that even people with the white model turn their nose up at.

It does everything you'd expect it to do considering the reviews. Works good at Wifi hotspots, nice picture viewer, couple of lame games that my six year old grandaughter likes to play, e-reader is functional.

Problem is no access to the real Android Market so I'm reduced to putting APKs on an SD card with my WinXP machine and plugging it into the tablet for the install which brings me current.

I've been running Droid800 on my two tablets and it's a pretty sucky experience. They are both trailing edge 800 MHz ARM based boxes. Does Colleen run any faster then Droid800? Are they all still open source? I haven't played with frame skipping yet but not experiencing much love. I expect just a little bit more performance from an 800 MHz, 32 bit, processor emulating a 40 year old 8 bit. I'm sure much of the half broken stuff like loading carts and binaries can be fixed but slow is too slow. I'm already shopping for a faster tablet!

Rick

5074. UPTO 33% OFF ATARI GAMES, SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2012-05-31 14:06:42 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1205310703150.13306@slate.spiritone.com>
Source record: 313
Cross-posted to:
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5075. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-05-31 14:22:36 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1205310720480.13331@slate.spiritone.com>
Source record: 314
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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5076. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2012-06-02 16:52:44 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1206020949530.21647@slate.spiritone.com>
Source record: 315
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5077. Re: Colleen on the Android

Newsgroup: comp.sys.atari.8bit
Date: 2012-06-04 21:57:59 UTC
From: Trevor <trevorREMOVE@holyoak.com>
Message-ID: <jqjb3cogh1@dont-email.me>
Source record: 316

I've been pretty happy with my Acer Iconia. You can get them refurbished
for about $230 on ebay. They have a dual core processor and a full size
USB port. I actually bought it for my wife for Christmas, but she lasted
about 3 months before deciding I'd get more use out of it.

I have been curious about how you're supposed to control the Atari
emulators I've tried to use, however...

- Trevor

On 5/29/2012 5:14 PM, Rick wrote:
> "And as a tablet/e-reader combo that tries to compete with Apple's iPad, the
> Novel is slow and inelegant, and lacks the full versatility that a true
> tablet user expects."
>
> Reading that I just had to run out and buy one of these beauties. Not that I
> am keeping score but it's my second Android tablet. It was on sale at Big
> Lots for $40 so I figured what the hey. Believe it or not they had an
> Android netbook, no touch screen but a keyboard with mouse pad, on sale for
> $30 but I didn't get there in time for that one.
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> This was an inexpensive Pandigital Novel, the black reduced feature model
> that even people with the white model turn their nose up at.
>
> It does everything you'd expect it to do considering the reviews. Works good
> at Wifi hotspots, nice picture viewer, couple of lame games that my six year
> old grandaughter likes to play, e-reader is functional.
>
> Problem is no access to the real Android Market so I'm reduced to putting
> APKs on an SD card with my WinXP machine and plugging it into the tablet for
> the install which brings me current.
>
> I've been running Droid800 on my two tablets and it's a pretty sucky
> experience. They are both trailing edge 800 MHz ARM based boxes. Does
> Colleen run any faster then Droid800? Are they all still open source? I
> haven't played with frame skipping yet but not experiencing much love. I
> expect just a little bit more performance from an 800 MHz, 32 bit,
> processor emulating a 40 year old 8 bit. I'm sure much of the half broken
> stuff like loading carts and binaries can be fixed but slow is too slow. I'm
> already shopping for a faster tablet!
>
> Rick
>
>

5078. Re: Worth more dead then alive

Newsgroup: comp.sys.atari.8bit
Date: 2012-06-04 21:58:51 UTC
From: Trevor <trevorREMOVE@holyoak.com>
Message-ID: <jqjb4vogh2@dont-email.me>
Source record: 317

Have you been able to order your Pi yet? I finally made it up to the top
of the waiting list last week, but apparently even now that it's ordered
it's still a few weeks out on shipping.

- Trevor

On 5/1/2012 6:00 PM, Rick wrote:
> "Trevor"<trevorREMOVE@holyoak.com> wrote in message
> news:jnpf9ropc3@dont-email.me...
>> Have you seen the Raspberry Pi?
>> http://www.raspberrypi.org/
>
> Sheesh! There goes another $35 of my hard earned money in the near future
> and a journey back into Linux.
>
> I heard someone estimate the new product cycle in the Far East is 4 years.
> It will overflow to stuff done in the Western World. If it's true then the
> 'good old days' like we had where:
>
> 1) Parent buys computer
> 2) Computer is manufactured and supported for decades
> 3) Child grows up in household and continues tradition for 2nd generation
>
> 30+ years of stuff like Atari and Spectrum computers.
>
> There's real competition and innovation going on. I don't think it was that
> long ago I was talking about my PMP being programmable and running at ~140
> MHz. Just bought my 4th Windows mobile phone off fleabay for less then $20.
> I'm giving them out to relatives like stocking stuffers at xmas. I got fed
> up with br0k3ass3d friends and relatives complaining about [lack of digital
> camera, can't post to craigslist, no email, ...] Something like 400 MHz ARM
> processor with built in Wifi let's them sit at McDonalds and surf the
> internet.
>
> Android looks strong too. Active community of people hacking and supporting
> the OS on everything from phones to tablets. $70 tablet and $10 USB keyboard
> take care of most of the stuff people need. Tablets even come with built in
> camera albeit a crappy one.
>
> Right now it looks like some flavor of Android and ARM processor are going
> to win. Of course 30 years ago Digital Research, Atari, and Word Perfect
> looked unstoppable.
>
> Rick
>

>

5079. Re: Worth more dead then alive

Newsgroup: comp.sys.atari.8bit
Date: 2012-06-04 23:23:08 UTC
From: Rick <"ricortes at yahoo dot com">
Message-ID: <YtadnbxpF6rb3lDSnZ2dnUVZ_tudnZ2d@earthlink.com>
Source record: 318

"Trevor" <trevorREMOVE@holyoak.com> wrote in message
news:jqjb4vogh2@dont-email.me...
> Have you been able to order your Pi yet? I finally made it up to the top
> of the waiting list last week, but apparently even now that it's ordered
> it's still a few weeks out on shipping.

I haven't ordered it yet. I've heard that because it was intended for
schools in England, they will get priority over forgein sales. It isn't a
huge priority for me because of other projects competing for my time at that
momment. There are a few apps I would like to see on it, like running
AtariSIO for linux, but I have alternatives for now.

Rick

5080. Re: Colleen on the Android

Newsgroup: comp.sys.atari.8bit
Date: 2012-06-05 00:32:48 UTC
From: Rick <"ricortes at yahoo dot com">
Message-ID: <joednYt_ILcGzlDSnZ2dnUVZ_uydnZ2d@earthlink.com>
Source record: 319

"Trevor" <trevorREMOVE@holyoak.com> wrote in message
news:jqjb3cogh1@dont-email.me...
> I've been pretty happy with my Acer Iconia. You can get them refurbished
> for about $230 on ebay. They have a dual core processor and a full size
> USB port. I actually bought it for my wife for Christmas, but she lasted
> about 3 months before deciding I'd get more use out of it.
>
> I have been curious about how you're supposed to control the Atari
> emulators I've tried to use, however...

Colleen/Droid use shaded overlays on the screen to simulate joysticks. You just tap anywhere in the upper right hand side of the screen to bring up the menu system and console keys. It is a bit awkward switching back and forth between the touch screen and onscreen typewriter. My latest tablet does not have a provision for a USB keyboard and that is somethng I really miss. I had problems loading ROMs/Cartridges but .ATRs seemed to work fine.

The first Atari emulators, even those written in C, could run on a 286 and would outrun a real Atari on a 386. I've got to believe the ARMs have as much 'go fast' in them as a 286. I tried wading through the code and it has become a tower of babble. I can't remember how I originally got involved but David Firth emailed me with problems he was having with the original Atari800 emulating the CPU. He sent me a copy of his code, I compiled it and sent it through a disassembler to see what it was doing and made a few suggestions. He sent me back a different version written by his brother who was writing an Oric emulator. The thing is, David's code was completely obvious and understandable to anyone versed in C. My response was obvious and straight forward as to why there was a problem, the compiler, and how to work around it. His brother's code took yet a different way of working around the compiler problems and was both obvious and understandable. Now I look at this mess and it stuns me. I don't think I have it in me to learn enough ARM assembly language to go through that again.

Heck, too old and grumpy. Ordered parts from Jamco for another Atari project I started. I ordered a thought I ordered 27C080 and they sent me a 27C1001. 99% sure it was my fault but these senior moments are killing me!<grin>

Rick

5081. Re: Worth more dead then alive

Newsgroup: comp.sys.atari.8bit
Date: 2012-06-05 14:39:48 UTC
From: Trevor <trevorREMOVE@holyoak.com>
Message-ID: <jql5pq$38b$1@dont-email.me>
Source record: 320

I'm planning to use it to teach my kids about computers the way I
learned about them as a kid, 30 years ago. I almost wish it didn't come
pre-assembled.

- Trevor

On 6/4/2012 5:23 PM, Rick wrote:
> "Trevor"<trevorREMOVE@holyoak.com> wrote in message
> news:jqjb4vogh2@dont-email.me...
>> Have you been able to order your Pi yet? I finally made it up to the top
>> of the waiting list last week, but apparently even now that it's ordered
>> it's still a few weeks out on shipping.
>
> I haven't ordered it yet. I've heard that because it was intended for
> schools in England, they will get priority over forgein sales. It isn't a
> huge priority for me because of other projects competing for my time at that
> momment. There are a few apps I would like to see on it, like running
> AtariSIO for linux, but I have alternatives for now.
>
> Rick
>
>

5082. Re: Worth more dead then alive

Newsgroup: comp.sys.atari.8bit
Date: 2012-06-05 21:47:52 UTC
From: Rick <"ricortes at yahoo dot com">
Message-ID: <_7adnTFoTvfg41PSnZ2dnUVZ_smdnZ2d@earthlink.com>
Source record: 321

Me too except grandkids<grin>. I think the Pi is targeted towards hackers more so then as an educational computer for the time being.
"Trevor" <trevorREMOVE@holyoak.com> wrote in message news:jql5pq$38b$1@dont-email.me...
> I'm planning to use it to teach my kids about computers the way I learned
> about them as a kid, 30 years ago. I almost wish it didn't come
> pre-assembled.
>
> - Trevor

Me too except grandkids<grin>. I think the Pi is targeted towards hackers more so then as an educational computer for now. It could end up being the Swiss Army knife of computers. I certainly hope it evolves into the use the designers envision. We have our own specific apps like AtariSIO that could be compiled on the platform and be a low cost alternative to things like SIO2SD.

When I was doing volenteer teaching work in Mt. View California, one of the most popular programs was really low level robotics. The system they were using was turn key: Preassembled kits and programming interface to computer with easy to use programming language. About 1 in 10 students seemed to have a genetic predisposition for things mechanical and it allowed them to let out their inner geek. It would be nice if we could find another generation that is more into hacking then watching tv and playing WoW.

Then there's other project in sore need of an update. One of my favorites is http://www.megasquirt.info/ using an 8 MHz 68xxx derivative in that one and it costs a small fortune.

5083. UPTO 33% OFF ATARI GAMES, SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2012-06-09 11:58:57 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1206090456150.28231@slate.spiritone.com>
Source record: 322
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5084. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-06-09 12:01:20 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1206090459080.28231@slate.spiritone.com>
Source record: 323
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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5085. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2012-06-09 12:04:24 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1206090501390.28231@slate.spiritone.com>
Source record: 324
Cross-posted to:
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Date: 2012-06-14 14:36:37 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1206140732540.23313@slate.spiritone.com>
Source record: 325
Cross-posted to:
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5087. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-06-14 14:46:10 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1206140744050.23313@slate.spiritone.com>
Source record: 326
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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5088. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2012-06-14 14:49:39 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1206140746290.23313@slate.spiritone.com>
Source record: 327
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5089. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2012-06-15 04:38:33 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1339735083@rtfm.mit.edu>
Source record: 328
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 20 days
Last-modified: May 2, 2012

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

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NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
(This newsgroup is not widely propagated.)
```

de.comp.sys.atari
[German language discussion about Atari micros.]

fr.comp.sys.atari
Machines de la gamme Atari.
[French language discussion about Atari micros.]

pl.comp.sys.atari
Grupa dyskusyjna uzytkownikow komputerow atari.
[Polish language discussion about Atari micros.]

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"
http://www.atari8bit.de.vu/ Homesoft's Disk Images (games)

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

5090. The deep crack of packaging is fullfiled

Newsgroup: comp.sys.atari.8bit
Date: 2012-06-16 04:07:14 UTC
From: tom ross <tomross108@gmail.com>
Message-ID: <8dbee7b5-c5cf-45a7-a2b7-64a5df50625c@qt7g2000pbb.googlegroups.com>
Source record: 329

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Newsgroup: comp.sys.atari.8bit
Date: 2012-06-21 13:07:47 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1206210600050.14642@slate.spiritone.com>
Source record: 330
Cross-posted to:
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Newsgroup: comp.sys.atari.8bit
Date: 2012-06-21 13:10:15 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1206210608000.14642@slate.spiritone.com>
Source record: 331
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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Newsgroup: comp.sys.atari.8bit
Date: 2012-06-21 13:14:25 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1206210610490.14642@slate.spiritone.com>
Source record: 332
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From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1206292323230.16679@slate.spiritone.com>
Source record: 333
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5095. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-06-30 06:28:33 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1206292326320.16679@slate.spiritone.com>
Source record: 334
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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Date: 2012-06-30 06:31:43 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1206292328540.16679@slate.spiritone.com>
Source record: 335
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5097. Atari Party in Sunnyvale, July 29th (with Digital Game Museum)

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-05 06:57:28 UTC
From: bill@newbreedsoftware.com
Message-ID: <4ff53ad8$0$39186$742ec2ed@news.sonic.net>
Source record: 336
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

The Digital Game Museum is hosting an Atari Party -- all of my systems will be there -- at Cogswell Polytechnical College in Sunnyvale on Sunday, July 29th. It's free, and open to the public! Come enjoy a variety of Atari (and other systems) games, to celebrate Atari's 40th birthday, and the 100th birthday of Sunnyvale (long-time home of Atari).

More info at:

http://digitalgamemuseum.org/blog/were-having-atari-party

My own Atari Parties, which I've run in Davis, California -- as well as some 'Retro Gaming for Teens' events that I've thrown for some local public libraries -- can be found here:

http://www.newbreedsoftware.com/atariparty/

--
-bill!
Sent from my computer

5098. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-06 04:32:25 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1341549099@rtfm.mit.edu>
Source record: 337
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 20 days
Last-modified: May 2, 2012

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 20 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
(This newsgroup is not widely propagated.)
```

de.comp.sys.atari
[German language discussion about Atari micros.]

fr.comp.sys.atari
Machines de la gamme Atari.
[French language discussion about Atari micros.]

pl.comp.sys.atari
Grupa dyskusyjna uzytkownikow komputerow atari.
[Polish language discussion about Atari micros.]

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"
http://www.atari8bit.de.vu/ Homesoft's Disk Images (games)

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

5099. Re: Worth more dead then alive

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-06 21:15:25 UTC
From: Clu <drclu@swbell.net>
Message-ID: <jt7o02$o9l$3@speranza.aioe.org>
Source record: 338

Have to say from what I read of this it is all looking interesting.
Will keep tracking.

Doc Clu

5100. Re: Colleen on the Android

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-06 21:20:33 UTC
From: Clu <drclu@swbell.net>
Message-ID: <jt7o9m$p00$1@speranza.aioe.org>
Source record: 339

I have two Android devices being a Archos 32 and a Nextbook 8".

The Archos is great, the Nextbook barely passes as a usable device. :P

I think when it comes to Android devices the saving throw is to get a
device that is marketed and supported by the Android market. If it is
not a system that does not run that off the bat, you should probably
steer clear of it.

However, that said, the Nextbook is good for reading pdf files in a
larger format. Now if I can just figure out why Angry Birds is trying
to access the internet all the time though it is already loaded, why my
screensaver keeps wanting to activate (that was embarrassing when giving
a presentation in front of a lot of people), and ... not sure but I
think the movies do ok.

But Android Market and having that support I think is a good indicator.

Doc Clu

On 6/5/12 1:57 AM, Trevor wrote:
> I've been pretty happy with my Acer Iconia. You can get them refurbished
> for about $230 on ebay. They have a dual core processor and a full size
> USB port. I actually bought it for my wife for Christmas, but she lasted
> about 3 months before deciding I'd get more use out of it.
>
> I have been curious about how you're supposed to control the Atari
> emulators I've tried to use, however...
>
> - Trevor
>
> On 5/29/2012 5:14 PM, Rick wrote:
>> "And as a tablet/e-reader combo that tries to compete with Apple's
>> iPad, the
>> Novel is slow and inelegant, and lacks the full versatility that a true
>> tablet user expects."
>>
>> Reading that I just had to run out and buy one of these beauties. Not
>> that I
>> am keeping score but it's my second Android tablet. It was on sale at Big
>> Lots for $40 so I figured what the hey. Believe it or not they had an
>> Android netbook, no touch screen but a keyboard with mouse pad, on
>> sale for
>> $30 but I didn't get there in time for that one.
>>
>> This was an inexpensive Pandigital Novel, the black reduced feature model

>> that even people with the white model turn their nose up at.
>>
>> It does everything you'd expect it to do considering the reviews.
>> Works good
>> at Wifi hotspots, nice picture viewer, couple of lame games that my
>> six year
>> old grandaughter likes to play, e-reader is functional.
>>
>> Problem is no access to the real Android Market so I'm reduced to putting
>> APKs on an SD card with my WinXP machine and plugging it into the
>> tablet for
>> the install which brings me current.
>>
>> I've been running Droid800 on my two tablets and it's a pretty sucky
>> experience. They are both trailing edge 800 MHz ARM based boxes. Does
>> Colleen run any faster then Droid800? Are they all still open source? I
>> haven't played with frame skipping yet but not experiencing much love. I
>> expect just a little bit more performance from an 800 MHz, 32 bit,
>> processor emulating a 40 year old 8 bit. I'm sure much of the half broken
>> stuff like loading carts and binaries can be fixed but slow is too
>> slow. I'm
>> already shopping for a faster tablet!
>>
>> Rick
>>
>>

5101. Re: NIB Omnimon for Atari 400/800 on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-06 21:21:15 UTC
From: Clu <drclu@swbell.net>
Message-ID: <jt7ob0$p00$2@speranza.aioe.org>
Source record: 340

Huh!? That is cool. How much did they go for in the end?

Doc Clu

On 5/16/12 9:07 PM, a@b.c wrote:
> On Wed, 2 May 2012 00:03:40 -0400
> a@b.c wrote:
>
> Found another one of these in my storage unit:
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=261026015014
> The listing will go live at 9pm eastern time.
> Thanks for looking!

5102. Re: DarkForce BBS April 2012 prize giveaway!

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-06 21:22:16 UTC
From: Clu <drclu@swbell.net>
Message-ID: <jt7oct$p00$3@speranza.aioe.org>
Source record: 341

Cool! Got anything for July?

(Not that this has anything to do with why I haven't called. I have
simply been a bit busy...)

Doc Clu

On 5/3/12 9:17 AM, Ronald J. Hall wrote:
> Greetings everyone!
>
> Here is the lucky winner for April 2012 at The DarkForce! BBS:
>
> April 2012
> 1. leehanken wins a free 12 issue/1 year subscription to
> Atariuser Magazine
>
> --
>
> Also, here is the May 2012 prize:
>
> May 2012
> 1. Atariuser Magazine - some lucky caller will win a free 12 issue
> /1 year subscription to Atariuser Magazine.
>
> Congratulations to our winner, and good luck to this months callers!
>
> :)
>
> PS leehanken, I need your e-mail address!
>

5103. Re: My childhood Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-06 21:29:38 UTC
From: Clu <drclu@swbell.net>
Message-ID: <jt7oqo$q4g$1@speranza.aioe.org>
Source record: 342

Wow Bill, that splash of pictures was amazing. Just reminded me of a time when I saw the online world, and culture of the world through the eyes and color of my Atari computer.

I mean looking at the Blake 7 pictures just reminded me of all the times I would download gif files to view on my lantern viewer, or when I would download 15 second LONG files just to hear Madonna or Van Halen sing a quick clip.

And I loved the more recent material with Beavis and Butthead and the ones that mention Facebook. So what was the Facebook ANSI BBS all about?

As for original equipment, I still have my Atari 400 (modified with 1200xl keyboard and upgraded to 48K), my Percom drives (not working at the moment, but I have other drives) and my 1025 printer, 1030 modem, and 850 interface.

Of course though my Atari 400 still works my current setup is a beige 800, 810 drive, and 850 interface. Trying to keep it all beige.

Currently looking for the double density beige drives, and also trying to get a beige printer of some sort up and running. Have a 825 printer, just need to get that dinosaur running. :P

Doc Clu

On 5/2/12 9:04 AM, Bill Kendrick wrote:

> Here's what I've posted so far, crappy-photo-wise:
>
> https://www.facebook.com/media/set/?set=a.10150680816790778.386037.518895777&type=3&l=a14e2a39ce
> (You don't need to be on Facebook to view that.)
>
> Enjoy ;)
>

5104. Re: Jack Tramiel died

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-06 21:43:01 UTC
From: Clu <drclu@swbell.net>
Message-ID: <jt7pjrrrk1@speranza.aioe.org>
Source record: 343

Heard about this when it happened. All I have to say is, love him or
hate him (and I think you should love him just for the reason of what I
am about to say) you have to admit that without him Atari would have
been a name that would have stopped in the 80's. And for those of us
who like the later stuff of the ST line, Lynx and Jaguar, he at least
made those happen.

So a man in my book that will be greatly missed.

Doc Clu

On 4/9/12 10:22 PM, Bill Kendrick wrote:
> Computer Legend and Gaming Pioneer Jack Tramiel Dies at Age 83
>
> http://www.forbes.com/sites/davidthier/2012/04/09/computer-legend-and-gaming-pioneer-jac
k-tramiel-dies-at-age-83/
>
>
> Jack Tramiel, founder of Commodore International and crucial figure
> in the early history of video games, died passed away surrounded by
> his family on Sunday, his family confirms. He was 83 years old.
>

5105. Re: Colleen on the Android

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-06 23:09:02 UTC
From: Trevor <trevorREMOVE@holyoak.com>
Message-ID: <jt7r7b$c7o$1@dont-email.me>
Source record: 344

Angry Birds is full of ads (even the paid version; they're just not quite as obvious). A popular workaround is to disable the Internet connection when playing it.

I love my Acer tablet. :)

And my Raspberry Pi finally came this week. It's not an Android device, though. It actually reminds me of the Sinclair ZX81 that my dad put together from a kit, and was the first computer I learned to use. I'm excited to finally get some time to play with it this weekend.

- Trevor

On 7/6/2012 3:20 PM, Clu wrote:
> I have two Android devices being a Archos 32 and a Nextbook 8".
>
> The Archos is great, the Nextbook barely passes as a usable device. :P
>
> I think when it comes to Android devices the saving throw is to get a
> device that is marketed and supported by the Android market. If it is
> not a system that does not run that off the bat, you should probably
> steer clear of it.
>
> However, that said, the Nextbook is good for reading pdf files in a
> larger format. Now if I can just figure out why Angry Birds is trying
> to access the internet all the time though it is already loaded, why my
> screensaver keeps wanting to activate (that was embarrassing when giving
> a presentation in front of a lot of people), and ... not sure but I
> think the movies do ok.
>
> But Android Market and having that support I think is a good indicator.
>
> Doc Clu
>
>
> On 6/5/12 1:57 AM, Trevor wrote:
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>> for about $230 on ebay. They have a dual core processor and a full size
>> USB port. I actually bought it for my wife for Christmas, but she lasted
>> about 3 months before deciding I'd get more use out of it.
>>
>> I have been curious about how you're supposed to control the Atari
>> emulators I've tried to use, however...
>>
>> - Trevor

>>
>> On 5/29/2012 5:14 PM, Rick wrote:
>>> "And as a tablet/e-reader combo that tries to compete with Apple's
>>> iPad, the
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>>> tablet user expects."
>>>
>>> Reading that I just had to run out and buy one of these beauties. Not
>>> that I
>>> am keeping score but it's my second Android tablet. It was on sale at
>>> Big
>>> Lots for $40 so I figured what the hey. Believe it or not they had an
>>> Android netbook, no touch screen but a keyboard with mouse pad, on
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>>> This was an inexpensive Pandigital Novel, the black reduced feature
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>>> Works good
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>>> Problem is no access to the real Android Market so I'm reduced to
>>> putting
>>> APKs on an SD card with my WinXP machine and plugging it into the
>>> tablet for
>>> the install which brings me current.
>>>
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>>> Colleen run any faster then Droid800? Are they all still open source? I
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>>> expect just a little bit more performance from an 800 MHz, 32 bit,
>>> processor emulating a 40 year old 8 bit. I'm sure much of the half
>>> broken
>>> stuff like loading carts and binaries can be fixed but slow is too
>>> slow. I'm
>>> already shopping for a faster tablet!
>>>
>>> Rick
>>>
>>>
>

5106. Re: Worth more dead then alive

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-06 23:09:56 UTC
From: Trevor <trevorREMOVE@holyoak.com>
Message-ID: <jt7r91$c7o$2@dont-email.me>
Source record: 345

Check these magazines out - reminds me of the good ol' days! :)

http://www.themagpi.com/

- Trevor

On 7/6/2012 3:15 PM, Clu wrote:
> Have to say from what I read of this it is all looking interesting. Will
> keep tracking.
>
> Doc Clu
>

5107. Re: Worth more dead then alive

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-08 21:47:03 UTC
From: Rick <"ricortes at yahoo dot com">
Message-ID: <KLydnbPqnrdCYmTSnZ2dnUVZ_h2dnZ2d@earthlink.com>
Source record: 346

"Clu" <drclu@swbell.net> wrote in message
news:jt7o02$o9l$3@speranza.aioe.org...
> Have to say from what I read of this it is all looking interesting. Will
> keep tracking.

And now the bad news: I just checked a supplier while holding a credit card in my hot little hand and there is 141 day lead time for it. If I ordered it today I may get it in time for xmas. It was enough to make me hold off for a while longer.

I guess it is good on a few levels, lots of people buying them + lots of people hacking them.

Rick

5108. UPTO 33% OFF ATARI GAMES, SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-09 08:38:04 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1207090134330.27329@slate.spiritone.com>
Source record: 347
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
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http://www.aracnet.com/~atari/8btbooks.htm CLASSIC ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/books.htm MISCELLANEOUS BOOKS LIST!
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http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm ATARI LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm ATARI JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!

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order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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& ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held!
FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org
Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org &

Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2012!
Sent on my Atari Computer

5109. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-09 08:40:24 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1207090138160.27329@slate.spiritone.com>
Source record: 348
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

Direct Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com!! Can't reach me? See info at Bottom!Get Heads Up on NEW Atari Sales before the Rest!

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5110. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-09 08:42:49 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1207090140400.27329@slate.spiritone.com>
Source record: 349
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5111. Re: Worth more dead then alive

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-09 16:12:04 UTC
From: Trevor <trevorREMOVE@holyoak.com>
Message-ID: <jtevtlltu1@dont-email.me>
Source record: 350

I got on the waiting list (to order) in March, was notified I could
order in May, and it finally arrived last week. Are you at least on the
waiting list?

- Trevor

On 7/8/2012 3:47 PM, Rick wrote:
> "Clu" <drclu@swbell.net> wrote in message
> news:jt7o02$o9l$3@speranza.aioe.org...
>> Have to say from what I read of this it is all looking interesting. Will
>> keep tracking.
>
> And now the bad news: I just checked a supplier while holding a credit card
> in my hot little hand and there is 141 day lead time for it. If I ordered it
> today I may get it in time for xmas. It was enough to make me hold off for a
> while longer.
>
> I guess it is good on a few levels, lots of people buying them + lots of
> people hacking them.
>
> Rick
>
>

5112. BITS 1508. Demostration of graphics and sound.

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-09 20:23:17 UTC
From: "Herman Samso I." <bybits@gmail.com>
Message-ID: <bf7cf33d-98f2-438e-af14-75c96f41b2da@googlegroups.com>
Source record: 51

Hello!

BITS 1508

Demostration of graphics and sound for Atari XL.

Download:
http://thebitsclub.tripod.com/demo/BITS1508-XL-20120616.ZIP

Youtube:
http://www.youtube.com/watch?v=ZM18XAy7SFM

Goodbye,
BITS

5113. Re: Worth more dead then alive

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-11 04:43:36 UTC
From: Rick <"ricortes at yahoo dot com">
Message-ID: <qsudnQmdzv_imWDSnZ2dnUVZ_tudnZ2d@earthlink.com>
Source record: 52

Not on wait list, I think it is one of those pay for it now and they hold your money for you. If I have it correctly, they have to order them from Farnell<sp?> in England and wait for the shipment.

I'm kind of sensitive when it comes to being disappointed. I recently got burned on the 6502.org site trying to buy a 65816 system. I think the guy trying to sell me his died so he had a good excuse. I laughed, I cried, I kissed my hundred bucks goodbye! I don't mind on line stuff, only been burned maybe 8 times in the last 10 years. Heck, your right, it's only $35 and there's some action going on. I should at least get on the wait list even if it costs me. I was looking at Python and it seems enough like everything else 'structured programming' that I think I could pick it up.

BTW: There's a ton of knuckleheads on fleabay selling them for 3x their original purchase price. I hope a bird shits on their heads!!!

I am in my 60s so now I calculate everything based on my chances of dying before it gets here.<grin>

"Trevor" <trevorREMOVE@holyoak.com> wrote in message
news:jtevtlltu1@dont-email.me...
>I got on the waiting list (to order) in March, was notified I could order
>in May, and it finally arrived last week. Are you at least on the waiting
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>
> - Trevor
>
> On 7/8/2012 3:47 PM, Rick wrote:
>> "Clu" <drclu@swbell.net> wrote in message
>> news:jt7o02$o9l$3@speranza.aioe.org...
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>> And now the bad news: I just checked a supplier while holding a credit
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>> in my hot little hand and there is 141 day lead time for it. If I ordered
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>> today I may get it in time for xmas. It was enough to make me hold off
>> for a
>> while longer.
>>
>> I guess it is good on a few levels, lots of people buying them + lots of
>> people hacking them.
>>
>> Rick

>>
>>
>

5114. Re: Worth more dead then alive

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-11 15:21:44 UTC
From: Trevor <trevorREMOVE@holyoak.com>
Message-ID: <jtk5n6tds1@dont-email.me>
Source record: 53

There are 2 companies making them, I believe both are in England. It doesn't cost you anything to get on the waiting list. I finally got my special link to order in May, and that was when I had to pay. I then received a notification from DHL several weeks later that it had been shipped (from England) and it was delivered less than a week after that.

Yes, there was a lot of waiting, but after waiting for a certain Atari-related product a few years ago that I did have to pay upfront for, it was like the blink of an eye... ;)

And the great thing is that the night I first hooked it up, my 15 year old daughter spent over an hour playing with it. She liked that she could do whatever she wanted without worrying about messing something up. So it's serving its purpose. :)

On 7/10/2012 10:43 PM, Rick wrote:
> Not on wait list, I think it is one of those pay for it now and they hold
> your money for you. If I have it correctly, they have to order them from
> Farnell<sp?> in England and wait for the shipment.
>
> I'm kind of sensitive when it comes to being disappointed. I recently got
> burned on the 6502.org site trying to buy a 65816 system. I think the guy
> trying to sell me his died so he had a good excuse. I laughed, I cried, I
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> and there's some action going on. I should at least get on the wait list
> even if it costs me. I was looking at Python and it seems enough like
> everything else 'structured programming' that I think I could pick it up.
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> BTW: There's a ton of knuckleheads on fleabay selling them for 3x their
> original purchase price. I hope a bird shits on their heads!!!
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> "Trevor" <trevorREMOVE@holyoak.com> wrote in message
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>> I got on the waiting list (to order) in March, was notified I could order
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>> On 7/8/2012 3:47 PM, Rick wrote:
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>>>> Have to say from what I read of this it is all looking interesting. Will
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>>> today I may get it in time for xmas. It was enough to make me hold off
>>> for a
>>> while longer.
>>>
>>> I guess it is good on a few levels, lots of people buying them + lots of
>>> people hacking them.
>>>
>>> Rick
>>>
>>>
>>
>
>

5115. Re: Worth more dead then alive

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-11 16:21:17 UTC
From: Rick <"ricortes at yahoo dot com">
Message-ID: <D7KdnaSd7fCbNWDSnZ2dnUVZ_t6dnZ2d@earthlink.com>
Source record: 54

Expected Ship Date: 08/16/2012 Expected Ship Quantity: 1
Final Expected Ship Date: 08/16/2012

They dinged me pretty hard on shipping and tax. $47.78 out the door.
Apparently Newark is a division of Farnell now.

We'll see if their web site that said 141 days or their purchase order is
right. Five weeks wouldn't be so bad.

I saw where someone has already done a SNES port so it has enough horse
power to do anything I would ask of it. I'm maybe 80% sure I know where the
Colleen/Droid 800 code is screwing up. Gawd awful, I am going to have to set
up the tool chain and learn ARM assembler to make sure.

It does look like it could be a must have for an Atari hacker. Just about
everything else costs $100+ to do anything worth while. This should be a
Swiss Army Knife in that it could substitute for everything from being an
emulator to SIO2SD to ATR8000 to XEP80.

"Trevor" <trevorREMOVE@holyoak.com> wrote in message
news:jtk5n6tds1@dont-email.me...
> There are 2 companies making them, I believe both are in England. It
> doesn't cost you anything to get on the waiting list. I finally got my
> special link to order in May, and that was when I had to pay. I then
> received a notification from DHL several weeks later that it had been
> shipped (from England) and it was delivered less than a week after that.
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> Yes, there was a lot of waiting, but after waiting for a certain
> Atari-related product a few years ago that I did have to pay upfront for,
> it was like the blink of an eye... ;)
>
> And the great thing is that the night I first hooked it up, my 15 year old
> daughter spent over an hour playing with it. She liked that she could do
> whatever she wanted without worrying about messing something up. So it's
> serving its purpose. :)
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> On 7/10/2012 10:43 PM, Rick wrote:
>> Not on wait list, I think it is one of those pay for it now and they hold
>> your money for you. If I have it correctly, they have to order them from
>> Farnell<sp?> in England and wait for the shipment.
<big snip>

5116. Re: Worth more dead then alive

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-11 19:43:09 UTC
From: Trevor <trevorREMOVE@holyoak.com>
Message-ID: <jtkl1auku1@dont-email.me>
Source record: 55

I see that it's being offered by US companies now as well:
http://www.alliedelec.com/search/searchresults.aspx?dsNav=Ntk:Primary|120626raso|3|,N:108&
utm_source=seg&utm_medium=email&utm_campaign=120626_raspi_invite_email

(Or perhaps you already knew that, and that's where you ordered from?)

On 7/11/2012 10:21 AM, Rick wrote:
> Expected Ship Date: 08/16/2012 Expected Ship Quantity: 1
> Final Expected Ship Date: 08/16/2012
>
>
> They dinged me pretty hard on shipping and tax. $47.78 out the door.
> Apparently Newark is a division of Farnell now.
>
> We'll see if their web site that said 141 days or their purchase order is
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>
> I saw where someone has already done a SNES port so it has enough horse
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> Colleen/Droid 800 code is screwing up. Gawd awful, I am going to have to set
> up the tool chain and learn ARM assembler to make sure.
>
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> everything else costs $100+ to do anything worth while. This should be a
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> emulator to SIO2SD to ATR8000 to XEP80.
>
>
> "Trevor" <trevorREMOVE@holyoak.com> wrote in message
> news:jtk5n6tds1@dont-email.me...
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>>> your money for you. If I have it correctly, they have to order them from
>>> Farnell<sp?> in England and wait for the shipment.
> <big snip>
>
>

5117. Re: Worth more dead then alive

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-13 02:16:28 UTC
From: Rick <"ricortes at yahoo dot com">
Message-ID: <6OednTmA8pqaGGLSnZ2dnUVZ_hidnZ2d@earthlink.com>
Source record: 56

No, I checked out their price just now and total cost was about the same.
Purchased mine from Newark/Farnell so I think they will get it to me faster.
It would have been placed on back order for 3 months according to the web
site. I couldn't really start working on it sooner then that anyway. I've
been doing other stuff like building an electic bicycle for my 3 year old
grandson. I should do some more work on it right now.

Rick

"Trevor" <trevorREMOVE@holyoak.com> wrote in message
news:jtkl1auku1@dont-email.me...
>I see that it's being offered by US companies now as well:
> http://www.alliedelec.com/search/searchresults.aspx?dsNav=Ntk:Primary|120626raso|3|,N:10
8&utm_source=seg&utm_medium=email&utm_campaign=120626_raspi_invite_email
>
> (Or perhaps you already knew that, and that's where you ordered from?)
>
> On 7/11/2012 10:21 AM, Rick wrote:
>> Expected Ship Date: 08/16/2012 Expected Ship Quantity: 1
>> Final Expected Ship Date: 08/16/2012
>>
>>
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>>> And the great thing is that the night I first hooked it up, my 15 year
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>>> daughter spent over an hour playing with it. She liked that she could do
>>> whatever she wanted without worrying about messing something up. So it's
>>> serving its purpose. :)
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>>> On 7/10/2012 10:43 PM, Rick wrote:
>>>> Not on wait list, I think it is one of those pay for it now and they
>>>> hold
>>>> your money for you. If I have it correctly, they have to order them
>>>> from
>>>> Farnell<sp?> in England and wait for the shipment.
>> <big snip>
>>
>>
>

5118. UPTO 33% OFF ATARI GAMES, SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-15 15:41:59 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1207150839120.3472@slate.spiritone.com>
Source record: 57
Cross-posted to:
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& ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held!
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5119. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-15 15:44:32 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1207150842160.3472@slate.spiritone.com>
Source record: 58
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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5120. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-15 15:46:56 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1207150844430.3472@slate.spiritone.com>
Source record: 59
Cross-posted to:
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5121. UPTO 33% OFF ATARI GAMES, SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-22 11:39:48 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1207220435350.20945@slate.spiritone.com>
Source record: 60
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5122. ALL NEW FREE CATALOGS! ATARI 8 BIT/ST/2600/5200/7800/JAGUAR & LYNX!

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-22 11:47:57 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1207220445030.20945@slate.spiritone.com>
Source record: 61
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've Been Going Through My Atari Inventory! I'm Blessed With Quite A Great Collection! Some People, Who Love Atari Would Kill For My Atari Collection! I Updated My Catalogs As Of July 22nd, 2012! Google "Bravo Sierra Computers"!

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5123. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-22 11:51:57 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1207220450270.20945@slate.spiritone.com>
Source record: 62
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

LOOKING FOR ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT AND/OR ST?

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I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

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5124. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-22 11:53:49 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1207220452080.20945@slate.spiritone.com>
Source record: 63
Cross-posted to:
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5125. WANTED: CHIPMUNK COPIER!

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-24 10:22:53 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1207240317590.12030@slate.spiritone.com>
Source record: 64

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5126. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-26 04:33:44 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1343277179@rtfm.mit.edu>
Source record: 65
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 20 days
Last-modified: July 25, 2012

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 20 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
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NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
(This newsgroup is not widely propagated.)
```

de.comp.sys.atari
[German language discussion about Atari micros.]

fr.comp.sys.atari
Machines de la gamme Atari.
[French language discussion about Atari micros.]

pl.comp.sys.atari
Grupa dyskusyjna uzytkownikow komputerow atari.
[Polish language discussion about Atari micros.]

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"
http://www.atari8bit.de.vu/ Homesoft's Disk Images (games)

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

Atari 8-Bit Cartridges (PitfallJones)
http://www.pitfalljones.com/atari.htm

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

5127. Atari ST1040, STE, STF520, MegaST RGB TV SCART Cable

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-26 15:29:07 UTC
From: Oge <oge@nospam.it>
Message-ID: <50116018$0$17958$4fafbaef@reader1.news.tin.it>
Source record: 66
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,fr.comp.sys.atari

Description:
Exclusive TV SCART Cable (RGB+Audio) compatible with Atari ST/STE/STF systems.

It will work flawlessly with the majority of the available TVs, including both CRT o LCD ones, granting the best available video quality out of the above mentioned machines.

Superb quality of picture and great audio sound, this Cable includes internal ehnancements which expand its working range even to the most modern LCD TV Sets.

Compatibility List:
STE, STF, 520STF, STFM, 1040ST & MEGAST

Link: http://snipurl.com/atarist_rgbscart

Cheers,
Oge

5128. Atari ST1040, STE, STF520, MegaST RGB TV SCART Cable

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-30 07:51:12 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1207300045340.22062@slate.spiritone.com>
Source record: 67
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,fr.comp.sys.atari

Can I Have Your E-Mail Address? I Have Problems With Your WebSite And I'd Like To Buy Your Cables!Please Reply Irregardless of your Answers! Thanx! =-=Ben=-=

---------- Forwarded message ----------
Date: Thu, 26 Jul 2012 17:29:07 +0200

Description:
Exclusive TV SCART Cable (RGB+Audio) compatible with Atari ST/STE/STF systems.

It will work flawlessly with the majority of the available TVs, including both CRT o LCD ones, granting the best available video quality out of the above mentioned machines.

Superb quality of picture and great audio sound, this Cable includes internal ehnancements which expand its working range even to the most modern LCD TV Sets.

Compatibility List:
STE, STF, 520STF, STFM, 1040ST & MEGAST

Link: http://snipurl.com/atarist_rgbscart

Cheers,
Oge

5129. UPTO 33% OFF ATARI GAMES, SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-30 07:55:58 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1207300053450.22062@slate.spiritone.com>
Source record: 68
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5130. ALL NEW FREE CATALOGS! ATARI 8 BIT/ST/2600/5200/7800/JAGUAR & LYNX!

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-30 07:57:19 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1207300056070.22062@slate.spiritone.com>
Source record: 69
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've Been Going Through My Atari Inventory! I'm Blessed With Quite A Great Collection! Some People, Who Love Atari Would Kill For My Atari Collection! I Updated My Catalogs As Of July 22nd, 2012! Google "Bravo Sierra Computers"!

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5131. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-30 07:58:34 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1207300057320.22062@slate.spiritone.com>
Source record: 70
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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5132. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2012-07-30 08:00:42 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1207300058430.22062@slate.spiritone.com>
Source record: 71
Cross-posted to:
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5133. The RPi journey begins

Newsgroup: comp.sys.atari.8bit
Date: 2012-08-01 23:32:06 UTC
From: Rick <"ricortes at yahoo dot com">
Message-ID: <wIydndQN3_nhIYTNnZ2dnUVZ_h-dnZ2d@earthlink.com>
Source record: 72

UPS hand delivered my Raspberry Pi today. Saving me the 8 mile drive into town makes it worth the shipping & handling costs. Package included The Raspberry Pi, the P.O., and the SOP 'we don't use lead anymore 3"x4" sheet' that you need a magnifying glass to read. That's IT! Least they could have done is rubber stamp to a link for online line references. Oh well, probably a back handed compliment in they assume if you were smart enough to know about it, you probably already know enough to get started.

Spent 40 minutes to download a tool to create the boot SD card. Frightens me to think of how long it will take to actually down load the linux distribution. I may just head into town with an Android tablet and snag the distribution from a WiFi hotspot. Not to offend any linux users but the RPi web site says an Android port is in the works. I kind of like the Android OS and will probably jump ship as soon as it gets stable. I think I will check out fleaBay and see if someone is selling SD cards preloaded at a reasonable price.

I've got a couple of composite monitors I use with my Atari and satelite tv. I think I may use the RPi as an excuse to pick up a HDMI monitor. I am giving up the ghost on all my CRT VGA monsters. I may keep a few LCD VGA monitors but only the versitle ones with features like DVI, composite, et cetera, inputs.

Wish I was young and still had the energy for this. I started looking at RS232
http://www.logicethos.com/Blog/2012-06-21:_Pi232_Raspberry_Pi_RS232_boards
then did the hand slap applied to the forhead thing: There is no need for it. Should be able to bang out an SIO2PC type hack with only a single $.08 diode. I have to scan the schematics and specs to make sure the I/O is 5V tolerant. These days I think everyone who wanted an SIO2PC or SIO2SD has it already but it does make sense. It would have made more sense 5 years ago but you couldn't predict this was going to come along. The ethernet port and ability to add a USB WiFi dongle give the RPi the ability to be another APE type device.

Rick

5134. UPTO 33% OFF ATARI GAMES, SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2012-08-06 07:19:54 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1208060016590.7369@slate.spiritone.com>
Source record: 73
Cross-posted to:
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Newsgroup: comp.sys.atari.8bit
Date: 2012-08-06 07:22:57 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1208060020070.7369@slate.spiritone.com>
Source record: 74
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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5136. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2012-08-06 07:25:44 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1208060023120.7369@slate.spiritone.com>
Source record: 75
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!

http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!

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5137. Fujiama Party this weekend

Newsgroup: comp.sys.atari.8bit
Date: 2012-08-06 08:36:03 UTC
From: cas_news@strotmann.de
Message-ID: <87lihsh0y4.fsf@csgate4.strotmann.de>
Source record: 76

Hi fellow Atarians,

we are approaching the largest Fujiama-Party in Lengenfeld ever.
See
http://www.abbuc.de/~atarixle/event/fuji2012/invite_en.html
for details

-- Carsten

5138. Re: The RPi journey begins

Newsgroup: comp.sys.atari.8bit
Date: 2012-08-07 08:48:47 UTC
From: Rick <"ricortes at yahoo dot com">
Message-ID: <c6SdnT0akK3qS73NnZ2dnUVZ_vqdnZ2d@earthlink.com>
Source record: 77

"Rick." <ricortes at yahoo dot com> wrote in message
news:wIydndQN3_nhIYTNnZ2dnUVZ_h-dnZ2d@earthlink.com...
<snip> Updating and correcting my misconceptions as is my habit.
> Spent 40 minutes to download a tool to create the boot SD card. Frightens
> me to think of how long it will take to actually down load the linux
> distribution. I may just head into town with an Android tablet and snag
> the distribution from a WiFi hotspot. Not to offend any linux users but
> the RPi web site says an Android port is in the works. I kind of like the
> Android OS and will probably jump ship as soon as it gets stable. I think
> I will check out fleaBay and see if someone is selling SD cards preloaded
> at a reasonable price.

Started d/l and got the time estimate of 9 hours. Aborted. It never goes as
fast as it says. Probably would have taken me an hour even at a WiFi hotspot
and I don't know that either of my tablets could stay up that long under the
load. Heck, Android is linux mostly.

Found someone selling preloaded linux distribution on a 8 gig Transend SD
for ~$11 shipped. I made it mine.
>
> I've got a couple of composite monitors I use with my Atari and satelite
> tv. I think I may use the RPi as an excuse to pick up a HDMI monitor. I am
> giving up the ghost on all my CRT VGA monsters. I may keep a few LCD VGA
> monitors but only the versitle ones with features like DVI, composite, et
> cetera, inputs.

They are supposed to be considering VGA connectors. Composite sucks. It
works but output is poorer then most Ataris.

Old USB keyboard I picked up years ago at Halted, USB mouse, cellphone power
supply<lost/stolen my ~$300 cellphone last month, that hurt>, old Samsung
TV/Monitor.

Thing boots quick! Snappy performace. Just about a complete lack of software
available on the SD card. Browser, development package for Python, an editor
or two, 8 or so lame games. I haven't hooked the ethernet port yet but I'll
assume it works just as well. Tried looking up existing apps and games, not
much available.

By snappy I mean about like a 300 mHz Pentium running W95. I am thinking
good'nuff. One of the powers that be is porting SNES emulator, someone else
ported Doom me thinks. Couple of people working on turning it into home
theater or MP3/MP4 player. Really, a good MP3 would make me a happy camper
as with the 8gig SD card it would pretty much hold everything I have. *BUT*
the bad news: The stereo jack is right next to the HD busy LED and you get
buzing and clicks as the OS accesses the SD card! OUCH! I have to check out

the HDMI cable but haven't bought a monitor/TV with HDMI input yet.

> diode. I have to scan the schematics and specs to make sure the I/O is 5V

NOT 5V tolerant! Well, not a huge problem. Just means I have to add a couple of zeners to both output and input and current limiting resistors. The Atari data output is definately 5V and you can never tell when someone pulls up the input. Up way to late and need to sleep on this.

5139. Advertisement for Necromancer by Synapse for the Atari 400/800

Newsgroup: comp.sys.atari.8bit
Date: 2012-08-08 21:13:15 UTC
From: darth_azrael@nospam.yahoo.com
Message-ID: <5022d687$0$22905$9a6e19ea@unlimited.newshosting.com>
Source record: 78

Advertisement for Necromancer by Synapse for the Atari
400/800 from the August/September 1983 issue of Video Games
Player:

http://pinterest.com/pin/106186503685044543

http://pinterest.com/pin/106186503685044543

--
--> http://www.megalextoria.com/forum2 <--

5140. UPTO 33% OFF ATARI GAMES, SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2012-08-13 07:22:20 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1208130019140.19307@slate.spiritone.com>
Source record: 79
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5141. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-08-13 07:24:04 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1208130022300.19307@slate.spiritone.com>
Source record: 80
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

LOOKING FOR ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT AND/OR ST?

Sign Up for the Mailing List used to send E-Mail From Bravo Sierra Computers! Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

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5142. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2012-08-13 07:26:33 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1208130024350.19307@slate.spiritone.com>
Source record: 81
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5143. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2012-08-15 04:37:56 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1345005432@rtfm.mit.edu>
Source record: 82
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 20 days
Last-modified: July 25, 2012

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 20 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
(This newsgroup is not widely propagated.)
```

de.comp.sys.atari
[German language discussion about Atari micros.]

fr.comp.sys.atari
Machines de la gamme Atari.
[French language discussion about Atari micros.]

pl.comp.sys.atari
Grupa dyskusyjna uzytkownikow komputerow atari.
[Polish language discussion about Atari micros.]

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"
http://www.atari8bit.de.vu/ Homesoft's Disk Images (games)

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

Atari 8-Bit Cartridges (PitfallJones)
http://www.pitfalljones.com/atari.htm

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

5144. Announcements deleted.

Newsgroup: comp.sys.atari.8bit
Date: 2012-08-17 01:55:20 UTC
From: "Herman Samso I." <bybits@gmail.com>
Message-ID: <1de079a2-cc62-402d-968d-321b257ef01e@googlegroups.com>
Source record: 83

Hello!

Sadly, seems like the posting of the BITS demostrations have been deleted or filtered out. Then, I will be re announcing those demostration again.

Find BITS demostrations at:
http://thebitsclub.tripod.com/

Greetings,
BITS

5145. BITS 1506. @Party 2011 Competition. Demostration. Scene.

Newsgroup: comp.sys.atari.8bit
Date: 2012-08-17 01:57:18 UTC
From: "Herman Samso I." <bybits@gmail.com>
Message-ID: <feffa089-8c07-4cd5-8f7f-73840e6bcdb4@googlegroups.com>
Source record: 84

Hello!

BITS have released demostration

BITS 1506

at the famous American
@Party 2011

Demostration of graphics and sound.
For Atari XL 8 bits.

Download:
http://thebitsclub.tripod.com/demo/BITS1506-XL-20110617.ZIP

Visit:
http://thebitsclub.tripod.com

YouTube:
http://www.youtube.com/thebitsclub

Good night,
BITS

5146. UPTO 33% OFF ATARI GAMES, SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2012-08-22 06:11:30 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1208212306580.27244@slate.spiritone.com>
Source record: 85
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Newsgroup: comp.sys.atari.8bit
Date: 2012-08-22 06:28:52 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1208212311410.27244@slate.spiritone.com>
Source record: 86
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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Newsgroup: comp.sys.atari.8bit
Date: 2012-08-22 06:31:10 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1208212329080.27244@slate.spiritone.com>
Source record: 87
Cross-posted to:
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Newsgroup: comp.sys.atari.8bit
Date: 2012-08-27 09:40:21 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1208270236080.24989@slate.spiritone.com>
Source record: 88
Cross-posted to:
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5150. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-08-27 09:42:24 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1208270240350.24989@slate.spiritone.com>
Source record: 89
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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5151. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2012-08-27 09:44:39 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1208270242530.24989@slate.spiritone.com>
Source record: 90
Cross-posted to:
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Newsgroup: comp.sys.atari.8bit
Date: 2012-09-02 10:00:54 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1209020258210.17891@slate.spiritone.com>
Source record: 91
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5153. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-09-02 10:04:23 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1209020301280.17891@slate.spiritone.com>
Source record: 92
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

LOOKING FOR ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT AND/OR ST?

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Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

I cant read your mind! Fill out the Atari survey, Helping me figure out your
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Use this HotLink and make a list for your Atari Want List and I'll contact
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5154. ATARI SUMMER STAYCATION!

Newsgroup: comp.sys.atari.8bit
Date: 2012-09-02 10:07:41 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1209020304530.17891@slate.spiritone.com>
Source record: 93
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/26007800.htm ATARI 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
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http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!

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5155. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2012-09-04 04:40:36 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1346733586@rtfm.mit.edu>
Source record: 94
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 20 days
Last-modified: July 25, 2012

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 20 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
(This newsgroup is not widely propagated.)
```

de.comp.sys.atari
[German language discussion about Atari micros.]

fr.comp.sys.atari
Machines de la gamme Atari.
[French language discussion about Atari micros.]

pl.comp.sys.atari
Grupa dyskusyjna uzytkownikow komputerow atari.
[Polish language discussion about Atari micros.]

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"
http://www.atari8bit.de.vu/ Homesoft's Disk Images (games)

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

Atari 8-Bit Cartridges (PitfallJones)
http://www.pitfalljones.com/atari.htm

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

5156. HELP! Atari ST1040, STE, STF520, MegaST RGB TV SCART Cable

Newsgroup: comp.sys.atari.8bit
Date: 2012-09-05 10:03:12 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1209050256580.19825@slate.spiritone.com>
Source record: 95
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,fr.comp.sys.atari

Does Somebody Have A Direct E-Mail Address Or Phone Number For These Guys? My
Web Browser Really Sucks And I Cant Read Their WebSite!It's In Italian!I Need
An E-Mail Address So I Can Contact Them Directly! Or Maybe A Phone Number!
Please Answer! Please Reply Irregardless of your Answers! Thanx! =-=Ben=-=

Link: http://snipurl.com/atarist_rgbscart

On Thu, 26 Jul 2012, Oge wrote:

> Date: Thu, 26 Jul 2012 17:29:07 +0200
> From: Oge <oge@nospam.it>
> Newsgroups: comp.sys.atari.8bit, comp.sys.atari.st, fr.comp.sys.atari
> Subject: Atari ST1040, STE, STF520, MegaST RGB TV SCART Cable
>
> Description:
> Exclusive TV SCART Cable (RGB+Audio) compatible with Atari ST/STE/STF
> systems.
>
> It will work flawlessly with the majority of the available TVs, including
> both CRT o LCD ones, granting the best available video quality out of the
> above mentioned machines.
>
> Superb quality of picture and great audio sound, this Cable includes
> internal ehnancements which expand its working range even to the most modern
> LCD TV Sets.
>
> Compatibility List:
> STE, STF, 520STF, STFM, 1040ST & MEGAST
>
> Link: http://snipurl.com/atarist_rgbscart
>
>
> Cheers,
> Oge
>
>
>

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5157. Re: HELP! Atari ST1040, STE, STF520, MegaST RGB TV SCART Cable

Newsgroup: comp.sys.atari.8bit
Date: 2012-09-05 19:47:54 UTC
From: Dennis Schulmeister <usenet@windows3.de>
Message-ID: <20120905214754.555a363c48130620873880f8@windows3.de>
Source record: 96
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,fr.comp.sys.atari

That website is acutally an ebay listing. I couldn't find a link, email
or phone number there, sorry.

Dennis

On Wed, 5 Sep 2012 03:03:12 -0700
Bravo Sierra Computers <Atari@aracnet.com> wrote:

> Does Somebody Have A Direct E-Mail Address Or Phone Number For These Guys? My
> Web Browser Really Sucks And I Cant Read Their WebSite!It's In Italian!I Need
> An E-Mail Address So I Can Contact Them Directly! Or Maybe A Phone Number!
> Please Answer! Please Reply Irregardless of your Answers! Thanx! =-=Ben=-=
>
> Link: http://snipurl.com/atarist_rgbscart
>
> On Thu, 26 Jul 2012, Oge wrote:
>
> > Date: Thu, 26 Jul 2012 17:29:07 +0200
> > From: Oge <oge@nospam.it>
> > Newsgroups: comp.sys.atari.8bit, comp.sys.atari.st, fr.comp.sys.atari
> > Subject: Atari ST1040, STE, STF520, MegaST RGB TV SCART Cable
> >
> > Description:
> > Exclusive TV SCART Cable (RGB+Audio) compatible with Atari ST/STE/STF
> > systems.
> >
> > It will work flawlessly with the majority of the available TVs, including
> > both CRT o LCD ones, granting the best available video quality out of the
> > above mentioned machines.
> >
> > Superb quality of picture and great audio sound, this Cable includes
> > internal ehnancements which expand its working range even to the most modern
> > LCD TV Sets.
> >
> > Compatibility List:
> > STE, STF, 520STF, STFM, 1040ST & MEGAST
> >
> > Link: http://snipurl.com/atarist_rgbscart
> >
> >
> > Cheers,
> > Oge
> >
> >

> >
>
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5158. UPTO 33% OFF ATARI GAMES, SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2012-09-10 09:46:53 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1209100245200.15038@slate.spiritone.com>
Source record: 97
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5159. ALL NEW FREE CATALOGS! ATARI 8 BIT/ST/2600/5200/7800/JAGUAR & LYNX!

Newsgroup: comp.sys.atari.8bit
Date: 2012-09-10 09:53:34 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1209100252061.15038@slate.spiritone.com>
Source record: 98
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've Been Going Through My Atari Inventory! I'm Blessed With Quite A Great Collection! Some People, Who Love Atari Would Kill For My Atari Collection! I Updated My Catalogs As Of September 10, 2012!Google "Bravo Sierra Computers"!

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http://www.aracnet.com/~atari/st_hard.htm ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm ATARI 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm ATARI LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm ATARI JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!

I've got a fast turnaround rate!Once I've received payment your order goes out the same day! Customers love the speedy service! I have lots of Atari Software & Books!Which I can send by Media Mail!Please Direct all Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com! See info at the Bottom to Reach me!

Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org & Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2012! Sent on my Atari Computer

5160. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-09-10 09:55:03 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1209100253490.15038@slate.spiritone.com>
Source record: 99
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

LOOKING FOR ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT AND/OR ST?

Sign Up for the Mailing List used to send E-Mail From Bravo Sierra Computers! Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Sign Up For The Portland Atari Club E-Mailing List! New As Of 9-10-2012!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

Direct Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com!! Can't reach me? See info at Bottom!Get Heads Up on NEW Atari Sales before the Rest!

Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org & Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2012! Sent on my Atari Computer

5161. Re: HELP! Atari ST1040, STE, STF520, MegaST RGB TV SCART Cable

Newsgroup: comp.sys.atari.8bit
Date: 2012-09-10 11:03:51 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1209100339580.15703@slate.spiritone.com>
Source record: 100
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,fr.comp.sys.atari

A Friend Found This Updated Version Of The Web Page, In English!

> An updated version of this listing can be found here: http://ow.ly/duSv8

---------- Forwarded message ----------
Date: Wed, 5 Sep 2012 21:47:54 +0200
From: Dennis Schulmeister <usenet@windows3.de>
To: Bravo Sierra Computers <Atari@aracnet.com>
Newsgroups: comp.sys.atari.8bit, comp.sys.atari.st, fr.comp.sys.atari
Subject: Re: HELP! Atari ST1040, STE, STF520, MegaST RGB TV SCART Cable

That website is acutally an ebay listing. I couldn't find a link, email
or phone number there, sorry.

Dennis

On Wed, 5 Sep 2012 03:03:12 -0700
Bravo Sierra Computers <Atari@aracnet.com> wrote:

> Does Somebody Have A Direct E-Mail Address Or Phone Number For These Guys? My
> Web Browser Really Sucks And I Cant Read Their WebSite!It's In Italian!I Need
> An E-Mail Address So I Can Contact Them Directly! Or Maybe A Phone Number!
> Please Answer! Please Reply Irregardless of your Answers! Thanx! =-=Ben=-=
>
> Link: http://snipurl.com/atarist_rgbscart
>
> On Thu, 26 Jul 2012, Oge wrote:
>
>> Date: Thu, 26 Jul 2012 17:29:07 +0200
>> From: Oge <oge@nospam.it>
>> Newsgroups: comp.sys.atari.8bit, comp.sys.atari.st, fr.comp.sys.atari
>> Subject: Atari ST1040, STE, STF520, MegaST RGB TV SCART Cable
>>
>> Description:
>> Exclusive TV SCART Cable (RGB+Audio) compatible with Atari ST/STE/STF
>> systems.
>>
>> It will work flawlessly with the majority of the available TVs, including
>> both CRT o LCD ones, granting the best available video quality out of the
>> above mentioned machines.
>>
>> Superb quality of picture and great audio sound, this Cable includes
>> internal ehnancements which expand its working range even to the most modern
>> LCD TV Sets.
>>

>> Compatibility List:
>> STE, STF, 520STF, STFM, 1040ST & MEGAST
>>
>> Link: http://snipurl.com/atarist_rgbscart
>>
>>
>> Cheers,
>> Oge
>>
>>
>>
>
> Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held!
> FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org &
> Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2012!
> Sent on my Atari Computer

5162. UPTO 33% OFF ATARI GAMES, SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2012-09-17 02:15:39 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1209161913060.30757@slate.spiritone.com>
Source record: 201
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

GAMES, SOFTWARE & BOOKS UPTO 33% OFF!! GAMES, SOFTWARE & BOOKS UPTO 33% OFF!!

$60 ORDERS GET 20% OFF THE TOP OF GAMES/SOFTWARE & BOOKS FOR ATARI 2600/5200/
7800/JAGUAR/LYNX/CLASSIC ATARI 8 BIT & ATARI ST GAMES/SOFTWARE & REFERENCES!!
$240 ORDER GETS 33% OFF THE TOP OF ATARI GAMES/SOFTWARE & BOOKS/REFERENCES!!!
Goto http://BensCatalogs.Atari.org or Goto http://BenSells.Atari.org, Google
"Bravo Sierra Computers" or E-Mail BenSells@Atari.org asking for catalogs. My
Games/Software & Book Catalogs are sorted alphabetically by Title so Cut-&-
Paste your order and E-Mail your list with your Shipping Address so I can
expedite your order or call(503)256-9974! Atari Sales, Service & Support!

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http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
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http://Club.Atari.org PORTLAND ATARI CLUB!
http://Adoption.Atari.org ATARI ADOPTION AGENCY!
http://www.aracnet.com/~atari/ftp DOWNLOAD FREE ATARI CATALOGS!
http://specials.Atari.org DAILY SPECIALS! DETAILS ON SALES!
http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
http://www.aracnet.com/~atari/microprose.htm THE BEST SIMMS GAMES FOR ATARI!
http://www.aracnet.com/~atari/8btbooks.htm CLASSIC ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/books.htm MISCELLANEOUS BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm CLASSIC ATARI 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm ATARI 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm ATARI LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm ATARI JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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& ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held!
FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org
Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org &

Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2012!
Sent on my Atari Computer

5163. ALL NEW FREE CATALOGS! ATARI 8 BIT/ST/2600/5200/7800/JAGUAR & LYNX!

Newsgroup: comp.sys.atari.8bit
Date: 2012-09-17 02:17:50 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1209161915550.30757@slate.spiritone.com>
Source record: 202
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've Been Going Through My Atari Inventory! I'm Blessed With Quite A Great Collection! Some People, Who Love Atari Would Kill For My Atari Collection! I Updated My Catalogs As Of September 10, 2012!Google "Bravo Sierra Computers"!

GAMES, SOFTWARE & BOOKS UPTO 33% OFF!! GAMES, SOFTWARE & BOOKS UPTO 33% OFF!!

$60 ORDERS GET 20% OFF THE TOP OF GAMES/SOFTWARE & BOOKS FOR ATARI 2600/5200/7800/JAGUAR/LYNX/CLASSIC ATARI 8 BIT & ATARI ST GAMES/SOFTWARE & REFERENCES!! $240 ORDER GETS 33% OFF THE TOP OF ATARI GAMES/SOFTWARE & BOOKS/REFERENCES!!! Goto http://BensCatalogs.Atari.org or Goto http://BenSells.Atari.org, Google "Bravo Sierra Computers" or E-Mail BenSells@Atari.org asking for catalogs. My Games/Software & Book Catalogs are sorted alphabetically by Title so Cut-&-Paste your order and E-Mail your list with your Shipping Address so I can expedite your order or call(503)256-9974! Atari Sales, Service & Support!

I've just Updated 11 Atari Catalogs! 26007800.txt, 5200.txt, books.txt, jaguar.txt, lynx.txt, 8btbooks.txt, 8bt_hard.txt, 8bt_soft.txt, stbooks.txt, st_hard.txt & st_soft.txt! They have NEW ADDED INVENTORY & UPDATED CATALOGS!

NEW FREE Catalogs for NEW & USED Classic Atari 8 Bit & ST Computer Lines Plus Atari 2600, 5200, 7800, Jaguar & Lynx Games! Atari Hardware, Games/Software, Books/References & Accessories!Eleven Catalogs in all! View Catalogs on-line, Download them or Feel free to Request catalogs by E-Mail! Really, it's not an inconvenience!Please specify 8 Bit, ST, 2600, 5200, 7800 Jaguar, Lynx or ALL! Then I'll send you them by E-Mail! Let me know if I can attach files to your E-Mail! Cruise the Web at http:\\BensCatalogs.Atari.org or BenSells@Atari.org call(503)256-9974!Come For The Sales, Stay For The Service!Call/E-Mail Today!

To expedite your order, Download Catalogs, Delete what you dont want, E-Mail me the rest! Please include your Mailing Address so I can figure Postage and Handling so I can expedite your Order! My Atari SoftWare and Book Catalogs are sorted alphabetically by Title so E-Mail your Want Lists to Bravo Sierra!

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http://specials.Atari.org DAILY SPECIALS! DETAILS ON SALES!
http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
http://www.aracnet.com/~atari/microprose.htm THE BEST SIMMS GAMES FOR ATARI!
http://www.aracnet.com/~atari/8btbooks.htm CLASSIC ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/books.htm MISCELLANEOUS BOOKS LIST!

http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm CLASSIC ATARI 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm ATARI 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm ATARI LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm ATARI JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!

I've got a fast turnaround rate!Once I've received payment your order goes out the same day! Customers love the speedy service! I have lots of Atari Software & Books!Which I can send by Media Mail!Please Direct all Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com! See info at the Bottom to Reach me!

Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org & Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2012! Sent on my Atari Computer

5164. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-09-17 02:19:50 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1209161918050.30757@slate.spiritone.com>
Source record: 203
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

LOOKING FOR ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT AND/OR ST?

Sign Up for the Mailing List used to send E-Mail From Bravo Sierra Computers! Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Sign Up For The Portland Atari Club E-Mailing List! New As Of 9-10-2012!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

Direct Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com!! Can't reach me? See info at Bottom!Get Heads Up on NEW Atari Sales before the Rest!

Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org & Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2012! Sent on my Atari Computer

5165. R.O.M. Volume 1, Issue 2

Newsgroup: comp.sys.atari.8bit
Date: 2012-09-17 19:18:54 UTC
From: darth_azrael@nospam.yahoo.com
Message-ID: <505777c2$0$22882$9a6e19ea@unlimited.newshosting.com>
Source record: 204

"The Magazine That Brings The ATARI Computer to Life"

http://pinterest.com/pin/106186503685325965/

http://pinterest.com/pin/106186503685325965/

--
--> http://www.megalextoria.com/forum2 <--

5166. Re: R.O.M. Volume 1, Issue 2

Newsgroup: comp.sys.atari.8bit
Date: 2012-09-18 15:28:18 UTC
From: Philip <philip.millwood@gmail.com>
Message-ID: <2cc51149-b357-4630-b800-4f0dab8a15a5@googlegroups.com>
Source record: 205

On Monday, September 17, 2012 3:19:32 PM UTC-4, (unknown) wrote:
> "The Magazine That Brings The ATARI Computer to Life"
>
>
>
> http://pinterest.com/pin/106186503685325965/
>
>
>
> http://pinterest.com/pin/106186503685325965/
>
>
>
> --
>
> --> http://www.megalextoria.com/forum2 <--

Thanks for this post-- great stuff.

5167. FS: ICD CATBOX! (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2012-09-20 11:58:08 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1209200452170.7213@slate.spiritone.com>
Source record: 206
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

This Post Is From An E-Mail I'm Forwarding To These NewsGroups! I'll Be Here At
The Portland Retro Gaming Expo! September 29th & 30th! The Biggest Wallet Buys!

http://RetroGamingExpo.com

I'll Be One Of The Sponsors!

=-Thanx-=
=-=Ben=-=

---------- Forwarded message ----------
Date: Thu, 20 Sep 2012 02:57:03 -0700 (PDT)

Can I Interest You In A CatBox From ICD? It Still Has The Original Price Tag
From Toad Computers Of $69.95 U$D! In The Original ICD Box With The Original
Double Sided/Three Page Documentation As Well As (TWO) RGB Adapters For Hooking
Up Atari ST Monitors! This Is My Own Personal CatBox, With Original Receipt
From Toad With My Name On It! I Used To Have Three CatBoxes!This Is The Only
One I Have Left! Please Reply Irregardless of your Answers! Thanx! =-=Ben=-=

Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit
& ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held!
FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org
Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org &
Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben
anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2012!
Sent on my Atari Computer

5168. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2012-09-24 04:41:40 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1348461674@rtfm.mit.edu>
Source record: 207
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 20 days
Last-modified: July 25, 2012

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 20 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
(This newsgroup is not widely propagated.)
```

de.comp.sys.atari
[German language discussion about Atari micros.]

fr.comp.sys.atari
Machines de la gamme Atari.
[French language discussion about Atari micros.]

pl.comp.sys.atari
Grupa dyskusyjna uzytkownikow komputerow atari.
[Polish language discussion about Atari micros.]

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"
http://www.atari8bit.de.vu/ Homesoft's Disk Images (games)

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

Atari 8-Bit Cartridges (PitfallJones)
http://www.pitfalljones.com/atari.htm

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

5169. UPTO 33% OFF ATARI GAMES, SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2012-09-24 21:27:56 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1209241423280.29234@slate.spiritone.com>
Source record: 208
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Newsgroup: comp.sys.atari.8bit
Date: 2012-09-24 21:30:15 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1209241428150.29234@slate.spiritone.com>
Source record: 209
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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Newsgroup: comp.sys.atari.8bit
Date: 2012-09-30 23:55:43 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1209301651470.23378@slate.spiritone.com>
Source record: 210
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5172. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-09-30 23:58:51 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1209301655590.23378@slate.spiritone.com>
Source record: 211
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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Newsgroup: comp.sys.atari.8bit
Date: 2012-10-06 13:38:25 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1210060635550.31917@slate.spiritone.com>
Source record: 212
Cross-posted to:
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5174. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-10-06 13:40:33 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1210060638380.31917@slate.spiritone.com>
Source record: 213
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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5175. A.N.A.L.O.G. Computing, Issue Number 43, June 1986

Newsgroup: comp.sys.atari.8bit
Date: 2012-10-11 18:47:51 UTC
From: darth_azrael@nospam.yahoo.com
Message-ID: <50771478$0$21635$9a6e19ea@unlimited.newshosting.com>
Source record: 214

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5176. UPTO 33% OFF ATARI GAMES, SOFTWARE & BOOKS!

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Date: 2012-10-13 21:49:01 UTC
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Message-ID: <alpine.DEB.2.00.1210131444590.8928@slate.spiritone.com>
Source record: 215
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Date: 2012-10-13 21:52:27 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1210131449190.8928@slate.spiritone.com>
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Sent on my Atari Computer

5178. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-10-13 21:54:45 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1210131452420.8928@slate.spiritone.com>
Source record: 217
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

LOOKING FOR ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT AND/OR ST?

Sign Up for the Mailing List used to send E-Mail From Bravo Sierra Computers! Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Sign Up For The Portland Atari Club E-Mailing List! New As Of 9-10-2012!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

Direct Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com!! Can't reach me? See info at Bottom!Get Heads Up on NEW Atari Sales before the Rest!

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5179. A.N.A.L.O.G. Computing, Issue Number 38, January 1986

Newsgroup: comp.sys.atari.8bit
Date: 2012-10-15 19:40:54 UTC
From: darth_azrael@nospam.yahoo.com
Message-ID: <507c66e7$0$22382$9a6e19ea@unlimited.newshosting.com>
Source record: 218

The January 1986 issue of A.N.A.L.O.G. Computing:

http://pinterest.com/pin/106186503685529146/

http://pinterest.com/pin/106186503685529146/

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--> http://www.megalextoria.com/forum2 <--

5180. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2012-10-16 12:17:07 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1350389775@rtfm.mit.edu>
Source record: 219
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 20 days
Last-modified: July 25, 2012

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 20 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
(This newsgroup is not widely propagated.)
```

de.comp.sys.atari
[German language discussion about Atari micros.]

fr.comp.sys.atari
Machines de la gamme Atari.
[French language discussion about Atari micros.]

pl.comp.sys.atari
Grupa dyskusyjna uzytkownikow komputerow atari.
[Polish language discussion about Atari micros.]

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"
http://www.atari8bit.de.vu/ Homesoft's Disk Images (games)

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

Atari 8-Bit Cartridges (PitfallJones)
http://www.pitfalljones.com/atari.htm

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

5181. UPTO 33% OFF ATARI GAMES, SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2012-10-22 08:16:58 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1210220101420.17217@slate.spiritone.com>
Source record: 220
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
http://www.aracnet.com/~atari/microprose.htm THE BEST SIMMS GAMES FOR ATARI!
http://www.aracnet.com/~atari/8btbooks.htm CLASSIC ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/books.htm MISCELLANEOUS BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm CLASSIC ATARI 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm ATARI 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm ATARI LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm ATARI JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!

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Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2012!
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5182. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-10-22 08:23:58 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1210220117120.17217@slate.spiritone.com>
Source record: 221
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

LOOKING FOR ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT AND/OR ST?

Sign Up for the Mailing List used to send E-Mail From Bravo Sierra Computers! Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Sign Up For The Portland Atari Club E-Mailing List! New As Of 9-10-2012!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

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Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org & Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2012! Sent on my Atari Computer

5183. SHOW YOUR SUPPORT FOR ATARI SALES, SERVICE & SUPPORT! VOTE BSC!

Newsgroup: comp.sys.atari.8bit
Date: 2012-10-23 15:38:24 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1210230835530.3687@slate.spiritone.com>
Source record: 222
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I owe you a lot! You pay my bills. Defend me from attacks. Patronize and support me with your money. Each Dollar/Euro/Yen is a Vote of support! Show appreciation with your money. Buy from Ben, your Atari Benefactor!Show your support by buying Atari And keep the support coming. Vote for your favorite Atari Dealer! Vote for Bravo Sierra Computers!In the spirit of Customer Appreciation Month I'm offering a Gift to you, my Customers, With purchase this November!Value of gift increases with value of purchase. Call (503)256-9974 AnyTime Or E-Mail BenSells@Atari.org or goto my websites below for details! Vote 4 Ben! Vote 4 Support! Vote 4 Bravo Sierra Computers in 2012!

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5184. ALL NEW FREE CATALOGS! ATARI 8 BIT/ST/2600/5200/7800/JAGUAR & LYNX!

Newsgroup: comp.sys.atari.8bit
Date: 2012-10-23 15:49:02 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1210230846120.3687@slate.spiritone.com>
Source record: 223
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've Just Added An ICD CatBox And A Jag CD Player For The Atari Jaguar In My Catalog Named jaguar.txt!

I've Been Going Through My Atari Inventory! I'm Blessed With Quite A Great Collection! Some People, Who Love Atari Would Kill For My Atari Collection! I Updated My Catalogs As Of October 23rd, 2012!Google "Bravo Sierra Computers"!

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http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
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5185. UPTO 33% OFF ATARI GAMES, SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2012-10-28 21:16:25 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1210281411550.13433@slate.spiritone.com>
Source record: 224
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5186. SHOW YOUR SUPPORT FOR ATARI SALES, SERVICE & SUPPORT! VOTE BSC!

Newsgroup: comp.sys.atari.8bit
Date: 2012-10-28 21:44:12 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1210281440290.13433@slate.spiritone.com>
Source record: 225
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5187. ALL NEW FREE CATALOGS! ATARI 8 BIT/ST/2600/5200/7800/JAGUAR & LYNX!

Newsgroup: comp.sys.atari.8bit
Date: 2012-10-28 21:51:36 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1210281449120.13433@slate.spiritone.com>
Source record: 226
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've Just Added An ICD CatBox And A Jag CD Player For The Atari Jaguar In My Catalog Named jaguar.txt!

I've Been Going Through My Atari Inventory! I'm Blessed With Quite A Great Collection! Some People, Who Love Atari Would Kill For My Atari Collection! I Updated My Catalogs As Of October 23rd, 2012!Google "Bravo Sierra Computers"!

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5188. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-10-28 21:55:08 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1210281451570.13433@slate.spiritone.com>
Source record: 227
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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5189. ROM, Vol. 1, Issue 3

Newsgroup: comp.sys.atari.8bit
Date: 2012-10-31 17:58:57 UTC
From: darth_azrael@nospam.yahoo.com
Message-ID: <509166fb$0$23966$9a6e19ea@unlimited.newshosting.com>
Source record: 228

ROM: The Magazine That Brings The Atari Computer to Life,
Vol. 1, Issue 3:

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--> http://www.megalextoria.com/forum2 <--

5190. UPTO 33% OFF ATARI GAMES, SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2012-11-04 21:28:27 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1211041321590.13985@slate.spiritone.com>
Source record: 229
Cross-posted to:
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5191. SHOW YOUR SUPPORT FOR ATARI SALES, SERVICE & SUPPORT! VOTE BSC!

Newsgroup: comp.sys.atari.8bit
Date: 2012-11-04 21:37:13 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1211041333380.14847@slate.spiritone.com>
Source record: 230
Cross-posted to:
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5192. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-11-04 21:39:36 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1211041337260.14847@slate.spiritone.com>
Source record: 231
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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5193. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2012-11-06 05:37:59 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1352180224@rtfm.mit.edu>
Source record: 232
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 20 days
Last-modified: July 25, 2012

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

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NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
(This newsgroup is not widely propagated.)
```

de.comp.sys.atari
[German language discussion about Atari micros.]

fr.comp.sys.atari
Machines de la gamme Atari.
[French language discussion about Atari micros.]

pl.comp.sys.atari
Grupa dyskusyjna uzytkownikow komputerow atari.
[Polish language discussion about Atari micros.]

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"
http://www.atari8bit.de.vu/ Homesoft's Disk Images (games)

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

Atari 8-Bit Cartridges (PitfallJones)
http://www.pitfalljones.com/atari.htm

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

5194. SHOW YOUR SUPPORT FOR ATARI SALES, SERVICE & SUPPORT! VOTE BSC!

Newsgroup: comp.sys.atari.8bit
Date: 2012-11-12 15:13:18 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1211120709200.13184@slate.spiritone.com>
Source record: 233
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5195. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-11-12 15:15:29 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1211120713280.13184@slate.spiritone.com>
Source record: 234
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

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5196. CUSTOMER APPRECIATION MONTH! ATARI UPTO 33% OFF + GIFT!

Newsgroup: comp.sys.atari.8bit
Date: 2012-11-12 15:22:38 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1211120720270.13184@slate.spiritone.com>
Source record: 235
Cross-posted to:
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5197. A.N.A.L.O.G. Computing, Issue Number 75, August 1989

Newsgroup: comp.sys.atari.8bit
Date: 2012-11-13 18:44:41 UTC
From: darth_azrael@nospam.yahoo.com
Message-ID: <50a2954e$0$12835$9a6e19ea@unlimited.newshosting.com>
Source record: 236

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5198. SHOW YOUR SUPPORT FOR ATARI SALES, SERVICE & SUPPORT! VOTE BSC!

Newsgroup: comp.sys.atari.8bit
Date: 2012-11-19 20:33:26 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1211191228040.16527@slate.spiritone.com>
Source record: 237
Cross-posted to:
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5199. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-11-19 20:37:34 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1211191233510.16527@slate.spiritone.com>
Source record: 238
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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5200. CUSTOMER APPRECIATION MONTH! ATARI UPTO 33% OFF + GIFT!

Newsgroup: comp.sys.atari.8bit
Date: 2012-11-19 20:42:03 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1211191237550.16527@slate.spiritone.com>
Source record: 239
Cross-posted to:
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Newsgroup: comp.sys.atari.8bit
Date: 2012-11-23 06:48:55 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1211222243530.31551@slate.spiritone.com>
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5202. ALL NEW FREE CATALOGS! ATARI 8 BIT/ST/2600/5200/7800/JAGUAR & LYNX!

Newsgroup: comp.sys.atari.8bit
Date: 2012-11-23 06:58:40 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1211222254210.31551@slate.spiritone.com>
Source record: 241
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5203. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-11-23 07:03:33 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1211222259520.31551@slate.spiritone.com>
Source record: 242
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Sign Up For The Portland Atari Club E-Mailing List! New As Of 9-10-2012!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

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5204. ATARI XMAS SALES! NEW STUFF! UPTO 33% OFF GAMES, SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2012-11-23 07:14:31 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1211222308530.31551@slate.spiritone.com>
Source record: 243
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5205. atari holiday sale at video 61

Newsgroup: comp.sys.atari.8bit
Date: 2012-11-25 23:50:30 UTC
From: Nickname unavailable <video61%tcq.net@gtempaccount.com>
Message-ID: <336eacff-78b4-40cb-843c-70cb59da3643@g6g2000vbk.googlegroups.com>
Source record: 244

http://members.tcq.net/video61/holiday2012.html

thanks
lance
www.atarisales.com

5206. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2012-11-27 05:34:39 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1353994421@rtfm.mit.edu>
Source record: 245
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 20 days
Last-modified: July 25, 2012

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE video game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 20 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
(This newsgroup is not widely propagated.)
```

de.comp.sys.atari
[German language discussion about Atari micros.]

fr.comp.sys.atari
Machines de la gamme Atari.
[French language discussion about Atari micros.]

pl.comp.sys.atari
Grupa dyskusyjna uzytkownikow komputerow atari.
[Polish language discussion about Atari micros.]

WEB FORUMS
Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"
http://www.atari8bit.de.vu/ Homesoft's Disk Images (games)

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

Atari 8-Bit Cartridges (PitfallJones)
http://www.pitfalljones.com/atari.htm

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

5207. ALL NEW FREE CATALOGS! ATARI 8 BIT/ST/2600/5200/7800/JAGUAR & LYNX!

Newsgroup: comp.sys.atari.8bit
Date: 2012-12-01 00:58:14 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1211301655000.29475@slate.spiritone.com>
Source record: 246
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Newsgroup: comp.sys.atari.8bit
Date: 2012-12-01 01:01:11 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1211301658360.29475@slate.spiritone.com>
Source record: 247
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I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Sign Up For The Portland Atari Club E-Mailing List! New As Of 9-10-2012!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

Direct Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com!! Can't reach me? See info at Bottom!Get Heads Up on NEW Atari Sales before the Rest!

Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org & Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2012! Sent on my Atari Computer

5209. ATARI XMAS SALES! NEW STUFF! UPTO 33% OFF GAMES, SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2012-12-01 01:04:11 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1211301701280.29475@slate.spiritone.com>
Source record: 248
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

GAMES, SOFTWARE & BOOKS UPTO 33% OFF!! GAMES, SOFTWARE & BOOKS UPTO 33% OFF!!

$60 ORDERS GET 20% OFF THE TOP OF GAMES/SOFTWARE & BOOKS FOR ATARI 2600/5200/
7800/JAGUAR/LYNX/CLASSIC ATARI 8 BIT & ATARI ST GAMES/SOFTWARE & REFERENCES!!
$240 ORDER GETS 33% OFF THE TOP OF ATARI GAMES/SOFTWARE & BOOKS/REFERENCES!!!
Goto http://BensCatalogs.Atari.org or Goto http://BenSells.Atari.org, Google
"Bravo Sierra Computers" or E-Mail BenSells@Atari.org asking for catalogs. My
Games/Software & Book Catalogs are sorted alphabetically by Title so Cut-&-
Paste your order and E-Mail your list with your Shipping Address so I can
expedite your order or call(503)256-9974! Atari Sales, Service & Support!

GAMES, SOFTWARE & BOOKS UPTO 33% OFF!! GAMES, SOFTWARE & BOOKS UPTO 33% OFF!!

To expedite your order, Download Catalogs, Delete what you dont want, E-Mail
me the rest! Please include your Mailing Address so I can figure Postage and
Handling so I can expedite your Order! My Atari SoftWare and Book Catalogs
are sorted alphabetically by Title so E-Mail your Want Lists to Bravo Sierra!

http://BensCatalogs.Atari.org WEBSITE & FREE ATARI CATALOGS!
http://BenSells.Atari.org MAIN ATARI WEB PAGE!
http://Club.Atari.org PORTLAND ATARI CLUB!
http://Adoption.Atari.org ATARI ADOPTION AGENCY!
http://www.aracnet.com/~atari/ftp DOWNLOAD FREE ATARI CATALOGS!
http://specials.Atari.org DAILY SPECIALS! DETAILS ON SALES!
http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
http://www.aracnet.com/~atari/microprose.htm THE BEST SIMMS GAMES FOR ATARI!
http://www.aracnet.com/~atari/8btbooks.htm CLASSIC ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/books.htm MISCELLANEOUS BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm CLASSIC ATARI 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm ATARI 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm ATARI LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm ATARI JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org & Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2012! Sent on my Atari Computer

5210. how do you cope with the spirit ?

Newsgroup: comp.sys.atari.8bit
Date: 2012-12-01 17:36:50 UTC
From: sam <sam44@gmail.com>
Message-ID: <334537631@news.colorado.edu>
Source record: 249

Hello

After analyzing the love, I think that we could extend the work to the
foundation of the spirit rapidly;
But you could get some info at http://energy.sourceforge.net;
why did you focus on the love salvation?

Before thinking about the love , you should try:
http://www.bubblews.com/pulses/1263-spirit
http://www.bubblews.com/news/39314-world-of-parkour
http://www.bubblews.com/news/11380-powerful-thoughts-part-15-the-word
http://www.bubblews.com/news/22903-thoughts-to-ponder-11-3-12
http://mx3.ch/single/tags/ambient
http://www.mx3.ch/tags/list/ambient
http://www.mx3.ch/tags/index/cool
http://www.mx3.ch/tags/index/ambient
http://www.deviantart.com/morelikethis/artists/183398662
http://fggmm.blogspot.com/2012_09_01_archive.html

God be with you

5211. Antic, February 1987

Newsgroup: comp.sys.atari.8bit
Date: 2012-12-06 17:08:34 UTC
From: darth_azrael@nospam.yahoo.com
Message-ID: <50c0d112$0$15701$9a6e19ea@unlimited.newshosting.com>
Source record: 250

```
Antic: The Atari Resource, Volume 5, Issue 10, February
1987

http://pinterest.com/pin/106186503685890938/

http://pinterest.com/pin/106186503685890938/

--
--> http://www.megalextoria.com/forum2 <--
```

5212. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2012-12-07 05:27:58 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/vendev_1354858060@rtfm.mit.edu>
Source record: 151
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: December 4, 2012

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name

This document is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

The latest version of this document is posted to the following Usenet
newsgroups every 60 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

You may also request my latest working version at: michael@mcurrent.name

**********************************************************************
* For other 8-bit Atari related FAQs please see the "Welcome FAQ": *
* ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome *
* http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html *
**********************************************************************

UPDATES SINCE PREVIOUS POSTING:
2012.12.04 BITS: #1600 (20121204 - PIXeL PaINT)
2012.12.04 Piotr Fusik: Another Slight Atari Player: ASAP 3.1.3 (2012-12-04)
2012.11.30 FAIL: FAIL 1.4.0 (2012-11-28)
2012.11.20 updated: Atarimax (including MyIDE-II CompactFlash Cartridge)
2012.11.19 Fandal: Deflektor Editor
2012.11.13 Fatih Ayguen, updates by Ray Ataergin: AspeQt 0.8.4
2012.11.02 Jan Johnsen: Rocket Rescue 1.5, Mary Poppins 1.12

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Subject: Introduction
```

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry should contain a valid postal address or web page address.

Entries do not include an email address due to the overwhelming amount of spam that would result.

Internation Reply Coupons

The following is from: (2010.09.12)
http://www.upu.int/en/activities/international-reply-coupons/about-irc.html

About International Reply Coupons
When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country; however, if they are from different countries, the enclosed postage stamp will not be valid.

All member countries
This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. As the service began before the days of airmail, the earliest coupons could only be redeemed for a single-rate ordinary postage stamp to a foreign country. In terms of today's UPU Convention, International reply coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign

country.

Mandatory to exchange
The UPU's International Bureau processes several million coupons each year and deals with of all accounting aspects. The International Bureau does not sell IRCs directly to customers; they must buy them from their local post office. Although Posts are not obliged to sell IRCs, it is mandatory for Posts to exchange the coupons. If a Post does not sell IRCs, it is possible to purchase them in a post office located in a neighbouring country.

DISCLAIMER

Appearance in this list does not constitute a recommendation or endorsement of the business, individual, product, or service listed.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS Video Games (Jay Colen) 5/10
519 W 4th St
Antioch CA 94509-1246
USA
http://4jays.net/store/
Vendor: new and used hardware and commercial software

8-Bit Classics (Mr. Corey Koltz) 4/06
302 W Dewey St
Cassville WI 53806-9733
USA
Phone: 608-725-2137
http://www.8bitclassics.com/
Vendor: new and used hardware and commercial software

A-ONE Online Magazine 2/07
See: Dana P. Jacobson

ABBUC Regional Group Frankfurt / Main (RAF) 2/11
(Thomas Grasel, Florian Dingler, Marc Mortara, Harry Reminder, Carsten Strotmann)
Dillenburgerstrabe 61
60439 Frankfurt / Main

Germany
http://www.abbuc-raf.de/
Developer: SIO2USB-Interface, SIO2PC(SIO2ST)-Interface, Network Interface,
MultiJoy8 Interface, Automatic 2-Computer Interface,
Switching Power Supply (SPS), 8-Channel Digital Voltmeter

Jarek Adamski 6/11
Poland
http://8bit.yarek.pl/interface/atari.kmk/
http://8bit.yarek.pl/interface/atari.sio2ide/
Vendor: KMK/JZ IDE, SIO2IDE

Alhart Enterprises Presents (AEP) 8/06
c/o Paul V. Alhart
524 N Z St
Lompoc CA 93436-5019
USA
tel: (805) 736-4624
"encoded" email: OOOp.alhartOOO@OOOverizonOOO.OOOnetOOO
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12
Repair shop: Atari disk drives

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module,
TV/Computer Switch

Ambery 9/08
12335 Denholm Dr Ste E
El Monte CA 91732-3654
USA
tel: 626-350-8956 or 626-698-6739 Mon ~ Fri (10:00AM to 4:00PM PST)
FAX: 626-771-0060
http://www.ambery.com/
Developer: various Video to VGA/RGBHV converter scalers, see
http://www.ambery.com/vitovgcosc.html. Connect your Atari to your PC monitor!

ArSoft (Arkadiusz Lubaszka) 7/11
Poland
http://www.arsoft.netstrefa.pl/
Developer: Pajaki, Przekladanka, Arkadia, Life, ArLogo, Pojedynek, Inwazja,

Wojenne ABC, Zycie Maklera, Poszukiwacze, Smok, BASIC Editor +3M,
Bitwa Morska, RAMbo+, Super Biorytmy, Auto-'B'-Test, Pole Minowe II, Gielda,
ARK Operating System, Supgen, Koala-FWA Konwerter, Kolo Fortuny, CMC Player,
Pajaki II, The Multi-Lotek Maker, Hard Copy Text, SupGen 2000 1.00,
Odwracanka, Boot Config XF551, BCXF551.COM, Super Multi Filecopy, Hektor,
LineKiler, FontSelector, Atari Reader, SupGen 2000 2.00, EAN, Pingwinek,
Pingwinek Idzie Do Szkoly, Klony, Parachute, Parachute Deja vu, LarkaNoid,
ATASCII Squad, Integrator 2.1, Integrator 3.01, PAC-TXT, Kolony 2106,
Klony 2010, Mission: ArSoft, Octopus

Art Transfair Berlin (Andre Motzkus) 2/07
Brunsbuetteler Damm 223d
13581 Berlin
Germany
http://www.art-transfair.de/
Vendor: Computer, expansion, Floppy, memory-upgrades up to 16 mb,
Audio A/D changer, additional many other Atari items (16/32/64bit).
Special lower prices for ABBUC members.

Atari800 Emulator Developers 5/11
Petr Stehlik (maintainer; Linux binaries; Atari Falcon/TT port),
Perry McFarlane (core developer; JavaVM port), Piotr Fusik (core developer),
Mark Grebe (Mac OS X port), Kostas Nakos (WinCE, Android ports),
James Wilkinson (DOS, BeOS, Win32 ports), Christian Groessler
(Sega Dreamcast port), Sebastian Bauer (Amiga port)
See also: Piotr Fusik
See also: Mark Grebe
See also: Christian Groessler
See also: Kostas Nakos
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 v2.2.1 (2011-04-28)--Atari 800/800XL/130XE/5200 emulator
for: Unix, Linux, Amiga, MS-DOS, Atari TT/Falcon, MS Windows, MS WinCE,
Sega Dreamcast, Android and systems running the SDL library. Can be
configured to run in: BASIC mode, CURSES Mode, X Window + Optional XVIEW or
MOTIF User Interface, CBM Amiga, MS-DOS (DJGPP), Atari Falcon/TT and
compatible machines, MS Windows (DirectX), SDL (running on _many_ platforms),
WinCE, Sega Dreamcast, JVM (Java applet), Android

Atari8Warez (Ray Ataergin) 5/12
See also: Fatih Ayguen
Toronto, Ontario
Canada
+1 647 407 7039
http://atari8warez.for-the.biz/
Vendor: used commercial software
Developer: custom SIO2PC Serial Interface, custom 10502PC Serial Interface

AtariAge (Albert Yarusso, Alex Bilstein) 4/06
PO Box 27217
Austin TX 78755-2217
USA

http://www.atariage.com/
Vendor: new hardware (includes homebrew project supplies by Pixels Past)
Developer: Beef Drop cartridge (by Ken Siders)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX) titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort, Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill, Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match, Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics Package, Solitaire, Source Code For Eastern Front (1941), Letterman, Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc, Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage, Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt, Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show, Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing, BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!, Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy, Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler, Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atari Fan Store (Irek) 6/11
New York NY
USA
http://afs.atari.org/
Vendor: hardware including: SIO2IDE, SIO2SD ver. 2, IDEa (KMK/JZ)

Atarimax (Steven J. Tucker) 11/12
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v3.0.8 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS 32-in-1 Switchless Upgrade (2 versions: XL/XE except 1200XL/XEGS; 1200XL), Imagic 1.06 95/NT - Atari Disk Image Conversion System (ATR/XFD/DCM/SCP), Imagic 1.06 DOS, Atari Terminal Simulator ATS 2.0 (SR2) -ATASCII Telnet/Serial Terminal & Break Movie Player 95/NT, Break Movie Screensaver 95/NT, Maxflash Flash Cartridges (1mbit or 8mbit), Maxflash USB Cartridge Programmer Kit, Maxflash Studio Software for Windows 1.7. SIO2PC/ProSystem Universal Interface (6 versions: USB Interface w/ SIO Jack or w/ Terminals; Serial Interface w/ SIO Jack or w/Terminals; Dual Port USB Interface w/ SIO Connectors; Dual Port RS232 Interface w/ SIO Connectors). Atarimax/ABBUC USB Cartridge, Atarimax MyIDE-II CompactFlash Cartridge (includes 512kB Flash, 512kB SRAM, Maxflash Studio and MyBIOS Support)

Atari Online News, Etc. 2/07
See: Dana P. Jacobson

Atari Rage: The Retro Atari Store (Sal "Kjmann" Esquivel) 9/11
See also: Atlantis Games Group
P.O. Box 628
Canby OR 97013
USA
tel: 971-338-8139 Monday - Friday 9:30am to 4pm PST
http://www.atari-sales.com/
Vendor: new hardware (The "StarMaster" By Kraft; The Classic Atari CX-40 Joystick (refurbished), commercial/PD/freeware/shareware published on Cartridge or Multi-Cart
Developer: Kjmann's 8-Bit Evolution Power Supply Upgrade Kit, Kjmann's Internal S-Video Upgrade kit - Version 4.0

The Atari Shop (Sandra) 1/07
The Netherlands
http://www.atari-shop.nl/
Vendor: new/used hardware, new/used commercial software

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter, The Atari Times Compendium (paper book, published annually)

Atlantis Games Group 6/10
(Sal "Kjmann" Esquivel, TJ "Damage X" Edmister, Gary "Rybags" Ryan,

Zdenek "Psuedografx" Eisenhammer, Peter "peteofborg" Meyer)
See also: Atari Rage: The Retro Atari Store
USA
http://www.atlantisgamesgroup.com/
Developer: Tempest Xtreem. In progress: Venture, OutRun

AV Toolbox 6/10
2791 Circleport Dr
Erlanger KY 41018-1080
USA
Phone: 800-235-3280 or 859-647-1077
Fax: 859-282-8225
http://www.avtoolbox.com/
Developer: various video scalers (up-converters). Connect your Atari to
your modern high-resolution video display television or monitor!

Fatih Ayguen (cyco130), updates by Ray Ataergin 11/12
See also: Atari8Warez
http://aspeqt.sourceforge.net
Developer: AspeQt (Atari Serial Peripheral Emulator for Qt) 0.8.4
(currently runs under Windows and Linux)

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 6/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 2.2 (Interactive 6502 Disassembler for Win32,
designed to specifically support Atari binary files)

Matthew Bacon 11/09
United Kingdom
http://www.myatari.net/
Publisher: MyAtari online magazine (published October 2000 - February 2005)

BAKTRA Software (Michael Kalous) 9/12
Czech republic
http://www.baktra.wz.cz/
Developer: TURGEN SYSTEM 8.3.4 ("Turbo generating system"--conversion of
files to various turbo systems used in former Czechoslovakia and Poland.
Output is an electric signal that can be stored in WAVE files or can be sent
directly to computer's audio system; for JavaRE 1.4.2 or newer), Caverns of
the Lost Miner (game), mmSAP 3.0.0 (SAP player for GNU/Linux), libataricas
0.9.6 (BETA 3; library for atari cassette image manipulation with turbo

support)

Richard Bannister 7/12
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.7 Atari 800 Series Emulator for Mac OS X (port of Rainbow 1.4 by Chris Lam), Emulator Enhancer v2.4.0

Lee Barnes 8/12
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced) SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz (Uz) 2/12
Germany
http://www.cc65.org/
Developer: cc65 2.13.3 - a complete cross development package for 65(C)02 systems, including a macro assembler, a C compiler, linker, librarian and several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 4/07
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz 6/11
See also: msc
Germany
http://www.mathyvannisselroy.nl/aspi.htm
Developer:
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"), ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Brian Berlin 8/09
http://kat5200.jillybunch.com/
Developer: kat5200 0.6.2 -- Atari 5200 and 8-bit computers emulator for PC

Best Electronics (Brad Koda) 6/07
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: (408) 278-1070 (M-F 1:30pm to 5:00pm PST)
FAX: (408) 278-1092
E-FAX: (815) 364-3703
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch keyboard upgrade for XE computers, Best Light Gun, Best Gold CX40 Joystick PCB, Atari CX40 Joystick Rebuild Kit with Atari

Upgraded CX40 Handle and Best Gold CX40 PCB, Atari CX40 Joysticks upgraded with the Best Gold CX40 PCB, Atari Jaguar Power Pad to Other Atari Systems Adapter Cable, Sega Genesis Controllers To Atari Systems Adapter Cable

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 8/06
USA
http://www.bigfivesoftware.com/
Developer: Bounty Bob Emulator for Windows NT, 2000, 98, and ME

BITS (SOLO)(Herman Samso J.) 12/12
http://bits.atari.org/ or http://thebitsclub.tripod.com/
Developer: tools & utilities: #1000 (20080312), #1600 (20121204 - PIXeL PaINT). intros & demos: #1502 (20080314), #1503 (20100607), #1504 (20110326), #1505 (20110317), #1506 (20110617), #1507 (20120319), #1508 (20120616)

Grandovec Bostjan 2/12
Pot na Josta 27
4000 Kranj
Slovenia
http://bgrandovec.hostzi.com/
Developer: Pantheon 0.412 (Atari 8-bit computers emulator with collection of 98 games; also emulates Atari 2600, 5200, 7800 with games for each)

Bravo Sierra Computers (BSC) (Ben Smith) 8/12
Oregon
USA
tel: (503) 256-9974 (24 hours)
http://BenSells.Atari.org or http://www.aracnet.com/~atari/
Vendor: new/used hardware, new/used commercial software

Zdenek Burian 4/12
Marie Majerove 33
Prostejov 6
798 11
Czech Republic
Tel. 582 360 714
http://flop.atari.org/
Publisher: FLOP disk magazine (annual; FLOP #55 published June 2012)

Artur Burzynski (j131) 1/05
Gdynia

Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 8/06
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

Mario Caillahuz ("Allas") 10/10
Lima
Peru
http://atari.limitevisual.com/
Developer: Plague Attack, Voyage to Home, Accion, MULE Wars, Animal Party, Jewel Bits

Candle (Sebastian Bartkowicz) 1/12
See also: SIC! crew
Poland
http://spiflash.org/
Developer: SimpleStereo, IO-Board, VideoBoard XE (VBXE), SIDE Project, SIC! Cartridge, Ultimate1MB

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

Rafal Ciepiela (bob_er) 9/12
http://sourceforge.net/projects/atari8/ or http://atari8.sourceforge.net/
Developer: Franny 1.1.3 (ATR disk image editor), Yvonne 1.0 (Atari picture viewer), ZooEY 1.4 (6502 crossassembler compatible with Quick Assembler)

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart (1986-1991), Creative Computing (1974-1985), Creative Computing Video & Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 5/12
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: new/used commercial software, books, small selection of hardware

Cloud-9 (Mark Marlette, Boisy Pitre, Aaron Wolfe) 5/12
3749 County Road 30 SE
Delano MN 55328-8137
USA
http://www.cloud9tech.com/
Developer: Liber809 (Motorola 6809 microprocessor upgrade for the Atari 800XL/1200XL/130XE)

Computer Software Services (CSS) (Bob Puff) 4/07
1350 Buffalo Rd Ste 2
Rochester NY 14624-1829
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems (include a hard disk, Black Box, power supply, controller, cables, and software), SIO cables, hard disk controllers: Adaptec 4000 SCSI, Adaptec 4070 (RLL) SCSI, Xebec S1410a SASI
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer Cable, Black Box Modem Cable, Floppy board, Super-E Burner, Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus, Quintopus with Switchable Ports, Super Archiver, Super Archiver II, Super Archiver --> SA II Upgrade, XF Single Drive Upgrade, XF Single Drive Upgrade (without Drive Mech), XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech), XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup, Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2, MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Nick Coplin 7/12
Perth, Western Australia
Australia
http://www.64hdd.com/
Developer: 64JPX - JoyPad eXpander - Use your favourite Sega, SNES, NES or PCanalog controller with your Commodore or Atari compatible system

Cosine Systems 4/12
(T.M.R The Magic Roundabout [Jason Kelk], Sack [Adam Hay], Odie [Sean])
United Kingdom
http://www.cosine.org.uk/
Developer: C.G.M. UKScene Radio Intro (30th August 2003), 1K Party (21st March 2004), Reaxion (31st December 2005), Greetz0rz (18th March 2012), Brainpower (24th April 2012)

C.P.U. (Raster, JirkaS, Bob!k, HonzaW) 4/09
See also: Radek Sterba
Czech Republic
http://raster.infos.cz/atari/homepage.htm
Developer: S/XEGS RAMCart 128KB version "G1.04 FIX3+", STEREO upgrade for XL/XE, SDrive - connects to Atari XL/XE's serial (SIO)

port and simulates an Atari floppy disk drive with full read/write access to
programs and data stored on a Secure Digital flash memory card (SD),
SDrive Control Program v01 20090403

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file
analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS
or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory
tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4
(written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel
Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor
and more)

CSW-Verlag 2/07
Weidenstrabe 13/1
71364 Winnenden
Germany
tel/FAX: +49 (0) 71 95/6 11 20
http://www.retro-magazin.de/
Publisher: RETRO magazine. Themes: Retro-computing for all systems.
Atari part: approx. 10%. (Not only 8bit) 9.90 euro per magazine, 4
magazines per year for 35 euro.

Jorge Cwik 8/08
http://www.fxatari.com/
Developer: VAPI Atari 8-bits Imaging & Preservation format (.ATX) and
tools: Patched Emulator (based on Atari800Win PLus 4.0 Beta 3) +
VAPI DLL 0.3a, VAPI2SIO (SIO2PC for VAPI) 0.2a

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine
(1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques (Dan Dotson and Marilyn Saul) 9/06
PO Box 40751
Tucson AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Device Side Data 4/10
USA
http://www.deviceside.com/

Developer: FC5025 (USB 5.25" floppy controller - as of Feb. 2010 included
software (Linux/Mac/Windows) supports reading Atari DOS 2 disks)

DGS (Dean Garraghty Software) 8/12
United Kingdom
http://www.dgs.clara.co.uk/
Vendor: commercial/PD/freeware/shareware: DGS Atari 8-bit CD-ROM
Commercial & Public Domain Software Collection, containing:
- The Quick programming language V2.2 and V2.1 with 2 support disks
- Screen Aided Management (SAM) v1.25i 80-col desktop system with Budget
spreadsheet, Designer DTP package, and Extra Utilities
- 4 PPP Games: Bombi, Rubberball, Glaggs It!, and Minesweeper
- Quick Ed (a character set editor for ST-compatible mouse, joystick, or
Atari touch tablet)
- Digi-Studio digitized sounds/music package
- Issues 1-14 of the DGS News-Disk disk-based magazine
- Issues 15-19 of the DGS News-Paper printed magazine (scans of the original
mags)
- Issues 20-26 of the DGS News-Paper-on-disk on-disk magazine
- News-Paper Yearly disk (to go with the News-Paper magazine - includes lots
of Quick source code)
- Print-Filer from Rambit
- The AMS 1996 video in MPEG-1 format
- The full DGS PD Library (191 mostly double sided disks)
- Bonus Software: MyDOS 4.5, Discomm32, UTIL (PC utility to read/write 180K
MyDOS Atari disks)
Also offered via email: Quick Programming Language, Print-Filer from Rambit,
Alien Blast, RubberBall, Glaggs It!, Bombi, Minesweeper, PPP Games Pack
File Transfer Service: transfers files between Atari and PC

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?,
What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS,
D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2,
Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5,
Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system:
Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Diggerbonk 5/12
http://code.google.com/p/droid800/
Developer: Droid800 Version 7.5 (Jan 2011 -- port of Atari800 emulator
for Android)

DigitalDinos (Thomas McLaren) 6/10
BUSINESS: SHIPPING:
6087 Hopkins Rd P.O. Box 472
Mentor OH 44060-2207 Mentor OH 44061-0472
USA USA

(440) 339-8538
http://www.digitaldinos.com/
Vendor: used hardware, used commercial software

Digital Force (Mario Trams) 1/07
Germany
http://www.digital-force.net/
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler (Flo) 12/08
Germany
http://www.akk.org/~flo/
Developer: Ice-Hockey (for MultiJoy interface, March/April 2002),
Sheep-Race (for MultiJoy interface, Aug 2002),
CardGrabber (for MultiJoy interface, May-Aug 2002),
Peripheral Test 2.0 (Hardwaretester) (Dec.2008)

DLT Ltd. (trub, drac030, Mono) 4/11
See also: Konrad M. Kokoszkiewicz
See also: trub
http://sdx.atari8.info/ or http://spartados.com or http://spartadosx.com
Developer: SpartaDOS X Version 4.45 (4 Nov. 2011)

Krzysztof Dudek (xxl) 7/11
Poland
http://xxl.atari.pl/
Developer: Sudoku, Scorpions, Flowers Mania, Scorpions v2.0, Sudoku Sweep,
zXEmulator, Jetboy, Jet Set Willy 2007 / separate version for VBXE, Knight
Lore, Hobgoblin, Loops of Zen, Beep'em All, Night Driver / separate version
for VBXE, Beep'em All 2, Isora, Galaxian, DX Loops, Nightshade / separate
version for VBXE, The Nutty Professor, Marry Christmas Beep, Apple Invaders,
xxl.atari.pl, xShow / also for VBXE, Chopin 2010, Inverse

Mark Dusko 8/11
http://www.atari8ethernet.com/
Developer: Atari 8-Bit Ethernet Project: IP Dragon II, Dragon Cart.,
Simple Atari Telnet

Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 1/07
PO Box 3365
Spring Hill FL 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware, used commercial software

Eli's Software Encyclopedia 1/11
USA
http://www.elisoftware.com/

Vendor: commercial software

Emulators (Derek Mihocka) 8/06
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit & Atari ST & Apple Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 - 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 - 8-bit Atari emulator for MS-DOS

Energy (online zine) 11/09
See: Taquart

Adrian Matoga (Epi/Tristesse) 5/11
See also: FAIL (First Atari Image Library)
See also: O.S.
See also: Tristesse
ul. Jezdziecka 11
30-698 Krakow
Poland
http://epi.atari8.info/ and https://github.com/epi
Developer: brULlwurFeL, NeoTracker Winamp plugin v0.2, NeoTracker 1.7, sapemu v0.2 (simple SAP (Slight Atari Player) file player), Sztab Malopolska #3 Invitation, TDC Hack Demou, TIP Tools 0.3.1 (includes TipView 1.0 and BMP2TIP 0.21), xunzip 2.1, NeoTracker 1.8, TipConv 1.1.1. projects at github: xedisk (Atari XL/XE Disk Image Utility), TipTools, eno (formerly NeoTracker), xebin (Atari XL/XE Binary File Utility)

Raphael Espino 8/07
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility), Atari 8-bit JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface", JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg", JpegShow 0.1 (07Aug01) "A slideshow version", CpegView 0.5 (18Aug07) "The colour JPEG viewer for Atari 8-bit computers"

eStoreOutWest.com 2/11
2303 Englewood Ave
Yakima WA 98902-1649
USA
http://estoreoutwest.com/
Vendor: new hardware. "Original Atari Sevice Parts. New Old Stock."

Subject: F

Fandal (Frantisek Houra) 11/12
Czech Republic
http://atari.fandal.cz/stuff.php

Developer: Sturbon Intro, FreeCellXE, TriPeaksXE, HexxagonXE, Astro Road,
Cubico, The Storm, A Tribute to Quorthon, Bombex, The Steam Train,
Astro4 Road, Mysterion Preview, Mind Blast, Outlaw, Swapz,
Who Lost the Wallet?, Space Arena, Pokey Demo, Music Disk Stereo Edition,
MJ-R.I.P., Diamondz, Prototype, Milk Nuts v.1.11, Mashed Turtles,
Oilgame Deluxe, Deflektor Editor

FAIL (First Atari Image Library) 11/12
Piotr Fusik (idea, programming), Adrian Matoga (programming), Pawel Szewczyk
FAILWin icon, testing), Peter Dell (testing), Slawomir Sledz (testing),
Monika Wesolowska (testing)
See also: Piotr Fusik
See also: Adrian Matoga
See also: WUDSN
http://fail.sourceforge.net/
Developer: FAIL 1.4.0 viewer of pictures in native formats of Atari 8-bit,
Atari ST, Atari Falcon and Atari Portfolio computers (2012-11-28, consisting
of: fail2png - portable command-line converter to PNG files, FAILWin - viewer
for Windows, thumbnail providers for Windows Explorer (Windows Vista and
newer) and GNOME (Linux), plugin for XnView, (de)coder for ImageMagick,
plugin for Imagine

Wolfram Fischer (Mega-Hz) 4/12
Dorfstrasse 1a
28870 Ottersberg
Germany
"encoded" email: OOOmega-hzOOO@OOOt-onlineOOO.OOOdeOOO
http://www.mega-hz.de/Angebote/angebote.html
Vendor: SIO2SD rev.1, SIO2SD rev.2, SIO2PC interface
Developer: ABBUC SIO Connector Board (ASCB), ASCB-MINI,
Stereo Small 2010 (Stereo Erweiterung rev.2.1), MEGAMAX Modul V1.2

FLOP disk magazine 5/05
See: Zdenek Burian

Fly Software (Peter Svoboda) 9/12
Czech Republic
http://fly.atari.org/ or http://atari.panprase.cz/
Developer: Antiseno 2008cz, Day After One, Demo 2001, Gangsters 2007
Gangsters Intro, Indiana Jones 3 aneb Tajemstvi Svateho Gralu,
Indiana Jones a zlata soska keltu, Kolony 2106, Kolony cz, Logik,
Maturita 2001, Mesta CR, Mesta SR, Milk Nuts, No Name, Podraz 2001,
Pomsta Sileneho Hulice, Robbo after 20 years v1.1, Ruleta,
Rychle Sipy 2012 aneb Zahada hlavolamu, Sniper, Sniper 2007, Sniper Intro,
Stary dum, Strategi, Textovky, V.U. 5259 aneb Utek z Hejcina,
V.U. 5259 aneb Utek z Hejcina intro, Vietnamska Mise

John Foskett 8/11
UK
http://www.johnap.pwp.blueyonder.co.uk/Atari.html
Developer: Rose Gardens, Turbo Assembler Version IV, Atari CAD, The Cave,
Ye Olde House, Where Dinosaurs Rule, Space Fighter, Crazy Ball,

Crazy Ball - Updated, Anagrams, Battle Ships, Four Card Blind Hookey,
Atari Electronic Organ, Disk Sector Editor, The Sound Selector,
Basic Listing Searcher, Constant to Variable Converter

Foundation Two 1/07
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks,
N!ne)
Germany
http://www.foundationtwo.de/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut,
Bremspunkt (Brems.)

Piotr Fusik / "Fox" / "0xF" 12/12
See also: Atari800 Emulator Developers
See also: FAIL (First Atari Image Library)
See also: Infinity
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Taquart
See also: Yoomp!
Poland
http://xasm.atari.org/
http://atariarea.krap.pl/x-asm/
http://asap.sourceforge.net/
Developer: 6502 cross-assembler tool: xasm 3.0.2 for Windows (2009-10-17),
xasm 3.0.2 source code (2009-10-17; for other systems such as GNU/Linux and
MacOS X), xasm 2.6.1 for DOS (2005-05-21), Another Slight Atari Player
ASAP 3.1.3 (2012-12-04; a player of 8-bit Atari music for modern computers
and mobile devices)

Subject: G

Bostjan Gorisek (Firemover, Firemover/Diomedes, Gury) 1/11
Poland
http://gury.atari8.info/ http://atari-effectus.net/
Developer: Sprite Engine v.1.0.4, Effectus 0.0.15 (Windows/Linux Atari
cross-compiler/parser for Action! language)

GR8 Software (Arek "nosty" Staworzynski) 9/12
Poland
http://gr8.atari.pl/
Publisher: Hobgoblin, Robbo Forever, Bomb Jake, Isora & Loops DX,
Line Runner

Mark Grebe 4/11
See also: Atari800 Emulator Developers
USA
http://www.atarimac.com/
Developer: Atari800MacX 4.3.0 (version of Atari800 emulator for Mac OS X),
Sio2OSX 2.1.1 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 4/11
See Also: Atari800 Emulator Developers
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
http://contiki.cvs.sourceforge.net/contiki/contiki-atari/
Developer: Atari800DC 0.78 (Atari800 emulator for SEGA Dreamcast),
Contiki 1.0 for Atari (a working release of the Contiki web browser for the
Atari 8bit systems)

Subject: H

Steve Hales 5/09
Palo Alto, CA 94301
USA
http://www.igorlabs.com/etc/games/
Developer: Slime, Fort Apocalypse, Dimension X

Jonathan Halliday (flashjazzcat, RIF Software) 1/12
145 Wenlock Road
South Shields
Tyne & Wear
NE34 9AL
England
http://www.atari8.co.uk/
Developer: The Last Word 3.21b (updated 11 May 2011),
SIDE Driver and APT Software Suite, MyIDE Driver for SpartaDOS X,
RIF SpartaDOS Utilities (@.COM, CALL.COM, DESEG.COM, EDIT.COM, FD.COM,
FLASH.COM, IF.COM, LPRINT.COM, MOVE.COM, QC.COM, XKEY.COM, XKED.COM),
MA65 Macro Assember 1.6 for SpartaDOS, XEDIT Text Editor,
ATASM File I/O Library. projects: SIO2PC Interface Inside an SIO Plug,
XM301 Case Conversion for SIO2SD, UltraVideo XL 1.0, UltraVideo XE 1.0,
SIO2SD-XL

Lee Hanken 1/07
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atascii/
Developer: ATASCIIView Version 1.3 (ATASCII file viewer for MS-Windows).
web-based Atari 8-bit ATASCII file viewer:
http://www.leehanken.pwp.blueyonder.co.uk/atari/

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,
VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,

CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Nathan Hartwell 6/11
USA
http://www.magelair.com/atari_8bit_stuff.html
Developer: Atari-Debug/MiniASM v1.11 (12/19/2000), Atari-MON (.asm source,
self-test replacement), PAMP (play AMP files), IDE (12/09/00; driver for
SmartIDE project; adds GET_CONFIG), 16-bit IDE project (based on SmartIDE
project), PBI 16-bit IDE project (based on SmartIDE project), IDE_NKH.ASM
(12/19/00; driver for SmartIDE project; adds support for several hardware
modifications), The Mage's Magic Handler Version 2.20 (RS-232 driver
designed for the PSI Upgrade), PSI-Disk (RAMdisk?), DG-Term 1.87

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase,
Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye,
Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

Frank Heuser 2/07
Kappelstrasse 10
67269 Gruenstadt
Germany
http://www.asselheim.de/
Vendor: new hardware expansion items, including: SIO2PC (internal/
external), 1050PC, Midi, Voicebox (Atari Magazin), Function keys,
16-OS-switch, AKI, RAM Expansion, Audio/Video cable and adapter, Videobox.
Special lower prices for ABBUC members.

HiassofT 12/10
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30 for Linux (2004-08-31; package contains: a Linux
kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC or
APE; atarixfer - a small tool to read/write ATR images to an Atari disk drive
connected by a 1050-2-PC or ProSystem cable), Atari Tools for Win32 V0.30-
101002 (dir2atr, adir, and ataricom from AtariSIO package, compiled as a Win32
console application), AtariDsk V1.2 (read, write and format DD 180K Atari
disks on the PC), WriteAtr V0.92b (2003-07-24; write double density ATR-images
to Atari floppy disks on your PC; also create ATR-images of double density
floppy disks), MyPicoDos V4.05 (2010-11-25; small "gamedos" that can read COM,

EXE, BIN and BAS files; supports MYDOS subdirectories and large disks),
MyIDE Tool V0.30 (2007-11-11; direct access to harddrives in MyIDE format on
your Linux/Windows PC), Highspeed SIO patch for XL/XE OS and MyIDE OS V1.30
(2010-11-25; extends the SIO routine of the OS to support: Ultra speed (Happy
1050, Speedy, SIO2PC, ...) up to 126kbit/sec, 1050 Turbo, XF551, and Warp
speed (Happy 810)), 512k SRAM extension for Atari XL/XE V1.3 (2010-12-14),
Turbo Freezer XL/XE 2005

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

His Dark Majesty 5/11
Jakub Debski (Ilmenit), Marok, Adam Powroznik (Powrooz), Jakub Husak,
Krzysztof A. Ziembik (Kaz)
http://hdm.atari.pl/
Developer: His Dark Majesty

Stephen James Hurd (deuce) 8/08
http://sourceforge.net/projects/syncterm/ and http://syncterm.bbsdev.net/
Developer: SyncTERM 0.9.2. A cross-platform ANSI-BBS terminal designed to
connect to remote BBSs via telnet, rlogin, or SSH.
Full Atari 8-bit ATASCII support.

Chris Hutt (Sheddy) 8/07
United Kingdom
http://www.sheddyshack.co.uk/
Developer: Space Harrier Conversion Project

Subject: I

IEC "Innovative Electronics & Computing" 4/07
6185 E 56th Ave
Commerce City CO 80022-3959
USA
Phone: +1-303-288-5000
(USA) 800-765-4432 Mon-Fri, 8:00AM-6:00PM MT
Fax: +1-303-288-5099
http://www.iec-usa.com/
Developer: Atari connectors: Atari 13 Position Buss Connector for Atari
400 and Atari 800 Computers. Atari cables:
(http://www.connectworld.net/cgi-bin/iec/05MCOlderAtari.html)
Atari Color Monitor Cable 5', Atari Monochrome Monitor Cable 5',
Atari Color Monitor Cable With 2 RCA Plugs 5',

Atari Monitor Cable With 2 RCA Plugs 5', Atari Lefty Joystick Adapter,
Atari IF850 and IF860 Parallel Cable 6', Atari IF850 and IF860 Modem Cable 6',
Atari IF850 and IF860 to Serial Printer Cable 6',
Atari 400 and 800 Bus (SIO) Cable 6'

Igor's Software Labs (Steve Hales) 12/10
Palo Alto CA
USA
http://www.igorlabs.com/classic-games/
Developer: Slime, Fort Apocalypse, Dimension X

IK+ C64 to Atari 8-bit Conversion Project
(Pawel Rosowski, Tomasz Mazur) 11/10
Poland
http://uce.pl/ikplus/
Developer: IK+ Build 0284 (October 2010)

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari
MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class
(combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000),
Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik,
Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Ingo (tuxie) 8/08
Germany
http://mega-hz.no-ip.com/Angebote/SIO2IDE33/SIO2IDE33.html
Vendor: SIO2IDE 3.3

Inspiration Soft (Lennart 'Thelen' Bown and Marius Diepenhorst) 7/11
The Netherlands
http://www.inspiration-soft.com/
Developer: Happy 2011

Integrated Logic Systems (ILS - Stephen J. Carden) 4/11
See also: Rasterline.com
USA
http://www.tcpipexpress.com/ (site temporarily down)
http://www.rasterline.com/mux.html

http://www.atariage.com/forums/topic/158254-realdos-is-
shareware/page__view__findpost__p__2257141
Developer: Multiplexer (MUX) board Version 1.1 July 21, 2006,
TurBoss O/S (Atari XL/XE O/S Replacement Module), TCPIP Express BBS,
Real.dos Build 0030: RealDOS Ver 1.0a 4-Apr-11

Subject: J

Jeff Jackson 8/06
USA
http://www.jeff-jackson.com
Developer: JLS BASIC - Jackson Languange System BASIC compiler

Dana P. Jacobson 2/07
USA
http://www.atarinews.org/ or http://people.delphiforums.com/dpj/a-one.htm
Publisher: Atari Online News, Etc. -- A-ONE Online Magazine. weekly

Ludovic Jacomme (Zx-81) 4/11
France
http://zx81.zx81.free.fr/
Developer: PSPAtari v1.1.3 (2/12/2008; port of Atari800 emulator for
Sony PlayStation Portable), Wiz-ATARI v1.1.2 (9/29/2009; port of PSPAtari
for GP2X Wiz), GP2X-Atari v.1.1.0 (10/4/2009; port of PSPAtari for GP2X),
Dingux-Atari v1.1.0 (10/30/2009; port of PSPAtari for Dingoo/Dingux),
Pandora-Atari v1.1.0 (8/4/2010; port of Wiz-Atari for Pandora),
Caanoo-Atari v1.1.0 (12/29/2010; port of Atari800 for Caanoo)

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not
complete version)

Shawn Jefferson 11/07
Victoria, BC
Canada
http://www.jeffersonsauctioneering.com/atari/
Developer: MyIDE Config 4.0, MyIDE Image Manager 4.1,
MyIDE Image Batcher 1.0

Jan Johnsen (Grevle) 11/12
http://www.grevle.net/Atari.php
Developer: Dracula Lives Version.1.75, Rocket Rescue 1.5, Mary Poppins 1.12

Subject: K

Cameron Kaiser 2/09
http://www.floodgap.com/retrotech/xa/

Developer: xa 2.3.5 (two-pass portable cross-assembler for NMOS 6502s (such as 6502A, 6504, 6507, 6510, 7501, 8500, 8501, 8502 ...), CMOS 6502s (65C02 and Rockwell R65C02) and the 65816

Akop Karapetyan 12/10
http://psp.akop.org/atari800
Developer: Atari800 PSP version 2.1.0.1 (August 11, 2009; port of the Atari800 emulator to the Sony PlayStation Portable platform)

Kendallsoft (Jason P. Kendall) 7/11
http://www.gwobby.webs.com/
Developer: Kendallsoft Klassics Volume I: Flikin' Football, Bouncing Boneheads, Runnaway Van 2, Grand Theft Auto Atari, Trolley Trouble, Skyhawk, The Number Game, Rumpelstiltskin, Alien Blaster, Tron Bike, Millionaire, Wiggler, Drum Kit, Satellite Struggle, Quasi's Revenge, Minipacs, Jungle Journey. newer: Mite (18th November 2008), Car Crash (13th December 2008), Gwobby Jr. (14th December 2008), Gwobby's Adventure (8th June 2009), Gorilla Warfare (2009), Gwobby Strikes Back Final Version (1.2) April 2011

Nick Kennedy 5/07
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://pages.suddenlink.net/wa5bdu/
Developer: SIO2PC 4.21 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari Drive to PC Interface): software, hardware plans, cables, parts (not for Windows-XP), HAM Terminal for Atari, The WA5BDU Computer Keyer 1.5 (morse code keyer program)

Konrad M. Kokoszkiewicz (KMK, Draco, drac030) 10/11
See also: Jadek Zuk
See also: DLT Ltd.
See also: SIC! crew
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: for PC: SIO2BSD 1.15 (22 Oct 2011). utilities: RW-CRC, RW-Test, DEMON, EYE. for SpartaDOS/SpartaDOS X: Eddy v2.00, CleanUp X 1.81, SpartaDOS Commander v.0.8.2, SpartaDOS TAR v.1.5, SD-Load, HDSC 1.5. for VBXE: "S:" driver v.1.0. for IDE Plus 2.0: Utilities disk (12.X.2011), IDE Plus BIOS 0.9, D2D v.1.5, simple GR.8 *.VS movie player, simple VBXE *.VX movie player. for KMK/JZ IDE: Utility disk (8.XI.2009), IDE BIOS 1.11. patches for: Dreadnaught Factor, Snooker, Gyruss, Missile Command, Moon Patrol, Music Protracker v.2.4, Perestroyka Demo, Prof!'s XDIR. SysInfo v.2.22. 65C816 XL OS v. 2.35 (15.VIII.2008.). for 65C816 XL OS: FastRAM Test, QE for Warp/F7, SD-Load, grep, LPOKE/LPEEK. MultiBASIC v.0.33.

Komires (Miroslaw Koziol, Slawomir Koziol) 7/07
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Tomasz Krasuski (kr0tki) 10/11
Poland
http://a8cas.sourceforge.net/
Developer: A8CAS project, consisting of: liba8cas 1.3.1 (2011-10-03),
atari800-a8cas 1.2.0 (2011-10-03), a8cas-atari800-patch 1.2.0 (2011-09-24),
a8cas-tools 1.3.0 (2011-10-03)

Krishna Software (Krishnasoft) 1/07
173 Prestwick Way
Edison NJ 08820-4680
USA
http://www.krishnasoft.com/sps.htm
Developer: Multi-platform Distributive Operating System (MPDOS) Standard
(version 1.00. simulate joystick, mouse, keyboard with a PC),
MPDOS Professional for Atari (version 1.00. simulate Atari disk drive and
cassette program recorder), Sound Processing Software (SPS) 1.00 (software
for Windows suitable for creating sounds for the Atari)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://mikro.umpc.sk/
Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite
editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR
in double density to XFD format)

Christian Krueger 11/11
Germany
http://www.atariage.com/forums
/topic/134949-advance-orders-for-cmi08-ps2-mouse-interface/
Developer: CMI08 PS/2 Mouse Interface for the Atari (5 modes supported:
absolute (CX77 compatible), relative (CX20 similar),
Paddle (CX30 compatible), Atari ST mouse, Amiga mouse

Jakub Kruszona-Zawadzki 6/11
Poland
http://sio2sd.gucio.pl/
Developer: SIO2SD project

Rudla Kudla 9/10
Czech Republic
http://atalan.kutululu.org/
http://www.facebook.com/pages/Atalan/105900742774765
Developer: Atalan (high level programming language for 6502
microprocessors)

KryoFlux Products & Services Limited 1/12
80 Allington Way
Maidstone
ME16 0HN
United Kingdom
http://www.kryoflux.com/
Developer: KryoFlux -- a USB-based floppy controller "designed specifically
for reliability, precision, and getting low-level reads suitable for software

preservation".

Subject: L

Chris Lam 8/12
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 2.2 - Atari 8-bit Emulator for Windows 7, Vista and XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to
connect an 8-bit Atari computer (or any device with a serial port) directly
to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

LaResistance (born, NoiD, powrooz, pr0be, stryker) 3/07
Poland
http://laresistance.pigwa.net/
Developer: edict (intro), Silly Venture 2k4 Invitation, polymatrix (demo),
the shrine (demo)

Avery Lee (phaeron) 8/12
http://www.virtualdub.org/altirra.html
Developer: Altirra Version 2.10 [August 13, 2012] (8-bit Atari computer
emulator for Windows 2000, XP, Vista, 7, 8 or later (either 32-bit or x64
edition))

Legacy Engineering Group (Curt Vendel) 10/08
117 Duke Dr
Carmel NY 10512-1598
USA
Phone:(1) 914-509-4570
http://www.legacyengineer.com/
Developer: Classic USB Joystick Controller

Marcin Lewandowski (Jaskier/Taquart) 1/12
See also: Taquart
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
https://github.com/Jaskier/Atari800Win-PLus/downloads
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM,
MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1,

Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM
(Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2,
3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick
Assembler to PC X-Asm), Atari800Win PLus 4.1 (June 6, 2012; based on
Atari800 2.2.1 and Atari800Win sources)

Llamasoft (Jeff Minter) 12/10
United Kingdom
http://minotaurproject.co.uk/
Developer: Attack of the Mutant Camels, Gridrunner, Hover Bovver

Lotharek 1/12
FHU Krawczyk Przemyslaw
41-103 Siemianowice Slaskie
Koscielna 34 B /25
Polska/Poland
NIP: 631-224-65-99
REGON: 276589289
GSM: +48 601861808 (5-9 pm local time)
http://lotharek.pl/
Vendor: Atari 8 bit simple stereo upgrade,
Covox - Atari XL/XE DA Converter,
Internal SpartaDOS X Upgrade - Flashable with Qmeg/Atari OS,
Sio2sd - SD card reader for Atari 8bit + SD Card full of stuff,
Atari 130XE/65XE memory upgrade 1MB (4bit memory chips),
KMK/JZ + 2.0 with 2gb hard disk

Subject: M

Madmab 5/12
http://www.emuxtras.net/forum/viewtopic.php?f=76&t=630 (info only)
Developer: AtariXLBox Atari 800/5200/130/320/XL/XE Emulator v8
(port of Atari800 emulator for Microsoft Xbox)

MadTeam 8/12
(active: Tebe, Pajero. inactive: Profi, Rage, Psychol, Rocky, KAMM)
Poland
http://madteam.atari8.info/ http://g2f.atari8.info/ http://mads.atari8.info/
Developer: demos: Happy Demo, MadTeam Intro, The Muppet Movie Show, IGOR,
FAJER, SINTRO, Running Cow, Orneta RealTime 1996-1997, LAJF, Journey, Vasco,
X, Splash, TIT, ANI, SAMAR Graphics Collection, Kaszel #1, Syzygy #8,
Dupland Slideshow, Happy Easter 2007, Martial Arts vs Modern Arts, Ilusia.
games: Droga Do Duplandu, Mental Age, Dyna Blaster, Getris, Nibbly,
Mario Bros 2007, Pang Level Editor 4.0
Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5,
Audio Master 1.0, Mathaf****r Editor 3.1, Mathaf****r Reader 1.1,
Turbo 2000F, Visage 2.7, XL-Paint 2.5MaX, 2.6MaX, Rip2Max,
2xMPT 8Channel Stereo Project 1.0, Atari Commander 1.81, Via Copy 4.4,
SAMAR Hi-res Interlace with Map of Colours (SHIMC) Editor 1.0, LZW Pack 4.2,
Squash 1.5, AtrWcx Total Commander ATR Plugin v1.9, DisAsembler 6502 v2.2,

Deflater 7z v2.6, XRLoader v1.2, TIP Animator v2.3, Check XEX, Build 1.1,
Super Packer 3.3, Atari Interlace Studio 1.4.7, RLE Eecoder 1.2, RMT2SNG.
for VBXE: i480, Jet Set Willy, Night Shade, Night Driver, Plasma, Mr Proper,
Mission Shark (Misja).
PC utilities: Graph2Font 3.9.6.0 (Lite/Full)(convert graphics to Atari chars
and design multicolor graphics for the Atari), G2F Creator v1.4, v2.3,
G2F Extractor v1.4, MADS 1.9.2 (Mad-Assembler: 4-pass crossassembler designed
for 6502 and 65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989),
Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

MatoSimi (Martin Simecek) 3/12
Slovakia
http://matosimi.atari.org/ or http://matosimi.websupport.sk/atari/
Developer: utilities: CMC MSX Extractor, T2K decoder v.021, Atari
FontMaker v1.2. demos: CMC Musix 1, Plasma4, Music From Zeus Intro,
Summertime Demo, Citoplazma, Mindf*ck. games: Laser Blaster, Monex v1.1,
Light Up!, Belljumper 1k, Fireball 1k, h3x0r 1k, Titus The Fox, h3x0r deluxe,
Roxblox

MCM, an InOne company 5/06
650 Congress Park Dr
Centerville OH 45459-4000
USA
Phone: 1-800-543-4330
Fax: 1-800-765-6960
http://www.mcminone.com/
Developer: 9 Pin Jack For Atari, AC Adaptor Atari 3.5mm 9V DC 500mA

The MESS Team 1/07
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS)-- an emulator of
a large number of systems, including the 8-bit Atari computers -- downloads
available for Windows, *nix, Mac OS, and DOS

MicroUSB Project 5/10
(Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann)
Germany
http://microusb.org/ or http://microusb.sf.net or
http://atariwiki.strotmann.de/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB
Slots). software: AtariUSBCart Hardware USBN9602, AtariUSBCart Hardware
Cypress SL811, USB Device Driver Development Kit 1.2.0, AtariXLKeyboard 0.1
BETA, USB HID Base Driver Version 2.0, AtariXLJoypad Logitech Rumblepad 2 USB
Version 2.0, AtariXLJoystick Competition Pro USB 1.0, AtariXLMouse Logitech
USB Mouse, AtariXLWheel Thrustmaster Nascar Pro Digital 2, AtariXLWheel
Logitech Formula GP 1.0, AtariXLWheel Logitech Vibration Feedback, USB End
User Driver Disk USBTEST Version 0.6, USBDOS 0.1

Mirage Interactive 6/05
See also: Rewindgames (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 11/07
Gdansk
Poland
http://www.atariarea.krap.pl/sio2ide/
Developer: SIO2IDE project, versions 1.7, 3.3, 3.3a, 4.4, 4.4a
(An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

Kieran Mockford (Grunty) 4/11
http://home.kindredintellect.com/atari/
Developer: MyIDE Drive Manager v0.91 LBA (front-end to MyIDE Tool by Matthias Reichl), enhanced MyIDE Tool

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 7/10
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://morethangames.a8maestro.com/
Vendor: hardware including power supplies, floppy disks, 1020 printer paper, SWP ATR-8000, Super Sketch Graphics Tablet W/cart(PPI), CX-85 Numeric Keypad
Developer: Atari 850 R: 9 to 25 adapter, Atari 850 R: 9 to 25 adapter, Atari 850 P: 15 to 25 adapter, AV Break Out Box(BOB), AV Cable 6', AV Cable 12', U-JACK SIO to USB Power Adapter LEFT for 800, U-JACK SIO to USB Power Adapter RIGHT for XL/XE, ATR-8000 P: Adapter, ATR-8000 R: Adapter, EASI/O 18in "S" Adapter cable, EASI/O 36in "S" Adapter cable, EASI/O "P" Adapter cable, SPEEDIER: 19.2K EASI/O Adapter, SPEEDIER: T2 19.2K EASI/O Adapter, SDrive Standard (Assembled+Tested or kit forms), SDrive Bay Mount version, EASI/O Spider, SIO BOB & PEEKER, AGDA GameLink I adapter, AGDA GameLink II Cable, AGDA GameLink II adapter, 130 XE mem Upgrade Type 1 (Kit-EZ), 130 XE mem Upgrade Type 2 (Kit-EZ), 600XL Memory Upgrade (Kit-EZ)

Motelsoft 11/07
Germany

http://www.motelsoft.de/
Developer: Caveman II - Caves of Osum (also developed: Der Hexenmeister,
Labyrinth, Panzer, Smack-Jack

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

msc (Stefan Birmanns and Matthias Belitz) 6/11
See also: Matthias Belitz
Germany
http://www.birmanns.de/atari/
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out),
IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10,
MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0,
CDREAD.COM V1.4, IMG2DISK.COM V1.00.

Stefan C. Mueller 11/09
Germany
http://www.electromaniac.de/
Developer: Electro Maniac!

MyAtari 2/07
See: Matthew Bacon

Subject: N

Kostas Nakos 5/12
See also: Atari800 Emulator Developers
Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/ or
https://market.android.com/developer?pub=Kostas+Nakos or
http://users.uoa.gr/~knakos/atari800/android/ or
http://pocketatari.atari.org/android
Developer: PocketAtari v2.0.3 (30 Oct 06 -- port of Atari800 emulator for
WinCE), Colleen 1.4 (port of Atari800 emulator for Android)

New Breed Software 9/09
c/o Bill Kendrick
1132 Drummond Ave
Davis CA 95618-4967
USA
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Go Go Garbage Truck, Sludge.
utilities: Colorizer, File Selector, MuxChat, SIFE - Super-IRG Font Editor

Nelson Nieves 8/06
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree,

TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 6/11
The Netherlands
http://www.mathyvannisselroy.nl/aspi.htm
Developer: ATASPI CD Audio Player (CDAP) 1.47,
ATASPI CD/DVD Data Reader (DATA) 0.69

Subject: O

Odsiecz Sobieskiego -- O.S. 3/07
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik
See also: Adrian Matoga
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
Developer: xunzip v2.1 (18 September 2006 -- a ZIP, TAR, GZ and TGZ
(TAR.GZ) archives depacker) http://www.atari8.info/stuff/xz21.zip

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit
rom dumps

Outland Quest Software 6/06
USA
http://www.outlandquestsoftware.com/
Developer: Ally Attack, Black Sea Silver Fishing, Desert Crossfire,
Dungeons of Oti, Empire, Golf Tees, Graphics 8 Painter, Hoss Racing,
Korellian Conflict, Lite Show, Mad Libs, Motions Variable, Scattergories,
Space Regent, Starbase Alpha, Standoff, Star Maze, Terror Fair,
Three-D Force Tic-Tac-Toe, T.I.A.K. - Taking In Accurate Knowledge,
Uncle Milton's Million Dollar Mystery Mansion

Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

Eric Parent (Joyful Coder) 11/07
http://joyfulcoder.com/
Developer: Memo Pad for Windows Release 6 (November 12, 2007) -
read ATASCII files

Michal Pasiecznik / "Pasiu" 1/08
Poland
http://hardware.atari8.info/ and http://pasiu.krap.pl/

Developer: 576 kB - 1 MB RAM expansions (based on the Amiga 500 and Amiga 600 RAM expansion modules), 1 MB - 2 MB SIMM Expansion, ROM Changer, AutoStereo, XF551 LED Track Display, intSDX (an internal SpartaDOS X upgrade), ARC (Atari Real Clock - an alternative realtime clock), IDEa (KMK/JZ) Interface, Simple 65c816 Processor Adapter, Warp4 (4 MHz 65c816 accelerator card), Warp4 MegaMEMboard (1 MB of linear RAM for Warp4), Project F7 (16 MHz 65c816 accelerator card). Software: CD Audio Player 0.9 for KMK/JZ IDE and IDEa Interface.

Jim Patchell 8/12
Santa Barbara CA
USA
http://www.noniandjim.com/Jim/atari/atari.html
Developer: Action! cross compiler (Updated May 17, 2010) Version 0.06, Atari 800 and 6502 assembler (April 4, 2010)

Pecus and Pirx (Tomasz 'pecus' Pecko and Pawel 'pirx' Kalinowski) 1/12
Poland
http://pecus.pigwa.net/pliki/Atari/
Developers: OMC65 crossassembler - Our 5oft MaCro assember for 6502 ver. 1.3 (2002 / Win32 executable); Scorched Earth for Atari XL/XE build 115, (2009-08-25), Micro-SpartaDOS 4.5/4.6 (2010)

Pixels Past (Joe Grand) 4/06
2907 Shelter Island Dr Ste 105-169
San Diego CA 92106-2797
USA
Telephone: 619-222-4100
Facsimile: 619-222-1797
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari), Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

Pokey Soft
Vidar Olavesen (Hawk) 6/11
Stevneveien 7
N-1719 Greaker
Norway
http://pokeysoft.no/
Developer: games: Invert XE. demos: The Wavy Demo, The Second Scroll, Wobbly Demo, Suck My D..k, Big Scroller, Horbig Demo, Simplicity, Twister!

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: R

Werner Raetz 12/09
See also: WASEO
Postfach 16 40
D-75006 Bretten
Germany
Telefon: 07252/4827 or 07252/3058
Telefax: 07252/85565
http://www.waseo.de/ATARI/Software/software.html
http://www.waseo.de/ATARI/DISK-LINE/disk-line.html
http://www.waseo.de/ATARI/ATARImagazin/atarimagazin.html
Publisher: developed by WASEO: Der WASEO Publisher,
Die WASEO-Publisher-Designer-Diskette, Die WASEO Trilogy-Diskette,
Das WASEO Grafinoptikum, Das WASEO Labouratorium, Das WASEO Practoscope,
WASEO Demo Disk, WASEO BASIC Hits, WASEO DISK-LINE disk magazine issues 1-50.
also publisher of: ATARImagazin (back issues available?)

Burkhard Rau (HCRBurk) 5/06
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

raz0red 2/09
http://wiibrew.org/wiki/WiiXL
Developer: WiiXL v0.1 (port of Atari800 emulator for Nintendo Wii)

Ready Magazin (Sascha Leidel) 2/07
Germany
http://www.8-bits.de
Publisher: READY. Magazine. Atari part: 100%, only Atari.
2.60 euro per magazine. 6 magazines per year
Special lower prize for ABBUC members available.

READY Technologies (Thomas Smailus) 5/06
254 Nelson Dr Apt U
Baton Rouge LA 70808-5059

USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital hardware systems; design, development, and production of software systems; software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering, Consulting

Red's Retro Computing (redrumloa) 8/09
USA
http://www.redsretro.com/ or http://stores.shop.ebay.com/Reds-Retro-Computing
Developer: Competition Pro Retro Joystick (by Speed-Link), Micromys V3 Mouse Adapter (allows the use of modern mice on the Atari)

RETRO magazine 2/07
See: CSW-Verlag

Rewindgames (Fred Meijer) 4/06
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.rewindgames.com/
Vendor: new and used hardware, new and used commercial software including all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!, Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds, Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility Disk

Thomas Richter 1/11
Germany
http://www.xl-project.com/
Developer: Atari++ Emulator (800/XL/XE/5200 emulator for Unix/Linux/ Solaris/Irix) Stable Release 1.58, CVS Snapshot 1.59, atari++ 1.59 for win32

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/ or http://www.schappel.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy), BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master, Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings, ROBOX, Snow Plow, Snow Plow Editor

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Subject: S

Filippo Santellocco 10/09
Italy
http://www.santellocco.com/atari/
Developer: L.E.M., Cookie Monster v1.4

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire,
Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons,
zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping,
TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II.
XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint,
MultiJoy 16/2 hardware interface

Darren Schebek 6/07
Canada
http://www.schebek.ca/ or http://www.user.dccnet.com/dschebek/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Oliver Schmidt 1/11
http://contiki.cvs.sourceforge.net/viewvc/contiki/contiki-2.x/ (sources)
http://contiki.cbm8bit.com/ (Contiki Config/Disk Image Generator)
http://a2retrosystems.com/contiki.html (Contiki Config/Disk Image Generator)
Developer: official Atari 8-bit version of Contiki 2.x for use with Atari
8-Bit Ethernet Project. (Contiki is an open source, highly portable,
networked, multi-tasking operating system for memory-constrained systems)

Serious Magazine 5/05
See: Dial Group

Sherlock Consulting (Jason Watton) 1/11
Malvern
Worcestershire
United Kingdom
WR14 3AZ
Tel: +44(0)7767 220884
http://www.shlock.co.uk/
Developer: OmniFlop (Universal Floppy disk reader/writer/formatter for
Windows 2000/XP/Vista/7; can read, write, and format Atari 8-bit format
(90kB); handles whole disks, but not the Atari disk filesystem)

SIC! crew 7/11
Stryker, Candle, Pr0be, KMK, Ooz, Trub, Dely, Seban, X-Ray, Miker, Zenon
See also: Konrad M. Kokoszkiewicz
See also: trub
See also: Candle
Poland
http://sic.pigwa.net/
Developer: SIC!Cart -- Super Inexpensive Cartridge

Sijmen Schouten (Mr.Atari) 6/11
The Netherlands
http://www.mr-atari.com/myidehome.htm
Developer: MyIDE interface project for Atari XL/XE computers

Bo Schreurs 9/12
The Netherlands
http://members.home.nl/stack/Atari/atari-xlxe-download.html (February 4, 1999)
http://members.home.nl/stack/Atari/atarixle.html (August 10, 2006)
Developer: DIR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR), XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs 9/06
Kempenlandstraat 8
5211 VN Hertogenbosch
The Netherlands
http://home.planet.nl/~ernest/
http://members.home.nl/stack/Atari/atari-pooldisk.html
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.kensclassics.org/
Developer: Emulators Utilities: ATR/DCM utilities (DOS), AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer, KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler, Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus. Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker, KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish, Circle of Richness

Sikor Soft (Pawel Sikorski) 3/10
See also: Rewindgames (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://www.atari.sikorsoft.com/
Developer: Commercial games: ABC, Tekblast, Neuroid, Sexy Six, Sexy Six Data Disk #1,#2,#3, Ketchup, Max, Cyborg, Magic of Words. Freeware games: Liner!, ATASCII Squash, Fake Frogger!, Mustak Hunters. Unrealized game: Mr Proper (preview). Sikor Soft *.ATR & *.XEX goodies (CD-ROM).

Mark Simonson 9/06
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23

D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 1/06
http://makeatr.atari8.info/
Developer: makeATR v0.06 (software for MS-Windows)

Len Spencer 1/09
USA
http://www.lenardspencer.com/Lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Sascha Springer 5/12
http://www.zerstoerung.de/
Developer: A8E 0.1b (2004), A8E 0.2 (experimental)(2007).
(Atari 800 XL Emulator for Windows, "developed completely from scratch")

SquoQuo (Hopper, Bugger, Genetic Gemini, Scythoior, Yoda) 9/12
Germany
http://squoquo.de/
Developer: Let's Hop, Sh*t Alpin 2005, Ms.Bulimia, Deary

Ralf Patschke (PP's / STARSOFT Berlin) 7/11
Albrecht-Duerer-Strabe 23
Berlin 12623
Germany
http://www.ppsberlin.de/
Developer: STARSOFT 1st demo, STARSOFT 2nd demo, STARSOFT 3rd demo, multiple gfx 12 scrollers, TOP-Magazin Intro, gametro ABBUC Magazin 73, gfx 0 scrolls, proAF, nyd 2011 invitro. g2f pictures: BOS 2002.
Publisher: (disc magazines) ECS Info Mag: 1/1991, 2/1991, 3/1991.
CCB Club Mag: 4/1991, 5/1991, 1/1992, 2/1992, 3/1992, 4/1992.
STARSOFT Magazine: 1/1992, 2/1992, 3/1992, 2/1993.
New Years Disc: 2007, 2008, 2009, 2010, 2011

Rasterline.com (Ken Jones "MetalGuy66", Sergio Larrondo "WareRat", 3/10
Stephen J. Carden)
See also: Steven J. Carden
USA
http://www.rasterline.com/
Developer: Multi I/O: The "NEW" MIO

Radek Sterba (Raster/C.P.U.) 1/11
See also: C.P.U.
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer:

Games: Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street,
Magnetit, Naturix.
Games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk,
Imagine, Gunhead.
MPE (MIDI Pattern Editor) v2.3.
utilities: HiLoader4.2, CompressCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7,
FROMT, DIRCOPY4.
More games: Head On, Speed Up!, Speed Up!! Gold Edition, Space Binvaders,
Robix.
demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Search6502, Flame999,
SelfDemo, Wow1k, Fort 320, RMTdemo, Hellix, Basix, Fireworx, Forever 3000,
Plastic, Victory, Easter Night, Seawolf, Virtuoso, Fluid Chessboard,
Binary Celebration, Jozin z Bazin, Ghoul, Shademorph, Just for Fun, Mupy Mup,
Rescue on F. 2010.
RMT1Player v1.06 (plays *.RMT (Raster Music Tracker) song files on the Atari.
Atari/PC software: ATADIM v3.05 Beta (work with XFD/ATR Atari disk images),
DRATEX 1.6 (Drop file Atari Czech text convertor), MAC2MTX (Mac65 to Text),
Raster Music Tracker (RMT) v1.28 - cross-platform tool for making Atari XE/XL
music on PC (OS Win9x), SA_POKEY (Standalone dynamic DLL library for emulation
of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for
emulation of Atari 6502 processor), Creaxin1 ("Create X in 1") v1.03 (creates
ROM image or Atari executable feeder program for X programs in one S/XEGS
RAMcart 128KB).
Atari/PC hardware: LPTJOY (connect an Atari joystick to a PC), MultiJoy4/
MultiJoy8/MultiJoy 16 (use 4/8/16 joysticks on a single Atari),
SIO D-SUB15M Standard Atariklub PV.
Games for MultiJoy: Cervi, Multris, Shot'em all (SEAL), Cervi 2, Astro4 Road.

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) (John Maris & Fred Meijer) 2/12
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch),
The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Super Products 4/09
c/o James Bradford
Australia
"encoded" email: OOOjames_bradfordOOO@OOOeftelOOO.OOOnetOOO.OOOauOOO
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 1/07
Czech Republic
http://jirkasuv.duch.cz/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..." text game)

Subject: T

Taquart 11/09
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely' Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru' Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj 'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz, Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski
See also: Marcin Zukowski
See also: VBXE - VideoBoard XE developers
Poland
http://numen.scene.pl/ ; http://energy.scene.pl/
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995), Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag, 1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro, Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996), Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997), Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997), Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)
Publisher: Energy (online zine)

Vladimir Tichy 8/12
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/
Developer: Atart ("ATAri Receiver and Transmitter") -- Atari 8-bit casette dataset emulator / tool for archiving Atari casettes / Atari casette images editor: Atart 1.09a program, Atart 2.00.0 program, Atart interface plans version 3.10.0, AFMS board plans. also: CAS COM 1.00.1 (utility for loading tape images to Atari via serial port through SIO2PC, Atart or other compatible interface), TConvert 1.21.1 (work with Turbo 2000 programs), disass.exe (6502 disassembler for MS-DOS, supporting 8-bit Atari cassette boot files), disassembler for decompiled 8-bit Atari code for MS-DOS, creates source code for Atmas II), SIO2PC plans (standard and modified)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan, Mono) 8/11
See also: Adrian Matoga
Poland
http://atariki.krap.pl/index.php/Tristesse
Developer: SROLL-demo, TRS-Desktop 0.9d alpha:
http://www.atari8.info/trsdesktop.php (screenshots)
http://trub.atari8.info/sdx_files/TRS_desktop_v09d_alfa.zip (download)

trub 2/08
See also: DLT Ltd.
See also: SIC! crew
Poland
http://trub.atari8.info/ or http://trub.sys.net.pl/

Developer: for SDX 4.x: TDPL 2.0 / TD 2.0 (enhanced TD.COM, Polish/
English), XEP.SYS 0.1F (XEP80 device driver), FSTRUCT, RUNEXT 0.5, QE 2.0
(Continuation of the famous Quick Edit - E: and CON: accelerator by KMK).
for SDX+65C816: RAMD816.SYS. for SDX+QMEG OS: OSSIO.SYS. for SDX+SIO2IDE:
S2I Commands 0.8. for SIO2IDE: S2I JukeBox 4.0a. for MS Windows: FIXATR.
for SDX+KMK/JZ IDE: CDPLAY 0.4a. more: ED 2.9, ABASIC, YOGI/YELLYSTONE PARK
Multidrive, XLDisk. SRAMCharger and Indus CP/M project for Indus GT,
LDW Super 2000, and California Access CA-2001 disk drives

Vasyl Tsvirkunov 2/07
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

TurntableNeedles.com 7/10
(checks payable to "AVCR Electronics")
1335 NW 9th St
Corvallis OR 97330-4508
USA
http://www.turntableneedles.com/
Developer: replacement belts for the Atari 410 program recorder

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Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: new hardware, new commercial software (cassette format)

Subject: V

Dan Vernon 4/07
http://retrobits.net/
Developer: Atari810 1.4d -- software for emulating an Atari 8-bit floppy
drive or hard disk on your PC (Windows NT/2000/XP)

Video 61 & Atari Sales (Lance Ringquist) 11/09
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
"We service, sell and publish hardware and software"
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: CARTRIDGES: Animated Puzzle (Atari proto),
Berzerk (Atari proto), Commando (Atari proto), Crystal Castles (Atari 16K
proto), Deflektor (Atari proto), Jr. Pac-Man (Atari proto), Letter Tutor
(Atari proto), MIDI Maze (Atari proto), Montezuma's Revenge (proto cart vers),

Mr. Do's Castle (proto cart version), Stargate (Atari proto), Superman III (Atari proto), Tower Toppler (Atari proto), Xenophobe (Atari proto).
LATEST: Jinx, Nibbler, Clowns And Balloons, Bubble Trouble, Pacific Coast Highway, DropZone, S.A.G.A. Mission Secret, S.A.G.A. Strange Odyssey, S.A.G.A. Pirates Adventure, Sling Shot, Star Flite, TRON, H.A.C. (Heavy Armor Combat), Tempest Xtreem. MORE CARTRIDGES:
Amazing Maze, Arkanoid, AtarTris II, Bumpers, Checkers, Clash of the Kings, Concentration, Cosmos Pinball, Crystal Raider, Dan Strikes Back, Dandy, Desmond's Dungeons, Dinky Do, Dungeon Lords, Dynakillers, Elevator Repairman, Firebug, Getaway, Hearts Card Game, Jailbreak, Jigsaw Puzzles, Lights Out, Lord of the Orb, Mah Jong, Maze War, Midas Maze, Monopoly, Montana Solitaire Card Game, Mr. Robot, MyDOS 4.5, Paddle Pack Pong, Paddle Wars, Plaqueman, Preppie, Preppie II, Puzzled (Jigsaw Puzzles), Quest for Quintana Roo, Rally Speedway, Ricochet, Rocks, Sharp Shooters, Smush, Solitaire Card Game, Spaceball, Spaceshot Pinball, SpartaDOS 3.3C, Speed-O RPM Drive Tester, Tetris II, Turbo BASIC, Ultra-Translator (800 OS) Twilight World, Twin Pack (Battleship/Jump the Pegs), Video Poker Card Game, Video Slots, Whomper Stomper, Zybex.
CD-ROM: Atari 8-Bit Public Domain-Shareware Software CD-ROM.
hardware: V-61's Cassette Data Storage & Maintenance/Service Pack (for Atari 410, 1010, XC11, XC12 and compatible), CX-40 Evolved (joystick controller), CX-30 Evolved (paddle controllers pair)

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12), commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
USA
http://www.videogametrader.com/
Vendor: new and used commercial software

Steve Vigneau (c0nsumer) 7/09
Michigan
USA
http://nuxx.net/wiki/SDrive_NUXX
Developer: SDrive NUXX PCB & End Panel Set, Complete SDrive NUXX

Vintage Computer Cables 8/07
Fort Lauderdale FL
USA
http://www.vintagecomputercables.com/
Developer: Atari Gold Video Cable, Atari Gold Video Cable (stereo with Y), Atari Gold S-Video Cable (stereo with Y)

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

WASEO (Thorsten Helbing, Michael Probst) 2/10
(Walkenrieder Anwender-Software Entwicklungs-Organisation)
See also: Werner Raetz
c/o Thorsten Helbing
Koenigsberger Str. 9
30916 Isernhagen
Germany
tel: +49 175 9982360
FAX: +49 121 258 409 3729
http://www.waseo.de/ (Thorsten Helbing)
http://www.mipro-online.de/waseo/ (Michael Probst)
http://www.atari-computing.de/software/waseo/dictionary/startup.html
Developer: published by Werner Raetz:
Der WASEO Publisher (desktop publishing [DTP] software),
Die WASEO-Publisher-Designer-Diskette, Die WASEO Trilogy-Diskette
(Geburtstagskalenderdrucker, Lettermaster, Kurzbriefdrucker),
Das WASEO Grafinoptikum (Textskalierer, GIAZ-Konverter, Symmetriker),
Das WASEO Labouratorium (Photocolorant, Graphics 0/12-Maskenersteller,
Notizuhr), Das WASEO Practoscope (Briefumschlagdrucker, Scrollfarbeditor,
Bildmassmaster), WASEO Demo Disk (Traffic Demo, Water Tap Demo, DisShot Demo,
Kleines Ballerspiel, The Rainbow Worm), WASEO BASIC Hits (Games, Applications,
Utilities, Demos), WASEO DISK-LINE disk magazine issues 1-50,
Dictionary++ 1.03.
audio CDs: The 20 best ATARI Hits, The 20 most inventive ATARI Songs,
The Best of Music Non Stop, The Best of ATARI Game Music,
The ATARI Super Soundmix.
software for Windows PC: ATARI XL-Viewer 3.8 [10/5/2001 - view the ATARI
formats PIC (GR 8), PHO (WASEO Publisher), MIC (Micro Painter, GR.15) and
FNT (Create a font on your PC)], PiXLator 2.6.1 (9/6/2009- work with Atari
graphics, fonts, texts, and listings), ATARI-Clock 1.6.9 (10/13/2009 - Atari
style desktop clock)

B. Watson (Urchlay) 12/08
http://rogue3.homeip.net/~urchlay/fujichat.html
Developer: FujiChat v0.4: An IRC (Internet Relay Chat) client for the Atari
8-bit, based on the uIP TCP/IP stack, using a SLIP connection

Mark Watson 3/12
http://www.scrameta.net/a800.html

Developer: Atari800 emulator ports: 0.8 for GP32, 1.2 for GP2X,
1.2 for Gizmondo, 1.5 for Pandora

Whizzo Software (Dan Noguerol, with Rob Schill) 1/12
Denver, Colorado area
USA
http://www.whizzosoftware.com/
http://www.whizzosoftware.com/sio2arduino
Developer: SIO2Arduino

Jim Wilkinson 8/08
https://sourceforge.net/projects/atarilauncher/
Developer: Atari Launcher (A front end for the various Atari hardware
emulators, primarily the Atari800WinPlus emulator)

Wordmark Systems (Charles Marslett) 7/08
USA
http://www.wordmark.org/
Developer: for Atari 8 Bit Computers: MyDOS 4.51 (w/ R. Puff; 6/14/89),
A65 assembler 1.2 (7/4/89). PC Utility: ATUTIL (UTIL)(6/15/89)

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

WUDSN (Peter Dell / JAC!) 3/12
See also: FAIL
Weinhechstrasse 40
66822 Lebach
Germany
Telefon: (0177) 8993513
http://www.wudsn.com/
Developer: Visdom Demo (1991), Visdom II Demo (1993), Dieter und Gisela ...
wie die wilden Tiere in Nachbars Whirlpool (2007), ABBUC Magazin Issue 99
Intro (2009), HomeCon 5 Invitation (2010), WUDSN IDE 1.6.0 (2011-04-02 --
integrated Atari 8-bit development plugin for Eclipse)

Subject: Y

Yoomp! 7/08
Marcin "Eru" Zukowski, Lukasz "X-Ray" Sychowicz,
Bartek "BeWu" Wasiel, Piotr "0xF" Fusik
See also: Marcin Zukowski
See also: Piotr Fusik
http://yoomp.atari.pl/
Developer: Yoomp! version 1.1

Kemal Yun (Kemel Ezcan / KE-Soft) 7/11
Steinheimer Str. 25,
63450 Hanau
Germany
http://www.kemalsatariarchiv.gmxhome.de/
Developer: KE-SOFT CD (contains everything published by Kemel Ezcan for
the Atari, including all KE-Soft software, all issues of the ZONG disk
magazine, and more

Subject: Z

zaxon 7/11
United Kingdom
http://www.zaxon.eu/
Vendor: SIDE -- use a CompactFlash (CF) card on the Atari

Jadek Zuk (Simius) 6/11
See also: Konrad M. Kokoszkiewicz
Poland
http://www.atariage.com/forums/topic/179613-ide-plus-20-preorder-starts-today/
Developer: KMK/JZ IDE, IDE Plus 2.0

Marcin Zukowski (eru/tqa) 5/07
See also: Taquart
See also: Yoomp!
The Netherlands
http://lepix.sourceforge.net/
Developer: LePix v.0.2.0

==========
End of atari-8-bit/vendev
==========

5213. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-12-11 03:12:30 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1212101908420.4236@slate.spiritone.com>
Source record: 152
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

LOOKING FOR ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT AND/OR ST?

Sign Up for the Mailing List used to send E-Mail From Bravo Sierra Computers! Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Sign Up For The Portland Atari Club E-Mailing List! New As Of 9-10-2012!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

Direct Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com!! Can't reach me? See info at Bottom!Get Heads Up on NEW Atari Sales before the Rest!

Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org & Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2012! Sent on my Atari Computer

5214. ATARI XMAS SALES! NEW STUFF! UPTO 33% OFF GAMES, SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2012-12-11 03:19:10 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1212101915370.4236@slate.spiritone.com>
Source record: 153
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

GAMES, SOFTWARE & BOOKS UPTO 33% OFF!! GAMES, SOFTWARE & BOOKS UPTO 33% OFF!!

$60 ORDERS GET 20% OFF THE TOP OF GAMES/SOFTWARE & BOOKS FOR ATARI 2600/5200/
7800/JAGUAR/LYNX/CLASSIC ATARI 8 BIT & ATARI ST GAMES/SOFTWARE & REFERENCES!!
$240 ORDER GETS 33% OFF THE TOP OF ATARI GAMES/SOFTWARE & BOOKS/REFERENCES!!!
Goto http://BensCatalogs.Atari.org or Goto http://BenSells.Atari.org, Google
"Bravo Sierra Computers" or E-Mail BenSells@Atari.org asking for catalogs. My
Games/Software & Book Catalogs are sorted alphabetically by Title so Cut-&-
Paste your order and E-Mail your list with your Shipping Address so I can
expedite your order or call(503)256-9974! Atari Sales, Service & Support!

GAMES, SOFTWARE & BOOKS UPTO 33% OFF!! GAMES, SOFTWARE & BOOKS UPTO 33% OFF!!

To expedite your order, Download Catalogs, Delete what you dont want, E-Mail
me the rest! Please include your Mailing Address so I can figure Postage and
Handling so I can expedite your Order! My Atari SoftWare and Book Catalogs
are sorted alphabetically by Title so E-Mail your Want Lists to Bravo Sierra!

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http://BenSells.Atari.org MAIN ATARI WEB PAGE!
http://Club.Atari.org PORTLAND ATARI CLUB!
http://Adoption.Atari.org ATARI ADOPTION AGENCY!
http://www.aracnet.com/~atari/ftp DOWNLOAD FREE ATARI CATALOGS!
http://specials.Atari.org DAILY SPECIALS! DETAILS ON SALES!
http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
http://www.aracnet.com/~atari/microprose.htm THE BEST SIMMS GAMES FOR ATARI!
http://www.aracnet.com/~atari/8btbooks.htm CLASSIC ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/books.htm MISCELLANEOUS BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm CLASSIC ATARI 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm ATARI 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm ATARI LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm ATARI JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org & Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2012! Sent on my Atari Computer

5215. comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 2012-12-11 15:59:09 UTC
From: Wood <rtdos@hotmail.com>
Message-ID: <ka7l94$p22$1@dont-email.me>
Source record: 154

does anyone other than michael current and bravo sierra computers post
in this group anymore?

5216. Re: comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 2012-12-14 02:20:42 UTC
From: Ryan 'Gozar' Collins <usenet@ryancollins.org>
Message-ID: <82292507377144291.817505gozarcollins-hotmailNoSpam.com@enews.newsguy.com>
Source record: 155

Wood <rtdos@hotmail.com> wrote:
> does anyone other than michael current and bravo sierra computers post in
> this group anymore?

I've been gone for awhile, but I do try to check in from time to time. I
hope all is not lost, next year my 800xl turns 30!

5217. Re: comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 2012-12-15 00:06:46 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <kagesh$4sg$1@speranza.aioe.org>
Source record: 156

On 12/11/12 8:59 AM, Wood wrote:
> does anyone other than michael current and bravo sierra computers post
> in this group anymore?

I watch it also. I've got 2 800's in storage, keep telling myself that
someday I'll get one or both set up.

--
Ken

Mac OS X 10.6.8
Firefox 17.0.1
Thunderbird 17.0
LibreOffice 3.6.3.2

5218. Re: comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 2012-12-15 02:32:38 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <CMmdnYwjrbumfFbNnZ2dnUVZ7tKdnZ2d@giganews.com>
Source record: 157

"Wood" <rtdos@hotmail.com> wrote in message
news:ka7l94$p22$1@dont-email.me...
> does anyone other than michael current and
> bravo sierra computers post in this group
> anymore?

I'm here. Been Apple'ing it up for the better
part of the past 10 years, but I do have a 400
and an 800xl set aside for if and when the time
comes that I want to return to my roots. I have
also a 7800 game system stored away, and yes, it
still works. Thought I had a 2600, too, but I am
at a terrible loss to find the thing. :(

Bill Garber
http://www.sepa-electronics.com/

5219. Re: comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 2012-12-15 03:52:23 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <kags3j$u41$1@speranza.aioe.org>
Source record: 158

On 12/14/12 7:32 PM, Bill Garber wrote:
>
> "Wood" <rtdos@hotmail.com> wrote in message
> news:ka7l94$p22$1@dont-email.me...
>> does anyone other than michael current and
>> bravo sierra computers post in this group
>> anymore?
>
> I'm here. Been Apple'ing it up for the better
> part of the past 10 years, but I do have a 400
> and an 800xl set aside for if and when the time
> comes that I want to return to my roots. I have
> also a 7800 game system stored away, and yes, it
> still works. Thought I had a 2600, too, but I am
> at a terrible loss to find the thing. :(
>
> Bill Garber
> http://www.sepa-electronics.com/

They aren't 8-bits, but I've got a Portfolio and a Hades 060 also. Lots
of software and peripherals for the Hades.

--
Ken

Mac OS X 10.6.8
Firefox 17.0.1
Thunderbird 17.0
LibreOffice 3.6.3.2

5220. BITS 1600 PIXeL PaINT.

Newsgroup: comp.sys.atari.8bit
Date: 2012-12-15 10:33:56 UTC
From: SoLo2 <so_o2@mailcity.com>
Message-ID: <be4a1647-abae-40ee-9270-48884540e44b@googlegroups.com>
Source record: 159

Hello!

Here is version 20121204 of

BITS 1600 PIXeL PaINT.

This is a little pixel painting program for ATARI XL.

Download:
http://thebitsclub.tripod.com/util/BITS1600-XL-20121204.ZIP

Goodbye,
BITS

5221. Re: comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 2012-12-15 13:24:57 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <50cc7a29$0$10358$bbae4d71@news.suddenlink.net>
Source record: 160

On Fri, 14 Dec 2012 20:52:23 -0700, Ken Springer wrote:

> They aren't 8-bits, but I've got a Portfolio and a Hades 060 also. Lots
> of software and peripherals for the Hades.

I'm still around as well. Got Atari's just all over the place. :)

800XL

Jaguar with CD

Lynx

Mega ST

Mega STe

STacy (running at 40mhz)

Falcon 060

and want to get a Suska and a FireBee!

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

5222. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-12-17 21:31:13 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1212171328440.19612@slate.spiritone.com>
Source record: 161
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

LOOKING FOR ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT AND/OR ST?

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I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Sign Up For The Portland Atari Club E-Mailing List! New As Of 9-10-2012!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

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5223. ATARI XMAS SALES! NEW STUFF! UPTO 33% OFF GAMES, SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2012-12-17 21:35:34 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1212171331320.19612@slate.spiritone.com>
Source record: 162
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Goto http://BensCatalogs.Atari.org or Goto http://BenSells.Atari.org, Google
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Games/Software & Book Catalogs are sorted alphabetically by Title so Cut-&-
Paste your order and E-Mail your list with your Shipping Address so I can
expedite your order or call(503)256-9974! Atari Sales, Service & Support!

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http://specials.Atari.org DAILY SPECIALS! DETAILS ON SALES!
http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
http://www.aracnet.com/~atari/microprose.htm THE BEST SIMMS GAMES FOR ATARI!
http://www.aracnet.com/~atari/8btbooks.htm CLASSIC ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/books.htm MISCELLANEOUS BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm CLASSIC ATARI 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm ATARI 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm ATARI LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm ATARI JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!

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order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org & Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2012! Sent on my Atari Computer

5224. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2012-12-18 05:26:32 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1355808336@rtfm.mit.edu>
Source record: 163
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 20 days
Last-modified: December 8, 2012

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 20 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
(This newsgroup is not widely propagated.)
```

de.comp.sys.atari
[German language discussion about Atari micros.]

fr.comp.sys.atari
Machines de la gamme Atari.
[French language discussion about Atari micros.]

pl.comp.sys.atari
Grupa dyskusyjna uzytkownikow komputerow atari.
[Polish language discussion about Atari micros.]

WEB FORUMS
Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bitters Past and Present (Google+ community)
https://plus.google.com/u/0/communities/110499167499504639609

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"
http://www.atari8bit.de.vu/ Homesoft's Disk Images (games)

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

Atari 8-Bit Cartridges (PitfallJones)
http://www.pitfalljones.com/atari.htm

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

5225. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2012-12-24 05:31:37 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1212232128270.4377@slate.spiritone.com>
Source record: 164
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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Sign Up for the Mailing List used to send E-Mail From Bravo Sierra Computers! Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Sign Up For The Portland Atari Club E-Mailing List! New As Of 9-10-2012!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

Direct Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com!! Can't reach me? See info at Bottom!Get Heads Up on NEW Atari Sales before the Rest!

Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org & Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2012! Sent on my Atari Computer

5226. ATARI XMAS SALES! NEW STUFF! UPTO 33% OFF GAMES, SOFTWARE & BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2012-12-24 05:36:54 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1212232132550.4377@slate.spiritone.com>
Source record: 165
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5227. Re: comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 2012-12-25 22:49:58 UTC
From: Clu <drclu@swbell.net>
Message-ID: <kbdaii$pk6$3@speranza.aioe.org>
Source record: 166

On 12/11/12 9:59 AM, Wood wrote:
> does anyone other than michael current and bravo sierra computers post
> in this group anymore?

I check in from time to time. Atari 800 is still humming.

5228. Re: BITS 1600 PIXeL PaINT.

Newsgroup: comp.sys.atari.8bit
Date: 2012-12-26 15:14:30 UTC
From: Clu <drclu@swbell.net>
Message-ID: <kbf47vntg2@speranza.aioe.org>
Source record: 167

Oh wow, was this one you created or found?

Guess I need to try this out.

Doc Clu

On 12/15/12 4:33 AM, SoLo2 wrote:
> Hello!
>
>
> Here is version 20121204 of
>
> BITS 1600 PIXeL PaINT.
>
> This is a little pixel painting program for ATARI XL.
>
> Download:
> http://thebitsclub.tripod.com/util/BITS1600-XL-20121204.ZIP
>
>
> Goodbye,
> BITS

5229. Re: ROM, Vol. 1, Issue 3

Newsgroup: comp.sys.atari.8bit
Date: 2012-12-26 15:22:25 UTC
From: Clu <drclu@swbell.net>
Message-ID: <kbf4mr$pc2$1@speranza.aioe.org>
Source record: 168

Thank you. How many of these did they publish? (Aside from the 3 of course) :P

Doc Clu

On 10/31/12 12:58 PM, darth_azrael@nospam.yahoo.com wrote:
> ROM: The Magazine That Brings The Atari Computer to Life,
> Vol. 1, Issue 3:
>
> http://pinterest.com/pin/106186503685644779/
>
> http://pinterest.com/pin/106186503685644779/
>
>
>

5230. Re: comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 2012-12-27 00:08:32 UTC
From: Clu <drclu@swbell.net>
Message-ID: <kbg3hcpqv1@speranza.aioe.org>
Source record: 169

On 12/13/12 8:20 PM, Ryan 'Gozar' Collins wrote:
> Wood<rtdos@hotmail.com> wrote:
>> does anyone other than michael current and bravo sierra computers post in
>> this group anymore?
>
> I've been gone for awhile, but I do try to check in from time to time. I
> hope all is not lost, next year my 800xl turns 30!

Good to see you Gozar. What is new over there?

Still tinkering with the Atari 800 (beige) and hoping at one time to get
the incogneto board, which I paid for in May... someday. :P

5231. Re: comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 2012-12-27 00:12:29 UTC
From: Clu <drclu@swbell.net>
Message-ID: <kbg3opqap1@speranza.aioe.org>
Source record: 170

On 12/14/12 9:52 PM, Ken Springer wrote:
sepa-electronics.com/
>
> They aren't 8-bits, but I've got a Portfolio and a Hades 060 also. Lots
> of software and peripherals for the Hades.
>

So what is it like using a Hades? Is that your regular machine?

5232. Re: comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 2012-12-31 02:47:28 UTC
From: Ryan 'Gozar' Collins <usenet@ryancollins.org>
Message-ID: <10638223973786145O6.813053usenet-ryancollins.org@enews.newsguy.com>
Source record: 171

Clu <drclu@swbell.net> wrote:
> On 12/13/12 8:20 PM, Ryan 'Gozar' Collins wrote:
> Good to see you Gozar. What is new over there?

I'm finally getting around to archiving my old disks, luckily they still
work!

> Still tinkering with the Atari 800 (beige) and hoping at one time to get
> the incogneto board, which I paid for in May... someday. :P

What's the incognito board?

5233. Re: comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 2012-12-31 05:11:01 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <50e11e65$0$10363$bbae4d71@news.suddenlink.net>
Source record: 172

On Mon, 31 Dec 2012 02:47:28 +0000, Ryan 'Gozar' Collins wrote:

> What's the incognito board?

Its a new board that gives the older 800 full XL/XE compatibility.

Check it out on Youtube here:

http://www.youtube.com/watch?v=iavrSCSp43U

and at AtariAge here:

http://www.atariage.com/forums/topic/199490-incognito-board-preoder/

HTHs. :)

--
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An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

5234. UPTO 33% OFF NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2013-01-01 10:44:00 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1301010239450.30902@slate.spiritone.com>
Source record: 173
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5235. 20% OFF ALL ATARI BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2013-01-01 10:53:12 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1301010249230.30902@slate.spiritone.com>
Source record: 174
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Date: 2013-01-01 10:58:08 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1301010253210.30902@slate.spiritone.com>
Source record: 175
Cross-posted to:
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5237. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2013-01-01 11:03:57 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1301010301050.30902@slate.spiritone.com>
Source record: 176
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

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Sign Up For The Portland Atari Club E-Mailing List! New As Of 9-10-2012!

Direct Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com!! Can't reach me? See info at Bottom!Get Heads Up on NEW Atari Sales before the Rest!

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5238. 8-bit Atari Like Suska for ST or Firebee Falcon?

Newsgroup: comp.sys.atari.8bit
Date: 2013-01-01 22:10:17 UTC
From: Joseph Place <geek@atarians.com>
Message-ID: <kbvms9uho1@speranza.aioe.org>
Source record: 177

Happy 2013! I would love to see a project like this for 8-bit Atari. How cool would it be to have an 8-bit Atari compatible laptop with wifi and solid state storage (without another OS and emulation)?! I see some are thinking about it or working on it.

Joseph Place
www.falconproductions.us

5239. Decembe 2012 DarkForce! Winners

Newsgroup: comp.sys.atari.8bit
Date: 2013-01-02 07:25:00 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <50e3e0cc$0$10396$bbae4d71@news.suddenlink.net>
Source record: 178

Greetings everyone!

Here are the lucky winners for December 2012 at The DarkForce! BBS:

December 2012
1. Klenotic wins a free 12 issue/1 year subscription to
Atariuser Magazine!
2. Gemini8 wins the PeST Serial Mouse Adaptor!

Also, here is the January 2013 prize:

January 2013
1. Atariuser Magazine - some lucky caller will win a free 12 issue
/1 year subscription to Atariuser Magazine.

Congratulations to our winners, and good luck to this months callers!

:)

PS Klenotic and Gemini8, I need your e-mail address!

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

5240. No contact...

Newsgroup: comp.sys.atari.8bit
Date: 2013-01-02 07:25:42 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <50e3e0f6$0$10396$bbae4d71@news.suddenlink.net>
Source record: 179

As hard as it is to believe, the following people won
prizes at The DarkForce! BBS in 2012 but still have not
made contact with me to receive their prizes.

leehanken

tcropper

rebb

PAGEVGP

Blitter

Please contact me so I can make arrangements for your
prizes. This is the last attempt at notifying any of
you I will make.

Thank you.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

5241. Atari++ 1.70 released

Newsgroup: comp.sys.atari.8bit
Date: 2013-01-03 13:11:09 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <kc401bmvf1@news2.informatik.uni-stuttgart.de>
Source record: 180

Hi folks,

a new release of Atari++, the portable atari emulator for Linux and windows has been released on http://www.xl-project.com/ - as usual, you find there the Linux sources and a compiled version for 32-bit Windows. There are so many changes this time that it's hard to start, most of them address defects in the emulation core and not so much in the user interface. There were quite some changes I would love to add, but my vacation is about to end in a couple of days and I was wrapping up to get this release out.

So what's new this time: (long list):

- Priority engine for the "fifth player" generated by missles was redesigned and should now reproduce all possible cases, including the priority conflicts correctly.
- Color mixing of the fifth player on top of GTIA modes C0 and 40 should now work correctly.
- Timing of the GTIA "strange mode" where PF0 to PF3 are used for a HIRES generated playfield was made more precise.
- Color lookup for GTIA modes C0 and 40 on top of non-HIRES ANTIC modes was fixed.
- Player-playfield color mixing for GTIA mode 80 was fixed.
- Experimental support for on-line player and missile resizing was added.
- ANTIC display generation was re-designed yet again and was rewritten.
- ANTIC DLI and NMI timing was made a lot more precise and should now work to the cycle.
- ANTIC VSCROLL support should now work to the cycle.
- ANTIC DMA cycle allocation should now be finally correct for all modes.
- Added emulation for ANTIC forgetting the sync signal if the last line on the screen is HIRES.
- Added emulation of carrying the DLI and VSCROLL information across vertical blanks from the last displayed scan-line.
- The jump on vertical blank ANTIC instruction did not generate a DLI on each line if DLI was enabled. Fixed
- The rather ugly re-generation of ANTIC modelines for character-based modes was removed. This simplified the design, but might impact the emulation quality in some corner cases. A new ANTIC design would be required to fix this. More careful timing in display build-up should make this unnecessary anyhow.
- DMA border computation is now much more canonical and cleaned up.
- Since a lot of the internal timing should now work "on the cycle", there is no longer a need to configure some of the ANTIC variables, thus parts of the ANTIC preferences have been removed.
- CPU emulation includes now parts of the unstable opcode family xB

(opcodes whose lower nibble is B).
- The CPU emulation includes now the emulation of most (if not all) 6502
bugs: Forgetting conflicting NMIs, IRQs and BRKs (!).
Wait-cycle allocation was partially wrong and created conflicts between
memory-refresh cycle allocation and WSYNC requests. This was fixed.
- As a side effect, the special "double WSYNC" check was no longer
necessary and was removed. The emulation is correct anyhow.
- Some CPU preferences were removed because the emulation is considered
to be precise anyhow.
- PIA DDR register reads were not emulated correctly.
- PIA emulation includes now flank-detection on CA2 and CB2 plus
interrupt generation, and thus should be complete.
- POKEY 9 and 17 bit random generators are now emulated precisely, and
the generated "random" numbers should be now identical to those on the
real hardware.
- POKEY two-tone mode should now be emulated correctly, including the
cycle timing for the linked channels.
- Some race conditions for the serial control mode should now be
emulated correctly.
- POKEY direct serial input should now work fine with the SIO emulation,
though direct serial output does not yet work.
- Handling of the POKEY keyboard generation was wrong and should now
work correctly.
- The SIO patch resets now also the audio registers and the IRQ control
of POKEY to work around some software bugs.
- Os++ did not check properly for the RESET bit in the Antic NMI
register and could have triggered false resets under some race conditions.
- The legacy return value for the write-byte bus access was removed as
it was no longer required since a long time.

As always, you can reach me here or better by mail at thor <at> math
<dot> tu-berlin <dot> de.

Greetings and a Happy New Year,

Thomas

5242. Atari Computer Blog

Newsgroup: comp.sys.atari.8bit
Date: 2013-01-04 21:30:37 UTC
From: JoeAtari <geek@atarians.com>
Message-ID: <kc7hlshbh1@speranza.aioe.org>
Source record: 181

I have added an Atari computer blog on my website. Check it out if you have a chance. http://falconproductions.us/blog. I'll be writing about Atari computer news, my own experiences in Atari Computing, and music production using Atari computers. The latest article promotes using usesnet to communicate. Thanks!

Joseph Place
www.falconproductions.us

5243. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2013-01-07 05:31:58 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1357536591@rtfm.mit.edu>
Source record: 182
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 20 days
Last-modified: December 8, 2012

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 20 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
(This newsgroup is not widely propagated.)
```

de.comp.sys.atari
[German language discussion about Atari micros.]

fr.comp.sys.atari
Machines de la gamme Atari.
[French language discussion about Atari micros.]

pl.comp.sys.atari
Grupa dyskusyjna uzytkownikow komputerow atari.
[Polish language discussion about Atari micros.]

WEB FORUMS
Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bitters Past and Present (Google+ community)
https://plus.google.com/u/0/communities/110499167499504639609

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"
http://www.atari8bit.de.vu/ Homesoft's Disk Images (games)

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

Atari 8-Bit Cartridges (PitfallJones)
http://www.pitfalljones.com/atari.htm

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

5244. UPTO 33% OFF NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2013-01-09 02:36:38 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1301081833140.28716@slate.spiritone.com>
Source record: 183
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/jaguar.htm ATARI JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
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5245. 20% OFF ALL ATARI BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2013-01-09 02:39:36 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1301081837050.28716@slate.spiritone.com>
Source record: 184
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5246. ALL NEW FREE CATALOGS! ATARI 8 BIT/ST/2600/5200/7800/JAGUAR & LYNX!

Newsgroup: comp.sys.atari.8bit
Date: 2013-01-09 02:42:31 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1301081840110.28716@slate.spiritone.com>
Source record: 185
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5247. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2013-01-09 02:46:15 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1301081842510.28716@slate.spiritone.com>
Source record: 186
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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5248. 720K dupliate disk

Newsgroup: comp.sys.atari.8bit
Date: 2013-01-09 05:07:37 UTC
From: pcuser45@yahoo.com
Message-ID: <2a362b88-75cc-4a1f-a9f5-7e5aa0fc76a4@googlegroups.com>
Source record: 187

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5249. UPTO 33% OFF NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2013-01-14 07:23:23 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1301132320070.29592@slate.spiritone.com>
Source record: 188
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Date: 2013-01-14 07:27:29 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1301132323480.29592@slate.spiritone.com>
Source record: 189
Cross-posted to:
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5251. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

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Date: 2013-01-14 07:30:39 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1301132327410.29592@slate.spiritone.com>
Source record: 190
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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Newsgroup: comp.sys.atari.8bit
Date: 2013-01-22 04:32:45 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1301212028130.27884@slate.spiritone.com>
Source record: 191
Cross-posted to:
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Date: 2013-01-22 04:35:52 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1301212033050.27884@slate.spiritone.com>
Source record: 192
Cross-posted to:
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5254. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2013-01-22 04:39:05 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1301212036080.27884@slate.spiritone.com>
Source record: 193
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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5255. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2013-01-26 17:15:31 UTC
From: CharlieChaplin <andiko@web.de>
Message-ID: <fc1a7ee7-59d7-45f7-ae28-a983f9dd6bb3@googlegroups.com>
Source record: 194

Hello Michael,

its good to see you are still updating all the A8 lists and texts (A8FAQ, Vendors and Developers list, etc.). Thank you for that !!

I am not sure if you got it - but yesterday I did send you a small e-mail with a few corrections for the A8fAQ. Hopefully you can use the text and thus update the FAQ...

Greetings, Andreas Koch.

Am Montag, 7. Januar 2013 06:31:58 UTC+1 schrieb Michael Current:
> Archive-name: atari-8-bit/welcome
>
> Posting-Frequency: 20 days
>
> Last-modified: December 8, 2012
>
>
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> Welcome to the comp.sys.atari.8bit newsgroup!
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> Discussion about 8 bit Atari micros.
>
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>
> Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
>
> of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
>
> 130XE, and 800XE personal/home computers, and the Atari XE game system.
>
>
>
> The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
>
> Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
>
> Warner Communications.
>
>
>
> The 800XL/65XE/130XE/800XE computers and XE game system were produced from
>

> 1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.
>
>
>
> Today, remaining intellectual property rights associated with the Atari 8-bit
>
> family of computers are owned by Atari Interactive, Inc., a subsidiary of
>
> Atari, SA of Lyon, France. http://corporate.atari.com/
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>
> comp.sys.atari.8bit was created in November 1986 (as part of the Great
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> Renaming) as a direct replacement for: net.micro.atari8
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>
>
> The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
>
> Board: http://www.big-8.org/
>
>
>

> RELATED NEWSGROUPS
>
> alt.binaries.comp.atari8bit
>
> Programs for Atari's 6502-based orphans.
>
> (This newsgroup is not widely propagated.)
>
>
>
> de.comp.sys.atari
>
> [German language discussion about Atari micros.]
>
>
>
> fr.comp.sys.atari
>
> Machines de la gamme Atari.
>
> [French language discussion about Atari micros.]
>
>
>
> pl.comp.sys.atari
>
> Grupa dyskusyjna uzytkownikow komputerow atari.
>
> [Polish language discussion about Atari micros.]
>
>
>
> WEB FORUMS
>
> Atari 8-Bit Computers forum at AtariAge
>
> http://www.atariage.com/forums/forum/12-atari-8-bit-computers/
>
>
>
> Atari 8-Bit family (forum sponsored by Atari, Inc.)
>
> http://www.ataricommunity.com/forums/forumdisplay.php?f=524
>
>
>
> Atari 8-Bitters Past and Present (Google+ community)
>
> https://plus.google.com/u/0/communities/110499167499504639609
>

>
>
> SOFTWARE
>
> http://www.atarimania.com/ "The World's Finest Atari Database"
>
> http://atari.fandal.cz/ Games, Demos
>
> http://www.atarionline.pl/ Games, Demos
>
> http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"
>
> http://www.atari8bit.de.vu/ Homesoft's Disk Images (games)
>
>
>
> XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
>
> http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
>
>
>
> Atari SAP Music Archive, http://asma.atari.org/
>
>
>
> INFORMATION
>
> Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
>
> ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
>
> http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
>
>
>
> Atari 8-Bit Computers: Vendors and Developers (Michael Current)
>
> ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
>
> http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
>
>
>
> Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
>
> http://www.sonic.net/~nbs/new_and_emu.html
>
>
>

> Atari Disk Image FAQ (Steve Tucker)
>
> http://www.atarimax.com/ape/docs/DiskImageFAQ/
>
>
>
> Atari BBS List (Trevor Holyoak)
>
> http://atari.holyoak.com/ATARIBBS.TXT
>
> http://www.atariplanet.info/ATARIBBS.TXT
>
>
>
> Easter Egg Compendium and Contest (Digital Press)
>
> http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers
>
>
>
> Game Solution Maps
>
> http://mapy.atari8.info/
>
>
>
> AtariWiki (Carsten Strotmann)
>
> http://atariwiki.strotmann.de/ Information mainly intended for programmers
>
>
>
> Atari 8-Bit Cartridges (PitfallJones)
>
> http://www.pitfalljones.com/atari.htm
>
>
>
> USER GROUPS
>
> ABACUS - Atari Bay Area Computer User Society
>
> http://www.abacusonline.org/
>
>
>
> ABBUC - Atari Bit Byter User Club
>
> http://www.abbuc.de/
>

>
>
> ABBUC RAF - Frankfurt ABBUC Regional Group
>
> http://www.abbuc-raf.de/
>
>
>
> ABBUC RENO - ABBUC Regional Group North
>
> http://andymanone.dyndns.org/reno/
>
>
>
> ACEC - Atari Computer Enthusiasts of Columbus
>
> http://acec.atari.org/
>
>
>
> AKPV - Atariklub Prostejov
>
> http://atariklub.prostejov.cz/
>
>
>
> SCAT - Suburban Chicago ATarians
>
> http://www.scatarians.org/
>
>
>
> SPACE - Saint Paul Atari Computer Enthusiasts
>
> http://space.atari.org/
>
>
>
> NEWS SOURCES (in addition to comp.sys.atari.announce)
>
> Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
>
> http://www.atarinews.org/
>
>
>
> ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
>
> http://www.ataritoday.net/
>

>
>
> Atari User -- monthly PDF magazine (Anglo Internet Press)
>
> http://atariuser.com/

5256. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2013-01-26 18:07:54 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <op.wri5zgy1gaat7c@mdc2>
Source record: 195

Thanks Andreas, thanks for the email received.

And yes, I still plan on being here for life!

-Michael

On Sat, 26 Jan 2013 11:15:31 -0600, CharlieChaplin <andiko@web.de> wrote:

> Hello Michael,
>
> its good to see you are still updating all the A8 lists and texts
> (A8FAQ, Vendors and Developers list, etc.). Thank you for that !!
>
> I am not sure if you got it - but yesterday I did send you a small
> e-mail with a few corrections for the A8fAQ. Hopefully you can use the
> text and thus update the FAQ...
>
> Greetings, Andreas Koch.
>
>

--
Michael Current ~ michael@mcurrent.name ~ http://mcurrent.name/

5257. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2013-01-27 05:35:15 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1359264841@rtfm.mit.edu>
Source record: 196
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 20 days
Last-modified: December 8, 2012

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 20 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
(This newsgroup is not widely propagated.)
```

de.comp.sys.atari
[German language discussion about Atari micros.]

fr.comp.sys.atari
Machines de la gamme Atari.
[French language discussion about Atari micros.]

pl.comp.sys.atari
Grupa dyskusyjna uzytkownikow komputerow atari.
[Polish language discussion about Atari micros.]

WEB FORUMS
Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bitters Past and Present (Google+ community)
https://plus.google.com/u/0/communities/110499167499504639609

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"
http://www.atari8bit.de.vu/ Homesoft's Disk Images (games)

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

Atari 8-Bit Cartridges (PitfallJones)
http://www.pitfalljones.com/atari.htm

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

5258. UPTO 33% OFF NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2013-01-28 03:27:38 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1301271919190.1776@slate.spiritone.com>
Source record: 197
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
http://www.aracnet.com/~atari/microprose.htm THE BEST SIMMS GAMES FOR ATARI!
http://www.aracnet.com/~atari/8btbooks.htm CLASSIC ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/books.htm MISCELLANEOUS BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm CLASSIC ATARI 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm ATARI 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm ATARI LYNX HARDWARE & GAMES LIST!
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5259. 20% OFF ALL ATARI BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2013-01-28 03:30:33 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1301271928040.1776@slate.spiritone.com>
Source record: 198
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes & Boxes of Atari Books for Sale! Some I have Lots of and some I have 1 or 2 left!I have more Atari than anywhere else!Atari, one of the most well documented Computers ever! I have Both 8 Bit and ST! Some you wont find anywhere else but here!On Sale 20% off!Goto http://BensCatalogs.Atari.org or BenSells@Atari.org! Ask for Atari catalogs. My Game/Software & Book Catalogs are sorted alphabetically by Title so Cut-&-Paste your order and E-Mail your list with your Shipping Address so I can expedite your order or call Ben anytime at (503)256-9974! Come for the Sales, Stay for the Service!

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http://www.aracnet.com/~atari/books.htm MISCELLANEOUS BOOKS LIST!
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http://www.aracnet.com/~atari/8bt_hard.htm CLASSIC ATARI 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ATARI ST HARDWARE LIST!
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http://www.aracnet.com/~atari/jaguar.htm ATARI JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
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Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org &
Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben
anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2013!
Sent on my Atari Computer

5260. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2013-01-28 03:34:49 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1301271930570.1776@slate.spiritone.com>
Source record: 199
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

LOOKING FOR ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT AND/OR ST?

Sign Up for the Mailing List used to send E-Mail From Bravo Sierra Computers! Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

Sign Up For The Portland Atari Club E-Mailing List! New As Of 9-10-2012!

Direct Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com!! Can't reach me? See info at Bottom!Get Heads Up on NEW Atari Sales before the Rest!

Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org & Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar and/or Lynx! Call Ben anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2013! Sent on my Atari Computer

5261. DarkForce January 2013 winner!

Newsgroup: comp.sys.atari.8bit
Date: 2013-02-02 08:17:06 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <510ccb82$0$10361$bbae4d71@news.suddenlink.net>
Source record: 200

Greetings everyone!

Here is the lucky winner for January 2013 at The DarkForce! BBS:

January 2013
1. Kirkman wins a free 12 issue/1 year subscription to
Atariuser Magazine!

Also, here is the February 2013 prize:

February 2013
1. Atariuser Magazine - some lucky caller will win a free 12 issue
/1 year subscription to Atariuser Magazine.

Congratulations to our winners, and good luck to this months callers!

:)

PS Kirkman, I need your e-mail address!

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

5262. 400/800/xl/xe related books

Newsgroup: comp.sys.atari.8bit
Date: 2013-02-02 16:23:20 UTC
From: Barry <phantomm@suddenlink.net>
Message-ID: <510d3d85$0$10399$bbae4d71@news.suddenlink.net>
Source record: 101

Greetings,

I have a rather large assortment of Atari 400/800/XL/XE Books.

Without listing them all now, As I have most in Storage, I wanted to
announce
that I have most if not all of them for sale.
Buy One Book or as many as you like.

You will just have to ask me if I Have the name of the Book or Books.

Some of these are from Compute! Like "The First Compute Book Of Atari
Graphics" I think i have the 2nd and 3rd
editions of that series too. Also, other Books by Compute! And other
Books by other companys. Some go deep into
the design of the 8-bit system. And the Language. Some go over the
different items that were first made for the 400 and 800.

Price of Books depends on condition, Somewhere between $4.00 and $12.00.
with the Sale that I have on them.

Also, I have a nice XEP 80 with original software disk. For possible sale
or trade.

I am looking for a ICD Sparta DOS X cartridge for sale or trade. I have
alot of Atari 8 bit stuff and also Atari 16bit and 32bit
stuff. So if you have one I hope we can work out a trade or deal. I sold
my last one by accident. Still have the original
manual and reference manual. As I have an ICD MIO 1 meg unit I enjoy using
that cart with it.

I also have a ICD P:R Connection, that I would probably trade for the SDX
cart. even though it is the only one I have left.

Looking for something just e-mail and ask.

thanks,
Barry
phantomm@suddenlink.net

5263. UPTO 33% OFF NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2013-02-05 05:15:10 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1302042111570.17372@slate.spiritone.com>
Source record: 102
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/ftp DOWNLOAD FREE ATARI CATALOGS!
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http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
http://www.aracnet.com/~atari/microprose.htm THE BEST SIMMS GAMES FOR ATARI!
http://www.aracnet.com/~atari/8btbooks.htm CLASSIC ATARI 8 BIT BOOKS LIST!
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http://www.aracnet.com/~atari/st_hard.htm ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm ATARI 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm ATARI LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm ATARI JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
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I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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5264. 20% OFF ALL ATARI BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2013-02-05 05:18:17 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1302042115270.17372@slate.spiritone.com>
Source record: 103
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes & Boxes of Atari Books for Sale! Some I have Lots of and some I have 1 or 2 left!I have more Atari than anywhere else!Atari, one of the most well documented Computers ever! I have Both 8 Bit and ST! Some you wont find anywhere else but here!On Sale 20% off!Goto http://BensCatalogs.Atari.org or BenSells@Atari.org! Ask for Atari catalogs. My Game/Software & Book Catalogs are sorted alphabetically by Title so Cut-&-Paste your order and E-Mail your list with your Shipping Address so I can expedite your order or call Ben anytime at (503)256-9974! Come for the Sales, Stay for the Service!

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http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
http://www.aracnet.com/~atari/microprose.htm THE BEST SIMMS GAMES FOR ATARI!
http://www.aracnet.com/~atari/8btbooks.htm CLASSIC ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/books.htm MISCELLANEOUS BOOKS LIST!
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http://www.aracnet.com/~atari/st_hard.htm ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm ATARI 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm ATARI LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm ATARI JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!

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Sent on my Atari Computer

5265. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2013-02-05 05:20:26 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1302042118370.17372@slate.spiritone.com>
Source record: 104
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

LOOKING FOR ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT AND/OR ST?

Sign Up for the Mailing List used to send E-Mail From Bravo Sierra Computers! Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

Sign Up For The Portland Atari Club E-Mailing List! New As Of 9-10-2012!

Direct Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com!! Can't reach me? See info at Bottom!Get Heads Up on NEW Atari Sales before the Rest!

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5266. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2013-02-05 06:35:31 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/vendev_1360046093@rtfm.mit.edu>
Source record: 105
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: January 18, 2013

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name
University of Wisconsin-La Crosse

This document is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

The latest version of this document is posted to the following Usenet
newsgroups every 60 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

You may also request my latest working version at: michael@mcurrent.name

**********************************************************************
* For other 8-bit Atari related FAQs please see the "Welcome FAQ": *
* ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome *
* http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html *
**********************************************************************

UPDATES SINCE PREVIOUS POSTING:
2013.01.18 Fatih Ayguen: AspeQt 0.8.6
2013.01.16 Thomas Richter: Atari++ 1.71
2013.01.07 Avery Lee: Altirra 2.20
2013.01.06 Ralf Patschke: NYD 2012, NYD 2k13, invitro NYD 2k13
2013.01.06 Krzysztof Dudek (xxl): Beep*em All 3, xBios, SlightSID Player,
MazezaM, Pixels
2013.01.03 Thomas Richter: Atari++ 1.70
2013.01.02 DLT: SpartaDOS X 4.46 with Toolkit (2 Jan. 2013)
2013.01.02 MadTeam: MADS 1.9.5
```

2012.12.29 updated: Lotharek
2012.12.29 removed: Atari Rage: The Retro Atari Store
2012.12.24 updated: Soudi (URL updated)
2012.12.20 Fatih Ayguen: AspeQt 0.8.5
2012.12.20 WUDSN: RGBA - Rasters Girls Beer Atari

Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry should contain a valid postal address or web page address.

Entries do not include an email address due to the overwhelming amount of spam that would result.

Internation Reply Coupons

The following is from: (2010.09.12)
http://www.upu.int/en/activities/international-reply-coupons/about-irc.html

About International Reply Coupons
When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons

live in the same country; however, if they are from different countries, the enclosed postage stamp will not be valid.

All member countries
This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. As the service began before the days of airmail, the earliest coupons could only be redeemed for a single-rate ordinary postage stamp to a foreign country. In terms of today's UPU Convention, International reply coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

Mandatory to exchange
The UPU's International Bureau processes several million coupons each year and deals with of all accounting aspects. The International Bureau does not sell IRCs directly to customers; they must buy them from their local post office. Although Posts are not obliged to sell IRCs, it is mandatory for Posts to exchange the coupons. If a Post does not sell IRCs, it is possible to purchase them in a post office located in a neighbouring country.

DISCLAIMER

Appearance in this list does not constitute a recommendation or endorsement of the business, individual, product, or service listed.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS Video Games (Jay Colen) 5/10
519 W 4th St
Antioch CA 94509-1246
USA
http://4jays.net/store/
Vendor: new and used hardware and commercial software

8-Bit Classics (Mr. Corey Koltz) 4/06
302 W Dewey St
Cassville WI 53806-9733
USA
Phone: 608-725-2137

http://www.8bitclassics.com/
Vendor: new and used hardware and commercial software

A-ONE Online Magazine 2/07
See: Dana P. Jacobson

ABBUC Regional Group Frankfurt / Main (RAF) 2/11
(Thomas Grasel, Florian Dingler, Marc Mortara, Harry Reminder,
Carsten Strotmann)
Dillenburgerstrabe 61
60439 Frankfurt / Main
Germany
http://www.abbuc-raf.de/
Developer: SIO2USB-Interface, SIO2PC(SIO2ST)-Interface, Network Interface,
MultiJoy8 Interface, Automatic 2-Computer Interface,
Switching Power Supply (SPS), 8-Channel Digital Voltmeter

Jarek Adamski 6/11
Poland
http://8bit.yarek.pl/interface/atari.kmk/
http://8bit.yarek.pl/interface/atari.sio2ide/
Vendor: KMK/JZ IDE, SIO2IDE

Alhart Enterprises Presents (AEP) 8/06
c/o Paul V. Alhart
524 N Z St
Lompoc CA 93436-5019
USA
tel: (805) 736-4624
"encoded" email: OOOp.alhartOOO@OOOverizonOOO.OOOnetOOO
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12
Repair shop: Atari disk drives

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module,
TV/Computer Switch

Ambery 9/08
12335 Denholm Dr Ste E
El Monte CA 91732-3654

USA
tel: 626-350-8956 or 626-698-6739 Mon ~ Fri (10:00AM to 4:00PM PST)
FAX: 626-771-0060
http://www.ambery.com/
Developer: various Video to VGA/RGBHV converter scalers, see
http://www.ambery.com/vitovgcosc.html. Connect your Atari to your PC monitor!

ArSoft (Arkadiusz Lubaszka) 7/11
Poland
http://www.arsoft.netstrefa.pl/
Developer: Pajaki, Przekladanka, Arkadia, Life, ArLogo, Pojedynek, Inwazja,
Wojenne ABC, Zycie Maklera, Poszukiwacze, Smok, BASIC Editor +3M,
Bitwa Morska, RAMbo+, Super Biorytmy, Auto-'B'-Test, Pole Minowe II, Gielda,
ARK Operating System, Supgen, Koala-FWA Konwerter, Kolo Fortuny, CMC Player,
Pajaki II, The Multi-Lotek Maker, Hard Copy Text, SupGen 2000 1.00,
Odwracanka, Boot Config XF551, BCXF551.COM, Super Multi Filecopy, Hektor,
LineKiler, FontSelector, Atari Reader, SupGen 2000 2.00, EAN, Pingwinek,
Pingwinek Idzie Do Szkoly, Klony, Parachute, Parachute Deja vu, LarkaNoid,
ATASCII Squad, Integrator 2.1, Integrator 3.01, PAC-TXT, Kolony 2106,
Klony 2010, Mission: ArSoft, Octopus

Art Transfair Berlin (Andre Motzkus) 2/07
Brunsbuetteler Damm 223d
13581 Berlin
Germany
http://www.art-transfair.de/
Vendor: Computer, expansion, Floppy, memory-upgrades up to 16 mb,
Audio A/D changer, additional many other Atari items (16/32/64bit).
Special lower prices for ABBUC members.

Atari800 Emulator Developers 5/11
Petr Stehlik (maintainer; Linux binaries; Atari Falcon/TT port),
Perry McFarlane (core developer; JavaVM port), Piotr Fusik (core developer),
Mark Grebe (Mac OS X port), Kostas Nakos (WinCE, Android ports),
James Wilkinson (DOS, BeOS, Win32 ports), Christian Groessler
(Sega Dreamcast port), Sebastian Bauer (Amiga port)
See also: Piotr Fusik
See also: Mark Grebe
See also: Christian Groessler
See also: Kostas Nakos
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 v2.2.1 (2011-04-28)--Atari 800/800XL/130XE/5200 emulator
for: Unix, Linux, Amiga, MS-DOS, Atari TT/Falcon, MS Windows, MS WinCE,
Sega Dreamcast, Android and systems running the SDL library. Can be
configured to run in: BASIC mode, CURSES Mode, X Window + Optional XVIEW or
MOTIF User Interface, CBM Amiga, MS-DOS (DJGPP), Atari Falcon/TT and
compatible machines, MS Windows (DirectX), SDL (running on _many_ platforms),
WinCE, Sega Dreamcast, JVM (Java applet), Android

Atari8Warez (Ray Ataergin) 5/12
See also: Fatih Ayguen

Toronto, Ontario
Canada
+1 647 407 7039
http://atari8warez.for-the.biz/
Vendor: used commercial software
Developer: custom SIO2PC Serial Interface, custom 10502PC Serial Interface

AtariAge (Albert Yarusso, Alex Bilstein) 4/06
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware (includes homebrew project supplies by Pixels Past)
Developer: Beef Drop cartridge (by Ken Siders)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX) titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort, Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill, Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match, Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics Package, Solitaire, Source Code For Eastern Front (1941), Letterman, Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc, Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage, Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt, Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show, Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing, BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!, Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy, Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler, Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second

Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atari Fan Store (Irek) 6/11
New York NY
USA
http://afs.atari.org/
Vendor: hardware including: SIO2IDE, SIO2SD ver. 2, IDEa (KMK/JZ)

Atarimax (Steven J. Tucker) 11/12
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v3.0.8 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS 32-in-1 Switchless Upgrade (2 versions: XL/XE except 1200XL/XEGS; 1200XL), Imagic 1.06 95/NT - Atari Disk Image Conversion System (ATR/XFD/DCM/SCP), Imagic 1.06 DOS, Atari Terminal Simulator ATS 2.0 (SR2) -ATASCII Telnet/Serial Terminal & Break Movie Player 95/NT, Break Movie Screensaver 95/NT, Maxflash Flash Cartridges (1mbit or 8mbit), Maxflash USB Cartridge Programmer Kit, Maxflash Studio Software for Windows 1.7. SIO2PC/ProSystem Universal Interface (6 versions: USB Interface w/ SIO Jack or w/ Terminals; Serial Interface w/ SIO Jack or w/Terminals; Dual Port USB Interface w/ SIO Connectors; Dual Port RS232 Interface w/ SIO Connectors). Atarimax/ABBUC USB Cartridge, Atarimax MyIDE-II CompactFlash Cartridge (includes 512kB Flash, 512kB SRAM, Maxflash Studio and MyBIOS Support)

Atari Online News, Etc. 2/07
See: Dana P. Jacobson

The Atari Shop (Sandra) 1/07
The Netherlands
http://www.atari-shop.nl/
Vendor: new/used hardware, new/used commercial software

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atlantis Games Group 6/10
(Sal "Kjmann" Esquivel, TJ "Damage X" Edmister, Gary "Rybags" Ryan, Zdenek "Psuedografx" Eisenhammer, Peter "peteofborg" Meyer)

USA
http://www.atlantisgamesgroup.com/
Developer: Tempest Xtreem. In progress: Venture, OutRun

AV Toolbox 6/10
2791 Circleport Dr
Erlanger KY 41018-1080
USA
Phone: 800-235-3280 or 859-647-1077
Fax: 859-282-8225
http://www.avtoolbox.com/
Developer: various video scalers (up-converters). Connect your Atari to
your modern high-resolution video display television or monitor!

Fatih Ayguen (cyco130), updates by Ray Ataergin 1/13
See also: Atari8Warez
http://aspeqt.sourceforge.net
Developer: AspeQt (Atari Serial Peripheral Emulator for Qt) 0.8.6
(2013-01-17) (currently runs under Windows and Linux)

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 6/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 2.2 (Interactive 6502 Disassembler for Win32,
designed to specifically support Atari binary files)

Matthew Bacon 11/09
United Kingdom
http://www.myatari.net/
Publisher: MyAtari online magazine (published October 2000 - February 2005)

BAKTRA Software (Michael Kalous) 9/12
Czech republic
http://www.baktra.wz.cz/
Developer: TURGEN SYSTEM 8.3.4 ("Turbo generating system"--conversion of
files to various turbo systems used in former Czechoslovakia and Poland.
Output is an electric signal that can be stored in WAVE files or can be sent
directly to computer's audio system; for JavaRE 1.4.2 or newer), Caverns of
the Lost Miner (game), mmSAP 3.0.0 (SAP player for GNU/Linux), libataricas
0.9.6 (BETA 3; library for atari cassette image manipulation with turbo
support)

Richard Bannister 7/12
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.7 Atari 800 Series Emulator for Mac OS X (port of Rainbow 1.4 by Chris Lam), Emulator Enhancer v2.4.0

Lee Barnes 8/12
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced) SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz (Uz) 2/12
Germany
http://www.cc65.org/
Developer: cc65 2.13.3 - a complete cross development package for 65(C)02 systems, including a macro assembler, a C compiler, linker, librarian and several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 4/07
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz 6/11
See also: msc
Germany
http://www.mathyvannisselroy.nl/aspi.htm
Developer:
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"), ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Brian Berlin 8/09
http://kat5200.jillybunch.com/
Developer: kat5200 0.6.2 -- Atari 5200 and 8-bit computers emulator for PC

Best Electronics (Brad Koda) 6/07
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: (408) 278-1070 (M-F 1:30pm to 5:00pm PST)
FAX: (408) 278-1092
E-FAX: (815) 364-3703
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch keyboard upgrade for XE computers, Best Light Gun, Best Gold CX40 Joystick PCB, Atari CX40 Joystick Rebuild Kit with Atari Upgraded CX40 Handle and Best Gold CX40 PCB, Atari CX40 Joysticks upgraded with the Best Gold CX40 PCB, Atari Jaguar Power Pad to Other Atari Systems

Adapter Cable, Sega Genesis Controllers To Atari Systems Adapter Cable

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 8/06
USA
http://www.bigfivesoftware.com/
Developer: Bounty Bob Emulator for Windows NT, 2000, 98, and ME

BITS (SOLO)(Herman Samso J.) 12/12
http://bits.atari.org/ or http://thebitsclub.tripod.com/
Developer: tools & utilities: #1000 (20080312), #1600 (20121204 - PIXeL PaINT). intros & demos: #1502 (20080314), #1503 (20100607), #1504 (20110326), #1505 (20110317), #1506 (20110617), #1507 (20120319), #1508 (20120616)

Grandovec Bostjan 2/12
Pot na Josta 27
4000 Kranj
Slovenia
http://bgrandovec.hostzi.com/
Developer: Pantheon 0.412 (Atari 8-bit computers emulator with collection of 98 games; also emulates Atari 2600, 5200, 7800 with games for each)

Bravo Sierra Computers (BSC) (Ben Smith) 8/12
Oregon
USA
tel: (503) 256-9974 (24 hours)
http://BenSells.Atari.org or http://www.aracnet.com/~atari/
Vendor: new/used hardware, new/used commercial software

Zdenek Burian 4/12
Marie Majerove 33
Prostejov 6
798 11
Czech Republic
Tel. 582 360 714
http://flop.atari.org/
Publisher: FLOP disk magazine (annual; FLOP #55 published June 2012)

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/

Developer: SIO2PC cables

Subject: C

Sidney Cadot 8/06
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

Mario Caillahuz ("Allas") 10/10
Lima
Peru
http://atari.limitevisual.com/
Developer: Plague Attack, Voyage to Home, Accion, MULE Wars, Animal Party, Jewel Bits

Candle (Sebastian Bartkowicz) 1/12
See also: SIC! crew
Poland
http://spiflash.org/
Developer: SimpleStereo, IO-Board, VideoBoard XE (VBXE), SIDE Project, SIC! Cartridge, Ultimate1MB

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

Rafal Ciepiela (bob_er) 9/12
http://sourceforge.net/projects/atari8/ or http://atari8.sourceforge.net/
Developer: Franny 1.1.3 (ATR disk image editor), Yvonne 1.0 (Atari picture viewer), ZooEY 1.4 (6502 crossassembler compatible with Quick Assembler)

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart (1986-1991), Creative Computing (1974-1985), Creative Computing Video & Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 5/12
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: new/used commercial software, books, small selection of hardware

Cloud-9 (Mark Marlette, Boisy Pitre, Aaron Wolfe) 5/12
3749 County Road 30 SE

Delano MN 55328-8137
USA
http://www.cloud9tech.com/
Developer: Liber809 (Motorola 6809 microprocessor upgrade for the Atari 800XL/1200XL/130XE)

Computer Software Services (CSS) (Bob Puff) 4/07
1350 Buffalo Rd Ste 2
Rochester NY 14624-1829
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems (include a hard disk, Black Box, power supply, controller, cables, and software), SIO cables, hard disk controllers: Adaptec 4000 SCSI, Adaptec 4070 (RLL) SCSI, Xebec S1410a SASI
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer Cable, Black Box Modem Cable, Floppy board, Super-E Burner, Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus, Quintopus with Switchable Ports, Super Archiver, Super Archiver II, Super Archiver --> SA II Upgrade, XF Single Drive Upgrade, XF Single Drive Upgrade (without Drive Mech), XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech), XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup, Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2, MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Nick Coplin 7/12
Perth, Western Australia
Australia
http://www.64hdd.com/
Developer: 64JPX - JoyPad eXpander - Use your favourite Sega, SNES, NES or PCanalog controller with your Commodore or Atari compatible system

Cosine Systems 4/12
(T.M.R The Magic Roundabout [Jason Kelk], Sack [Adam Hay], Odie [Sean])
United Kingdom
http://www.cosine.org.uk/
Developer: C.G.M. UKScene Radio Intro (30th August 2003), 1K Party (21st March 2004), Reaxion (31st December 2005), Greetz0rz (18th March 2012), Brainpower (24th April 2012)

C.P.U. (Raster, JirkaS, Bob!k, HonzaW) 4/09
See also: Radek Sterba
Czech Republic
http://raster.infos.cz/atari/homepage.htm
Developer: S/XEGS RAMCart 128KB version "G1.04 FIX3+", STEREO upgrade for XL/XE, SDrive - connects to Atari XL/XE's serial (SIO) port and simulates an Atari floppy disk drive with full read/write access to

programs and data stored on a Secure Digital flash memory card (SD),
SDrive Control Program v01 20090403

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4 (written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor and more)

CSW-Verlag 2/07
Weidenstrabe 13/1
71364 Winnenden
Germany
tel/FAX: +49 (0) 71 95/6 11 20
http://www.retro-magazin.de/
Publisher: RETRO magazine. Themes: Retro-computing for all systems. Atari part: approx. 10%. (Not only 8bit) 9.90 euro per magazine, 4 magazines per year for 35 euro.

Jorge Cwik 8/08
http://www.fxatari.com/
Developer: VAPI Atari 8-bits Imaging & Preservation format (.ATX) and tools: Patched Emulator (based on Atari800Win PLus 4.0 Beta 3) + VAPI DLL 0.3a, VAPI2SIO (SIO2PC for VAPI) 0.2a

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine (1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques (Dan Dotson and Marilyn Saul) 9/06
PO Box 40751
Tucson AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Device Side Data 4/10
USA
http://www.deviceside.com/
Developer: FC5025 (USB 5.25" floppy controller - as of Feb. 2010 included

software (Linux/Mac/Windows) supports reading Atari DOS 2 disks)

DGS (Dean Garraghty Software) 8/12
United Kingdom
http://www.dgs.clara.co.uk/
Vendor: commercial/PD/freeware/shareware: DGS Atari 8-bit CD-ROM
Commercial & Public Domain Software Collection, containing:
- The Quick programming language V2.2 and V2.1 with 2 support disks
- Screen Aided Management (SAM) v1.25i 80-col desktop system with Budget spreadsheet, Designer DTP package, and Extra Utilities
- 4 PPP Games: Bombi, Rubberball, Glaggs It!, and Minesweeper
- Quick Ed (a character set editor for ST-compatible mouse, joystick, or Atari touch tablet)
- Digi-Studio digitized sounds/music package
- Issues 1-14 of the DGS News-Disk disk-based magazine
- Issues 15-19 of the DGS News-Paper printed magazine (scans of the original mags)
- Issues 20-26 of the DGS News-Paper-on-disk on-disk magazine
- News-Paper Yearly disk (to go with the News-Paper magazine - includes lots of Quick source code)
- Print-Filer from Rambit
- The AMS 1996 video in MPEG-1 format
- The full DGS PD Library (191 mostly double sided disks)
- Bonus Software: MyDOS 4.5, Discomm32, UTIL (PC utility to read/write 180K MyDOS Atari disks)
Also offered via email: Quick Programming Language, Print-Filer from Rambit, Alien Blast, RubberBall, Glaggs It!, Bombi, Minesweeper, PPP Games Pack
File Transfer Service: transfers files between Atari and PC

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?, What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS, D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2, Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5, Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system: Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Diggerbonk 5/12
http://code.google.com/p/droid800/
Developer: Droid800 Version 7.5 (Jan 2011 -- port of Atari800 emulator for Android)

DigitalDinos (Thomas McLaren) 6/10
BUSINESS: SHIPPING:
6087 Hopkins Rd P.O. Box 472
Mentor OH 44060-2207 Mentor OH 44061-0472
USA USA
(440) 339-8538

http://www.digitaldinos.com/
Vendor: used hardware, used commercial software

Digital Force (Mario Trams) 1/07
Germany
http://www.digital-force.net/
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler (Flo) 12/08
Germany
http://www.akk.org/~flo/
Developer: Ice-Hockey (for MultiJoy interface, March/April 2002),
Sheep-Race (for MultiJoy interface, Aug 2002),
CardGrabber (for MultiJoy interface, May-Aug 2002),
Peripheral Test 2.0 (Hardwaretester) (Dec.2008)

DLT Ltd. (trub, drac030, Mono) 1/13
See also: Konrad M. Kokoszkiewicz
See also: trub
Poland
http://sdx.atari8.info/ or http://spartados.com or http://spartadosx.com
Developer: SpartaDOS X 4.46 with Toolkit (2 Jan. 2013)

Krzysztof Dudek (xxl) 1/13
Poland
http://xxl.atari.pl/
Developer: Sudoku, Scorpions, Flowers Mania, Scorpions v2.0, Sudoku Sweep,
zXEmulator, Jetboy, Jet Set Willy 2007 / separate version for VBXE, Knight
Lore, Hobgoblin, Loops of Zen, Beep'em All, Night Driver / separate version
for VBXE, Beep'em All 2, Isora, Galaxian, DX Loops, Nightshade / separate
version for VBXE, The Nutty Professor, Marry Christmas Beep, Apple Invaders,
xxl.atari.pl, xShow / also for VBXE, Chopin 2010, Inverse, Beep&#65533;em All 3,
xBios, SlightSID Player, MazezaM, Pixels

Mark Dusko 8/11
http://www.atari8ethernet.com/
Developer: Atari 8-Bit Ethernet Project: IP Dragon II, Dragon Cart.,
Simple Atari Telnet

Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 1/07
PO Box 3365
Spring Hill FL 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware, used commercial software

Eli's Software Encyclopedia 1/11
USA

http://www.elisoftware.com/
Vendor: commercial software

Emulators (Derek Mihocka) 8/06
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit & Atari ST & Apple Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 - 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 - 8-bit Atari emulator for MS-DOS

Energy (online zine) 11/09
See: Taquart

Adrian Matoga (Epi/Tristesse) 5/11
See also: FAIL (First Atari Image Library)
See also: O.S.
See also: Tristesse
ul. Jezdziecka 11
30-698 Krakow
Poland
http://epi.atari8.info/ and https://github.com/epi
Developer: brULlwurFeL, NeoTracker Winamp plugin v0.2, NeoTracker 1.7, sapemu v0.2 (simple SAP (Slight Atari Player) file player), Sztab Malopolska #3 Invitation, TDC Hack Demou, TIP Tools 0.3.1 (includes TipView 1.0 and BMP2TIP 0.21), xunzip 2.1, NeoTracker 1.8, TipConv 1.1.1. projects at github: xedisk (Atari XL/XE Disk Image Utility), TipTools, eno (formerly NeoTracker), xebin (Atari XL/XE Binary File Utility)

Raphael Espino 8/07
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility), Atari 8-bit JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface", JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg", JpegShow 0.1 (07Aug01) "A slideshow version", CpegView 0.5 (18Aug07) "The colour JPEG viewer for Atari 8-bit computers"

eStoreOutWest.com 2/11
2303 Englewood Ave
Yakima WA 98902-1649
USA
http://estoreoutwest.com/
Vendor: new hardware. "Original Atari Sevice Parts. New Old Stock."

Subject: F

Fandal (Frantisek Houra) 11/12
Czech Republic

http://atari.fandal.cz/stuff.php
Developer: Sturbon Intro, FreeCellXE, TriPeaksXE, HexxagonXE, Astro Road,
Cubico, The Storm, A Tribute to Quorthon, Bombex, The Steam Train,
Astro4 Road, Mysterion Preview, Mind Blast, Outlaw, Swapz,
Who Lost the Wallet?, Space Arena, Pokey Demo, Music Disk Stereo Edition,
MJ-R.I.P., Diamondz, Prototype, Milk Nuts v.1.11, Mashed Turtles,
Oilgame Deluxe, Deflektor Editor

FAIL (First Atari Image Library) 11/12
Piotr Fusik (idea, programming), Adrian Matoga (programming), Pawel Szewczyk
FAILWin icon, testing), Peter Dell (testing), Slawomir Sledz (testing),
Monika Wesolowska (testing)
See also: Piotr Fusik
See also: Adrian Matoga
See also: WUDSN
http://fail.sourceforge.net/
Developer: FAIL 1.4.0 viewer of pictures in native formats of Atari 8-bit,
Atari ST, Atari Falcon and Atari Portfolio computers (2012-11-28, consisting
of: fail2png - portable command-line converter to PNG files, FAILWin - viewer
for Windows, thumbnail providers for Windows Explorer (Windows Vista and
newer) and GNOME (Linux), plugin for XnView, (de)coder for ImageMagick,
plugin for Imagine

Wolfram Fischer (Mega-Hz) 4/12
Dorfstrasse 1a
28870 Ottersberg
Germany
"encoded" email: OOOmega-hzOOO@OOOt-onlineOOO.OOOdeOOO
http://www.mega-hz.de/Angebote/angebote.html
Vendor: SIO2SD rev.1, SIO2SD rev.2, SIO2PC interface
Developer: ABBUC SIO Connector Board (ASCB), ASCB-MINI,
Stereo Small 2010 (Stereo Erweiterung rev.2.1), MEGAMAX Modul V1.2

FLOP disk magazine 5/05
See: Zdenek Burian

Fly Software (Peter Svoboda) 9/12
Czech Republic
http://fly.atari.org/ or http://atari.panprase.cz/
Developer: Antiseno 2008cz, Day After One, Demo 2001, Gangsters 2007
Gangsters Intro, Indiana Jones 3 aneb Tajemstvi Svateho Gralu,
Indiana Jones a zlata soska keltu, Kolony 2106, Kolony cz, Logik,
Maturita 2001, Mesta CR, Mesta SR, Milk Nuts, No Name, Podraz 2001,
Pomsta Sileneho Hulice, Robbo after 20 years v1.1, Ruleta,
Rychle Sipy 2012 aneb Zahada hlavolamu, Sniper, Sniper 2007, Sniper Intro,
Stary dum, Strategi, Textovky, V.U. 5259 aneb Utek z Hejcina,
V.U. 5259 aneb Utek z Hejcina intro, Vietnamska Mise

John Foskett 8/11
UK
http://www.johnap.pwp.blueyonder.co.uk/Atari.html
Developer: Rose Gardens, Turbo Assembler Version IV, Atari CAD, The Cave,

Ye Olde House, Where Dinosaurs Rule, Space Fighter, Crazy Ball,
Crazy Ball - Updated, Anagrams, Battle Ships, Four Card Blind Hookey,
Atari Electronic Organ, Disk Sector Editor, The Sound Selector,
Basic Listing Searcher, Constant to Variable Converter

Foundation Two 1/07
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks,
N!ne)
Germany
http://www.foundationtwo.de/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut,
Bremspunkt (Brems.)

Piotr Fusik / "Fox" / "0xF" 12/12
See also: Atari800 Emulator Developers
See also: FAIL (First Atari Image Library)
See also: Infinity
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Taquart
See also: Yoomp!
Poland
http://xasm.atari.org/
http://atariarea.krap.pl/x-asm/
http://asap.sourceforge.net/
Developer: 6502 cross-assembler tool: xasm 3.0.2 for Windows (2009-10-17),
xasm 3.0.2 source code (2009-10-17; for other systems such as GNU/Linux and
MacOS X), xasm 2.6.1 for DOS (2005-05-21), Another Slight Atari Player
ASAP 3.1.3 (2012-12-04; a player of 8-bit Atari music for modern computers
and mobile devices)

Subject: G

Bostjan Gorisek (Firemover, Firemover/Diomedes, Gury) 1/11
Poland
http://gury.atari8.info/ http://atari-effectus.net/
Developer: Sprite Engine v.1.0.4, Effectus 0.0.15 (Windows/Linux Atari
cross-compiler/parser for Action! language)

GR8 Software (Arek "nosty" Staworzynski) 9/12
Poland
http://gr8.atari.pl/
Publisher: Hobgoblin, Robbo Forever, Bomb Jake, Isora & Loops DX,
Line Runner

Mark Grebe 4/11
See also: Atari800 Emulator Developers
USA
http://www.atarimac.com/
Developer: Atari800MacX 4.3.0 (version of Atari800 emulator for Mac OS X),

Sio2OSX 2.1.1 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 4/11
See Also: Atari800 Emulator Developers
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
http://contiki.cvs.sourceforge.net/contiki/contiki-atari/
Developer: Atari800DC 0.78 (Atari800 emulator for SEGA Dreamcast),
Contiki 1.0 for Atari (a working release of the Contiki web browser for the
Atari 8bit systems)

Subject: H

Steve Hales 5/09
Palo Alto, CA 94301
USA
http://www.igorlabs.com/etc/games/
Developer: Slime, Fort Apocalypse, Dimension X

Jonathan Halliday (flashjazzcat, RIF Software) 1/12
145 Wenlock Road
South Shields
Tyne & Wear
NE34 9AL
England
http://www.atari8.co.uk/
Developer: The Last Word 3.21b (updated 11 May 2011),
SIDE Driver and APT Software Suite, MyIDE Driver for SpartaDOS X,
RIF SpartaDOS Utilities (@.COM, CALL.COM, DESEG.COM, EDIT.COM, FD.COM,
FLASH.COM, IF.COM, LPRINT.COM, MOVE.COM, QC.COM, XKEY.COM, XKED.COM),
MA65 Macro Assember 1.6 for SpartaDOS, XEDIT Text Editor,
ATASM File I/O Library. projects: SIO2PC Interface Inside an SIO Plug,
XM301 Case Conversion for SIO2SD, UltraVideo XL 1.0, UltraVideo XE 1.0,
SIO2SD-XL

Lee Hanken 1/07
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atascii/
Developer: ATASCIIView Version 1.3 (ATASCII file viewer for MS-Windows).
web-based Atari 8-bit ATASCII file viewer:
http://www.leehanken.pwp.blueyonder.co.uk/atari/

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,

VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,
CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Nathan Hartwell 6/11
USA
http://www.magelair.com/atari_8bit_stuff.html
Developer: Atari-Debug/MiniASM v1.11 (12/19/2000), Atari-MON (.asm source,
self-test replacement), PAMP (play AMP files), IDE (12/09/00; driver for
SmartIDE project; adds GET_CONFIG), 16-bit IDE project (based on SmartIDE
project), PBI 16-bit IDE project (based on SmartIDE project), IDE_NKH.ASM
(12/19/00; driver for SmartIDE project; adds support for several hardware
modifications), The Mage's Magic Handler Version 2.20 (RS-232 driver
designed for the PSI Upgrade), PSI-Disk (RAMdisk?), DG-Term 1.87

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase,
Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye,
Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

Frank Heuser 2/07
Kappelstrasse 10
67269 Gruenstadt
Germany
http://www.asselheim.de/
Vendor: new hardware expansion items, including: SIO2PC (internal/
external), 1050PC, Midi, Voicebox (Atari Magazin), Function keys,
16-OS-switch, AKI, RAM Expansion, Audio/Video cable and adapter, Videobox.
Special lower prices for ABBUC members.

HiassofT 12/10
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30 for Linux (2004-08-31; package contains: a Linux
kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC or
APE; atarixfer - a small tool to read/write ATR images to an Atari disk drive
connected by a 1050-2-PC or ProSystem cable), Atari Tools for Win32 V0.30-
101002 (dir2atr, adir, and ataricom from AtariSIO package, compiled as a Win32
console application), AtariDsk V1.2 (read, write and format DD 180K Atari

disks on the PC), WriteAtr V0.92b (2003-07-24; write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPicoDos V4.05 (2010-11-25; small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks), MyIDE Tool V0.30 (2007-11-11; direct access to harddrives in MyIDE format on your Linux/Windows PC), Highspeed SIO patch for XL/XE OS and MyIDE OS V1.30 (2010-11-25; extends the SIO routine of the OS to support: Ultra speed (Happy 1050, Speedy, SIO2PC, ...) up to 126kbit/sec, 1050 Turbo, XF551, and Warp speed (Happy 810)), 512k SRAM extension for Atari XL/XE V1.3 (2010-12-14), Turbo Freezer XL/XE 2005

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

His Dark Majesty 5/11
Jakub Debski (Ilmenit), Marok, Adam Powroznik (Powrooz), Jakub Husak, Krzysztof A. Ziembik (Kaz)
http://hdm.atari.pl/
Developer: His Dark Majesty

Stephen James Hurd (deuce) 8/08
http://sourceforge.net/projects/syncterm/ and http://syncterm.bbsdev.net/
Developer: SyncTERM 0.9.2. A cross-platform ANSI-BBS terminal designed to connect to remote BBSs via telnet, rlogin, or SSH.
Full Atari 8-bit ATASCII support.

Chris Hutt (Sheddy) 8/07
United Kingdom
http://www.sheddyshack.co.uk/
Developer: Space Harrier Conversion Project

Subject: I

IEC "Innovative Electronics & Computing" 4/07
6185 E 56th Ave
Commerce City CO 80022-3959
USA
Phone: +1-303-288-5000
(USA) 800-765-4432 Mon-Fri, 8:00AM-6:00PM MT
Fax: +1-303-288-5099
http://www.iec-usa.com/
Developer: Atari connectors: Atari 13 Position Buss Connector for Atari 400 and Atari 800 Computers. Atari cables:

(http://www.connectworld.net/cgi-bin/iec/05MCOlderAtari.html)
Atari Color Monitor Cable 5', Atari Monochrome Monitor Cable 5',
Atari Color Monitor Cable With 2 RCA Plugs 5',
Atari Monitor Cable With 2 RCA Plugs 5', Atari Lefty Joystick Adapter,
Atari IF850 and IF860 Parallel Cable 6', Atari IF850 and IF860 Modem Cable 6',
Atari IF850 and IF860 to Serial Printer Cable 6',
Atari 400 and 800 Bus (SIO) Cable 6'

Igor's Software Labs (Steve Hales) 12/10
Palo Alto CA
USA
http://www.igorlabs.com/classic-games/
Developer: Slime, Fort Apocalypse, Dimension X

IK+ C64 to Atari 8-bit Conversion Project
(Pawel Rosowski, Tomasz Mazur) 11/10
Poland
http://uce.pl/ikplus/
Developer: IK+ Build 0284 (October 2010)

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari
MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class
(combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000),
Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik,
Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Ingo (tuxie) 8/08
Germany
http://mega-hz.no-ip.com/Angebote/SIO2IDE33/SIO2IDE33.html
Vendor: SIO2IDE 3.3

Inspiration Soft (Lennart 'Thelen' Bown and Marius Diepenhorst) 7/11
The Netherlands
http://www.inspiration-soft.com/
Developer: Happy 2011

Integrated Logic Systems (ILS - Stephen J. Carden) 4/11
See also: Rasterline.com

USA
http://www.tcpipexpress.com/ (site temporarily down)
http://www.rasterline.com/mux.html
http://www.atariage.com/forums/topic/158254-realdos-is-shareware/page__view__findpost__p__2257141
Developer: Multiplexer (MUX) board Version 1.1 July 21, 2006, TurBoss O/S (Atari XL/XE O/S Replacement Module), TCPIP Express BBS, Real.dos Build 0030: RealDOS Ver 1.0a 4-Apr-11

Subject: J

Jeff Jackson 8/06
USA
http://www.jeff-jackson.com
Developer: JLS BASIC - Jackson Languange System BASIC compiler

Dana P. Jacobson 2/07
USA
http://www.atarinews.org/ or http://people.delphiforums.com/dpj/a-one.htm
Publisher: Atari Online News, Etc. -- A-ONE Online Magazine. weekly

Ludovic Jacomme (Zx-81) 4/11
France
http://zx81.zx81.free.fr/
Developer: PSPAtari v1.1.3 (2/12/2008; port of Atari800 emulator for Sony PlayStation Portable), Wiz-ATARI v1.1.2 (9/29/2009; port of PSPAtari for GP2X Wiz), GP2X-Atari v.1.1.0 (10/4/2009; port of PSPAtari for GP2X), Dingux-Atari v1.1.0 (10/30/2009; port of PSPAtari for Dingoo/Dingux), Pandora-Atari v1.1.0 (8/4/2010; port of Wiz-Atari for Pandora), Caanoo-Atari v1.1.0 (12/29/2010; port of Atari800 for Caanoo)

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Shawn Jefferson 11/07
Victoria, BC
Canada
http://www.jeffersonsauctioneering.com/atari/
Developer: MyIDE Config 4.0, MyIDE Image Manager 4.1, MyIDE Image Batcher 1.0

Jan Johnsen (Grevle) 11/12
http://www.grevle.net/Atari.php
Developer: Dracula Lives Version.1.75, Rocket Rescue 1.5, Mary Poppins 1.12

Subject: K

Cameron Kaiser 2/09
http://www.floodgap.com/retrotech/xa/
Developer: xa 2.3.5 (two-pass portable cross-assembler for NMOS 6502s (such as 6502A, 6504, 6507, 6510, 7501, 8500, 8501, 8502 ...), CMOS 6502s (65C02 and Rockwell R65C02) and the 65816

Akop Karapetyan 12/10
http://psp.akop.org/atari800
Developer: Atari800 PSP version 2.1.0.1 (August 11, 2009; port of the Atari800 emulator to the Sony PlayStation Portable platform)

Kendallsoft (Jason P. Kendall) 7/11
http://www.gwobby.webs.com/
Developer: Kendallsoft Klassics Volume I: Flikin' Football, Bouncing Boneheads, Runnaway Van 2, Grand Theft Auto Atari, Trolley Trouble, Skyhawk, The Number Game, Rumpelstiltskin, Alien Blaster, Tron Bike, Millionaire, Wiggler, Drum Kit, Satellite Struggle, Quasi's Revenge, Minipacs, Jungle Journey. newer: Mite (18th November 2008), Car Crash (13th December 2008), Gwobby Jr. (14th December 2008), Gwobby's Adventure (8th June 2009), Gorilla Warfare (2009), Gwobby Strikes Back Final Version (1.2) April 2011

Nick Kennedy 5/07
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://pages.suddenlink.net/wa5bdu/
Developer: SIO2PC 4.21 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari Drive to PC Interface): software, hardware plans, cables, parts (not for Windows-XP), HAM Terminal for Atari, The WA5BDU Computer Keyer 1.5 (morse code keyer program)

Konrad M. Kokoszkiewicz (KMK, Draco, drac030) 10/11
See also: Jadek Zuk
See also: DLT Ltd.
See also: SIC! crew
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: for PC: SIO2BSD 1.15 (22 Oct 2011). utilities: RW-CRC, RW-Test, DEMON, EYE. for SpartaDOS/SpartaDOS X: Eddy v2.00, CleanUp X 1.81, SpartaDOS Commander v.0.8.2, SpartaDOS TAR v.1.5, SD-Load, HDSC 1.5. for VBXE: "S:" driver v.1.0. for IDE Plus 2.0: Utilities disk (12.X.2011), IDE Plus BIOS 0.9, D2D v.1.5, simple GR.8 *.VS movie player, simple VBXE *.VX movie player. for KMK/JZ IDE: Utility disk (8.XI.2009), IDE BIOS 1.11. patches for: Dreadnaught Factor, Snooker, Gyruss, Missile Command, Moon Patrol, Music Protracker v.2.4, Perestroyka Demo, Prof!'s XDIR. SysInfo v.2.22. 65C816 XL OS v. 2.35 (15.VIII.2008.). for 65C816 XL OS: FastRAM Test, QE for Warp/F7, SD-Load, grep, LPOKE/LPEEK. MultiBASIC v.0.33.

Komires (Miroslaw Koziol, Slawomir Koziol) 7/07
Poland

http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Tomasz Krasuski (kr0tki) 10/11
Poland
http://a8cas.sourceforge.net/
Developer: A8CAS project, consisting of: liba8cas 1.3.1 (2011-10-03), atari800-a8cas 1.2.0 (2011-10-03), a8cas-atari800-patch 1.2.0 (2011-09-24), a8cas-tools 1.3.0 (2011-10-03)

Krishna Software (Krishnasoft) 1/07
173 Prestwick Way
Edison NJ 08820-4680
USA
http://www.krishnasoft.com/sps.htm
Developer: Multi-platform Distributive Operating System (MPDOS) Standard (version 1.00. simulate joystick, mouse, keyboard with a PC), MPDOS Professional for Atari (version 1.00. simulate Atari disk drive and cassette program recorder), Sound Processing Software (SPS) 1.00 (software for Windows suitable for creating sounds for the Atari)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://mikro.umpc.sk/
Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Christian Krueger 11/11
Germany
http://www.atariage.com/forums
/topic/134949-advance-orders-for-cmi08-ps2-mouse-interface/
Developer: CMI08 PS/2 Mouse Interface for the Atari (5 modes supported: absolute (CX77 compatible), relative (CX20 similar), Paddle (CX30 compatible), Atari ST mouse, Amiga mouse

Jakub Kruszona-Zawadzki 6/11
Poland
http://sio2sd.gucio.pl/
Developer: SIO2SD project

Rudla Kudla 9/10
Czech Republic
http://atalan.kutululu.org/
http://www.facebook.com/pages/Atalan/105900742774765
Developer: Atalan (high level programming language for 6502 microprocessors)

KryoFlux Products & Services Limited 1/12
80 Allington Way
Maidstone
ME16 0HN

United Kingdom
http://www.kryoflux.com/
Developer: KryoFlux -- a USB-based floppy controller "designed specifically
for reliability, precision, and getting low-level reads suitable for software
preservation".

Subject: L

Chris Lam 8/12
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 2.2 - Atari 8-bit Emulator for Windows 7, Vista and XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to
connect an 8-bit Atari computer (or any device with a serial port) directly
to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

LaResistance (born, NoiD, powrooz, pr0be, stryker) 3/07
Poland
http://laresistance.pigwa.net/
Developer: edict (intro), Silly Venture 2k4 Invitation, polymatrix (demo),
the shrine (demo)

Avery Lee (phaeron) 1/13
http://www.virtualdub.org/altirra.html
Developer: Altirra Version 2.20 [January 6, 2013] (8-bit Atari computer
emulator for Windows 2000, XP, Vista, 7, 8 or later (either 32-bit or x64
edition))

Legacy Engineering Group (Curt Vendel) 10/08
117 Duke Dr
Carmel NY 10512-1598
USA
Phone:(1) 914-509-4570
http://www.legacyengineer.com/
Developer: Classic USB Joystick Controller

Marcin Lewandowski (Jaskier/Taquart) 1/12
See also: Taquart
ul. Wyszynskiego 15/22
87-100 Torun
Poland

http://jaskier.atari8.info/ and
https://github.com/Jaskier/Atari800Win-PLus/downloads
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM,
MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1,
Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM
(Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2,
3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick
Assembler to PC X-Asm), Atari800Win PLus 4.1 (June 6, 2012; based on
Atari800 2.2.1 and Atari800Win sources)

Llamasoft (Jeff Minter) 12/10
United Kingdom
http://minotaurproject.co.uk/
Developer: Attack of the Mutant Camels, Gridrunner, Hover Bovver

Lotharek 12/12
FHU Krawczyk Przemyslaw
41-103 Siemianowice Slaskie
Koscielna 34 B /25
Polska/Poland
NIP: 631-224-65-99
REGON: 276589289
GSM: +48 601861808 (5-9 pm local time)
http://lotharek.pl/
Vendor: SIDE 2 - Compact Flash Interface / Game /Flash Cart, Ultimate1MB,
Atari 8 bit stereo upgrade, SIO2SD

Subject: M

Madmab 5/12
http://www.emuxtras.net/forum/viewtopic.php?f=76&t=630 (info only)
Developer: AtariXLBox Atari 800/5200/130/320/XL/XE Emulator v8
(port of Atari800 emulator for Microsoft Xbox)

MadTeam 1/13
(active: Tebe, Pajero. inactive: Profi, Rage, Psychol, Rocky, KAMM)
Poland
http://madteam.atari8.info/ http://g2f.atari8.info/ http://mads.atari8.info/
Developer: demos: Happy Demo, MadTeam Intro, The Muppet Movie Show, IGOR,
FAJER, SINTRO, Running Cow, Orneta RealTime 1996-1997, LAJF, Journey, Vasco,
X, Splash, TIT, ANI, SAMAR Graphics Collection, Kaszel #1, Syzygy #8,
Dupland Slideshow, Happy Easter 2007, Martial Arts vs Modern Arts, Ilusia.
games: Droga Do Duplandu, Mental Age, Dyna Blaster, Getris, Nibbly,
Mario Bros 2007, Pang Level Editor 4.0
Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5,
Audio Master 1.0, Mathaf****r Editor 3.1, Mathaf****r Reader 1.1,
Turbo 2000F, Visage 2.7, XL-Paint 2.5MaX, 2.6MaX, Rip2Max,
2xMPT 8Channel Stereo Project 1.0, Atari Commander 1.81, Via Copy 4.4,
SAMAR Hi-res Interlace with Map of Colours (SHIMC) Editor 1.0, LZW Pack 4.2,
Squash 1.5, AtrWcx Total Commander ATR Plugin v1.9, DisAsembler 6502 v2.2,

Deflater 7z v2.6, XRLoader v1.2, TIP Animator v2.3, Check XEX, Build 1.1,
Super Packer 3.3, Atari Interlace Studio 1.4.7, RLE Eecoder 1.2, RMT2SNG.
for VBXE: i480, Jet Set Willy, Night Shade, Night Driver, Plasma, Mr Proper,
Mission Shark (Misja).
PC utilities: Graph2Font 3.9.6.0 (Lite/Full)(convert graphics to Atari chars
and design multicolor graphics for the Atari), G2F Creator v1.4, v2.3,
G2F Extractor v1.4, MADS 1.9.5 (Mad-Assembler: 4-pass crossassembler designed
for 6502 and 65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989),
Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

MatoSimi (Martin Simecek) 3/12
Slovakia
http://matosimi.atari.org/ or http://matosimi.websupport.sk/atari/
Developer: utilities: CMC MSX Extractor, T2K decoder v.021, Atari
FontMaker v1.2. demos: CMC Musix 1, Plasma4, Music From Zeus Intro,
Summertime Demo, Citoplazma, Mindf*ck. games: Laser Blaster, Monex v1.1,
Light Up!, Belljumper 1k, Fireball 1k, h3x0r 1k, Titus The Fox, h3x0r deluxe,
Roxblox

MCM, an InOne company 5/06
650 Congress Park Dr
Centerville OH 45459-4000
USA
Phone: 1-800-543-4330
Fax: 1-800-765-6960
http://www.mcminone.com/
Developer: 9 Pin Jack For Atari, AC Adaptor Atari 3.5mm 9V DC 500mA

The MESS Team 1/07
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS)-- an emulator of
a large number of systems, including the 8-bit Atari computers -- downloads
available for Windows, *nix, Mac OS, and DOS

MicroUSB Project 5/10
(Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann)
Germany
http://microusb.org/ or http://microusb.sf.net or
http://atariwiki.strotmann.de/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB
Slots). software: AtariUSBCart Hardware USBN9602, AtariUSBCart Hardware
Cypress SL811, USB Device Driver Development Kit 1.2.0, AtariXLKeyboard 0.1
BETA, USB HID Base Driver Version 2.0, AtariXLJoypad Logitech Rumblepad 2 USB
Version 2.0, AtariXLJoystick Competition Pro USB 1.0, AtariXLMouse Logitech
USB Mouse, AtariXLWheel Thrustmaster Nascar Pro Digital 2, AtariXLWheel
Logitech Formula GP 1.0, AtariXLWheel Logitech Vibration Feedback, USB End
User Driver Disk USBTEST Version 0.6, USBDOS 0.1

Mirage Interactive 6/05
See also: Rewindgames (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 11/07
Gdansk
Poland
http://www.atariarea.krap.pl/sio2ide/
Developer: SIO2IDE project, versions 1.7, 3.3, 3.3a, 4.4, 4.4a
(An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

Kieran Mockford (Grunty) 4/11
http://home.kindredintellect.com/atari/
Developer: MyIDE Drive Manager v0.91 LBA (front-end to MyIDE Tool by Matthias Reichl), enhanced MyIDE Tool

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 7/10
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://morethangames.a8maestro.com/
Vendor: hardware including power supplies, floppy disks, 1020 printer paper, SWP ATR-8000, Super Sketch Graphics Tablet W/cart(PPI), CX-85 Numeric Keypad
Developer: Atari 850 R: 9 to 25 adapter, Atari 850 R: 9 to 25 adapter, Atari 850 P: 15 to 25 adapter, AV Break Out Box(BOB), AV Cable 6', AV Cable 12', U-JACK SIO to USB Power Adapter LEFT for 800, U-JACK SIO to USB Power Adapter RIGHT for XL/XE, ATR-8000 P: Adapter, ATR-8000 R: Adapter, EASI/O 18in "S" Adapter cable, EASI/O 36in "S" Adapter cable, EASI/O "P" Adapter cable, SPEEDIER: 19.2K EASI/O Adapter, SPEEDIER: T2 19.2K EASI/O Adapter, SDrive Standard (Assembled+Tested or kit forms), SDrive Bay Mount version, EASI/O Spider, SIO BOB & PEEKER, AGDA GameLink I adapter, AGDA GameLink II Cable, AGDA GameLink II adapter, 130 XE mem Upgrade Type 1 (Kit-EZ), 130 XE mem Upgrade Type 2 (Kit-EZ), 600XL Memory Upgrade (Kit-EZ)

Motelsoft 11/07
Germany

http://www.motelsoft.de/
Developer: Caveman II - Caves of Osum (also developed: Der Hexenmeister,
Labyrinth, Panzer, Smack-Jack

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

msc (Stefan Birmanns and Matthias Belitz) 6/11
See also: Matthias Belitz
Germany
http://www.birmanns.de/atari/
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out),
IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10,
MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0,
CDREAD.COM V1.4, IMG2DISK.COM V1.00.

Stefan C. Mueller 11/09
Germany
http://www.electromaniac.de/
Developer: Electro Maniac!

MyAtari 2/07
See: Matthew Bacon

Subject: N

Kostas Nakos 5/12
See also: Atari800 Emulator Developers
Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/ or
https://market.android.com/developer?pub=Kostas+Nakos or
http://users.uoa.gr/~knakos/atari800/android/ or
http://pocketatari.atari.org/android
Developer: PocketAtari v2.0.3 (30 Oct 06 -- port of Atari800 emulator for
WinCE), Colleen 1.4 (port of Atari800 emulator for Android)

New Breed Software 9/09
c/o Bill Kendrick
1132 Drummond Ave
Davis CA 95618-4967
USA
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Go Go Garbage Truck, Sludge.
utilities: Colorizer, File Selector, MuxChat, SIFE - Super-IRG Font Editor

Nelson Nieves 8/06
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree,

TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 6/11
The Netherlands
http://www.mathyvannisselroy.nl/aspi.htm
Developer: ATASPI CD Audio Player (CDAP) 1.47,
ATASPI CD/DVD Data Reader (DATA) 0.69

Subject: O

Odsiecz Sobieskiego -- O.S. 3/07
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik
See also: Adrian Matoga
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
Developer: xunzip v2.1 (18 September 2006 -- a ZIP, TAR, GZ and TGZ
(TAR.GZ) archives depacker) http://www.atari8.info/stuff/xz21.zip

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit
rom dumps

Outland Quest Software 6/06
USA
http://www.outlandquestsoftware.com/
Developer: Ally Attack, Black Sea Silver Fishing, Desert Crossfire,
Dungeons of Oti, Empire, Golf Tees, Graphics 8 Painter, Hoss Racing,
Korellian Conflict, Lite Show, Mad Libs, Motions Variable, Scattergories,
Space Regent, Starbase Alpha, Standoff, Star Maze, Terror Fair,
Three-D Force Tic-Tac-Toe, T.I.A.K. - Taking In Accurate Knowledge,
Uncle Milton's Million Dollar Mystery Mansion

Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

Eric Parent (Joyful Coder) 11/07
http://joyfulcoder.com/
Developer: Memo Pad for Windows Release 6 (November 12, 2007) -
read ATASCII files

Michal Pasiecznik / "Pasiu" 1/08
Poland
http://hardware.atari8.info/ and http://pasiu.krap.pl/

Developer: 576 kB - 1 MB RAM expansions (based on the Amiga 500 and Amiga 600 RAM expansion modules), 1 MB - 2 MB SIMM Expansion, ROM Changer, AutoStereo, XF551 LED Track Display, intSDX (an internal SpartaDOS X upgrade), ARC (Atari Real Clock - an alternative realtime clock), IDEa (KMK/JZ) Interface, Simple 65c816 Processor Adapter, Warp4 (4 MHz 65c816 accelerator card), Warp4 MegaMEMboard (1 MB of linear RAM for Warp4), Project F7 (16 MHz 65c816 accelerator card). Software: CD Audio Player 0.9 for KMK/JZ IDE and IDEa Interface.

Jim Patchell 8/12
Santa Barbara CA
USA
http://www.noniandjim.com/Jim/atari/atari.html
Developer: Action! cross compiler (Updated May 17, 2010) Version 0.06, Atari 800 and 6502 assembler (April 4, 2010)

Pecus and Pirx (Tomasz 'pecus' Pecko and Pawel 'pirx' Kalinowski) 1/12
Poland
http://pecus.pigwa.net/pliki/Atari/
Developers: OMC65 crossassembler - Our 5oft MaCro assember for 6502 ver. 1.3 (2002 / Win32 executable); Scorched Earth for Atari XL/XE build 115, (2009-08-25), Micro-SpartaDOS 4.5/4.6 (2010)

Pixels Past (Joe Grand) 4/06
2907 Shelter Island Dr Ste 105-169
San Diego CA 92106-2797
USA
Telephone: 619-222-4100
Facsimile: 619-222-1797
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari), Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

Pokey Soft
Vidar Olavesen (Hawk) 6/11
Stevneveien 7
N-1719 Greaker
Norway
http://pokeysoft.no/
Developer: games: Invert XE. demos: The Wavy Demo, The Second Scroll, Wobbly Demo, Suck My D..k, Big Scroller, Horbig Demo, Simplicity, Twister!

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: R

Werner Raetz 12/09
See also: WASEO
Postfach 16 40
D-75006 Bretten
Germany
Telefon: 07252/4827 or 07252/3058
Telefax: 07252/85565
http://www.waseo.de/ATARI/Software/software.html
http://www.waseo.de/ATARI/DISK-LINE/disk-line.html
http://www.waseo.de/ATARI/ATARImagazin/atarimagazin.html
Publisher: developed by WASEO: Der WASEO Publisher,
Die WASEO-Publisher-Designer-Diskette, Die WASEO Trilogy-Diskette,
Das WASEO Grafinoptikum, Das WASEO Labouratorium, Das WASEO Practoscope,
WASEO Demo Disk, WASEO BASIC Hits, WASEO DISK-LINE disk magazine issues 1-50.
also publisher of: ATARImagazin (back issues available?)

Burkhard Rau (HCRBurk) 5/06
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

raz0red 2/09
http://wiibrew.org/wiki/WiiXL
Developer: WiiXL v0.1 (port of Atari800 emulator for Nintendo Wii)

Ready Magazin (Sascha Leidel) 2/07
Germany
http://www.8-bits.de
Publisher: READY. Magazine. Atari part: 100%, only Atari.
2.60 euro per magazine. 6 magazines per year
Special lower prize for ABBUC members available.

READY Technologies (Thomas Smailus) 5/06
254 Nelson Dr Apt U
Baton Rouge LA 70808-5059

USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital hardware systems; design, development, and production of software systems; software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering, Consulting

Red's Retro Computing (redrumloa) 8/09
USA
http://www.redsretro.com/ or http://stores.shop.ebay.com/Reds-Retro-Computing
Developer: Competition Pro Retro Joystick (by Speed-Link), Micromys V3 Mouse Adapter (allows the use of modern mice on the Atari)

RETRO magazine 2/07
See: CSW-Verlag

Rewindgames (Fred Meijer) 4/06
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.rewindgames.com/
Vendor: new and used hardware, new and used commercial software including all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!, Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds, Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility Disk

Thomas Richter 1/13
Germany
http://www.xl-project.com/
Developer: Atari++ Emulator (800/XL/XE/5200 emulator for Unix/Linux/ Solaris/Irix) Stable Release 1.71, CVS Snapshot 1.71, atari++ 1.71 for win32

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/ or http://www.schappel.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy), BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master, Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings, ROBOX, Snow Plow, Snow Plow Editor

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Subject: S

Filippo Santellocco 10/09
Italy
http://www.santellocco.com/atari/
Developer: L.E.M., Cookie Monster v1.4

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire,
Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons,
zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping,
TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II.
XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint,
MultiJoy 16/2 hardware interface

Darren Schebek 6/07
Canada
http://www.schebek.ca/ or http://www.user.dccnet.com/dschebek/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Oliver Schmidt 1/11
http://contiki.cvs.sourceforge.net/viewvc/contiki/contiki-2.x/ (sources)
http://contiki.cbm8bit.com/ (Contiki Config/Disk Image Generator)
http://a2retrosystems.com/contiki.html (Contiki Config/Disk Image Generator)
Developer: official Atari 8-bit version of Contiki 2.x for use with Atari
8-Bit Ethernet Project. (Contiki is an open source, highly portable,
networked, multi-tasking operating system for memory-constrained systems)

Serious Magazine 5/05
See: Dial Group

Sherlock Consulting (Jason Watton) 1/11
Malvern
Worcestershire
United Kingdom
WR14 3AZ
Tel: +44(0)7767 220884
http://www.shlock.co.uk/
Developer: OmniFlop (Universal Floppy disk reader/writer/formatter for
Windows 2000/XP/Vista/7; can read, write, and format Atari 8-bit format
(90kB); handles whole disks, but not the Atari disk filesystem)

SIC! crew 7/11
Stryker, Candle, Pr0be, KMK, Ooz, Trub, Dely, Seban, X-Ray, Miker, Zenon
See also: Konrad M. Kokoszkiewicz
See also: trub
See also: Candle
Poland
http://sic.pigwa.net/
Developer: SIC!Cart -- Super Inexpensive Cartridge

Sijmen Schouten (Mr.Atari) 6/11
The Netherlands
http://www.mr-atari.com/myidehome.htm
Developer: MyIDE interface project for Atari XL/XE computers

Bo Schreurs 9/12
The Netherlands
http://members.home.nl/stack/Atari/atari-xlxe-download.html (February 4, 1999)
http://members.home.nl/stack/Atari/atarixle.html (August 10, 2006)
Developer: DIR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR), XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs 9/06
Kempenlandstraat 8
5211 VN Hertogenbosch
The Netherlands
http://home.planet.nl/~ernest/
http://members.home.nl/stack/Atari/atari-pooldisk.html
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.kensclassics.org/
Developer: Emulators Utilities: ATR/DCM utilities (DOS), AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer, KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler, Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus. Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker, KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish, Circle of Richness

Sikor Soft (Pawel Sikorski) 3/10
See also: Rewindgames (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://www.atari.sikorsoft.com/
Developer: Commercial games: ABC, Tekblast, Neuroid, Sexy Six, Sexy Six Data Disk #1,#2,#3, Ketchup, Max, Cyborg, Magic of Words. Freeware games: Liner!, ATASCII Squash, Fake Frogger!, Mustak Hunters. Unrealized game: Mr Proper (preview). Sikor Soft *.ATR & *.XEX goodies (CD-ROM).

Mark Simonson 9/06
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23

D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 12/12
http://makeatr.prv.pl/
Developer: makeATR v0.06 (14.01.2004) (software for MS-Windows)

Len Spencer 1/09
USA
http://www.lenardspencer.com/Lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Sascha Springer 5/12
http://www.zerstoerung.de/
Developer: A8E 0.1b (2004), A8E 0.2 (experimental)(2007).
(Atari 800 XL Emulator for Windows, "developed completely from scratch")

SquoQuo (Hopper, Bugger, Genetic Gemini, Scythoior, Yoda) 9/12
Germany
http://squoquo.de/
Developer: Let's Hop, Sh*t Alpin 2005, Ms.Bulimia, Deary

Ralf Patschke (PP's / STARSOFT Berlin) 1/13
Albrecht-Duerer-Strabe 23
Berlin 12623
Germany
http://www.ppsberlin.de/
Developer: STARSOFT 1st demo, STARSOFT 2nd demo, STARSOFT 3rd demo, multiple gfx 12 scrollers, TOP-Magazin Intro, gametro ABBUC Magazin 73, gfx 0 scrolls, proAF, nyd 2011 invitro, invitro NYD 2k13.
g2f pictures: BOS 2002.
Publisher: (disc magazines) ECS Info Mag: 1/1991, 2/1991, 3/1991.
CCB Club Mag: 4/1991, 5/1991, 1/1992, 2/1992, 3/1992, 4/1992.
STARSOFT Magazine: 1/1992, 2/1992, 3/1992, 2/1993.
New Years Disc: NYD 2007, NYD 2008, NYD 2009, NYD 2010, NYD 2011, NYD 2012, NYD 2k13

Rasterline.com (Ken Jones "MetalGuy66", Sergio Larrondo "WareRat", 3/10
Stephen J. Carden)
See also: Steven J. Carden
USA
http://www.rasterline.com/
Developer: Multi I/O: The "NEW" MIO

Radek Sterba (Raster/C.P.U.) 1/11
See also: C.P.U.
Czech Republic

http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer:
Games: Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix.
Games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead.
MPE (MIDI Pattern Editor) v2.3.
utilities: HiLoader4.2, CompressCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4.
More games: Head On, Speed Up!, Speed Up!! Gold Edition, Space Binvaders, Robix.
demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Search6502, Flame999, SelfDemo, Wow1k, Fort 320, RMTdemo, Hellix, Basix, Fireworx, Forever 3000, Plastic, Victory, Easter Night, Seawolf, Virtuoso, Fluid Chessboard, Binary Celebration, Jozin z Bazin, Ghoul, Shademorph, Just for Fun, Mupy Mup, Rescue on F. 2010.
RMT1Player v1.06 (plays *.RMT (Raster Music Tracker) song files on the Atari.
Atari/PC software: ATADIM v3.05 Beta (work with XFD/ATR Atari disk images), DRATEX 1.6 (Drop file Atari Czech text convertor), MAC2MTX (Mac65 to Text), Raster Music Tracker (RMT) v1.28 - cross-platform tool for making Atari XE/XL music on PC (OS Win9x), SA_POKEY (Standalone dynamic DLL library for emulation of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of Atari 6502 processor), Creaxin1 ("Create X in 1") v1.03 (creates ROM image or Atari executable feeder program for X programs in one S/XEGS RAMcart 128KB).
Atari/PC hardware: LPTJOY (connect an Atari joystick to a PC), MultiJoy4/ MultiJoy8/MultiJoy 16 (use 4/8/16 joysticks on a single Atari), SIO D-SUB15M Standard Atariklub PV.
Games for MultiJoy: Cervi, Multris, Shot'em all (SEAL), Cervi 2, Astro4 Road.

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) (John Maris & Fred Meijer) 2/12
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch), The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Super Products 4/09
c/o James Bradford
Australia
"encoded" email: OOOjames_bradfordOOO@OOOeftelOOO.OOOnetOOO.OOOauOOO
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 1/07
Czech Republic
http://jirkasuv.duch.cz/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,

Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..." text game)

Subject: T

Taquart 11/09
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely' Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru' Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj 'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz, Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski
See also: Marcin Zukowski
See also: VBXE - VideoBoard XE developers
Poland
http://numen.scene.pl/ ; http://energy.scene.pl/
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995), Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag, 1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro, Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996), Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997), Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997), Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)
Publisher: Energy (online zine)

Vladimir Tichy 8/12
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/
Developer: Atart ("ATAri Receiver and Transmitter") -- Atari 8-bit casette dataset emulator / tool for archiving Atari casettes / Atari casette images editor: Atart 1.09a program, Atart 2.00.0 program, Atart interface plans version 3.10.0, AFMS board plans. also: CAS COM 1.00.1 (utility for loading tape images to Atari via serial port through SIO2PC, Atart or other compatible interface), TConvert 1.21.1 (work with Turbo 2000 programs), disass.exe (6502 disassembler for MS-DOS, supporting 8-bit Atari cassette boot files), disassembler for decompiled 8-bit Atari code for MS-DOS, creates source code for Atmas II), SIO2PC plans (standard and modified)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan, Mono) 8/11
See also: Adrian Matoga
Poland
http://atariki.krap.pl/index.php/Tristesse
Developer: SROLL-demo, TRS-Desktop 0.9d alpha:
http://www.atari8.info/trsdesktop.php (screenshots)
http://trub.atari8.info/sdx_files/TRS_desktop_v09d_alfa.zip (download)

trub 2/08
See also: DLT Ltd.
See also: SIC! crew
Poland
http://trub.atari8.info/ or http://trub.sys.net.pl/
Developer: for SDX 4.x: TDPL 2.0 / TD 2.0 (enhanced TD.COM, Polish/
English), XEP.SYS 0.1F (XEP80 device driver), FSTRUCT, RUNEXT 0.5, QE 2.0
(Continuation of the famous Quick Edit - E: and CON: accelerator by KMK).
for SDX+65C816: RAMD816.SYS. for SDX+QMEG OS: OSSIO.SYS. for SDX+SIO2IDE:
S2I Commands 0.8. for SIO2IDE: S2I JukeBox 4.0a. for MS Windows: FIXATR.
for SDX+KMK/JZ IDE: CDPLAY 0.4a. more: ED 2.9, ABASIC, YOGI/YELLYSTONE PARK
Multidrive, XLDisk. SRAMCharger and Indus CP/M project for Indus GT,
LDW Super 2000, and California Access CA-2001 disk drives

Vasyl Tsvirkunov 2/07
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

TurntableNeedles.com 7/10
(checks payable to "AVCR Electronics")
1335 NW 9th St
Corvallis OR 97330-4508
USA
http://www.turntableneedles.com/
Developer: replacement belts for the Atari 410 program recorder

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Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: new hardware, new commercial software (cassette format)

Subject: V

Dan Vernon 4/07
http://retrobits.net/
Developer: Atari810 1.4d -- software for emulating an Atari 8-bit floppy
drive or hard disk on your PC (Windows NT/2000/XP)

Video 61 & Atari Sales (Lance Ringquist) 11/09
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
"We service, sell and publish hardware and software"
Vendor: new/used hardware, commercial/PD/freeware/shareware

Developer: CARTRIDGES: Animated Puzzle (Atari proto),
Berzerk (Atari proto), Commando (Atari proto), Crystal Castles (Atari 16K
proto), Deflektor (Atari proto), Jr. Pac-Man (Atari proto), Letter Tutor
(Atari proto), MIDI Maze (Atari proto), Montezuma's Revenge (proto cart vers),
Mr. Do's Castle (proto cart version), Stargate (Atari proto), Superman III
(Atari proto), Tower Toppler (Atari proto), Xenophobe (Atari proto).
LATEST: Jinx, Nibbler, Clowns And Balloons, Bubble Trouble, Pacific Coast
Highway, DropZone, S.A.G.A. Mission Secret, S.A.G.A. Strange Odyssey, S.A.G.A.
Pirates Adventure, Sling Shot, Star Flite, TRON, H.A.C. (Heavy Armor Combat),
Tempest Xtreem. MORE CARTRIDGES:
Amazing Maze, Arkanoid, AtarTris II, Bumpers, Checkers, Clash of the Kings,
Concentration, Cosmos Pinball, Crystal Raider, Dan Strikes Back, Dandy,
Desmond's Dungeons, Dinky Do, Dungeon Lords, Dynakillers,
Elevator Repairman, Firebug, Getaway, Hearts Card Game, Jailbreak,
Jigsaw Puzzles, Lights Out, Lord of the Orb, Mah Jong, Maze War, Midas Maze,
Monopoly, Montana Solitaire Card Game, Mr. Robot, MyDOS 4.5, Paddle Pack Pong,
Paddle Wars, Plaqueman, Preppie, Preppie II, Puzzled (Jigsaw Puzzles),
Quest for Quintana Roo, Rally Speedway, Ricochet, Rocks, Sharp Shooters,
Smush, Solitaire Card Game, Spaceball, Spaceshot Pinball, SpartaDOS 3.3C,
Speed-O RPM Drive Tester, Tetris II, Turbo BASIC, Ultra-Translator (800 OS)
Twilight World, Twin Pack (Battleship/Jump the Pegs), Video Poker Card Game,
Video Slots, Whomper Stomper, Zybex.
CD-ROM: Atari 8-Bit Public Domain-Shareware Software CD-ROM.
hardware: V-61's Cassette Data Storage & Maintenance/Service Pack (for Atari
410, 1010, XC11, XC12 and compatible), CX-40 Evolved (joystick controller),
CX-30 Evolved (paddle controllers pair)

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12),
commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
USA
http://www.videogametrader.com/
Vendor: new and used commercial software

Steve Vigneau (c0nsumer) 7/09
Michigan
USA
http://nuxx.net/wiki/SDrive_NUXX
Developer: SDrive NUXX PCB & End Panel Set, Complete SDrive NUXX

Vintage Computer Cables 8/07
Fort Lauderdale FL

USA
http://www.vintagecomputercables.com/
Developer: Atari Gold Video Cable, Atari Gold Video Cable (stereo with Y),
Atari Gold S-Video Cable (stereo with Y)

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

WASEO (Thorsten Helbing, Michael Probst) 2/10
(Walkenrieder Anwender-Software Entwicklungs-Organisation)
See also: Werner Raetz
c/o Thorsten Helbing
Koenigsberger Str. 9
30916 Isernhagen
Germany
tel: +49 175 9982360
FAX: +49 121 258 409 3729
http://www.waseo.de/ (Thorsten Helbing)
http://www.mipro-online.de/waseo/ (Michael Probst)
http://www.atari-computing.de/software/waseo/dictionary/startup.html
Developer: published by Werner Raetz:
Der WASEO Publisher (desktop publishing [DTP] software),
Die WASEO-Publisher-Designer-Diskette, Die WASEO Trilogy-Diskette
(Geburtstagskalenderdrucker, Lettermaster, Kurzbriefdrucker),
Das WASEO Grafinoptikum (Textskalierer, GIAZ-Konverter, Symmetriker),
Das WASEO Labouratorium (Photocolorant, Graphics 0/12-Maskenersteller,
Notizuhr), Das WASEO Practoscope (Briefumschlagdrucker, Scrollfarbeditor,
Bildmassmaster), WASEO Demo Disk (Traffic Demo, Water Tap Demo, DisShot Demo,
Kleines Ballerspiel, The Rainbow Worm), WASEO BASIC Hits (Games, Applications,
Utilities, Demos), WASEO DISK-LINE disk magazine issues 1-50,
Dictionary++ 1.03.
audio CDs: The 20 best ATARI Hits, The 20 most inventive ATARI Songs,
The Best of Music Non Stop, The Best of ATARI Game Music,
The ATARI Super Soundmix.
software for Windows PC: ATARI XL-Viewer 3.8 [10/5/2001 - view the ATARI
formats PIC (GR 8), PHO (WASEO Publisher), MIC (Micro Painter, GR.15) and
FNT (Create a font on your PC)], PiXLator 2.6.1 (9/6/2009- work with Atari
graphics, fonts, texts, and listings), ATARI-Clock 1.6.9 (10/13/2009 - Atari
style desktop clock)

B. Watson (Urchlay) 12/08
http://rogue3.homeip.net/~urchlay/fujichat.html
Developer: FujiChat v0.4: An IRC (Internet Relay Chat) client for the Atari
8-bit, based on the uIP TCP/IP stack, using a SLIP connection

Mark Watson 3/12
http://www.scrameta.net/a800.html
Developer: Atari800 emulator ports: 0.8 for GP32, 1.2 for GP2X,
1.2 for Gizmondo, 1.5 for Pandora

Whizzo Software (Dan Noguerol, with Rob Schill) 1/12
Denver, Colorado area
USA
http://www.whizzosoftware.com/
http://www.whizzosoftware.com/sio2arduino
Developer: SIO2Arduino

Jim Wilkinson 8/08
https://sourceforge.net/projects/atarilauncher/
Developer: Atari Launcher (A front end for the various Atari hardware
emulators, primarily the Atari800WinPlus emulator)

Wordmark Systems (Charles Marslett) 7/08
USA
http://www.wordmark.org/
Developer: for Atari 8 Bit Computers: MyDOS 4.51 (w/ R. Puff; 6/14/89),
A65 assembler 1.2 (7/4/89). PC Utility: ATUTIL (UTIL)(6/15/89)

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

WUDSN (Peter Dell / JAC!) 12/12
See also: FAIL
Weinhechstrasse 40
66822 Lebach
Germany
Telefon: (0177) 8993513
http://www.wudsn.com/
Developer: Visdom Demo (1991), Visdom II Demo (1993), Dieter und Gisela ...
wie die wilden Tiere in Nachbars Whirlpool (2007), ABBUC Magazin Issue 99
Intro (2009), HomeCon 5 Invitation (2010), WUDSN IDE 1.6.0 (2011-04-02 --
integrated Atari 8-bit development plugin for Eclipse),
RGBA - Rasters Girls Beer Atari

Subject: Y

Yoomp! 7/08
Marcin "Eru" Zukowski, Lukasz "X-Ray" Sychowicz,
Bartek "BeWu" Wasiel, Piotr "0xF" Fusik
See also: Marcin Zukowski
See also: Piotr Fusik
http://yoomp.atari.pl/
Developer: Yoomp! version 1.1

Kemal Yun (Kemel Ezcan / KE-Soft) 7/11
Steinheimer Str. 25,
63450 Hanau
Germany
http://www.kemalsatariarchiv.gmxhome.de/
Developer: KE-SOFT CD (contains everything published by Kemel Ezcan for
the Atari, including all KE-Soft software, all issues of the ZONG disk
magazine, and more

Subject: Z

zaxon 7/11
United Kingdom
http://www.zaxon.eu/
Vendor: SIDE -- use a CompactFlash (CF) card on the Atari

Jadek Zuk (Simius) 6/11
See also: Konrad M. Kokoszkiewicz
Poland
http://www.atariage.com/forums/topic/179613-ide-plus-20-preorder-starts-today/
Developer: KMK/JZ IDE, IDE Plus 2.0

Marcin Zukowski (eru/tqa) 5/07
See also: Taquart
See also: Yoomp!
The Netherlands
http://lepix.sourceforge.net/
Developer: LePix v.0.2.0

==========
End of atari-8-bit/vendev
==========

5267. Re: 400/800/xl/xe related books

Newsgroup: comp.sys.atari.8bit
Date: 2013-02-05 19:45:10 UTC
From: Payton Byrd <plbyrd@gmail.com>
Message-ID: <3726005f-55a2-4261-a3e3-46e8286b342a@googlegroups.com>
Source record: 106

On Saturday, February 2, 2013 10:23:20 AM UTC-6, Barry wrote:
> Greetings,
>
>
>
> I have a rather large assortment of Atari 400/800/XL/XE Books.
>
>
>
> Without listing them all now, As I have most in Storage, I wanted to
>
> announce
>
> that I have most if not all of them for sale.
>
> Buy One Book or as many as you like.
>
>
>
> You will just have to ask me if I Have the name of the Book or Books.
>
>
>
> Some of these are from Compute! Like "The First Compute Book Of Atari
>
> Graphics" I think i have the 2nd and 3rd
>
> editions of that series too. Also, other Books by Compute! And other
>
> Books by other companys. Some go deep into
>
> the design of the 8-bit system. And the Language. Some go over the
>
> different items that were first made for the 400 and 800.
>
>
>
> Price of Books depends on condition, Somewhere between $4.00 and $12.00.
>
> with the Sale that I have on them.
>
>
>
> Also, I have a nice XEP 80 with original software disk. For possible sale

>
> or trade.
>
>
>
> I am looking for a ICD Sparta DOS X cartridge for sale or trade. I have
>
> alot of Atari 8 bit stuff and also Atari 16bit and 32bit
>
> stuff. So if you have one I hope we can work out a trade or deal. I sold
>
> my last one by accident. Still have the original
>
> manual and reference manual. As I have an ICD MIO 1 meg unit I enjoy using
>
> that cart with it.
>
>
>
> I also have a ICD P:R Connection, that I would probably trade for the SDX
>
> cart. even though it is the only one I have left.
>
>
>
> Looking for something just e-mail and ask.
>
>
>
> thanks,
>
> Barry
>
> phantomm@suddenlink.net

Instead of selling the books would you be interested in donating them to Bombjack.org for scanning and archiving as PDF files?

5268. Re: 400/800/xl/xe related books

Newsgroup: comp.sys.atari.8bit
Date: 2013-02-05 20:08:50 UTC
From: Barry <phantomm@suddenlink.net>
Message-ID: <5111670e$0$10371$bbae4d71@news.suddenlink.net>
Source record: 107

"Payton Byrd" <plbyrd@gmail.com> wrote in message
news:3726005f-55a2-4261-a3e3-46e8286b342a@googlegroups.com...
> On Saturday, February 2, 2013 10:23:20 AM UTC-6, Barry wrote:
>
> Instead of selling the books would you be interested in donating them to
> Bombjack.org for scanning and archiving as PDF files?

That's a possibility. But there are alot of books, some softcover and some
hardcover. Plus magazines.

Some I don't want to let go as I still use some of them. Like collection of
Compute! Magazine.

Some books go into the 6502 chip and are techie.

I will consider it, maybe there are some I can donate.

Can you pass along where to send them and etc...

Barry
phantomm@suddenlink.net

5269. Re: 400/800/xl/xe related books

Newsgroup: comp.sys.atari.8bit
Date: 2013-02-05 20:21:52 UTC
From: Payton Byrd <plbyrd@gmail.com>
Message-ID: <63c9b345-33a1-4300-8e3d-4dbb5e70159f@googlegroups.com>
Source record: 108

On Tuesday, February 5, 2013 2:08:50 PM UTC-6, Barry wrote:
> "Payton Byrd" wrote in message
>
> news:3726005f-55a2-4261-a3e3-46e8286b342a@googlegroups.com...
>
> > On Saturday, February 2, 2013 10:23:20 AM UTC-6, Barry wrote:
>
> >
>
> > Instead of selling the books would you be interested in donating them to
>
> > Bombjack.org for scanning and archiving as PDF files?
>
>
>
> That's a possibility. But there are alot of books, some softcover and some
>
> hardcover. Plus magazines.
>
>
>
> Some I don't want to let go as I still use some of them. Like collection of
>
> Compute! Magazine.
>
>
>
> Some books go into the 6502 chip and are techie.
>
>
>
> I will consider it, maybe there are some I can donate.
>
>
>
> Can you pass along where to send them and etc...
>
>
>
> Barry
>
> phantomm@suddenlink.net

Check out the website: http://www.bombjack.org and see if it has the info you need.

5270. UPTO 33% OFF NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2013-02-07 13:06:24 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1302070503590.31040@slate.spiritone.com>
Source record: 109
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

NEW GAMES UPTO 33% OFF!!! NEW GAMES UPTO 33% OFF!!! NEW GAMES UPTO 33% OFF!!!

$60 ORDER GETS 20% OFF NEW GAMES FOR ATARI 8 BIT & ST COMPUTERS & NEW GAMES FOR 2600/5200/7800/JAGUAR & LYNX GAMES! $240 ORDER GETS 33% OFF NEW ATARI GAMES! Goto http://BensCatalogs.Atari.org or Goto http://BenSells.Atari.org, Google "Bravo Sierra Computers" or E-Mail BenSells@Atari.org asking for catalogs. My Games/Software & Book Catalogs are sorted alphabetically by Title so Cut-&-Paste your order and E-Mail your list with your Shipping Address so I can expedite your order or call Ben@(503)256-9974! Atari Sales, Service & Support!

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http://www.aracnet.com/~atari/ftp DOWNLOAD FREE ATARI CATALOGS!
http://specials.Atari.org DAILY SPECIALS! DETAILS ON SALES!
http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
http://www.aracnet.com/~atari/microprose.htm THE BEST SIMMS GAMES FOR ATARI!
http://www.aracnet.com/~atari/8btbooks.htm CLASSIC ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/books.htm MISCELLANEOUS BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm CLASSIC ATARI 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm ATARI 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm ATARI LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm ATARI JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!

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5271. 20% OFF ALL ATARI BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2013-02-07 13:08:26 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1302070506420.31040@slate.spiritone.com>
Source record: 110
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes & Boxes of Atari Books for Sale! Some I have Lots of and some I have 1 or 2 left!I have more Atari than anywhere else!Atari, one of the most well documented Computers ever! I have Both 8 Bit and ST! Some you wont find anywhere else but here!On Sale 20% off!Goto http://BensCatalogs.Atari.org or BenSells@Atari.org! Ask for Atari catalogs. My Game/Software & Book Catalogs are sorted alphabetically by Title so Cut-&-Paste your order and E-Mail your list with your Shipping Address so I can expedite your order or call Ben anytime at (503)256-9974! Come for the Sales, Stay for the Service!

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http://Adoption.Atari.org ATARI ADOPTION AGENCY!
http://www.aracnet.com/~atari/ftp DOWNLOAD FREE ATARI CATALOGS!
http://specials.Atari.org DAILY SPECIALS! DETAILS ON SALES!
http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
http://www.aracnet.com/~atari/microprose.htm THE BEST SIMMS GAMES FOR ATARI!
http://www.aracnet.com/~atari/8btbooks.htm CLASSIC ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/books.htm MISCELLANEOUS BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm CLASSIC ATARI 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm ATARI 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm ATARI LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm ATARI JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!

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anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2013!
Sent on my Atari Computer

5272. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2013-02-07 13:10:36 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1302070508360.31040@slate.spiritone.com>
Source record: 111
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

LOOKING FOR ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT AND/OR ST?

Sign Up for the Mailing List used to send E-Mail From Bravo Sierra Computers! Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

Sign Up For The Portland Atari Club E-Mailing List! New As Of 9-10-2012!

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5273. List of Atari 8bit books for sale

Newsgroup: comp.sys.atari.8bit
Date: 2013-02-12 21:42:54 UTC
From: Barry <phantomm@suddenlink.net>
Message-ID: <511ab76f$0$10396$bbae4d71@news.suddenlink.net>
Source record: 112

1. Computerdirect Advanced Atari Basic Tutorial
Softcover Binded 174 pages.

2. COMPUTE!'s First Book of Atari Graphics 248 pages
SoftCover Wirebinded.

3. Computerdirect Programmer's Reference Guide for the
Atari 400/800 Computers. 494 Pages.
SoftCover Binded.

4. COMPUTE!'s First Book of Atari, 184 pages,
SoftCover, Blue and Yellow cover.

5.COMPUTE!'s Second Book of Atari, 250 pages,
SoftCover Red and Yellow cover Wire Binded.

6.Advanced 6502 Programming (SYBEX) 292 Pages,
Softcover.

7.Beyond Games Systems Software for your 6502
Personal Computer (BYTE) 433pages. Softcover.

8. Adventures with the Atari
356 pages, SoftCover.

9.Free Software for your Atari 208 pages,
SoftCover.

10. Mapping the Atari (COMPUTE!) 194pages,
Softcover Wire Binded.

11. SAMS Programmer's Reference Guide For the
Atari 400/800 Computers. 494pages,
SoftCover Binded.

12. MicroComputer Graphics (microbooks)
282 pages SoftCover.

13 Programming the 6502 (SYBEX)
Vol.1 3rd edition Green and white cover.
282 pages SoftCover.

14. Programming the 6502 (SYBEX)
386 pages Blue Cover with chip.

15.Atari Sound and Graphics
Self teaching Guide 236 pages
Softcover Blue with Graphics cover.

16. Computers for people
(Has Color pics of Atari 8bit items)
188 pages, SoftCover.

17. Atari Basic 329 Pages
SoftCover, Pic of 400/800 on cover.

I would like to sell all of the above books at one time, if interested make me a cash offer. OR may
trade for Atari Falcon D2D Software.

thanks,
Barry
phantomm@suddenlink.net

5274. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2013-02-16 05:40:24 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1360993140@rtfm.mit.edu>
Source record: 113
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 20 days
Last-modified: December 8, 2012

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 20 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
(This newsgroup is not widely propagated.)
```

de.comp.sys.atari
[German language discussion about Atari micros.]

fr.comp.sys.atari
Machines de la gamme Atari.
[French language discussion about Atari micros.]

pl.comp.sys.atari
Grupa dyskusyjna uzytkownikow komputerow atari.
[Polish language discussion about Atari micros.]

WEB FORUMS
Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bitters Past and Present (Google+ community)
https://plus.google.com/u/0/communities/110499167499504639609

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"
http://www.atari8bit.de.vu/ Homesoft's Disk Images (games)

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

Atari 8-Bit Cartridges (PitfallJones)
http://www.pitfalljones.com/atari.htm

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

5275. UPTO 33% OFF NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2013-02-17 01:37:36 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1302161734140.31864@slate.spiritone.com>
Source record: 114
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5276. 20% OFF ALL ATARI BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2013-02-17 01:41:14 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1302161737550.31864@slate.spiritone.com>
Source record: 115
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5277. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2013-02-17 01:44:09 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1302161741320.31864@slate.spiritone.com>
Source record: 116
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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5278. UPTO 33% OFF NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2013-02-23 07:40:11 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1302222337110.13583@slate.spiritone.com>
Source record: 117
Cross-posted to:
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5279. 20% OFF ALL ATARI BOOKS!

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Date: 2013-02-23 07:43:14 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1302222340260.13583@slate.spiritone.com>
Source record: 118
Cross-posted to:
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Newsgroup: comp.sys.atari.8bit
Date: 2013-02-23 07:46:11 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1302222343320.13583@slate.spiritone.com>
Source record: 119
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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5281. Jim Hodges, 6StringStu, Six String Stu, James Stuart Hodges 875

Newsgroup: comp.sys.atari.8bit
Date: 2013-03-02 01:37:44 UTC
From: "Trailer Trash Suzie"
Message-ID: <7uy250494mgy.1lwe9d7l6n8jy$.dlg@40tude.net>
Source record: 120

875

577 SW Dexter Cir, Apt 201
1442 SW Haygood Loop, Apt 101
Lake City, FL 32025
(386) 438-8968
Local PD: (386) 752-4344

From: "6StringStu" <hawkinnc45@nccray.net>
Newsgroups: alt.social-security-disability
Date: Fri, 2 Apr 2010 01:02:30 -0500
" Of the three felonies on my record,
1: Violation of the Mann act (federal kidnapping...)....
2nd Felony arrest Homicide........
3rd felony arrest assault with intent........
Lots of misdomeanors..... fighting hand to hand stuff......"

From: "SixStringStu" <hawkinnc45REMOVE@hotmail.com>
Newsgroups:
alt.social-security-disability,alt.comp.blind-users,free.UseNet,free.spam,free.spirit
Date: Mon, 10 Sep 2012 21:39:02 -0400
"My criminal record consists of one count of driving under the influance of
alchohol...."

From: "6StringStu" <hawkinnc45@nccray.net>
Newsgroups: alt.social-security-disability
Date: Fri, 2 Apr 2010 01:02:30 -0500
"I used to own quite a few firearms. When I awoke from my coma they had
been "liquidated". Nowadys I have......a 357mag revolver
(I'd hate to drop a shell casing when doing that close up action.
A 30-06 with a good scope that I can hit a fist sized target at 500
yards..."

From: "SixStringStu" <hawkinnc45@hotmailREMOVE.com>
Newsgroups: alt.social-security-disability
Date: Fri, 19 Aug 2011 08:49:53 -0400
"Of the five guys that jummped me, three are rotting corpses, one is
walking around with a pronounced limp and no orbs in their sockets and one
pisses his pants everytime a car backfires. "

5282. DarkForce BBS winner for February 2013

Newsgroup: comp.sys.atari.8bit
Date: 2013-03-02 07:02:36 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <5131a40c$0$10401$bbae4d71@news.suddenlink.net>
Source record: 121

Greetings everyone!

Here is the lucky winner for February 2013 at The DarkForce! BBS:

February 2013
1. Trash80 wins a free 12 issue/1 year subscription to
Atariuser Magazine!

Also, here is the March 2013 prize:

March 2013
1. Atariuser Magazine - some lucky caller will win a free 12 issue
/1 year subscription to Atariuser Magazine.

Congratulations to our winners, and good luck to this months callers!

:)

PS Trash80, I need your e-mail address!

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

5283. UPTO 33% OFF NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2013-03-04 00:35:25 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1303031632090.19748@slate.spiritone.com>
Source record: 122
Cross-posted to:
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http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
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5284. 20% OFF ALL ATARI BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2013-03-04 00:38:02 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1303031635430.19748@slate.spiritone.com>
Source record: 123
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes & Boxes of Atari Books for Sale! Some I have Lots of and some I have 1 or 2 left!I have more Atari than anywhere else!Atari, one of the most well documented Computers ever! I have Both 8 Bit and ST! Some you wont find anywhere else but here!On Sale 20% off!Goto http://BensCatalogs.Atari.org or BenSells@Atari.org! Ask for Atari catalogs. My Game/Software & Book Catalogs are sorted alphabetically by Title so Cut-&-Paste your order and E-Mail your list with your Shipping Address so I can expedite your order or call Ben anytime at (503)256-9974! Come for the Sales, Stay for the Service!

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5285. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2013-03-04 00:40:51 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1303031638210.19748@slate.spiritone.com>
Source record: 124
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

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5286. looking for SDX cart.

Newsgroup: comp.sys.atari.8bit
Date: 2013-03-05 01:15:32 UTC
From: Barry <phantomm@suddenlink.net>
Message-ID: <51354740$0$10391$bbae4d71@news.suddenlink.net>
Source record: 125

Anyone got a SDX cart for sale or trade to other Atari stuff?

Contact me at:
phantomm@suddenlink.net

5287. ALL NEW FREE CATALOGS! ATARI 8 BIT/ST/2600/5200/7800/JAGUAR & LYNX!

Newsgroup: comp.sys.atari.8bit
Date: 2013-03-05 10:56:18 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1303050254080.4948@slate.spiritone.com>
Source record: 126
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5288. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2013-03-08 05:50:29 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1362721752@rtfm.mit.edu>
Source record: 127
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 20 days
Last-modified: December 8, 2012

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 20 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
(This newsgroup is not widely propagated.)
```

de.comp.sys.atari
[German language discussion about Atari micros.]

fr.comp.sys.atari
Machines de la gamme Atari.
[French language discussion about Atari micros.]

pl.comp.sys.atari
Grupa dyskusyjna uzytkownikow komputerow atari.
[Polish language discussion about Atari micros.]

WEB FORUMS
Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bitters Past and Present (Google+ community)
https://plus.google.com/u/0/communities/110499167499504639609

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"
http://www.atari8bit.de.vu/ Homesoft's Disk Images (games)

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

Atari 8-Bit Cartridges (PitfallJones)
http://www.pitfalljones.com/atari.htm

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

5289. before evaluating the graphics

Newsgroup: comp.sys.atari.8bit
Date: 2013-03-08 10:09:55 UTC
From: betatwelve <betatwelve@voila.fr>
Message-ID: <37637828@news.colorado.edu>
Source record: 128

Greetings.

it should be better to emphasize the fine tuning of the color simultaneously
thanks to the graphics without the color remote surveillance;
But this site gives some ideas http://fr-fr.facebook.com/sylvie.lovric in the
particular case of the graphics;
could you explain how to determine the graphics remote surveillance and the collaboration
with the color facilities management?

Bye Bye

5290. fine tuning ?

Newsgroup: comp.sys.atari.8bit
Date: 2013-03-08 20:47:34 UTC
From: peter <peterswanson44@yahoo.com>
Message-ID: <3631700@aioe.org>
Source record: 129

Greetings.

it might be appropriate to troubleshoot the remote surveillance of the color
in a rapid manner;
As a matter of fact, you can try also http://www.etsy.com/category/art/painting;
how do you emphasize the graphics recovery and the concept of the color facilities
management?

tchao

5291. Re: 8 Bit Weapon (band)

Newsgroup: comp.sys.atari.8bit
Date: 2013-03-10 04:51:02 UTC
From: Clu <drclu@swbell.net>
Message-ID: <khh3fmekk1@speranza.aioe.org>
Source record: 130

On 7/22/11 8:05 PM, Ryan 'Gozar' Collins wrote:
> Bill Kendrick<bill@newbreedsoftware.com> wrote:
>> Has anyone got a system they'd be willing to donate to the band, so we can
>> get some representation? ;^)
>
> I just emailed them offering to send them an 800xl. :)

I love their work. So did we ever get represented?

Doc Clu

5292. UPTO 33% OFF NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2013-03-12 09:43:51 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1303120241360.22358@slate.spiritone.com>
Source record: 131
Cross-posted to:
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Date: 2013-03-12 09:45:58 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1303120244040.22358@slate.spiritone.com>
Source record: 132
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Date: 2013-03-12 09:48:12 UTC
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Message-ID: <alpine.DEB.2.00.1303120246160.22358@slate.spiritone.com>
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Message-ID: <alpine.DEB.2.00.1303171841330.588@slate.spiritone.com>
Source record: 134
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Date: 2013-03-18 01:47:38 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1303171844490.588@slate.spiritone.com>
Source record: 135
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Message-ID: <alpine.DEB.2.00.1303171848170.588@slate.spiritone.com>
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Sign Up For The Portland Atari Club E-Mailing List! New As Of 9-10-2012!

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5301. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2013-03-29 04:42:50 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1364532099@rtfm.mit.edu>
Source record: 140
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 20 days
Last-modified: December 8, 2012

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 20 days: comp.sys.atari.8bit, comp.answers, news.answers

Known mirrors of the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
(This newsgroup is not widely propagated.)
```

de.comp.sys.atari
[German language discussion about Atari micros.]

fr.comp.sys.atari
Machines de la gamme Atari.
[French language discussion about Atari micros.]

pl.comp.sys.atari
Grupa dyskusyjna uzytkownikow komputerow atari.
[Polish language discussion about Atari micros.]

WEB FORUMS
Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bitters Past and Present (Google+ community)
https://plus.google.com/u/0/communities/110499167499504639609

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"
http://www.atari8bit.de.vu/ Homesoft's Disk Images (games)

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

Atari 8-Bit Cartridges (PitfallJones)
http://www.pitfalljones.com/atari.htm

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

5302. high speed sio

Newsgroup: comp.sys.atari.8bit
Date: 2013-03-29 21:45:04 UTC
From: Jack Tseng <tseng4@gmail.com>
Message-ID: <8de90b64-0af3-4aba-8851-5021c5086002@googlegroups.com>
Source record: 141

How is SIO speed increased? I want to increase the speed before loading Drol or MULE ? I have US doubler 1050.

Can we convert the disk MULE or Drol from single density to double? any way?

Jack Tseng

5303. Re: high speed sio

Newsgroup: comp.sys.atari.8bit
Date: 2013-03-30 07:13:09 UTC
From: Clu <drclu@swbell.net>
Message-ID: <kj639s$fk9$1@speranza.aioe.org>
Source record: 142

On 3/29/13 4:45 PM, Jack Tseng wrote:
> How is SIO speed increased? I want to increase the speed before loading Drol or MULE ? I have US doubler 1050.
>
> Can we convert the disk MULE or Drol from single density to double? any way?
>
> Jack Tseng

Well having a disk in single density instead of double density would
help it load a bit faster.

Also, loading the disk image over a APE interface or something other
than real SIO floppy drives would be even faster.

Doc Clu

5304. Re: high speed sio

Newsgroup: comp.sys.atari.8bit
Date: 2013-03-30 19:06:07 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <kj7d2u$o4p$1@news2.informatik.uni-stuttgart.de>
Source record: 143

On 29.03.2013 22:45, Jack Tseng wrote:
> How is SIO speed increased? I want to increase the speed before loading Drol or MULE ?I have US doubler 1050.

Some devices (probably the US doubler) have non-standard high-speed SIO commands. However, that requires a custom SIO, the one in the Os is not able to communicate with a higher speed. The trouble is that most games require all of the RAM, and will not be able to jump into another custom location to load the data. For the XL models, copying the Os ROM into RAM and patching there might be a solution, though is not easily accomplished.

> Can we convert the disk MULE or Drol from single density to double? any way?

You can certainly convert to ED if you have a version that is not copy protected. For DD, the sector size is different, and hence the bootstrap of the games have to be completely modified. Why do you want to have them in DD? This doesn't buy you much.

Greetings,
Thomas

5305. UPTO 33% OFF NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2013-04-01 04:35:56 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1303312125200.13208@slate.spiritone.com>
Source record: 144
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm CLASSIC ATARI 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm ATARI 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm ATARI LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm ATARI JAGUAR HARDWARE & GAMES!
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5306. 20% OFF ALL ATARI BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2013-04-01 04:39:00 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1303312136080.13208@slate.spiritone.com>
Source record: 145
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5307. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2013-04-01 04:40:52 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1303312139130.13208@slate.spiritone.com>
Source record: 146
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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5308. DarkForce! BBS March 2013 winner!

Newsgroup: comp.sys.atari.8bit
Date: 2013-04-01 17:41:50 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <5159c6dd$0$10363$bbae4d71@news.suddenlink.net>
Source record: 147

Greetings everyone!

Here is the lucky winner for March 2013 at The DarkForce! BBS:

March 2013
1. Atarian wins a free 12 issue/1 year subscription to
Atariuser Magazine!

Also, here is the April 2013 prize:

April 2013
1. Atariuser Magazine - some lucky caller will win a free 12 issue
/1 year subscription to Atariuser Magazine.

Congratulations to our winners, and good luck to this months callers!

:)

PS Atarian, I need your e-mail address!

--
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5309. UPTO 33% OFF NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2013-04-07 03:21:00 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1304062017430.18585@slate.spiritone.com>
Source record: 148
Cross-posted to:
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Newsgroup: comp.sys.atari.8bit
Date: 2013-04-07 03:23:52 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1304062021150.18585@slate.spiritone.com>
Source record: 149
Cross-posted to:
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http://www.aracnet.com/~atari/ftp DOWNLOAD FREE ATARI CATALOGS!
http://specials.Atari.org DAILY SPECIALS! DETAILS ON SALES!
http://www.aracnet.com/~atari/maillist.htm Contact Ben & make Atari Surveys!
http://www.aracnet.com/~atari/microprose.htm THE BEST SIMMS GAMES FOR ATARI!
http://www.aracnet.com/~atari/8btbooks.htm CLASSIC ATARI 8 BIT BOOKS LIST!
http://www.aracnet.com/~atari/books.htm MISCELLANEOUS BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm CLASSIC ATARI 8 BIT HARDWARE LIST!
http://www.aracnet.com/~atari/st_hard.htm ATARI ST HARDWARE LIST!
http://www.aracnet.com/~atari/26007800.htm ATARI 2600/7800 HARDWARE & GAMES!
http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/lynx.htm ATARI LYNX HARDWARE & GAMES LIST!
http://www.aracnet.com/~atari/jaguar.htm ATARI JAGUAR HARDWARE & GAMES!
http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
http://www.aracnet.com/~atari/st_soft.htm ATARI ST SOFTWARE/GAMES LIST!

I've got a fast turnaround rate!Once I've received payment your order goes out the same day. Customers love the speedy service! I have lots of Atari Software & Books!Which I can send by Media Mail!Please Direct all Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com! See info at the Bottom to Reach me!

Games/Software, Hardware/Accessories & Books/References!Atari Computers,8 Bit & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand Held! FREE Catalogs at http://BensCatalogs.Atari.org or http://BenSells.Atari.org

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Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar or Lynx!!! Or Request
Complete Catalog Archives In Either .ARC, .LZH, .ZIP,Or .ZOO Formats!Call Ben
anytime at (503)256-9974! Come For The Sales, Stay For The Service!1978-2013!
Sent on my Atari Computer

5311. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2013-04-07 03:26:43 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1304062024090.18585@slate.spiritone.com>
Source record: 150
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

LOOKING FOR ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT AND/OR ST?

Sign Up for the Mailing List used to send E-Mail From Bravo Sierra Computers! Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

Sign Up For The Portland Atari Club E-Mailing List! New As Of 9-10-2012!

Direct Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com!! Can't reach me? See info at Bottom!Get Heads Up on NEW Atari Sales before the Rest!

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5312. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2013-04-07 04:40:10 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/vendev_1365309584@rtfm.mit.edu>
Source record: 1
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: March 30, 2013

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current, michael@mcurrent.name
Library Department, University of Wisconsin-La Crosse

This document is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

The latest version of this document is posted to the following Usenet
newsgroups every 60 days:
comp.sys.atari.8bit, comp.answers, news.answers

Known web locations for the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://ftp.eq.uc.pt/usenet/usenet-by-group/comp.answers/atari-8-bit/vendev

You may also request my latest working version at: michael@mcurrent.name

UPDATES SINCE PREVIOUS POSTING:
2013.03.30 Thomas Richter: Atari++ 1.72
2013.03.22 updated: DLT Ltd.
2013.03.22 updated: Konrad M. Kokoszkiewicz
2013.03.14 Fatih Ayguen: AspeQt 0.8.8
2013.03.10 Kostas Nakos: Colleen 2.0 (September 18, 2012)
2013.03.10 Mark Grebe: Atari800MacX 4.6.0 (12-29-2011)
2013.03.10 Atari800 Emulator Developers: Atari800 version 3.0.0 (2013/03/03)
2013.02.23 Freddy Offenga: rominfo v1.0.4
2013.02.15 SquoQuo: 32byte Megademo
2013.02.15 FAIL 2.0.0 (2013-02-15)
2013.02.03 updated: Lotharek
2013.01.31 Fatih Ayguen: AspeQt 0.8.7

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Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry should contain a valid postal address or web page address.

Entries do not include an email address due to the overwhelming amount of spam that would result.

Internation Reply Coupons

The following is from: (2010.09.12)
http://www.upu.int/en/activities/international-reply-coupons/about-irc.html

About International Reply Coupons
When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country; however, if they are from different countries, the enclosed postage stamp will not be valid.

All member countries
This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. As the service began before the days of airmail, the earliest coupons could only be redeemed for a single-rate ordinary postage stamp to a foreign country. In terms of today's UPU Convention, International reply

coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

Mandatory to exchange
The UPU's International Bureau processes several million coupons each year and deals with of all accounting aspects. The International Bureau does not sell IRCs directly to customers; they must buy them from their local post office. Although Posts are not obliged to sell IRCs, it is mandatory for Posts to exchange the coupons. If a Post does not sell IRCs, it is possible to purchase them in a post office located in a neighbouring country.

DISCLAIMER

Appearance in this list does not constitute a recommendation or endorsement of the business, individual, product, or service listed.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS Video Games (Jay Colen) 5/10
519 W 4th St
Antioch CA 94509-1246
USA
http://4jays.net/store/
Vendor: new and used hardware and commercial software

8-Bit Classics (Mr. Corey Koltz) 4/06
302 W Dewey St
Cassville WI 53806-9733
USA
Phone: 608-725-2137
http://www.8bitclassics.com/
Vendor: new and used hardware and commercial software

A-ONE Online Magazine 2/07
See: Dana P. Jacobson

ABBUC Regional Group Frankfurt / Main (RAF) 2/11
(Thomas Grasel, Florian Dingler, Marc Mortara, Harry Reminder, Carsten Strotmann)

Dillenburgerstrabe 61
60439 Frankfurt / Main
Germany
http://www.abbuc-raf.de/
Developer: SIO2USB-Interface, SIO2PC(SIO2ST)-Interface, Network Interface,
MultiJoy8 Interface, Automatic 2-Computer Interface,
Switching Power Supply (SPS), 8-Channel Digital Voltmeter

Jarek Adamski 6/11
Poland
http://8bit.yarek.pl/interface/atari.kmk/
http://8bit.yarek.pl/interface/atari.sio2ide/
Vendor: KMK/JZ IDE, SIO2IDE

Alhart Enterprises Presents (AEP) 8/06
c/o Paul V. Alhart
524 N Z St
Lompoc CA 93436-5019
USA
tel: (805) 736-4624
"encoded" email: OOOp.alhartOOO@OOOverizonOOO.OOOnetOOO
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12
Repair shop: Atari disk drives

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module,
TV/Computer Switch

Ambery 9/08
12335 Denholm Dr Ste E
El Monte CA 91732-3654
USA
tel: 626-350-8956 or 626-698-6739 Mon ~ Fri (10:00AM to 4:00PM PST)
FAX: 626-771-0060
http://www.ambery.com/
Developer: various Video to VGA/RGBHV converter scalers, see
http://www.ambery.com/vitovgcosc.html. Connect your Atari to your PC monitor!

ArSoft (Arkadiusz Lubaszka) 7/11
Poland

http://www.arsoft.netstrefa.pl/
Developer: Pajaki, Przekladanka, Arkadia, Life, ArLogo, Pojedynek, Inwazja,
Wojenne ABC, Zycie Maklera, Poszukiwacze, Smok, BASIC Editor +3M,
Bitwa Morska, RAMbo+, Super Biorytmy, Auto-'B'-Test, Pole Minowe II, Gielda,
ARK Operating System, Supgen, Koala-FWA Konwerter, Kolo Fortuny, CMC Player,
Pajaki II, The Multi-Lotek Maker, Hard Copy Text, SupGen 2000 1.00,
Odwracanka, Boot Config XF551, BCXF551.COM, Super Multi Filecopy, Hektor,
LineKiler, FontSelector, Atari Reader, SupGen 2000 2.00, EAN, Pingwinek,
Pingwinek Idzie Do Szkoly, Klony, Parachute, Parachute Deja vu, LarkaNoid,
ATASCII Squad, Integrator 2.1, Integrator 3.01, PAC-TXT, Kolony 2106,
Klony 2010, Mission: ArSoft, Octopus

Art Transfair Berlin (Andre Motzkus) 2/07
Brunsbuetteler Damm 223d
13581 Berlin
Germany
http://www.art-transfair.de/
Vendor: Computer, expansion, Floppy, memory-upgrades up to 16 mb,
Audio A/D changer, additional many other Atari items (16/32/64bit).
Special lower prices for ABBUC members.

Atari800 Emulator Developers 3/12
Petr Stehlik (maintainer), Perry McFarlane (core developer), Piotr Fusik
(core developer), Mark Grebe (Mac OSX), Kostas Nakos (Windows CE, Android),
James Wilkinson (DOS, BeOS, Win32), Christian Groessler (Sega Dreamcast)
See also: Piotr Fusik
See also: Mark Grebe
See also: Christian Groessler
See also: Kostas Nakos
See also: Jim Wilkinson
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 version 3.0.0 (2013/03/03) -- emulator of Atari 8-bit
computer systems and the 5200 console for Unix, Linux, Amiga, MS-DOS, Atari
TT/Falcon, MS Windows, MS WinCE, Sega Dreamcast, Android and systems running
the SDL library...can be configured to run in the following ways: 1. "simple"
version (many platforms) - uses only the standard C library, 2. curses (many
platforms), 3. X Window + Optional XVIEW or MOTIF User Interface, 4. CBM
Amiga, 5. MS-DOS (DJGPP), 6. Atari Falcon/TT and compatible machines, 7. MS
Windows (DirectX), 8. SDL (running on _many_ platforms), 9. WinCE, 10. Sega
Dreamcast, 11. JVM (Java applet), 12. Android

Atari8Warez (Ray Ataergin) 5/12
See also: Fatih Ayguen
Toronto, Ontario
Canada
+1 647 407 7039
http://atari8warez.for-the.biz/
Vendor: used commercial software
Developer: custom SIO2PC Serial Interface, custom 10502PC Serial Interface

AtariAge (Albert Yarusso, Alex Bilstein) 4/06
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware (includes homebrew project supplies by Pixels Past)
Developer: Beef Drop cartridge (by Ken Siders)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX) titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort, Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill, Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match, Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics Package, Solitaire, Source Code For Eastern Front (1941), Letterman, Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc, Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage, Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt, Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show, Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing, BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!, Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy, Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler, Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer

Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atari Fan Store (Irek) 6/11
New York NY
USA
http://afs.atari.org/
Vendor: hardware including: SIO2IDE, SIO2SD ver. 2, IDEa (KMK/JZ)

Atarimax (Steven J. Tucker) 11/12
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v3.0.8 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS 32-in-1 Switchless Upgrade (2 versions: XL/XE except 1200XL/XEGS; 1200XL), Imagic 1.06 95/NT - Atari Disk Image Conversion System (ATR/XFD/DCM/SCP), Imagic 1.06 DOS, Atari Terminal Simulator ATS 2.0 (SR2) -ATASCII Telnet/Serial Terminal & Break Movie Player 95/NT, Break Movie Screensaver 95/NT, Maxflash Flash Cartridges (1mbit or 8mbit), Maxflash USB Cartridge Programmer Kit, Maxflash Studio Software for Windows 1.7. SIO2PC/ProSystem Universal Interface (6 versions: USB Interface w/ SIO Jack or w/ Terminals; Serial Interface w/ SIO Jack or w/Terminals; Dual Port USB Interface w/ SIO Connectors; Dual Port RS232 Interface w/ SIO Connectors). Atarimax/ABBUC USB Cartridge, Atarimax MyIDE-II CompactFlash Cartridge (includes 512kB Flash, 512kB SRAM, Maxflash Studio and MyBIOS Support)

Atari Online News, Etc. 2/07
See: Dana P. Jacobson

The Atari Shop (Sandra) 1/07
The Netherlands
http://www.atari-shop.nl/
Vendor: new/used hardware, new/used commercial software

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atlantis Games Group 6/10
(Sal "Kjmann" Esquivel, TJ "Damage X" Edmister, Gary "Rybags" Ryan, Zdenek "Psuedografx" Eisenhammer, Peter "peteofborg" Meyer)
USA
http://www.atlantisgamesgroup.com/
Developer: Tempest Xtreem. In progress: Venture, OutRun

AV Toolbox 6/10
2791 Circleport Dr
Erlanger KY 41018-1080

USA
Phone: 800-235-3280 or 859-647-1077
Fax: 859-282-8225
http://www.avtoolbox.com/
Developer: various video scalers (up-converters). Connect your Atari to
your modern high-resolution video display television or monitor!

Fatih Ayguen (cyco130), updates by Ray Ataergin 3/13
See also: Atari8Warez
http://aspeqt.sourceforge.net
Developer: AspeQt (Atari Serial Peripheral Emulator for Qt) 0.8.8
(2013-03-12) (currently runs under Windows and Linux)

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 6/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 2.2 (Interactive 6502 Disassembler for Win32,
designed to specifically support Atari binary files)

Matthew Bacon 11/09
United Kingdom
http://www.myatari.net/
Publisher: MyAtari online magazine (published October 2000 - February 2005)

BAKTRA Software (Michael Kalous) 9/12
Czech republic
http://www.baktra.wz.cz/
Developer: TURGEN SYSTEM 8.3.4 ("Turbo generating system"--conversion of
files to various turbo systems used in former Czechoslovakia and Poland.
Output is an electric signal that can be stored in WAVE files or can be sent
directly to computer's audio system; for JavaRE 1.4.2 or newer), Caverns of
the Lost Miner (game), mmSAP 3.0.0 (SAP player for GNU/Linux), libataricas
0.9.6 (BETA 3; library for atari cassette image manipulation with turbo
support)

Richard Bannister 7/12
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.7 Atari 800 Series Emulator for Mac OS X (port of
Rainbow 1.4 by Chris Lam), Emulator Enhancer v2.4.0

Lee Barnes 8/12
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced) SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz (Uz) 2/12
Germany
http://www.cc65.org/
Developer: cc65 2.13.3 - a complete cross development package for 65(C)02 systems, including a macro assembler, a C compiler, linker, librarian and several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 4/07
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz 6/11
See also: msc
Germany
http://www.mathyvannisselroy.nl/aspi.htm
Developer:
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"), ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Brian Berlin 8/09
http://kat5200.jillybunch.com/
Developer: kat5200 0.6.2 -- Atari 5200 and 8-bit computers emulator for PC

Best Electronics (Brad Koda) 6/07
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: (408) 278-1070 (M-F 1:30pm to 5:00pm PST)
FAX: (408) 278-1092
E-FAX: (815) 364-3703
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch keyboard upgrade for XE computers, Best Light Gun, Best Gold CX40 Joystick PCB, Atari CX40 Joystick Rebuild Kit with Atari Upgraded CX40 Handle and Best Gold CX40 PCB, Atari CX40 Joysticks upgraded with the Best Gold CX40 PCB, Atari Jaguar Power Pad to Other Atari Systems Adapter Cable, Sega Genesis Controllers To Atari Systems Adapter Cable, Best CX30 Super Pots

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA

orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk
drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 8/06
USA
http://www.bigfivesoftware.com/
Developer: Bounty Bob Emulator for Windows NT, 2000, 98, and ME

BITS (SOLO)(Herman Samso J.) 12/12
http://bits.atari.org/ or http://thebitsclub.tripod.com/
Developer: tools & utilities: #1000 (20080312), #1600 (20121204 -
PIXeL PaINT). intros & demos: #1502 (20080314), #1503 (20100607),
#1504 (20110326), #1505 (20110317), #1506 (20110617), #1507 (20120319),
#1508 (20120616)

Grandovec Bostjan 2/12
Pot na Josta 27
4000 Kranj
Slovenia
http://bgrandovec.hostzi.com/
Developer: Pantheon 0.412 (Atari 8-bit computers emulator with collection of
98 games; also emulates Atari 2600, 5200, 7800 with games for each)

Bravo Sierra Computers (BSC) (Ben Smith) 8/12
Oregon
USA
tel: (503) 256-9974 (24 hours)
http://BenSells.Atari.org or http://www.aracnet.com/~atari/
Vendor: new/used hardware, new/used commercial software

Zdenek Burian 4/12
Marie Majerove 33
Prostejov 6
798 11
Czech Republic
Tel. 582 360 714
http://flop.atari.org/
Publisher: FLOP disk magazine (annual; FLOP #55 published June 2012)

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 8/06
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

Mario Caillahuz ("Allas") 10/10
Lima
Peru
http://atari.limitevisual.com/
Developer: Plague Attack, Voyage to Home, Accion, MULE Wars, Animal Party, Jewel Bits

Candle (Sebastian Bartkowicz) 1/12
See also: SIC! crew
Poland
http://spiflash.org/
Developer: SimpleStereo, IO-Board, VideoBoard XE (VBXE), SIDE Project, SIC! Cartridge, Ultimate1MB

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

Rafal Ciepiela (bob_er) 9/12
http://sourceforge.net/projects/atari8/ or http://atari8.sourceforge.net/
Developer: Franny 1.1.3 (ATR disk image editor), Yvonne 1.0 (Atari picture viewer), ZooEY 1.4 (6502 crossassembler compatible with Quick Assembler)

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart (1986-1991), Creative Computing (1974-1985), Creative Computing Video & Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 5/12
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: new/used commercial software, books, small selection of hardware

Cloud-9 (Mark Marlette, Boisy Pitre, Aaron Wolfe) 5/12
3749 County Road 30 SE
Delano MN 55328-8137
USA
http://www.cloud9tech.com/
Developer: Liber809 (Motorola 6809 microprocessor upgrade for the Atari 800XL/1200XL/130XE)

Computer Software Services (CSS) (Bob Puff) 4/07
1350 Buffalo Rd Ste 2
Rochester NY 14624-1829
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems (include a hard disk, Black Box, power supply,
controller, cables, and software), SIO cables, hard disk controllers:
Adaptec 4000 SCSI, Adaptec 4070 (RLL) SCSI, Xebec S1410a SASI
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Nick Coplin 7/12
Perth, Western Australia
Australia
http://www.64hdd.com/
Developer: 64JPX - JoyPad eXpander - Use your favourite Sega, SNES, NES or
PCanalog controller with your Commodore or Atari compatible system

Cosine Systems 4/12
(T.M.R The Magic Roundabout [Jason Kelk], Sack [Adam Hay], Odie [Sean])
United Kingdom
http://www.cosine.org.uk/
Developer: C.G.M. UKScene Radio Intro (30th August 2003),
1K Party (21st March 2004), Reaxion (31st December 2005),
Greetz0rz (18th March 2012), Brainpower (24th April 2012)

C.P.U. (Raster, JirkaS, Bob!k, HonzaW) 4/09
See also: Radek Sterba
Czech Republic
http://raster.infos.cz/atari/homepage.htm
Developer: S/XEGS RAMCart 128KB version "G1.04 FIX3+",
STEREO upgrade for XL/XE, SDrive - connects to Atari XL/XE's serial (SIO)
port and simulates an Atari floppy disk drive with full read/write access to
programs and data stored on a Secure Digital flash memory card (SD),
SDrive Control Program v01 20090403

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file

analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4 (written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor and more)

CSW-Verlag 2/07
Weidenstrabe 13/1
71364 Winnenden
Germany
tel/FAX: +49 (0) 71 95/6 11 20
http://www.retro-magazin.de/
Publisher: RETRO magazine. Themes: Retro-computing for all systems. Atari part: approx. 10%. (Not only 8bit) 9.90 euro per magazine, 4 magazines per year for 35 euro.

Jorge Cwik 8/08
http://www.fxatari.com/
Developer: VAPI Atari 8-bits Imaging & Preservation format (.ATX) and tools: Patched Emulator (based on Atari800Win PLus 4.0 Beta 3) + VAPI DLL 0.3a, VAPI2SIO (SIO2PC for VAPI) 0.2a

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine (1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques (Dan Dotson and Marilyn Saul) 9/06
PO Box 40751
Tucson AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Device Side Data 4/10
USA
http://www.deviceside.com/
Developer: FC5025 (USB 5.25" floppy controller - as of Feb. 2010 included software (Linux/Mac/Windows) supports reading Atari DOS 2 disks)

DGS (Dean Garraghty Software) 8/12
United Kingdom
http://www.dgs.clara.co.uk/
Vendor: commercial/PD/freeware/shareware: DGS Atari 8-bit CD-ROM Commercial & Public Domain Software Collection, containing:

- The Quick programming language V2.2 and V2.1 with 2 support disks
- Screen Aided Management (SAM) v1.25i 80-col desktop system with Budget spreadsheet, Designer DTP package, and Extra Utilities
- 4 PPP Games: Bombi, Rubberball, Glaggs It!, and Minesweeper
- Quick Ed (a character set editor for ST-compatible mouse, joystick, or Atari touch tablet)
- Digi-Studio digitized sounds/music package
- Issues 1-14 of the DGS News-Disk disk-based magazine
- Issues 15-19 of the DGS News-Paper printed magazine (scans of the original mags)
- Issues 20-26 of the DGS News-Paper-on-disk on-disk magazine
- News-Paper Yearly disk (to go with the News-Paper magazine - includes lots of Quick source code)
- Print-Filer from Rambit
- The AMS 1996 video in MPEG-1 format
- The full DGS PD Library (191 mostly double sided disks)
- Bonus Software: MyDOS 4.5, Discomm32, UTIL (PC utility to read/write 180K MyDOS Atari disks)

Also offered via email: Quick Programming Language, Print-Filer from Rambit, Alien Blast, RubberBall, Glaggs It!, Bombi, Minesweeper, PPP Games Pack
File Transfer Service: transfers files between Atari and PC

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?, What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS, D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2, Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5, Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system: Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Diggerbonk 5/12
http://code.google.com/p/droid800/
Developer: Droid800 Version 7.5 (Jan 2011 -- port of Atari800 emulator for Android)

DigitalDinos (Thomas McLaren) 6/10
BUSINESS: SHIPPING:
6087 Hopkins Rd P.O. Box 472
Mentor OH 44060-2207 Mentor OH 44061-0472
USA USA
(440) 339-8538
http://www.digitaldinos.com/
Vendor: used hardware, used commercial software

Digital Force (Mario Trams) 1/07
Germany
http://www.digital-force.net/
Developer: HyperSpeed XL/XE (public domain hardware project-- a

65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler (Flo) 12/08
Germany
http://www.akk.org/~flo/
Developer: Ice-Hockey (for MultiJoy interface, March/April 2002),
Sheep-Race (for MultiJoy interface, Aug 2002),
CardGrabber (for MultiJoy interface, May-Aug 2002),
Peripheral Test 2.0 (Hardwaretester) (Dec.2008)

DLT Ltd. (trub, drac030, Mono) 3/13
See also: Konrad M. Kokoszkiewicz
See also: trub
Poland
http://sdx.atari8.info/ or http://spartados.com or http://spartadosx.com
Developer: SpartaDOS X 4.46 (2 Jan. 2013), SDX Toolkit for 4.46 (updated
3 Mar. 2013), SDX Imager 3.0.6 (Windows utility), SDX2Atrax converter
(Windows command-line utility), MUXTIME (SDX version), Emu-pack v.0.2,
S2I (a SIO2IDE-specific tool), S2S (a SIO2SD-specific tool), MNT (a KMK/JZ
IDE 1.0 / IDEa specific tool)

Krzysztof Dudek (xxl) 1/13
Poland
http://xxl.atari.pl/
Developer: Sudoku, Scorpions, Flowers Mania, Scorpions v2.0, Sudoku Sweep,
zXEmulator, Jetboy, Jet Set Willy 2007 / separate version for VBXE, Knight
Lore, Hobgoblin, Loops of Zen, Beep'em All, Night Driver / separate version
for VBXE, Beep'em All 2, Isora, Galaxian, DX Loops, Nightshade / separate
version for VBXE, The Nutty Professor, Marry Christmas Beep, Apple Invaders,
xxl.atari.pl, xShow / also for VBXE, Chopin 2010, Inverse, Beepem All 3,
xBios, SlightSID Player, MazezaM, Pixels

Mark Dusko 8/11
http://www.atari8ethernet.com/
Developer: Atari 8-Bit Ethernet Project: IP Dragon II, Dragon Cart.,
Simple Atari Telnet

Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 1/07
PO Box 3365
Spring Hill FL 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware, used commercial software

Eli's Software Encyclopedia 1/11
USA
http://www.elisoftware.com/
Vendor: commercial software

Emulators (Derek Mihocka) 8/06
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit & Atari ST & Apple Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 - 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 - 8-bit Atari emulator for MS-DOS

Energy (online zine) 11/09
See: Taquart

Adrian Matoga (Epi/Tristesse) 5/11
See also: FAIL (First Atari Image Library)
See also: O.S.
See also: Tristesse
ul. Jezdziecka 11
30-698 Krakow
Poland
http://epi.atari8.info/ and https://github.com/epi
Developer: brULlwurFeL, NeoTracker Winamp plugin v0.2, NeoTracker 1.7, sapemu v0.2 (simple SAP (Slight Atari Player) file player), Sztab Malopolska #3 Invitation, TDC Hack Demou, TIP Tools 0.3.1 (includes TipView 1.0 and BMP2TIP 0.21), xunzip 2.1, NeoTracker 1.8, TipConv 1.1.1. projects at github: xedisk (Atari XL/XE Disk Image Utility), TipTools, eno (formerly NeoTracker), xebin (Atari XL/XE Binary File Utility)

Raphael Espino 8/07
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility), Atari 8-bit JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface", JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg", JpegShow 0.1 (07Aug01) "A slideshow version", CpegView 0.5 (18Aug07) "The colour JPEG viewer for Atari 8-bit computers"

eStoreOutWest.com 2/11
2303 Englewood Ave
Yakima WA 98902-1649
USA
http://estoreoutwest.com/
Vendor: new hardware. "Original Atari Sevice Parts. New Old Stock."

Subject: F

Fandal (Frantisek Houra) 11/12
Czech Republic
http://atari.fandal.cz/stuff.php
Developer: Sturbon Intro, FreeCellXE, TriPeaksXE, HexxagonXE, Astro Road, Cubico, The Storm, A Tribute to Quorthon, Bombex, The Steam Train,

Astro4 Road, Mysterion Preview, Mind Blast, Outlaw, Swapz,
Who Lost the Wallet?, Space Arena, Pokey Demo, Music Disk Stereo Edition,
MJ-R.I.P., Diamondz, Prototype, Milk Nuts v.1.11, Mashed Turtles,
Oilgame Deluxe, Deflektor Editor

FAIL (First Atari Image Library) 2/13
Piotr Fusik (idea, programming), Adrian Matoga (programming), Pawel Szewczyk
FAILWin icon, testing), Peter Dell (testing), Slawomir Sledz (testing),
Monika Wesolowska (testing)
See also: Piotr Fusik
See also: Adrian Matoga
See also: WUDSN
http://fail.sourceforge.net/
Developer: FAIL 2.0.0 (2013-02-15)(viewer of pictures in native formats of
Atari 8-bit, Atari ST, Atari Falcon and Atari Portfolio computers)

Wolfram Fischer (Mega-Hz) 4/12
Dorfstrasse 1a
28870 Ottersberg
Germany
"encoded" email: OOOmega-hzOOO@OOOt-onlineOOO.OOOdeOOO
http://www.mega-hz.de/Angebote/angebote.html
Vendor: SIO2SD rev.1, SIO2SD rev.2, SIO2PC interface
Developer: ABBUC SIO Connector Board (ASCB), ASCB-MINI,
Stereo Small 2010 (Stereo Erweiterung rev.2.1), MEGAMAX Modul V1.2

FLOP disk magazine 5/05
See: Zdenek Burian

Fly Software (Peter Svoboda) 9/12
Czech Republic
http://fly.atari.org/ or http://atari.panprase.cz/
Developer: Antiseno 2008cz, Day After One, Demo 2001, Gangsters 2007
Gangsters Intro, Indiana Jones 3 aneb Tajemstvi Svateho Gralu,
Indiana Jones a zlata soska keltu, Kolony 2106, Kolony cz, Logik,
Maturita 2001, Mesta CR, Mesta SR, Milk Nuts, No Name, Podraz 2001,
Pomsta Sileneho Hulice, Robbo after 20 years v1.1, Ruleta,
Rychle Sipy 2012 aneb Zahada hlavolamu, Sniper, Sniper 2007, Sniper Intro,
Stary dum, Strategi, Textovky, V.U. 5259 aneb Utek z Hejcina,
V.U. 5259 aneb Utek z Hejcina intro, Vietnamska Mise

John Foskett 8/11
UK
http://www.johnap.pwp.blueyonder.co.uk/Atari.html
Developer: Rose Gardens, Turbo Assembler Version IV, Atari CAD, The Cave,
Ye Olde House, Where Dinosaurs Rule, Space Fighter, Crazy Ball,
Crazy Ball - Updated, Anagrams, Battle Ships, Four Card Blind Hookey,
Atari Electronic Organ, Disk Sector Editor, The Sound Selector,
Basic Listing Searcher, Constant to Variable Converter

Foundation Two 1/07
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks,

N!ne)
Germany
http://www.foundationtwo.de/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut,
Bremspunkt (Brems.)

Piotr Fusik / "Fox" / "0xF" 12/12
See also: Atari800 Emulator Developers
See also: FAIL (First Atari Image Library)
See also: Infinity
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Taquart
See also: Yoomp!
Poland
http://xasm.atari.org/
http://atariarea.krap.pl/x-asm/
http://asap.sourceforge.net/
Developer: 6502 cross-assembler tool: xasm 3.0.2 for Windows (2009-10-17),
xasm 3.0.2 source code (2009-10-17; for other systems such as GNU/Linux and
MacOS X), xasm 2.6.1 for DOS (2005-05-21), Another Slight Atari Player
ASAP 3.1.3 (2012-12-04; a player of 8-bit Atari music for modern computers
and mobile devices)

Subject: G

Bostjan Gorisek (Firemover, Firemover/Diomedes, Gury) 1/11
Poland
http://gury.atari8.info/ http://atari-effectus.net/
Developer: Sprite Engine v.1.0.4, Effectus 0.0.15 (Windows/Linux Atari
cross-compiler/parser for Action! language)

GR8 Software (Arek "nosty" Staworzynski) 9/12
Poland
http://gr8.atari.pl/
Publisher: Hobgoblin, Robbo Forever, Bomb Jake, Isora & Loops DX,
Line Runner

Mark Grebe 3/13
See also: Atari800 Emulator Developers
USA
http://www.atarimac.com/
Developer: Atari800MacX 4.6.0 (12-29-2011; version of Atari800 emulator
for Mac OS X), Sio2OSX 2.1.1 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 4/11
See Also: Atari800 Emulator Developers
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/

http://contiki.cvs.sourceforge.net/contiki/contiki-atari/
Developer: Atari800DC 0.78 (Atari800 emulator for SEGA Dreamcast),
Contiki 1.0 for Atari (a working release of the Contiki web browser for the
Atari 8bit systems)

Subject: H

Steve Hales 5/09
Palo Alto, CA 94301
USA
http://www.igorlabs.com/etc/games/
Developer: Slime, Fort Apocalypse, Dimension X

Jonathan Halliday (flashjazzcat, RIF Software) 1/12
145 Wenlock Road
South Shields
Tyne & Wear
NE34 9AL
England
http://www.atari8.co.uk/
Developer: The Last Word 3.21b (updated 11 May 2011),
SIDE Driver and APT Software Suite, MyIDE Driver for SpartaDOS X,
RIF SpartaDOS Utilities (@.COM, CALL.COM, DESEG.COM, EDIT.COM, FD.COM,
FLASH.COM, IF.COM, LPRINT.COM, MOVE.COM, QC.COM, XKEY.COM, XKED.COM),
MA65 Macro Assember 1.6 for SpartaDOS, XEDIT Text Editor,
ATASM File I/O Library. projects: SIO2PC Interface Inside an SIO Plug,
XM301 Case Conversion for SIO2SD, UltraVideo XL 1.0, UltraVideo XE 1.0,
SIO2SD-XL

Lee Hanken 1/07
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atascii/
Developer: ATASCIIView Version 1.3 (ATASCII file viewer for MS-Windows).
web-based Atari 8-bit ATASCII file viewer:
http://www.leehanken.pwp.blueyonder.co.uk/atari/

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,
VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,
CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Nathan Hartwell 6/11
USA
http://www.magelair.com/atari_8bit_stuff.html
Developer: Atari-Debug/MiniASM v1.11 (12/19/2000), Atari-MON (.asm source, self-test replacement), PAMP (play AMP files), IDE (12/09/00; driver for SmartIDE project; adds GET_CONFIG), 16-bit IDE project (based on SmartIDE project), PBI 16-bit IDE project (based on SmartIDE project), IDE_NKH.ASM (12/19/00; driver for SmartIDE project; adds support for several hardware modifications), The Mage's Magic Handler Version 2.20 (RS-232 driver designed for the PSI Upgrade), PSI-Disk (RAMdisk?), DG-Term 1.87

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase, Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye, Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

Frank Heuser 2/07
Kappelstrasse 10
67269 Gruenstadt
Germany
http://www.asselheim.de/
Vendor: new hardware expansion items, including: SIO2PC (internal/external), 1050PC, Midi, Voicebox (Atari Magazin), Function keys, 16-OS-switch, AKI, RAM Expansion, Audio/Video cable and adapter, Videobox. Special lower prices for ABBUC members.

HiassofT 12/10
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30 for Linux (2004-08-31; package contains: a Linux kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC or APE; atarixfer - a small tool to read/write ATR images to an Atari disk drive connected by a 1050-2-PC or ProSystem cable), Atari Tools for Win32 V0.30-101002 (dir2atr, adir, and ataricom from AtariSIO package, compiled as a Win32 console application), AtariDsk V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (2003-07-24; write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPicoDos V4.05 (2010-11-25; small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks), MyIDE Tool V0.30 (2007-11-11; direct access to harddrives in MyIDE format on your Linux/Windows PC), Highspeed SIO patch for XL/XE OS and MyIDE OS V1.30 (2010-11-25; extends the SIO routine of the OS to support: Ultra speed (Happy 1050, Speedy, SIO2PC, ...) up to 126kbit/sec, 1050 Turbo, XF551, and Warp

speed (Happy 810)), 512k SRAM extension for Atari XL/XE V1.3 (2010-12-14),
Turbo Freezer XL/XE 2005

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

His Dark Majesty 5/11
Jakub Debski (Ilmenit), Marok, Adam Powroznik (Powrooz), Jakub Husak,
Krzysztof A. Ziembik (Kaz)
http://hdm.atari.pl/
Developer: His Dark Majesty

Stephen James Hurd (deuce) 8/08
http://sourceforge.net/projects/syncterm/ and http://syncterm.bbsdev.net/
Developer: SyncTERM 0.9.2. A cross-platform ANSI-BBS terminal designed to
connect to remote BBSs via telnet, rlogin, or SSH.
Full Atari 8-bit ATASCII support.

Chris Hutt (Sheddy) 8/07
United Kingdom
http://www.sheddyshack.co.uk/
Developer: Space Harrier Conversion Project

Subject: I

IEC "Innovative Electronics & Computing" 4/07
6185 E 56th Ave
Commerce City CO 80022-3959
USA
Phone: +1-303-288-5000
(USA) 800-765-4432 Mon-Fri, 8:00AM-6:00PM MT
Fax: +1-303-288-5099
http://www.iec-usa.com/
Developer: Atari connectors: Atari 13 Position Buss Connector for Atari
400 and Atari 800 Computers. Atari cables:
(http://www.connectworld.net/cgi-bin/iec/05MCOlderAtari.html)
Atari Color Monitor Cable 5', Atari Monochrome Monitor Cable 5',
Atari Color Monitor Cable With 2 RCA Plugs 5',
Atari Monitor Cable With 2 RCA Plugs 5', Atari Lefty Joystick Adapter,
Atari IF850 and IF860 Parallel Cable 6', Atari IF850 and IF860 Modem Cable 6',
Atari IF850 and IF860 to Serial Printer Cable 6',
Atari 400 and 800 Bus (SIO) Cable 6'

Igor's Software Labs (Steve Hales) 12/10
Palo Alto CA
USA
http://www.igorlabs.com/classic-games/
Developer: Slime, Fort Apocalypse, Dimension X

IK+ C64 to Atari 8-bit Conversion Project
(Pawel Rosowski, Tomasz Mazur) 11/10
Poland
http://uce.pl/ikplus/
Developer: IK+ Build 0284 (October 2010)

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari
MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class
(combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000),
Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik,
Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Ingo (tuxie) 8/08
Germany
http://mega-hz.no-ip.com/Angebote/SIO2IDE33/SIO2IDE33.html
Vendor: SIO2IDE 3.3

Inspiration Soft (Lennart 'Thelen' Bown and Marius Diepenhorst) 7/11
The Netherlands
http://www.inspiration-soft.com/
Developer: Happy 2011

Integrated Logic Systems (ILS - Stephen J. Carden) 4/11
See also: Rasterline.com
USA
http://www.tcpipexpress.com/ (site temporarily down)
http://www.rasterline.com/mux.html
http://www.atariage.com/forums/topic/158254-realdos-is-
shareware/page__view__findpost__p__2257141
Developer: Multiplexer (MUX) board Version 1.1 July 21, 2006,
TurBoss O/S (Atari XL/XE O/S Replacement Module), TCPIP Express BBS,
Real.dos Build 0030: RealDOS Ver 1.0a 4-Apr-11

Subject: J

Jeff Jackson 8/06
USA
http://www.jeff-jackson.com
Developer: JLS BASIC - Jackson Languange System BASIC compiler

Dana P. Jacobson 2/07
USA
http://www.atarinews.org/ or http://people.delphiforums.com/dpj/a-one.htm
Publisher: Atari Online News, Etc. -- A-ONE Online Magazine. weekly

Ludovic Jacomme (Zx-81) 4/11
France
http://zx81.zx81.free.fr/
Developer: PSPAtari v1.1.3 (2/12/2008; port of Atari800 emulator for
Sony PlayStation Portable), Wiz-ATARI v1.1.2 (9/29/2009; port of PSPAtari
for GP2X Wiz), GP2X-Atari v.1.1.0 (10/4/2009; port of PSPAtari for GP2X),
Dingux-Atari v1.1.0 (10/30/2009; port of PSPAtari for Dingoo/Dingux),
Pandora-Atari v1.1.0 (8/4/2010; port of Wiz-Atari for Pandora),
Caanoo-Atari v1.1.0 (12/29/2010; port of Atari800 for Caanoo)

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not
complete version)

Shawn Jefferson 11/07
Victoria, BC
Canada
http://www.jeffersonsauctioneering.com/atari/
Developer: MyIDE Config 4.0, MyIDE Image Manager 4.1,
MyIDE Image Batcher 1.0

Jan Johnsen (Grevle) 11/12
http://www.grevle.net/Atari.php
Developer: Dracula Lives Version.1.75, Rocket Rescue 1.5, Mary Poppins 1.12

Subject: K

Cameron Kaiser 2/09
http://www.floodgap.com/retrotech/xa/
Developer: xa 2.3.5 (two-pass portable cross-assembler for NMOS 6502s
(such as 6502A, 6504, 6507, 6510, 7501, 8500, 8501, 8502 ...), CMOS 6502s
(65C02 and Rockwell R65C02) and the 65816

Akop Karapetyan 12/10
http://psp.akop.org/atari800
Developer: Atari800 PSP version 2.1.0.1 (August 11, 2009; port of the

Atari800 emulator to the Sony PlayStation Portable platform)

Kendallsoft (Jason P. Kendall) 7/11
http://www.gwobby.webs.com/
Developer: Kendallsoft Klassics Volume I: Flikin' Football, Bouncing Boneheads, Runnaway Van 2, Grand Theft Auto Atari, Trolley Trouble, Skyhawk, The Number Game, Rumpelstiltskin, Alien Blaster, Tron Bike, Millionaire, Wiggler, Drum Kit, Satellite Struggle, Quasi's Revenge, Minipacs, Jungle Journey. newer: Mite (18th November 2008), Car Crash (13th December 2008), Gwobby Jr. (14th December 2008), Gwobby's Adventure (8th June 2009), Gorilla Warfare (2009), Gwobby Strikes Back Final Version (1.2) April 2011

Nick Kennedy 5/07
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://pages.suddenlink.net/wa5bdu/
Developer: SIO2PC 4.21 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari Drive to PC Interface): software, hardware plans, cables, parts (not for Windows-XP), HAM Terminal for Atari, The WA5BDU Computer Keyer 1.5 (morse code keyer program)

Konrad M. Kokoszkiewicz (KMK, Draco, drac030) 3/13
See also: Jadek Zuk
See also: DLT Ltd.
See also: SIC! crew
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: MultiBASIC v.0.33; 65C816 XL OS v. 2.35 (15.VIII.2008.); for 65C816 XL OS: LPOKE/LPEEK, grep, SD-Load, QE for Warp/F7, FastRAM Test; for VBXE: "S:" driver v.1.0; SpartaDOS X (co-developer); SysInfo v.2.22; utilities: EYE, DEMON, RW-Test, RW-CRC; for PC: SIO2BSD 1.17 (11 Oct 2012); for KMK/JZ IDE: IDE BIOS 1.11, Utility disk (updated 19.I.2011); IDE Plus 2.0 BIOS 1.2 update file + addons (rev. 5.I.2013.); for IDE Plus 2.0: D2D v.1.5, simple GR.8 *.VS movie player, simple VBXE *.VX movie player, Utilities disk (rev. 8.VII.2012); patches for: Prof!'s XDIR, Perestroyka Demo, Music Protracker v.2.4, Moon Patrol, Dreadnaught Factor, Missile Command, Gyruss, Snooker, Studio Dream, Inspektor.

Komires (Miroslaw Koziol, Slawomir Koziol) 7/07
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Tomasz Krasuski (kr0tki) 10/11
Poland
http://a8cas.sourceforge.net/
Developer: A8CAS project, consisting of: liba8cas 1.3.1 (2011-10-03), atari800-a8cas 1.2.0 (2011-10-03), a8cas-atari800-patch 1.2.0 (2011-09-24), a8cas-tools 1.3.0 (2011-10-03)

Krishna Software (Krishnasoft) 1/07
173 Prestwick Way
Edison NJ 08820-4680
USA
http://www.krishnasoft.com/sps.htm
Developer: Multi-platform Distributive Operating System (MPDOS) Standard
(version 1.00. simulate joystick, mouse, keyboard with a PC),
MPDOS Professional for Atari (version 1.00. simulate Atari disk drive and
cassette program recorder), Sound Processing Software (SPS) 1.00 (software
for Windows suitable for creating sounds for the Atari)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://mikro.umpc.sk/
Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite
editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR
in double density to XFD format)

Christian Krueger 11/11
Germany
http://www.atariage.com/forums
/topic/134949-advance-orders-for-cmi08-ps2-mouse-interface/
Developer: CMI08 PS/2 Mouse Interface for the Atari (5 modes supported:
absolute (CX77 compatible), relative (CX20 similar),
Paddle (CX30 compatible), Atari ST mouse, Amiga mouse

Jakub Kruszona-Zawadzki 6/11
Poland
http://sio2sd.gucio.pl/
Developer: SIO2SD project

Rudla Kudla 9/10
Czech Republic
http://atalan.kutululu.org/
http://www.facebook.com/pages/Atalan/105900742774765
Developer: Atalan (high level programming language for 6502
microprocessors)

KryoFlux Products & Services Limited 1/12
80 Allington Way
Maidstone
ME16 0HN
United Kingdom
http://www.kryoflux.com/
Developer: KryoFlux -- a USB-based floppy controller "designed specifically
for reliability, precision, and getting low-level reads suitable for software
preservation".

Subject: L

Chris Lam 8/12
United Kingdom

http://www.chrislam.co.uk/
Developer: Rainbow 2.2 - Atari 8-bit Emulator for Windows 7, Vista and XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to connect an 8-bit Atari computer (or any device with a serial port) directly to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

LaResistance (born, NoiD, powrooz, pr0be, stryker) 3/07
Poland
http://laresistance.pigwa.net/
Developer: edict (intro), Silly Venture 2k4 Invitation, polymatrix (demo), the shrine (demo)

Avery Lee (phaeron) 1/13
http://www.virtualdub.org/altirra.html
Developer: Altirra Version 2.20 [January 6, 2013] (8-bit Atari computer emulator for Windows 2000, XP, Vista, 7, 8 or later (either 32-bit or x64 edition))

Legacy Engineering Group (Curt Vendel) 10/08
117 Duke Dr
Carmel NY 10512-1598
USA
Phone:(1) 914-509-4570
http://www.legacyengineer.com/
Developer: Classic USB Joystick Controller

Marcin Lewandowski (Jaskier/Taquart) 1/12
See also: Taquart
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
https://github.com/Jaskier/Atari800Win-PLus/downloads
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM, MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1, Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM (Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2, 3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick Assembler to PC X-Asm), Atari800Win PLus 4.1 (June 6, 2012; based on Atari800 2.2.1 and Atari800Win sources)

Llamasoft (Jeff Minter) 12/10
United Kingdom
http://minotaurproject.co.uk/
Developer: Attack of the Mutant Camels, Gridrunner, Hover Bovver

Lotharek 2/13
FHU Przemyslaw Krawczyk
41-103 Siemianowice Sl.
Koscielna 34b/25
Poland
http://lotharek.pl/
Vendor: Side 2 - Compact Flash Interface / Game /Flash Cart, Ultimate 1MB,
Atari 8 bit stereo upgrade FINAL, Sio2sd - SD CARD READER FOR ATARI, Sio2sd -
BLACK CASED SD card reader for Atari 8bit + SD Card full of stuff + SIO CABLE,
Sio2sd - GRAY CASED SD card reader for Atari 8bit + SD Card full of stuff +
SIO CABLE, VBXE 2

SIDE 2 - Compact Flash Interface / Game /Flash Cart, Ultimate1MB,
Atari 8 bit stereo upgrade, SIO2SD

Subject: M

Madmab 5/12
http://www.emuxtras.net/forum/viewtopic.php?f=76&t=630 (info only)
Developer: AtariXLBox Atari 800/5200/130/320/XL/XE Emulator v8
(port of Atari800 emulator for Microsoft Xbox)

MadTeam 1/13
(active: Tebe, Pajero. inactive: Profi, Rage, Psychol, Rocky, KAMM)
Poland
http://madteam.atari8.info/ http://g2f.atari8.info/ http://mads.atari8.info/
Developer: demos: Happy Demo, MadTeam Intro, The Muppet Movie Show, IGOR,
FAJER, SINTRO, Running Cow, Orneta RealTime 1996-1997, LAJF, Journey, Vasco,
X, Splash, TIT, ANI, SAMAR Graphics Collection, Kaszel #1, Syzygy #8,
Dupland Slideshow, Happy Easter 2007, Martial Arts vs Modern Arts, Ilusia.
games: Droga Do Duplandu, Mental Age, Dyna Blaster, Getris, Nibbly,
Mario Bros 2007, Pang Level Editor 4.0
Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5,
Audio Master 1.0, Mathaf****r Editor 3.1, Mathaf****r Reader 1.1,
Turbo 2000F, Visage 2.7, XL-Paint 2.5MaX, 2.6MaX, Rip2Max,
2xMPT 8Channel Stereo Project 1.0, Atari Commander 1.81, Via Copy 4.4,
SAMAR Hi-res Interlace with Map of Colours (SHIMC) Editor 1.0, LZW Pack 4.2,
Squash 1.5, AtrWcx Total Commander ATR Plugin v1.9, DisAsembler 6502 v2.2,
Deflater 7z v2.6, XRLoader v1.2, TIP Animator v2.3, Check XEX, Build 1.1,
Super Packer 3.3, Atari Interlace Studio 1.4.7, RLE Eecoder 1.2, RMT2SNG.
for VBXE: i480, Jet Set Willy, Night Shade, Night Driver, Plasma, Mr Proper,
Mission Shark (Misja).
PC utilities: Graph2Font 3.9.6.0 (Lite/Full)(convert graphics to Atari chars
and design multicolor graphics for the Atari), G2F Creator v1.4, v2.3,
G2F Extractor v1.4, MADS 1.9.5 (Mad-Assembler: 4-pass crossassembler designed
for 6502 and 65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989), Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

MatoSimi (Martin Simecek) 3/12
Slovakia
http://matosimi.atari.org/ or http://matosimi.websupport.sk/atari/
Developer: utilities: CMC MSX Extractor, T2K decoder v.021, Atari FontMaker v1.2. demos: CMC Musix 1, Plasma4, Music From Zeus Intro, Summertime Demo, Citoplazma, Mindf*ck. games: Laser Blaster, Monex v1.1, Light Up!, Belljumper 1k, Fireball 1k, h3x0r 1k, Titus The Fox, h3x0r deluxe, Roxblox

MCM, an InOne company 5/06
650 Congress Park Dr
Centerville OH 45459-4000
USA
Phone: 1-800-543-4330
Fax: 1-800-765-6960
http://www.mcminone.com/
Developer: 9 Pin Jack For Atari, AC Adaptor Atari 3.5mm 9V DC 500mA

The MESS Team 1/07
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS)-- an emulator of a large number of systems, including the 8-bit Atari computers -- downloads available for Windows, *nix, Mac OS, and DOS

MicroUSB Project 5/10
(Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann)
Germany
http://microusb.org/ or http://microusb.sf.net or
http://atariwiki.strotmann.de/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart Hardware USBN9602, AtariUSBCart Hardware Cypress SL811, USB Device Driver Development Kit 1.2.0, AtariXLKeyboard 0.1 BETA, USB HID Base Driver Version 2.0, AtariXLJoypad Logitech Rumblepad 2 USB Version 2.0, AtariXLJoystick Competition Pro USB 1.0, AtariXLMouse Logitech USB Mouse, AtariXLWheel Thrustmaster Nascar Pro Digital 2, AtariXLWheel Logitech Formula GP 1.0, AtariXLWheel Logitech Vibration Feedback, USB End User Driver Disk USBTEST Version 0.6, USBDOS 0.1

Mirage Interactive 6/05
See also: Rewindgames (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of

Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia
Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight,
Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809,
Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood
II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy
Kupca, ZBIR

MMSoft (Marek Mikolajewski) 11/07
Gdansk
Poland
http://www.atariarea.krap.pl/sio2ide/
Developer: SIO2IDE project, versions 1.7, 3.3, 3.3a, 4.4, 4.4a
(An interface that allows you to attach any IDE Disk Drive to your 8-bit
Atari computer. Ver. 4 includes a USB port.), AVRprg

Kieran Mockford (Grunty) 4/11
http://home.kindredintellect.com/atari/
Developer: MyIDE Drive Manager v0.91 LBA (front-end to MyIDE Tool
by Matthias Reichl), enhanced MyIDE Tool

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 7/10
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://morethangames.a8maestro.com/
Vendor: hardware including power supplies, floppy disks, 1020 printer paper,
SWP ATR-8000, Super Sketch Graphics Tablet W/cart(PPI), CX-85 Numeric Keypad
Developer: Atari 850 R: 9 to 25 adapter, Atari 850 R: 9 to 25 adapter,
Atari 850 P: 15 to 25 adapter, AV Break Out Box(BOB), AV Cable 6',
AV Cable 12', U-JACK SIO to USB Power Adapter LEFT for 800,
U-JACK SIO to USB Power Adapter RIGHT for XL/XE,
ATR-8000 P: Adapter, ATR-8000 R: Adapter, EASI/O 18in "S" Adapter cable,
EASI/O 36in "S" Adapter cable, EASI/O "P" Adapter cable,
SPEEDIER: 19.2K EASI/O Adapter, SPEEDIER: T2 19.2K EASI/O Adapter,
SDrive Standard (Assembled+Tested or kit forms), SDrive Bay Mount version,
EASI/O Spider, SIO BOB & PEEKER, AGDA GameLink I adapter,
AGDA GameLink II Cable, AGDA GameLink II adapter,
130 XE mem Upgrade Type 1 (Kit-EZ), 130 XE mem Upgrade Type 2 (Kit-EZ),
600XL Memory Upgrade (Kit-EZ)

Motelsoft 11/07
Germany
http://www.motelsoft.de/
Developer: Caveman II - Caves of Osum (also developed: Der Hexenmeister,
Labyrinth, Panzer, Smack-Jack

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

msc (Stefan Birmanns and Matthias Belitz) 6/11
See also: Matthias Belitz
Germany
http://www.birmanns.de/atari/
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out),
IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10,
MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0,
CDREAD.COM V1.4, IMG2DISK.COM V1.00.

Stefan C. Mueller 11/09
Germany
http://www.electromaniac.de/
Developer: Electro Maniac!

MyAtari 2/07
See: Matthew Bacon

Subject: N

Kostas Nakos 5/12
See also: Atari800 Emulator Developers
Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/ or
https://market.android.com/developer?pub=Kostas+Nakos or
http://users.uoa.gr/~knakos/atari800/android/ or
http://pocketatari.atari.org/android
Developer: PocketAtari 2.0.3 (Jul 21 2007--port of Atari800 emulator for
WinCE), Colleen 2.0 (September 18, 2012--port of Atari800 emulator for
Android)

New Breed Software 9/09
c/o Bill Kendrick
1132 Drummond Ave
Davis CA 95618-4967
USA
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Go Go Garbage Truck, Sludge.
utilities: Colorizer, File Selector, MuxChat, SIFE - Super-IRG Font Editor

Nelson Nieves 8/06
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree,
TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 6/11
The Netherlands
http://www.mathyvannisselroy.nl/aspi.htm
Developer: ATASPI CD Audio Player (CDAP) 1.47,
ATASPI CD/DVD Data Reader (DATA) 0.69

Subject: O

Odsiecz Sobieskiego -- O.S. 3/07
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik
See also: Adrian Matoga
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
Developer: xunzip v2.1 (18 September 2006 -- a ZIP, TAR, GZ and TGZ
(TAR.GZ) archives depacker) http://www.atari8.info/stuff/xz21.zip

Freddy Offenga 2/13
The Netherlands
http://www.ataripreservation.org/websites/freddy.offenga/atari_dev.htm
Developer: rominfo v1.0.4 -- show information about Atari 8-bit rom dumps
(2009-02-28)

Outland Quest Software 6/06
USA
http://www.outlandquestsoftware.com/
Developer: Ally Attack, Black Sea Silver Fishing, Desert Crossfire,
Dungeons of Oti, Empire, Golf Tees, Graphics 8 Painter, Hoss Racing,
Korellian Conflict, Lite Show, Mad Libs, Motions Variable, Scattergories,
Space Regent, Starbase Alpha, Standoff, Star Maze, Terror Fair,
Three-D Force Tic-Tac-Toe, T.I.A.K. - Taking In Accurate Knowledge,
Uncle Milton's Million Dollar Mystery Mansion

Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

Eric Parent (Joyful Coder) 11/07
http://joyfulcoder.com/
Developer: Memo Pad for Windows Release 6 (November 12, 2007) -
read ATASCII files

Michal Pasiecznik / "Pasiu" 1/08
Poland
http://hardware.atari8.info/ and http://pasiu.krap.pl/
Developer: 576 kB - 1 MB RAM expansions (based on the Amiga 500 and Amiga
600 RAM expansion modules), 1 MB - 2 MB SIMM Expansion, ROM Changer,
AutoStereo, XF551 LED Track Display, intSDX (an internal SpartaDOS X upgrade),
ARC (Atari Real Clock - an alternative realtime clock), IDEa (KMK/JZ)
Interface, Simple 65c816 Processor Adapter, Warp4 (4 MHz 65c816 accelerator
card), Warp4 MegaMEMboard (1 MB of linear RAM for Warp4), Project F7 (16 MHz
65c816 accelerator card). Software: CD Audio Player 0.9 for KMK/JZ IDE and
IDEa Interface.

Jim Patchell 8/12
Santa Barbara CA
USA
http://www.noniandjim.com/Jim/atari/atari.html
Developer: Action! cross compiler (Updated May 17, 2010) Version 0.06,
Atari 800 and 6502 assembler (April 4, 2010)

Pecus and Pirx (Tomasz 'pecus' Pecko and Pawel 'pirx' Kalinowski) 1/12
Poland
http://pecus.pigwa.net/pliki/Atari/
Developers: OMC65 crossassembler - Our 5oft MaCro assember for 6502
ver. 1.3 (2002 / Win32 executable); Scorched Earth for Atari XL/XE build 115,
(2009-08-25), Micro-SpartaDOS 4.5/4.6 (2010)

Pixels Past (Joe Grand) 4/06
2907 Shelter Island Dr Ste 105-169
San Diego CA 92106-2797
USA
Telephone: 619-222-4100
Facsimile: 619-222-1797
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari),
Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/
paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

Pokey Soft
Vidar Olavesen (Hawk) 6/11
Stevneveien 7
N-1719 Greaker
Norway
http://pokeysoft.no/
Developer: games: Invert XE. demos: The Wavy Demo, The Second Scroll,
Wobbly Demo, Suck My D..k, Big Scroller, Horbig Demo, Simplicity, Twister!

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced

version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: R

Werner Raetz 12/09
See also: WASEO
Postfach 16 40
D-75006 Bretten
Germany
Telefon: 07252/4827 or 07252/3058
Telefax: 07252/85565
http://www.waseo.de/ATARI/Software/software.html
http://www.waseo.de/ATARI/DISK-LINE/disk-line.html
http://www.waseo.de/ATARI/ATARImagazin/atarimagazin.html
Publisher: developed by WASEO: Der WASEO Publisher,
Die WASEO-Publisher-Designer-Diskette, Die WASEO Trilogy-Diskette,
Das WASEO Grafinoptikum, Das WASEO Labouratorium, Das WASEO Practoscope,
WASEO Demo Disk, WASEO BASIC Hits, WASEO DISK-LINE disk magazine issues 1-50.
also publisher of: ATARImagazin (back issues available?)

Burkhard Rau (HCRBurk) 5/06
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

raz0red 2/09
http://wiibrew.org/wiki/WiiXL
Developer: WiiXL v0.1 (port of Atari800 emulator for Nintendo Wii)

Ready Magazin (Sascha Leidel) 2/07
Germany
http://www.8-bits.de
Publisher: READY. Magazine. Atari part: 100%, only Atari.
2.60 euro per magazine. 6 magazines per year
Special lower prize for ABBUC members available.

READY Technologies (Thomas Smailus) 5/06
254 Nelson Dr Apt U
Baton Rouge LA 70808-5059
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital
hardware systems; design, development, and production of software systems;
software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn
Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering,
Consulting

Red's Retro Computing (redrumloa) 8/09
USA
http://www.redsretro.com/ or http://stores.shop.ebay.com/Reds-Retro-Computing
Developer: Competition Pro Retro Joystick (by Speed-Link),
Micromys V3 Mouse Adapter (allows the use of modern mice on the Atari)

RETRO magazine 2/07
See: CSW-Verlag

Rewindgames (Fred Meijer) 4/06
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.rewindgames.com/
Vendor: new and used hardware, new and used commercial software including
all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG
titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!,
Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation
Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds,
Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility
Disk

Thomas Richter 3/13
Germany
http://www.xl-project.com/
Developer: Atari++ Emulator (800/XL/XE/5200 emulator for Unix/Linux/
Solaris/Irix) Stable Release 1.72, CVS Snapshot 1.72, atari++ 1.72 for win32

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/ or http://www.schappel.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy),
BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master,
Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings,
ROBOX, Snow Plow, Snow Plow Editor

Subject: S

Filippo Santellocco 10/09
Italy
http://www.santellocco.com/atari/
Developer: L.E.M., Cookie Monster v1.4

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire,
Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons,
zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping,
TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II.
XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint,
MultiJoy 16/2 hardware interface

Darren Schebek 6/07
Canada
http://www.schebek.ca/ or http://www.user.dccnet.com/dschebek/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Oliver Schmidt 1/11
http://contiki.cvs.sourceforge.net/viewvc/contiki/contiki-2.x/ (sources)
http://contiki.cbm8bit.com/ (Contiki Config/Disk Image Generator)
http://a2retrosystems.com/contiki.html (Contiki Config/Disk Image Generator)
Developer: official Atari 8-bit version of Contiki 2.x for use with Atari
8-Bit Ethernet Project. (Contiki is an open source, highly portable,
networked, multi-tasking operating system for memory-constrained systems)

Serious Magazine 5/05
See: Dial Group

Sherlock Consulting (Jason Watton) 1/11
Malvern
Worcestershire
United Kingdom
WR14 3AZ
Tel: +44(0)7767 220884
http://www.shlock.co.uk/
Developer: OmniFlop (Universal Floppy disk reader/writer/formatter for
Windows 2000/XP/Vista/7; can read, write, and format Atari 8-bit format
(90kB); handles whole disks, but not the Atari disk filesystem)

SIC! crew 7/11
Stryker, Candle, Pr0be, KMK, Ooz, Trub, Dely, Seban, X-Ray, Miker, Zenon
See also: Konrad M. Kokoszkiewicz
See also: trub
See also: Candle
Poland
http://sic.pigwa.net/
Developer: SIC!Cart -- Super Inexpensive Cartridge

Sijmen Schouten (Mr.Atari) 6/11
The Netherlands
http://www.mr-atari.com/myidehome.htm
Developer: MyIDE interface project for Atari XL/XE computers

Bo Schreurs 9/12
The Netherlands
http://members.home.nl/stack/Atari/atari-xlxe-download.html (February 4, 1999)
http://members.home.nl/stack/Atari/atarixle.html (August 10, 2006)
Developer: DIR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-
ROM)

Ernest R. Schreurs 9/06
Kempenlandstraat 8

5211 VN Hertogenbosch
The Netherlands
http://home.planet.nl/~ernest/
http://members.home.nl/stack/Atari/atari-pooldisk.html
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.kensclassics.org/
Developer: Emulators Utilities: ATR/DCM utilities (DOS), AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer, KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler, Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus. Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker, KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish, Circle of Richness

Sikor Soft (Pawel Sikorski) 3/10
See also: Rewindgames (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://www.atari.sikorsoft.com/
Developer: Commercial games: ABC, Tekblast, Neuroid, Sexy Six, Sexy Six Data Disk #1,#2,#3, Ketchup, Max, Cyborg, Magic of Words. Freeware games: Liner!, ATASCII Squash, Fake Frogger!, Mustak Hunters. Unrealized game: Mr Proper (preview).
Sikor Soft *.ATR & *.XEX goodies (CD-ROM).

Mark Simonson 9/06
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 12/12
http://makeatr.prv.pl/
Developer: makeATR v0.06 (14.01.2004) (software for MS-Windows)

Len Spencer 1/09
USA
http://www.lenardspencer.com/Lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Sascha Springer 5/12
http://www.zerstoerung.de/
Developer: A8E 0.1b (2004), A8E 0.2 (experimental)(2007).
(Atari 800 XL Emulator for Windows, "developed completely from scratch")

SquoQuo (Hopper, Bugger, Genetic Gemini, Scythoior, Yoda) 2/13
Germany
http://squoquo.de/
Developer: Let's Hop, Sh*t Alpin 2005, Ms.Bulimia, Deary, 32byte Megademo

Ralf Patschke (PP's / STARSOFT Berlin) 1/13
Albrecht-Duerer-Strabe 23
Berlin 12623
Germany
http://www.ppsberlin.de/
Developer: STARSOFT 1st demo, STARSOFT 2nd demo, STARSOFT 3rd demo, multiple gfx 12 scrollers, TOP-Magazin Intro, gametro ABBUC Magazin 73, gfx 0 scrolls, proAF, nyd 2011 invitro, invitro NYD 2k13.
g2f pictures: BOS 2002.
Publisher: (disc magazines) ECS Info Mag: 1/1991, 2/1991, 3/1991.
CCB Club Mag: 4/1991, 5/1991, 1/1992, 2/1992, 3/1992, 4/1992.
STARSOFT Magazine: 1/1992, 2/1992, 3/1992, 2/1993.
New Years Disc: NYD 2007, NYD 2008, NYD 2009, NYD 2010, NYD 2011, NYD 2012, NYD 2k13

Rasterline.com (Ken Jones "MetalGuy66", Sergio Larrondo "WareRat", 3/10
Stephen J. Carden)
See also: Steven J. Carden
USA
http://www.rasterline.com/
Developer: Multi I/O: The "NEW" MIO

Radek Sterba (Raster/C.P.U.) 1/11
See also: C.P.U.
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer:
Games: Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix.
Games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead.
MPE (MIDI Pattern Editor) v2.3.
utilities: HiLoader4.2, CompressCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4.
More games: Head On, Speed Up!, Speed Up!! Gold Edition, Space Binvaders, Robix.
demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Search6502, Flame999,

SelfDemo, Wow1k, Fort 320, RMTdemo, Hellix, Basix, Fireworx, Forever 3000,
Plastic, Victory, Easter Night, Seawolf, Virtuoso, Fluid Chessboard,
Binary Celebration, Jozin z Bazin, Ghoul, Shademorph, Just for Fun, Mupy Mup,
Rescue on F. 2010.
RMT1Player v1.06 (plays *.RMT (Raster Music Tracker) song files on the Atari.
Atari/PC software: ATADIM v3.05 Beta (work with XFD/ATR Atari disk images),
DRATEX 1.6 (Drop file Atari Czech text convertor), MAC2MTX (Mac65 to Text),
Raster Music Tracker (RMT) v1.28 - cross-platform tool for making Atari XE/XL
music on PC (OS Win9x), SA_POKEY (Standalone dynamic DLL library for emulation
of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for
emulation of Atari 6502 processor), Creaxin1 ("Create X in 1") v1.03 (creates
ROM image or Atari executable feeder program for X programs in one S/XEGS
RAMcart 128KB).
Atari/PC hardware: LPTJOY (connect an Atari joystick to a PC), MultiJoy4/
MultiJoy8/MultiJoy 16 (use 4/8/16 joysticks on a single Atari),
SIO D-SUB15M Standard Atariklub PV.
Games for MultiJoy: Cervi, Multris, Shot'em all (SEAL), Cervi 2, Astro4 Road.

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) (John Maris & Fred Meijer) 2/12
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch),
The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Super Products 4/09
c/o James Bradford
Australia
"encoded" email: OOOjames_bradfordOOO@OOOeftelOOO.OOOnetOOO.OOOauOOO
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 1/07
Czech Republic
http://jirkasuv.duch.cz/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..." text game)

Subject: T

Taquart 11/09
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely'
Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru'
Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj
'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz,
Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)

See also: Piotr Fusik
See also: Marcin Lewandowski
See also: Marcin Zukowski
See also: VBXE - VideoBoard XE developers
Poland
http://numen.scene.pl/ ; http://energy.scene.pl/
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995),
Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag,
1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro,
Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996),
Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997),
Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997),
Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)
Publisher: Energy (online zine)

Vladimir Tichy 8/12
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/
Developer: Atart ("ATAri Receiver and Transmitter") -- Atari 8-bit casette
dataset emulator / tool for archiving Atari casettes / Atari casette images
editor: Atart 1.09a program, Atart 2.00.0 program, Atart interface plans
version 3.10.0, AFMS board plans. also: CAS COM 1.00.1 (utility for loading
tape images to Atari via serial port through SIO2PC, Atart or other compatible
interface), TConvert 1.21.1 (work with Turbo 2000 programs), disass.exe (6502
disassembler for MS-DOS, supporting 8-bit Atari cassette boot files),
disassembler for decompiled 8-bit Atari code for MS-DOS, creates source code
for Atmas II), SIO2PC plans (standard and modified)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan, Mono) 8/11
See also: Adrian Matoga
Poland
http://atariki.krap.pl/index.php/Tristesse
Developer: SROLL-demo, TRS-Desktop 0.9d alpha:
http://www.atari8.info/trsdesktop.php (screenshots)
http://trub.atari8.info/sdx_files/TRS_desktop_v09d_alfa.zip (download)

trub 2/08
See also: DLT Ltd.
See also: SIC! crew
Poland
http://trub.atari8.info/ or http://trub.sys.net.pl/
Developer: for SDX 4.x: TDPL 2.0 / TD 2.0 (enhanced TD.COM, Polish/
English), XEP.SYS 0.1F (XEP80 device driver), FSTRUCT, RUNEXT 0.5, QE 2.0
(Continuation of the famous Quick Edit - E: and CON: accelerator by KMK).
for SDX+65C816: RAMD816.SYS. for SDX+QMEG OS: OSSIO.SYS. for SDX+SIO2IDE:
S2I Commands 0.8. for SIO2IDE: S2I JukeBox 4.0a. for MS Windows: FIXATR.
for SDX+KMK/JZ IDE: CDPLAY 0.4a. more: ED 2.9, ABASIC, YOGI/YELLYSTONE PARK
Multidrive, XLDisk. SRAMCharger and Indus CP/M project for Indus GT,
LDW Super 2000, and California Access CA-2001 disk drives

Vasyl Tsvirkunov 2/07
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

TurntableNeedles.com 7/10
(checks payable to "AVCR Electronics")
1335 NW 9th St
Corvallis OR 97330-4508
USA
http://www.turntableneedles.com/
Developer: replacement belts for the Atari 410 program recorder

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Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: new hardware, new commercial software (cassette format)

Subject: V

Dan Vernon 4/07
http://retrobits.net/
Developer: Atari810 1.4d -- software for emulating an Atari 8-bit floppy
drive or hard disk on your PC (Windows NT/2000/XP)

Video 61 & Atari Sales (Lance Ringquist) 11/09
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
"We service, sell and publish hardware and software"
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: CARTRIDGES: Animated Puzzle (Atari proto),
Berzerk (Atari proto), Commando (Atari proto), Crystal Castles (Atari 16K
proto), Deflektor (Atari proto), Jr. Pac-Man (Atari proto), Letter Tutor
(Atari proto), MIDI Maze (Atari proto), Montezuma's Revenge (proto cart vers),
Mr. Do's Castle (proto cart version), Stargate (Atari proto), Superman III
(Atari proto), Tower Toppler (Atari proto), Xenophobe (Atari proto).
LATEST: Jinx, Nibbler, Clowns And Balloons, Bubble Trouble, Pacific Coast
Highway, DropZone, S.A.G.A. Mission Secret, S.A.G.A. Strange Odyssey, S.A.G.A.
Pirates Adventure, Sling Shot, Star Flite, TRON, H.A.C. (Heavy Armor Combat),
Tempest Xtreem. MORE CARTRIDGES:
Amazing Maze, Arkanoid, AtarTris II, Bumpers, Checkers, Clash of the Kings,
Concentration, Cosmos Pinball, Crystal Raider, Dan Strikes Back, Dandy,
Desmond's Dungeons, Dinky Do, Dungeon Lords, Dynakillers,
Elevator Repairman, Firebug, Getaway, Hearts Card Game, Jailbreak,

Jigsaw Puzzles, Lights Out, Lord of the Orb, Mah Jong, Maze War, Midas Maze,
Monopoly, Montana Solitaire Card Game, Mr. Robot, MyDOS 4.5, Paddle Pack Pong,
Paddle Wars, Plaqueman, Preppie, Preppie II, Puzzled (Jigsaw Puzzles),
Quest for Quintana Roo, Rally Speedway, Ricochet, Rocks, Sharp Shooters,
Smush, Solitaire Card Game, Spaceball, Spaceshot Pinball, SpartaDOS 3.3C,
Speed-O RPM Drive Tester, Tetris II, Turbo BASIC, Ultra-Translator (800 OS)
Twilight World, Twin Pack (Battleship/Jump the Pegs), Video Poker Card Game,
Video Slots, Whomper Stomper, Zybex.
CD-ROM: Atari 8-Bit Public Domain-Shareware Software CD-ROM.
hardware: V-61's Cassette Data Storage & Maintenance/Service Pack (for Atari
410, 1010, XC11, XC12 and compatible), CX-40 Evolved (joystick controller),
CX-30 Evolved (paddle controllers pair)

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12),
commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
USA
http://www.videogametrader.com/
Vendor: new and used commercial software

Steve Vigneau (c0nsumer) 7/09
Michigan
USA
http://nuxx.net/wiki/SDrive_NUXX
Developer: SDrive NUXX PCB & End Panel Set, Complete SDrive NUXX

Vintage Computer Cables 8/07
Fort Lauderdale FL
USA
http://www.vintagecomputercables.com/
Developer: Atari Gold Video Cable, Atari Gold Video Cable (stereo with Y),
Atari Gold S-Video Cable (stereo with Y)

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands

http://software.wackonet.net/
Developer: Line Crash (game)

WASEO (Thorsten Helbing, Michael Probst) 2/10
(Walkenrieder Anwender-Software Entwicklungs-Organisation)
See also: Werner Raetz
c/o Thorsten Helbing
Koenigsberger Str. 9
30916 Isernhagen
Germany
tel: +49 175 9982360
FAX: +49 121 258 409 3729
http://www.waseo.de/ (Thorsten Helbing)
http://www.mipro-online.de/waseo/ (Michael Probst)
http://www.atari-computing.de/software/waseo/dictionary/startup.html
Developer: published by Werner Raetz:
Der WASEO Publisher (desktop publishing [DTP] software),
Die WASEO-Publisher-Designer-Diskette, Die WASEO Trilogy-Diskette
(Geburtstagskalenderdrucker, Lettermaster, Kurzbriefdrucker),
Das WASEO Grafinoptikum (Textskalierer, GIAZ-Konverter, Symmetriker),
Das WASEO Labouratorium (Photocolorant, Graphics 0/12-Maskenersteller,
Notizuhr), Das WASEO Practoscope (Briefumschlagdrucker, Scrollfarbeditor,
Bildmassmaster), WASEO Demo Disk (Traffic Demo, Water Tap Demo, DisShot Demo,
Kleines Ballerspiel, The Rainbow Worm), WASEO BASIC Hits (Games, Applications,
Utilities, Demos), WASEO DISK-LINE disk magazine issues 1-50,
Dictionary++ 1.03.
audio CDs: The 20 best ATARI Hits, The 20 most inventive ATARI Songs,
The Best of Music Non Stop, The Best of ATARI Game Music,
The ATARI Super Soundmix.
software for Windows PC: ATARI XL-Viewer 3.8 [10/5/2001 - view the ATARI
formats PIC (GR 8), PHO (WASEO Publisher), MIC (Micro Painter, GR.15) and
FNT (Create a font on your PC)], PiXLator 2.6.1 (9/6/2009- work with Atari
graphics, fonts, texts, and listings), ATARI-Clock 1.6.9 (10/13/2009 - Atari
style desktop clock)

B. Watson (Urchlay) 12/08
http://rogue3.homeip.net/~urchlay/fujichat.html
Developer: FujiChat v0.4: An IRC (Internet Relay Chat) client for the Atari
8-bit, based on the uIP TCP/IP stack, using a SLIP connection

Mark Watson 3/12
http://www.scrameta.net/a800.html
Developer: Atari800 emulator ports: 0.8 for GP32, 1.2 for GP2X,
1.2 for Gizmondo, 1.5 for Pandora

Whizzo Software (Dan Noguerol, with Rob Schill) 1/12
Denver, Colorado area
USA
http://www.whizzosoftware.com/
http://www.whizzosoftware.com/sio2arduino
Developer: SIO2Arduino

Jim Wilkinson 8/08
See also: Atari800 Emulator Developers
http://sourceforge.net/users/jimwilkinson
Developer: Atari Launcher (A front end for the various Atari hardware
emulators, primarily the Atari800WinPlus emulator)

Wordmark Systems (Charles Marslett) 7/08
USA
http://www.wordmark.org/
Developer: for Atari 8 Bit Computers: MyDOS 4.51 (w/ R. Puff; 6/14/89),
A65 assembler 1.2 (7/4/89). PC Utility: ATUTIL (UTIL)(6/15/89)

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

WUDSN (Peter Dell / JAC!) 12/12
See also: FAIL
Weinhechstrasse 40
66822 Lebach
Germany
Telefon: (0177) 8993513
http://www.wudsn.com/
Developer: Visdom Demo (1991), Visdom II Demo (1993), Dieter und Gisela ...
wie die wilden Tiere in Nachbars Whirlpool (2007), ABBUC Magazin Issue 99
Intro (2009), HomeCon 5 Invitation (2010), WUDSN IDE 1.6.0 (2011-04-02 --
integrated Atari 8-bit development plugin for Eclipse),
RGBA - Rasters Girls Beer Atari

Subject: Y

Yoomp! 7/08
Marcin "Eru" Zukowski, Lukasz "X-Ray" Sychowicz,
Bartek "BeWu" Wasiel, Piotr "0xF" Fusik
See also: Marcin Zukowski
See also: Piotr Fusik
http://yoomp.atari.pl/
Developer: Yoomp! version 1.1

Kemal Yun (Kemel Ezcan / KE-Soft) 7/11
Steinheimer Str. 25,
63450 Hanau
Germany
http://www.kemalsatariarchiv.gmxhome.de/
Developer: KE-SOFT CD (contains everything published by Kemel Ezcan for
the Atari, including all KE-Soft software, all issues of the ZONG disk

magazine, and more

Subject: Z

zaxon 7/11
United Kingdom
http://www.zaxon.eu/
Vendor: SIDE -- use a CompactFlash (CF) card on the Atari

Jadek Zuk (Simius) 6/11
See also: Konrad M. Kokoszkiewicz
Poland
http://www.atariage.com/forums/topic/179613-ide-plus-20-preorder-starts-today/
Developer: KMK/JZ IDE, IDE Plus 2.0

Marcin Zukowski (eru/tqa) 5/07
See also: Taquart
See also: Yoomp!
The Netherlands
http://lepix.sourceforge.net/
Developer: LePix v.0.2.0

==========
End of atari-8-bit/vendev
==========

5313. Atari XEP 80

Newsgroup: comp.sys.atari.8bit
Date: 2013-04-12 23:59:46 UTC
From: Barry <phantomm@suddenlink.net>
Message-ID: <5168a005$0$10367$bbae4d71@news.suddenlink.net>
Source record: 2

Anyone interested in a Atari XEP 80,
before I put it one E-Bay?

phantomm@suddenlink.net

5314. 8-bit sale

Newsgroup: comp.sys.atari.8bit
Date: 2013-04-13 17:44:53 UTC
From: Barry <phantomm@suddenlink.net>
Message-ID: <51699a09$1$10383$bbae4d71@news.suddenlink.net>
Source record: 3

Thinking of selling some 8-bit stuff...

Thought I would ask here first, if anyone is looking for
any hardware or software?

If so, send me e-mail please.

thanks,

Barry
phantomm@suddenlink.net

5315. UPTO 33% OFF NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2013-04-15 02:31:58 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1304141853310.8632@slate.spiritone.com>
Source record: 4
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
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5316. Subject:20% OFF ALL ATARI BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2013-04-15 02:36:12 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1304141932160.8632@slate.spiritone.com>
Source record: 5
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes & Boxes of Atari Books for Sale! Some I have Lots of and some I have 1 or 2 left!I have more Atari than anywhere else!Atari, one of the most well documented Computers ever! I have Both 8 Bit and ST! Some you wont find anywhere else but here!On Sale 20% off!Goto http://BensCatalogs.Atari.org or BenSells@Atari.org! Ask for Atari catalogs. My Game/Software & Book Catalogs are sorted alphabetically by Title so Cut-&-Paste your order and E-Mail your list with your Shipping Address so I can expedite your order or call Ben anytime at (503)256-9974! Come for the Sales, Stay for the Service!

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http://www.aracnet.com/~atari/8bt_soft.htm ATARI 8 BIT SOFTWARE/GAMES LIST!
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5317. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2013-04-15 02:39:47 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1304141936270.8632@slate.spiritone.com>
Source record: 6
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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Sign Up for the Mailing List used to send E-Mail From Bravo Sierra Computers! Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

Sign Up For The Portland Atari Club E-Mailing List! New As Of 9-10-2012!

Direct Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com!! Can't reach me? See info at Bottom!Get Heads Up on NEW Atari Sales before the Rest!

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5318. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2013-04-18 06:20:24 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1366265988@rtfm.mit.edu>
Source record: 7
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 20 days
Last-modified: March 11, 2013

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 20 days: comp.sys.atari.8bit, comp.answers, news.answers

Known web locations for the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://ftp.eq.uc.pt/usenet/usenet-by-group/comp.answers/atari-8-bit/welcome

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
(This newsgroup is not widely propagated.)
```

de.comp.sys.atari
[German language discussion about Atari micros.]

fr.comp.sys.atari
Machines de la gamme Atari.
[French language discussion about Atari micros.]

pl.comp.sys.atari
Grupa dyskusyjna uzytkownikow komputerow atari.
[Polish language discussion about Atari micros.]

WEB FORUMS
Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bitters Past and Present (Google+ community)
https://plus.google.com/u/0/communities/110499167499504639609

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"
http://www.atari8bit.de.vu/ Homesoft's Disk Images (games)

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://ftp.eq.uc.pt/usenet/usenet-by-group/comp.answers/atari-8-bit/faq

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://ftp.eq.uc.pt/usenet/usenet-by-group/comp.answers/atari-8-bit/vendev

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

Atari 8-Bit Cartridges (PitfallJones)
http://www.pitfalljones.com/atari.htm

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

5319. UPTO 33% OFF NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2013-04-22 05:00:01 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1304212155110.32221@slate.spiritone.com>
Source record: 8
Cross-posted to:
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5320. 20% OFF ALL ATARI BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2013-04-22 05:04:42 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1304212201540.32221@slate.spiritone.com>
Source record: 9
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/books.htm MISCELLANEOUS BOOKS LIST!
http://www.aracnet.com/~atari/stbooks.htm ATARI ST BOOKS LIST!
http://www.aracnet.com/~atari/8bt_hard.htm CLASSIC ATARI 8 BIT HARDWARE LIST!
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5321. Subject:AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2013-04-22 05:09:51 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1304212205370.32221@slate.spiritone.com>
Source record: 10
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

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Direct Replies via E-Mail to BenSells@Atari.org or Atari@aracnet.com!! Can't reach me? See info at Bottom!Get Heads Up on NEW Atari Sales before the Rest!

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5322. UPTO 33% OFF NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2013-04-27 21:58:03 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1304271453530.32105@slate.spiritone.com>
Source record: 11
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5323. 20% OFF ALL ATARI BOOKS! MORE NEW ATARI BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2013-04-27 22:01:40 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1304271458300.32105@slate.spiritone.com>
Source record: 12
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've Just Bought Over 40 New Books For The Classic Atari 8 Bit And Atari ST Computers Formerly Advertised For Sale In The NewsGroups By Barry Shortridge Including Lots Of COMPUTE! BOOKS & Lots Of ABACUS Books!Plus I've Added To My Lists! Download These Catalog Listings: books.txt, 8btbooks.txt & stbooks.txt

I have Boxes & Boxes of Atari Books for Sale! Some I have Lots of and some I have 1 or 2 left!I have more Atari than anywhere else!Atari, one of the most well documented Computers ever! I have Both 8 Bit and ST! Some you wont find anywhere else but here!On Sale 20% off!Goto http://BensCatalogs.Atari.org or BenSells@Atari.org! Ask for Atari catalogs. My Game/Software & Book Catalogs are sorted alphabetically by Title so Cut-&-Paste your order and E-Mail your list with your Shipping Address so I can expedite your order or call Ben anytime at (503)256-9974! Come for the Sales, Stay for the Service!

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5324. ALL NEW FREE CATALOGS! ATARI 8 BIT/ST/2600/5200/7800/JAGUAR & LYNX!

Newsgroup: comp.sys.atari.8bit
Date: 2013-04-27 22:10:43 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1304271507000.32105@slate.spiritone.com>
Source record: 13
Cross-posted to:
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I've Been Going Through My Atari Inventory! I'm Blessed With Quite A Great Collection! Some People, Who Love Atari Would Kill For My Atari Collection! I Updated My Catalogs As Of April 27th, 2013! Google "Bravo Sierra Computers"!

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5325. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2013-04-27 22:12:42 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1304271510540.32105@slate.spiritone.com>
Source record: 14
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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5326. 20% OFF ALL NEW/MINT MICROPROSE GAMES 4 ATARI!

Newsgroup: comp.sys.atari.8bit
Date: 2013-04-27 22:15:58 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1304271513000.32105@slate.spiritone.com>
Source record: 15
Cross-posted to:
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Conflict in Vietnam; Crusade in Europe; Decision in the Desert; F-15 Strike Eagle; Kennedy Approach; Silent Service; Top Gunner Collection;

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The Ancient Art of War in the Skies; B17 Flying Fortress; Sid Meier's Civilization; F-15 Strike Eagle; F-19 Stealth Fighter; Fire and Brimstone; Grand Prix; Greens The Ultimate 3-D Golf Simulation; Gunship; Knights of the Sky; M1 Tank Platoon; Sid Meier's Railroad Tycoon; Red Storm Rising; Silent Service; Silent Service II;

Limited Copies of games to go around for the ST! 1, 2 or a few each!

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5327. Original Atari Cassettes

Newsgroup: comp.sys.atari.8bit
Date: 2013-04-30 20:09:09 UTC
From: Barry <phantomm@suddenlink.net>
Message-ID: <518024ee$0$12765$bbae4d71@news.suddenlink.net>
Source record: 16

Anyone interested in original Atari Cassettes?
Some are games by other companies.
Others are by Atari with their label.
For example Energy Czar, Invitation to Programming.
Some of those comes with manuals.
Would like to get rid of em all at once.

Interested just email before someone else buys them.
there are around 15 to 20 if not more.

phantomm@suddenlink.net

5328. DarkForce! BBS April 2013 winner!

Newsgroup: comp.sys.atari.8bit
Date: 2013-05-03 07:15:54 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <5183642a$0$12752$bbae4d71@news.suddenlink.net>
Source record: 17

Greetings everyone!

Here is the lucky winner for April 2013 at The DarkForce! BBS:

April 2013
1. Atarigeezer wins a free 12 issue/1 year subscription to
Atariuser Magazine!

Also, here is the May 2013 prize:

May 2013
1. Atariuser Magazine - some lucky caller will win a free 12 issue
/1 year subscription to Atariuser Magazine.

Congratulations to our winners, and good luck to this months callers!

:)

PS Atarigeezer, I need your e-mail address!

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

5329. UPTO 33% OFF NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2013-05-06 05:55:09 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1305052243440.3461@slate.spiritone.com>
Source record: 18
Cross-posted to:
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5330. 20% OFF ALL ATARI BOOKS! MORE NEW ATARI BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2013-05-06 05:58:19 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1305052255260.3461@slate.spiritone.com>
Source record: 19
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've Just Bought Over 40 New Books For The Classic Atari 8 Bit And Atari ST Computers Formerly Advertised For Sale In The NewsGroups By Barry Shortridge Including Lots Of COMPUTE! BOOKS & Lots Of ABACUS Books!Plus I've Added To My Lists! Download These Catalog Listings: books.txt, 8btbooks.txt & stbooks.txt

I have Boxes & Boxes of Atari Books for Sale! Some I have Lots of and some I have 1 or 2 left!I have more Atari than anywhere else!Atari, one of the most well documented Computers ever! I have Both 8 Bit and ST! Some you wont find anywhere else but here!On Sale 20% off!Goto http://BensCatalogs.Atari.org or BenSells@Atari.org! Ask for Atari catalogs. My Game/Software & Book Catalogs are sorted alphabetically by Title so Cut-&-Paste your order and E-Mail your list with your Shipping Address so I can expedite your order or call Ben anytime at (503)256-9974! Come for the Sales, Stay for the Service!

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5331. ALL NEW FREE CATALOGS! ATARI 8 BIT/ST/2600/5200/7800/JAGUAR & LYNX!

Newsgroup: comp.sys.atari.8bit
Date: 2013-05-06 06:05:33 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1305052258430.3461@slate.spiritone.com>
Source record: 20
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've Been Going Through My Atari Inventory! I'm Blessed With Quite A Great Collection! Some People, Who Love Atari Would Kill For My Atari Collection! I Updated My Catalogs As Of April 27th, 2013! Google "Bravo Sierra Computers"!

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NEW FREE Catalogs for NEW & USED Classic Atari 8 Bit & ST Computer Lines Plus Atari 2600, 5200, 7800, Jaguar & Lynx Games! Atari Hardware, Games/Software, Books/References & Accessories!Eleven Catalogs in all! View Catalogs on-line, Download them or Feel free to Request catalogs by E-Mail! Really, it's not an inconvenience!Please specify 8 Bit, ST, 2600, 5200, 7800 Jaguar, Lynx or ALL! Then I'll send you them by E-Mail! Let me know if I can attach files to your E-Mail! Cruise the Web at http:\\BensCatalogs.Atari.org or BenSells@Atari.org call(503)256-9974!Come For The Sales, Stay For The Service!Call/E-Mail Today!

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5332. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2013-05-06 06:09:56 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1305052305530.3461@slate.spiritone.com>
Source record: 21
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

LOOKING FOR ATARI 2600/5200/7800/JAGUAR/LYNX/8 BIT AND/OR ST?

Sign Up for the Mailing List used to send E-Mail From Bravo Sierra Computers! Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

Sign Up For The Portland Atari Club E-Mailing List! New As Of 9-10-2012!

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5333. 20% OFF ALL NEW/MINT MICROPROSE GAMES 4 ATARI!

Newsgroup: comp.sys.atari.8bit
Date: 2013-05-06 06:14:23 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1305052310180.3461@slate.spiritone.com>
Source record: 22
Cross-posted to:
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5334. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2013-05-09 05:34:11 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1368077608@rtfm.mit.edu>
Source record: 23
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 20 days
Last-modified: March 11, 2013

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 20 days: comp.sys.atari.8bit, comp.answers, news.answers

Known web locations for the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://ftp.eq.uc.pt/usenet/usenet-by-group/comp.answers/atari-8-bit/welcome

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
(This newsgroup is not widely propagated.)
```

de.comp.sys.atari
[German language discussion about Atari micros.]

fr.comp.sys.atari
Machines de la gamme Atari.
[French language discussion about Atari micros.]

pl.comp.sys.atari
Grupa dyskusyjna uzytkownikow komputerow atari.
[Polish language discussion about Atari micros.]

WEB FORUMS
Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bitters Past and Present (Google+ community)
https://plus.google.com/u/0/communities/110499167499504639609

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"
http://www.atari8bit.de.vu/ Homesoft's Disk Images (games)

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://ftp.eq.uc.pt/usenet/usenet-by-group/comp.answers/atari-8-bit/faq

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://ftp.eq.uc.pt/usenet/usenet-by-group/comp.answers/atari-8-bit/vendev

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

Atari 8-Bit Cartridges (PitfallJones)
http://www.pitfalljones.com/atari.htm

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

5335. UPTO 33% OFF NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2013-05-14 05:48:00 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1305132236430.6601@slate.spiritone.com>
Source record: 24
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Message-ID: <alpine.DEB.2.00.1305132252070.6601@slate.spiritone.com>
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Date: 2013-05-20 21:09:58 UTC
From: Barry <phantomm@suddenlink.net>
Message-ID: <519baf50$0$12783$bbae4d71@news.suddenlink.net>
Source record: 33
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Don't have a panasonic.

Do have a Atari XDM 121 Daisy Wheel Printer, which is more used to do
a nice letter type set. I still Have my STAR Gemini 10, I just uncovered it
to day and also some black type writer style ribbons. That printer really
cuts down
on Ink cartridge costs. I just bought a new All in one printer not long ago,
and
all ready I've had to replace one Ink Cart. For a few more dollars, I could
have
bought a new Printer with New Carts. CRAZY, I can almost see that moutain
of printers going into a land fill over crazy Ink prices.

Anyway XDM121 is for sale or trade at right price, but not giving it away.
The ribbon cart, can probably still be found. and I think the one I have
still has a few pages left in her.

Rock on!
Barry
phantomm@suddenlink.net

"Bravo Sierra Computers" <Atari@aracnet.com> wrote in message
news:alpine.DEB.2.00.1305200417180.14726@slate.spiritone.com...
> I'm Looking For Either A KX-P1080i Or A KX-P1091i 9 Pin Dot Matrix
> Panasonic
> Printer! Buy Or Trade! Also Looking For Supplies For Printer Like Fan-Fold
> Printer Paper And Ink Cartridges! Looking For A Business Selling
> Accessories!
>
> Games/Software, Hardware/Accessories & Books/References!Atari Computers,8
> Bit
> & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand
> Held!
> FREE Catalogs at http://BensCatalogs.Atari.org or
> http://BenSells.Atari.org
> Request Atari Catalogs by E-Mail at Atari@aracnet.com or
> BenSells@Atari.org &
> Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar or Lynx!!! Or
> Request
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> Ben
> anytime at (503)256-9974! Come For The Sales, Stay For The
> Service!1978-2013!
> Sent on my Atari Computer

>

5344. Generic toradol

Newsgroup: comp.sys.atari.8bit
Date: 2013-05-21 09:06:22 UTC
From: Anna Jackson <buypharmacypill@gmail.com>
Message-ID: <ca9a35bd-232a-43cf-9b57-b713f6fd01a0@zo5g2000pbb.googlegroups.com>
Source record: 32

Toradol or Ketorolac is used to treat different pains in people. This medicine is a temporary healing of mild or harsh pain in adults. Mostly this medicine is used for relieving the pain during operation or surgery.

Toradol is a nonsteroidal anti-inflammatory drug (NSAID). It acts by preventing your body's construction of definite natural essences that makes inflammation. It this way this medicine reduces inflammation, pain, or fever. Users can purchase this medicine from here in very good prices.

New York City

Call Us on our TOLL FREE Customer Services Number. 1-855-251-3111

E - Mail - drugpillstore@gmail

Web Site ->: http://www.drugpillstore.com/neurontin-gabapentin-tablets.html

5345. Re: WANTED: BUY OR TRADE! PANASONIC DOT MATRIX PRINTER!

Newsgroup: comp.sys.atari.8bit
Date: 2013-05-23 02:21:09 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1305221909200.20042@slate.spiritone.com>
Source record: 34
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On Mon, 20 May 2013, Barry wrote:

> Date: Mon, 20 May 2013 17:09:58 -0400
> From: Barry <phantomm@suddenlink.net>
> Newsgroups: comp.sys.atari.8bit, comp.sys.atari.st, rec.games.video.atari,
> rec.games.video.classic, rec.games.video.marketplace, pdx.forsale
> Subject: Re: WANTED: BUY OR TRADE! PANASONIC DOT MATRIX PRINTER!
>
> Don't have a panasonic.
>
> Do have a Atari XDM 121 Daisy Wheel Printer,

No. I Dont Have An XDM 121

> which is more used to do a nice letter type set. I still Have my STAR Gemini
> 10, I just uncovered it to day and also some black type writer style ribbons.
> That printer really cuts down on Ink cartridge costs. I just bought a new All
> in one printer not long ago, and all ready I've had to replace one Ink Cart.
> For a few more dollars, I could have bought a new Printer with New Carts.
> CRAZY, I can almost see that moutain of printers going into a land fill over
> crazy Ink prices.
>
> Anyway XDM121 is for sale or trade at right price, but not giving it away.
> The ribbon cart, can probably still be found. and I think the one I have
> still has a few pages left in her.

Sorry Barry, I'm Only Interested In Either The KX-P1080i Or KX-P1091i Panasonic

> Rock on!
> Barry
> phantomm@suddenlink.net
>
>
>
> "Bravo Sierra Computers" <Atari@aracnet.com> wrote in message
> news:alpine.DEB.2.00.1305200417180.14726@slate.spiritone.com...
>> I'm Looking For Either A KX-P1080i Or A KX-P1091i 9 Pin Dot Matrix
>> Panasonic
>> Printer! Buy Or Trade! Also Looking For Supplies For Printer Like Fan-Fold
>> Printer Paper And Ink Cartridges! Looking For A Business Selling
>> Accessories!
>>
>> Games/Software, Hardware/Accessories & Books/References!Atari Computers,8
>> Bit

>> & ST Lines + Atari 2600/5200/7800, Jaguar & Lynx Games, Consoles & Hand
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>> Request Atari Catalogs by E-Mail at Atari@aracnet.com or BenSells@Atari.org
>> &
>> Please Specify Atari 8 Bit, ST, 2600/7800, 5200, Jaguar or Lynx!!! Or
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5346. UPTO 33% OFF NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2013-05-28 22:32:29 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1305281526330.21849@slate.spiritone.com>
Source record: 35
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5347. 20% OFF ALL ATARI BOOKS! MORE NEW ATARI BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2013-05-28 22:37:24 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1305281532490.21849@slate.spiritone.com>
Source record: 36
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've Just Bought Over 40 New Books For The Classic Atari 8 Bit And Atari ST Computers Formerly Advertised For Sale In The NewsGroups By Barry Shortridge Including Lots Of COMPUTE! BOOKS & Lots Of ABACUS Books!Plus I've Added To My Lists! Download These Catalog Listings: books.txt, 8btbooks.txt & stbooks.txt

I have Boxes & Boxes of Atari Books for Sale! Some I have Lots of and some I have 1 or 2 left!I have more Atari than anywhere else!Atari, one of the most well documented Computers ever! I have Both 8 Bit and ST! Some you wont find anywhere else but here!On Sale 20% off!Goto http://BensCatalogs.Atari.org or BenSells@Atari.org! Ask for Atari catalogs. My Game/Software & Book Catalogs are sorted alphabetically by Title so Cut-&-Paste your order and E-Mail your list with your Shipping Address so I can expedite your order or call Ben anytime at (503)256-9974! Come for the Sales, Stay for the Service!

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http://www.aracnet.com/~atari/5200.htm ATARI 5200 HARDWARE & GAMES LIST!
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5348. AD: NEWS/E-Mail/Mailing/Your WantLists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2013-05-28 22:41:41 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1305281538350.21849@slate.spiritone.com>
Source record: 37
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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Sign Up for the Mailing List used to send E-Mail From Bravo Sierra Computers! Heads Up on Atari Sales before the Rest! Get Notified on NEW ATARI Goods!

I cant read your mind! Fill out the Atari survey, Helping me figure out your Atari needs! Feel free to fill out the Atari Survey on my Contact Page! Goto:

http://www.aracnet.com/~atari/maillist.htm Atari Mail lists and surveys!

Use this HotLink and make a list for your Atari Want List and I'll contact you! Sometimes something on your list may not be in my Atari Catalogs!

Sign Up For The Portland Atari Club E-Mailing List! New As Of 9-10-2012!

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5349. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2013-05-30 05:03:38 UTC
From: Michael Current <michael@mcurrent.name>
Message-ID: <atari-8-bit/welcome_1369889929@rtfm.mit.edu>
Source record: 38
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 20 days
Last-modified: March 11, 2013

Welcome to the comp.sys.atari.8bit newsgroup!

Discussion about 8 bit Atari micros.

Welcome to the Usenet newsgroup for discussion about the Atari 8-bit family
of computers! These include the Atari 400, 800, 1200XL, 600XL, 800XL, 65XE,
130XE, and 800XE personal/home computers, and the Atari XE game system.

The 400/800/1200XL/600XL/800XL computers were produced from 1979-1984 by
Atari, Inc., of Sunnyvale, California, USA, while Atari was a division of
Warner Communications.

The 800XL/65XE/130XE/800XE computers and XE game system were produced from
1984-1992 by Atari Corp., also based in Sunnyvale, California, USA.

Today, remaining intellectual property rights associated with the Atari 8-bit
family of computers are owned by Atari Interactive, Inc., a subsidiary of
Atari, SA of Lyon, France. http://corporate.atari.com/

ABOUT THIS DOCUMENT
Kept by Michael Current, michael@mcurrent.name

The latest version of this document is posted to these Usenet newsgroups
every 20 days: comp.sys.atari.8bit, comp.answers, news.answers

Known web locations for the latest version of this document:
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/welcome
http://faqs.cs.uu.nl/na-dir/atari-8-bit/welcome.html
http://ftp.eq.uc.pt/usenet/usenet-by-group/comp.answers/atari-8-bit/welcome

NEWSGROUP BACKGROUND
comp.sys.atari.8bit was created in November 1986 (as part of the Great
Renaming) as a direct replacement for: net.micro.atari8

comp.sys.atari.8bit is unmoderated, and has no formal newsgroup charter.

The comp.* hierarchy of Usenet newsgroups is managed by the Big-8 Management
Board: http://www.big-8.org/

RELATED NEWSGROUPS
alt.binaries.comp.atari8bit
Programs for Atari's 6502-based orphans.
(This newsgroup is not widely propagated.)
```

de.comp.sys.atari
[German language discussion about Atari micros.]

fr.comp.sys.atari
Machines de la gamme Atari.
[French language discussion about Atari micros.]

pl.comp.sys.atari
Grupa dyskusyjna uzytkownikow komputerow atari.
[Polish language discussion about Atari micros.]

WEB FORUMS
Atari 8-Bit Computers forum at AtariAge
http://www.atariage.com/forums/forum/12-atari-8-bit-computers/

Atari 8-Bit family (forum sponsored by Atari, Inc.)
http://www.ataricommunity.com/forums/forumdisplay.php?f=524

Atari 8-Bitters Past and Present (Google+ community)
https://plus.google.com/u/0/communities/110499167499504639609

SOFTWARE
http://www.atarimania.com/ "The World's Finest Atari Database"
http://atari.fandal.cz/ Games, Demos
http://www.atarionline.pl/ Games, Demos
http://ftp.pigwa.net/ or ftp://ftp.pigwa.net/ "Total Demoscene Archive"
http://www.atari8bit.de.vu/ Homesoft's Disk Images (games)

XL Search "The Atari 8-Bit File Archive Search Engine" (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Atari SAP Music Archive, http://asma.atari.org/

INFORMATION
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
http://faqs.cs.uu.nl/na-dir/atari-8-bit/faq.html
http://ftp.eq.uc.pt/usenet/usenet-by-group/comp.answers/atari-8-bit/faq

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
http://faqs.cs.uu.nl/na-dir/atari-8-bit/vendev.html
http://ftp.eq.uc.pt/usenet/usenet-by-group/comp.answers/atari-8-bit/vendev

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Atari BBS List (Trevor Holyoak)
http://atari.holyoak.com/ATARIBBS.TXT
http://www.atariplanet.info/ATARIBBS.TXT

Easter Egg Compendium and Contest (Digital Press)
http://www.digitpress.com/eastereggs/ --Atari 400-800-XL-XE-XEGS computers

Game Solution Maps
http://mapy.atari8.info/

AtariWiki (Carsten Strotmann)
http://atariwiki.strotmann.de/ Information mainly intended for programmers

Atari 8-Bit Cartridges (PitfallJones)
http://www.pitfalljones.com/atari.htm

USER GROUPS
ABACUS - Atari Bay Area Computer User Society
http://www.abacusonline.org/

ABBUC - Atari Bit Byter User Club
http://www.abbuc.de/

ABBUC RAF - Frankfurt ABBUC Regional Group
http://www.abbuc-raf.de/

ABBUC RENO - ABBUC Regional Group North
http://andymanone.dyndns.org/reno/

ACEC - Atari Computer Enthusiasts of Columbus
http://acec.atari.org/

AKPV - Atariklub Prostejov
http://atariklub.prostejov.cz/

SCAT - Suburban Chicago ATarians
http://www.scatarians.org/

SPACE - Saint Paul Atari Computer Enthusiasts
http://space.atari.org/

NEWS SOURCES (in addition to comp.sys.atari.announce)
Atari Online News, Etc. -- A-ONE Online Magazine (Dana P. Jacobson)
http://www.atarinews.org/

ATARItoday -- Atari web news meta-site (Andreas Bertelmann)
http://www.ataritoday.net/

Atari User -- monthly PDF magazine (Anglo Internet Press)
http://atariuser.com/

5350. UPTO 33% OFF NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2013-06-03 07:56:16 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1306030053390.25365@slate.spiritone.com>
Source record: 39
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5351. 20% OFF ALL ATARI BOOKS! MORE NEW ATARI BOOKS!

Newsgroup: comp.sys.atari.8bit
Date: 2013-06-03 07:58:32 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1306030056240.25365@slate.spiritone.com>
Source record: 40
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I've Just Bought Over 40 New Books For The Classic Atari 8 Bit And Atari ST Computers Formerly Advertised For Sale In The NewsGroups By Barry Shortridge Including Lots Of COMPUTE! BOOKS & Lots Of ABACUS Books!Plus I've Added To My Lists! Download These Catalog Listings: books.txt, 8btbooks.txt & stbooks.txt

I have Boxes & Boxes of Atari Books for Sale! Some I have Lots of and some I have 1 or 2 left!I have more Atari than anywhere else!Atari, one of the most well documented Computers ever! I have Both 8 Bit and ST! Some you wont find anywhere else but here!On Sale 20% off!Goto http://BensCatalogs.Atari.org or BenSells@Atari.org! Ask for Atari catalogs. My Game/Software & Book Catalogs are sorted alphabetically by Title so Cut-&-Paste your order and E-Mail your list with your Shipping Address so I can expedite your order or call Ben anytime at (503)256-9974! Come for the Sales, Stay for the Service!

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5352. ALL NEW FREE CATALOGS! ATARI 8 BIT/ST/2600/5200/7800/JAGUAR & LYNX!

Newsgroup: comp.sys.atari.8bit
Date: 2013-06-03 08:06:08 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1306030103590.25552@slate.spiritone.com>
Source record: 41
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've Been Going Through My Atari Inventory! I'm Blessed With Quite A Great Collection! Some People, Who Love Atari Would Kill For My Atari Collection! I Updated My Catalogs As Of June 3rd, 2013! Google "Bravo Sierra Computers"!

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5353. ATARI SUMMER STAYCATION! UPTO 33% OFF NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2013-06-03 08:11:15 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1306030109150.25552@slate.spiritone.com>
Source record: 42
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5354. DarkForce! BBS May 2013 monthly winner!

Newsgroup: comp.sys.atari.8bit
Date: 2013-06-04 00:22:38 UTC
From: "Ronald J. Hall" <darklord@suddenlink.net>
Message-ID: <51ad334e$0$12785$bbae4d71@news.suddenlink.net>
Source record: 43

Greetings everyone!

Here is the lucky winner for May 2013 at The DarkForce! BBS:

May 2013
1. David wins a free 12 issue/1 year subscription to
Atariuser Magazine!

Also, here is the June 2013 prize:

June 2013
1. Atariuser Magazine - some lucky caller will win a free 12 issue
/1 year subscription to Atariuser Magazine.

Congratulations to our winner(s), and good luck to this months callers!

:)

PS David, I need your e-mail address!

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

5355. Canadian company searching for buried ET video games:

Newsgroup: comp.sys.atari.8bit
Date: 2013-06-07 16:57:02 UTC
From: Ubiquitous <weberm@polaris.net>
Message-ID: <kot347gtq4@dont-email.me>
Source record: 44
Cross-posted to:
alt.atari.2600,alt.games.atari,alt.movies.spielberg,comp.sys.atari.8bit,rec.arts.movies.past-films,rec.games.video.atari

By John Bear

According to Kozar Cool Blog, the top five myths about video games are:
Video games lead to violence.

• irls don't play video games (I know at least one who does, a lot).

• You can use the chips from a PlayStation 2 to make the guidance system
on a missile.

• Pong was the first video game.

The number one video game myth: there are millions of Atari cartridges
buried in the desert of New Mexico.

Well, that last one might actually be true.

If you check out the Alamogordo page on Wikipedia, you will see
information on the Trinity Site (even if it happened closer to Socorro),
Ham the Space Chimp and the so-called Atari Graveyard.

Probably Located off First Street near the Charlie T. Lee Memorial Relief
Route, the old landfill now dons old toilets illegally dumped next to the
dried-up blooms from century plants.

Joe Lewandowski who has been in the garbage business for decades said the
urban legend about thousands of copies of E.T., The Extraterrestrial
Atari game buried in an old landfill on the west side of town, is one of
the biggest rumors among gamers.

Lewandowski said some people believe the story.

Others don't.

In fact, I had scarcely finished an online story about a film company
coming to search for the games before he received an email from an author
of a book stating that the myth had already been debunked in a book. (His
book, by the way.)

Lewandowski said many of the people who were involved in the massive
game dump have since died, which does nothing to quell the imaginations
of the more conspiracy-minded people out there.
Some people have said the Daily News reporter who wrote the original
story in 1983 doesn't actually exist. She did and has also since exited
the mortal coil. The plot thickens. Cue sinister music.

Whether you believe the legend is one thing. But everyone pretty much agrees that the E.T. game has one major problem it isn't any good. E.T. keeps falling down a hole, so a player can't really get anywhere except for the beginning, over and over and over ...

Lewandowski said millions of the games were manufactured and almost all of them were returned (except those believed to lie beneath the Friendliest Place on Earth, Alamogordo).

District 1 Commissioner Jason Baldwin earlier this month admitted to having played the game and said that, indeed, it was horrible.

You can shag a copy of the game on eBay for about five bucks. If ironic detachment is your thing, someone also sells T-shirts emblazoned with "Atari 1982" and a pixilated image of the wrinkly little alien from which the game derives its name. A band called Wintergreen even made a music video on the subject.

Lewandowski said Atari already had fallen on hard financial times. The company paid Steven Spielberg tens of millions of dollars to license the E.T. name, and the dud of a game caused its worth to sink even farther.

He said he was present at the landfill in September of 1983 to see the first of nine truckloads of the games that were allegedly dumped by one of his competitors. Laws regarding the discarding of garbage and the running of landfills were much more relaxed in the early 1980s.

Twenty one more truckloads of the games are believed to exist, but where they ended up remains a mystery. Thieves purportedly hijacked one of the truck loads and rode it to Mexico, he said.

Lewandowski said some of games and other Atari-related brick-a-brack were run over with a bulldozer and slathered in concrete, which probably helped to preserve them if they are, in fact, actually there.

Local youth took advantage of lax security at the landfill the night the first games showed up and soon local stores were being inundated with people bringing in crates of the pilfered electronics to sell, he said.

Lewandowski has wanted the story to be told for years and said more than one cable channel has floated the idea, though none has ever come to fruition.

He might get his chance. The city commission on Tuesday agreed to allow Fuel Industries, a company with offices in California and Ontario, Canada, six months to dig up the old landfill where the games are (maybe) buried. Fuel did not respond to a request for comment.

Lewandowski is pretty sure where the games lie, but he ain't sayin' just where. You're just going to have to wait.

--
"We're gonna punish our enemies and we're gonna reward our friends"
-- Barack "Dear Ruler" Obama

5356. Atari Party 2013 is one month away!

Newsgroup: comp.sys.atari.8bit
Date: 2013-06-09 00:53:57 UTC
From: rbernardo@iglou.com
Message-ID: <fbcb44e4-0484-474a-a8d7-7398492acaf8@googlegroups.com>
Source record: 45

---------- Original message ----------
Subject: Atari Party 2013 is 1 month away!
From: Bill Kendrick

Atari Party 2013 is one month away! I hope to see you at the public library here in Davis, on Saturday July 6th! Many of us will be there setting things up at 10am, when the library opens. The event officially starts at 12 noon.

http://www.newbreedsoftware.com/atariparty/2013/location/

If you're coming from out of town, and looking for a hotel or motel, here are a few links that you might find useful:

* Google Maps search for "hotel" near Davis
(note: check-in set for July 6th, the day of the event; change as needed)

http://goo.gl/maps/V4AAI

* "Hotels" pages on the DavisWiki and WoodlandWiki:

http://daviswiki.org/Hotels
http://www.woodlandwiki.org/Hotels

(Sadly, the West Sac. and Dixon Wikis don't have anything on their
"Hotels" pages; but they're wikis, so you can help fix that! ;))

Want to help?

We're still in need of TVs (I need at least 3 more than I have, to set up all of the systems I'd like to bring), and volunteers to help 'usher' (hand out raffle tickets when people arrive, and help attendees -- or at least point them to someone else who can help).

I'm also considering buying a pair of game consoles (Atari 2600 & 7800, plus games & controllers) from a local comic book store to give away as prizes. They're asking $50, but I'll also need to buy some power supplies, since they have none.

However, I have $0 budget this year, since so far all donations have been give-away items. While this obviously isn't a deal-breaker, it's always cool to have actual Ataris to give away as prizes, so I thought I'd mention it, just in case anyone out here felt particularly charitable. :)

Thanks!

--
-bill!
Sent from my computer

5357. UPTO 33% OFF NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2013-06-10 13:23:51 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1306100619220.20001@slate.spiritone.com>
Source record: 46
Cross-posted to:
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Newsgroup: comp.sys.atari.8bit
Date: 2013-06-10 13:27:45 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1306100624050.20001@slate.spiritone.com>
Source record: 47
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I've Just Bought Over 40 New Books For The Classic Atari 8 Bit And Atari ST Computers Formerly Advertised For Sale In The NewsGroups By Barry Shortridge Including Lots Of COMPUTE! BOOKS & Lots Of ABACUS Books!Plus I've Added To My Lists! Download These Catalog Listings: books.txt, 8btbooks.txt & stbooks.txt

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5359. ALL NEW FREE CATALOGS! ATARI 8 BIT/ST/2600/5200/7800/JAGUAR & LYNX!

Newsgroup: comp.sys.atari.8bit
Date: 2013-06-10 13:31:34 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1306100628030.20001@slate.spiritone.com>
Source record: 48
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5360. ATARI SUMMER STAYCATION! UPTO 33% OFF NEW ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2013-06-10 13:34:25 UTC
From: Bravo Sierra Computers <Atari@aracnet.com>
Message-ID: <alpine.DEB.2.00.1306100631520.20001@slate.spiritone.com>
Source record: 49
Cross-posted to:
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5361. What PETSCII editing software do you recommend?

Newsgroup: comp.sys.atari.8bit
Date: 2013-06-10 19:50:52 UTC
From: Payton Byrd <plbyrd@gmail.com>
Message-ID: <188d9cc5-0df6-46de-82df-9413f00f27d9@googlegroups.com>
Source record: 50

What is the best native or PC-based software for editing PETSCII files for a BBS?